

# Sun Priest

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## NAMES

- *Male:* Adur, Bion, Dadasig, Henoeh, Kalbum, Phoroch, Settur, Zitukon
- *Female:* Anatu, Inannu, Kalam, Lahil, Mylitta, Ninsar, Puabi, Uttu

## LOOK

- Warm Eyes, Wrapped Eyes, or Crimson Orbs
- Tanned Skin, Pale Skin, or Religious Brands
- Fiery Hair, Bald, or Sun Tattoos
- Crimson Robes, Airy Clothes, or Tabard

## STATS

- You maximum HP is 6+Constitution.
- Your base damage is d6.

## ALIGNMENT

### Good

Help someone at great cost to yourself.

### Lawful

Protect those weaker than you from harm.

### Neutral

Cleanse the world of a creature of darkness and corruption.

## DEVOTION

What is the source of your devotion? Choose one:

### A Light in the Darkness

Describe the horrible monster you were rescued from before it consumed you. When you defend someone from the forces of darkness, take +1 Armor forward and gain 1d4 Glory.

### Seen the Light

At the darkest moment of your life, you found salvation: describe how. When you encourage someone to keep pressing on in the face of terrible adversity, they take +1 forward and you gain 1d4 Glory.

### Spreading the Light

Describe the church you were born and raised in. In any steading where there is a church of Ayash you can always find lodgings and healing. When you preach the doctrines of Ayash, cleanse an area, or consecrate a site in her name, gain 1d6 Glory.

### Cleansing a Stain

While Ayash sleeps you must be vigilant in her stead. When you deal damage to a being of pure darkness you ignore its armor, and when you destroy it gain 1d4 Glory.

## BONDS

Fill in the name of your companions in at least one:

I exorcised an eldritch horror from \_\_\_\_\_.

\_\_\_\_\_ was born under a bad moon.

I brought \_\_\_\_\_ back from the brink of death.

I testified on the behalf of \_\_\_\_\_.

## STARTING MOVES

### Covenant of Ayash

The light of Ayash never adversely affects you; she does not obstruct your vision (even if you gaze directly upon her), cause you to sweat, or burn your skin.

You have a Glory stat equal to your Wisdom ability score. When you spend a few minutes in prayer at dawn, set your Glory to its maximum. You can spend 1 Glory to do one of the following:

- Reduce damage to yourself by 1. You can spend as many points as you want to further reduce damage.
- Restore 1d4 hit points to a living creature you touch.
- Purify any food or water you touch.
- During the day, cause the sun to pierce through any clouds.

### Let There Be Light

As long as you **have at least 1 GLORY**, when you utter prayers to Ayash light radiates from your holy symbol, shining like a torch.

When you **brandish your holy symbol and call upon Ayash to keep demons and undead at bay**, spend 1 GLORY and roll+WIS. \* On a 7+, as long as you continue to pray they cannot come within arm's reach of you, unless you or your allies attack. \* On a 10+, you or your allies also take +1 forward against them.

### Staring At The Sun

When you **gaze upon Ayash and ask her for guidance**, roll+WIS. \* On a 10+, she provides you with a clear vision. \* On a 7-9, the vision is clouded and uncertain.

### Sunray

When you unleash an intense ray of sunlight at a Near creature, spend 1 Glory and roll+WIS.

\* On a 7+, deal your damage. \* On a 7-9, choose one:

- You draw unwelcome attention to yourself.
- It takes more effort than expected--spend 1 additional Glory.
- The rays aren't as intense--roll damage twice and take the lower result.
- You accidentally blind someone you didn't want to.

## GEAR

Your Load is 10+STR. You start with a holy symbol of Ayash (0 weight), book of scriptures (0 weight), and dungeon rations (5 uses, 1 weight). Choose your defenses:

- ☐ Blessed vestments (0 armor, 0 weight) and a healing potion (0 weight)
- ☐ Coat of emblazoned copper discs (1 armor, 1 weight)

Choose your weapon:

- ☐ Copper-capped staff (close, two-handed, defending 1, 1 weight)
- ☐ Sun-stamped spear (reach, 1 weight) and shield

**Choose one:**

- ☐ Adventuring gear (1 weight) and bandages (3 uses, slow, 0 weight)
- ☐ Healing potion (0 weight)
- ☐ Ayash's tears (2 uses, 0 weight)

## ADVANCED MOVES

When you gain a level from 2-5, choose from these moves.

### Calm the Skies

You can spend 1 Glory to gradually disperse clouds and stormy weather.

### Cleansing Light

You can spend 1 Glory to cleanse a creature touched of all diseases and poisons.

### Exorcising Light

When you use Let There Be Light to keep demons and undead at bay, on a 7+ you deal your damage, and as long as you continue to pray they cannot come closer than Near range.

### Eye of Ayash

While the sun is shining overhead, you can spend 1 Glory to extend your sight to it, seeing everything it sees.

### From Dusk 'Til Dawn

When you Take Watch, you stay awake and alert the entire night. If a demon, undead, or aberrant approaches, you always sense its approach with plenty of time to prepare.

### Heat Wave

During the day, as long as you have 1 Glory you are immune to the effects of cold. Day or night, you can spend 1 Glory to radiate heat for a period of time, warming everyone near to you.

### Intense Glory

Whenever you gain Glory, gain +1 Glory and take +1 forward.

### Mending Rays

When you **use Covenant of Ayesh to heal a creature**, each GLORY spent instead heals 1d6 damage, and you can heal creatures within Far range.

### Revealing Light

When you **use Let There Be Light to illuminate an area for the first time**, you may ask one question from the Discern Realities list for free.

### Scorching Ray

**Sunray** gains the Blazing tag. When you **use Sunray**, on a 10+ you deal +1d6 damage.

### Shield of Ayash

While you **aren't using a shield**, take +1 armor ongoing. In addition, when you **defy danger to avoid an attack** you can spend 1 Glory to take +1 forward.

## Solar Templar

You ignore the **Clumsy** tag on armor worn, and deal +1 damage with melee weapons.

## Soothing Light

When you **heal someone**, they take +1 forward.

## Sun Flower

As long as you are exposed to sunlight for awhile during the day, you no longer need to eat or drink. When a move tells you to mark off a ration, ignore it.

## Sunstep

While the **sun shines upon you**, you can spend 1 Glory to teleport to a location it touches and that you can see.

**When you gain a level from 6-10, choose from these moves or the level 2-5 moves.**

## Armor of Ayash

Requires: Shield of Ayash

As long as you aren't using a shield, you instead take +2 armor ongoing, and if you also aren't wearing armor you instead take +3 armor ongoing. When you spend GLORY to reduce damage suffered, you reduce it by 2 points for point spent.

## Blinding Light

When you use Sunray, Let There be Light to keep demons and undead at bay, or Radiant Retribution, you may spend 1 additional GLORY to add the Blinding tag. If you instead spend 2 GLORY, on affected creature is permanently blinded.

## Chariot of the Sun

Requires: Sunstep

You can spend 2 Glory to teleport to a point that is currently exposed to sunlight. You do not need to be able to see the sun to use this move. You can bring others with you by spending 1 additional Glory for each willingNear creature.

## Intense Light

The range for both Let There be Light and Sunray are increased to Far.

## Morning Glory

Requires: From Dusk 'Til Dawn

When the sun rises, if the light touches you you are immediately refreshed, as if you had a good night's sleep; take +1 forward.

## Piercing Light

When you use Let There be Light, it pierces illusions and reveals evil creatures for what they truly are.

## Radiant Retribution

When you **are struck by a melee attack**, spend 2 Glory to deal your damage to your attacker.

## Red Giant

You can spend 1 Glory to suddenly swell in size for a short period of time: your size becomes Large, you gain the Reach tag, and your melee attacks inflict +1d4 damage.

## Restoring Rays

Requires: Mending Rays

You can spend 1 Glory to restore a creature's missing hand, foot, ear, or eye, or 2 GLORY to restore a larger appendage.

## Solar Spear

Requires: Solar Templar

As long as you have at least 1 Glory, you can conjure a spear made of pure sunlight. It has the xx tags. When you **hack and slash or volley with it**, roll+WIS instead of STR or DEX.

## Sunburst

Requires: Sunray

When you use Sunray, you can spend 1 Glory to have it affect every Near creature.

## Wall of Light

Requires: Warding Light

You can spend 2 Glory to conjure a small barrier of pure light within near range, enough to obstruct a passage. When a demonic or undead creature touches your barrier, you deal your damage to that creature and it cannot pass through. It remains as long as you concentrate and don't move beyond Near range. You can spend more Glory to create a larger barrier: tell the GM how big you want it to be, and they'll tell you how much Glory is required.

## Warding Light

Requires: Shield of Ayash

When you **use Let There Be Light**, you can spend 2 Glory to grant you and every nearby ally +1 armor as long as you keep praying. You can also spend as much Glory as you want to reduce the damage dealt to a nearby ally.

## **EXCESS MOVE BIN**

Some moves I'm thinking on. Not fully fleshed out, but rough ideas. I checked the character sheet, and even with a slightly smaller font there's barely any room left. So if these are added, some of the ones above will need to get axed.

### **Dispel Evil**

Needs a more flavorful name, but basically a dispel magic effect, but only works on evil magic. Could also be used to break curses and briefly disempower a demon or undead creature.

### **Embrace the Sun**

You can fly, but only during the day. Maybe mix this in with Sunstep.

### **Flame Shield (Maybe Renamed to Fate of Icarus)**

Not quite flames, but something like this where creatures that get too close get burned.

### **Kissed by the Sun**

Two parts: one is a creature gains a bonus or immunity to the forces of evil. The other would be a kind of hallowing effect on an area. Would also want a way to spend Glory to enchant a weapon with sunlight.

### **Lance of Heaven**

Something like a mix of Sunray and Sunburst, but an area effect bombardment at a range instead of centered on you.

### **Sunny Disposition**

Had an idea where you could be really pleasant to be around, gaining a bonus or a Bond when interacting with someone and doing a good job. Not sure how to mechanically convey this though without resorting to a +1 forward or somesuch.

### **Mirage**

You gain a bonus against attacks when far away, and can create minor illusions at a distance. This would be a 2-5, and an upgrade (Fata Morgana) would let you create more elaborate illusions.



**THIS IS THE ORIGINAL VERSION. LEAVING IT HERE IN CASE PEOPLE PREFER STUFF FROM IT.**

# Sun Priest

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## NAMES

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*Female:* Anatu, Inannu, Kalam, Lahil, Mylitta, Ninsar, Puabi, Uttu

## LOOK

Warm Eyes, Wrapped Eyes, or Crimson Orbs

Tanned Skin, Pale Skin, or Religious Brands

Fiery Hair, Bald, or Sun Tattoos

Crimson Robes, Airy Clothes, or Tabard

## STATS

You maximum HP is 6+Constitution.

Your base damage is d6.

## Alignment

### [ ] Good

When you **tend to the sick and wounded**, mark XP.

### [ ] Lawful

When you **protect those weaker than you from harm**, mark XP.

### [ ] Neutral

When you **cleanse the world of a creature of darkness and corruption**, mark XP.

## DEVOTION

What is the source of your devotion? Choose one:

### [ ] A Light in the Darkness

Describe the horrible monster you were rescued from before it consumed you. When you **defend someone from the forces of evil**, take +1 Armor and gain 1 Glory.

### [ ] Seen The Light

At the darkest moment of your life, you found salvation. When you **encourage someone to keep pressing on in spite of the odds**, they take +1 forward and you gain 1 Glory.

## [ ] Spreading The Light

Describe the church you were born and raised in. In any steading where there is a church of Ayash you can always find lodgings and healing. When you **preach the doctrines of Ayash, cleanse an area, or consecrate a site in her name**, gain 1d4 Glory.

## [ ] Cleansing A Stain

While Ayash sleeps you must be vigilant in her stead. When you **deal damage to a being of pure evil** you ignore its armor, and when you destroy it gain 1 Glory.

## BONDS

Fill in the name of your companions in at least one:

I exorcised an eldritch horror from \_\_\_\_\_.

\_\_\_\_\_ was born under a bad moon.

I brought \_\_\_\_\_ back from the brink of death.

I testified on the behalf of \_\_\_\_\_.

## STARTING MOVES

### Covenant of Ayash

The light of Ayash never adversely affects you; she does not obstruct your vision (even if you gaze directly upon her), cause you to sweat, or burn your skin.

You have a Glory stat equal to your Wisdom. When you **spend a few minutes in prayer at dawn**, set your Glory to its maximum. You can spend 1 Glory to do one of the following:

- Reduce damage to yourself by 1. You can spend as many points as you want to further reduce damage.
- Restore 1d4 hit points to a living creature you touch.
- Purify any food or water you touch.
- During the day, cause the sun to pierce through any clouds.

### Let There Be Light

When you **utter prayers to Ayash**, light radiates from your holy symbol, shining like a torch.

### Staring At The Sun

When you **gaze upon Ayash and ask her for guidance**, roll+WIS. \*On a 10+, she provides you with a clear vision. \*On a 7-9, the vision is clouded and uncertain.

### Eye of Ayash

While the sun is shining overhead, you can extend your sight to it, seeing everything it sees.

## Gear

Your Load is 10+STR. You start with a holy symbol of Ayash (0 weight), book of scriptures (0 weight), and dungeon rations (5 uses, 1 weight). Choose your defenses:

- ☐ Blessed vestments (0 armor, 0 weight) and a healing potion (0 weight)
- ☐ Coat of emblazoned copper discs (1 armor, 1 weight)

Choose your weapon:

- ☐ Copper-capped staff (close, two-handed, 1 weight)
- ☐ Bow made of white wood (near, far, 1 weight) and a bundle of arrows (3 ammo, 1 weight)
- ☐ Sun-stamped spear (reach, 1 weight) and shield

Choose one:

- ☐ Adventuring gear (1 weight) and bandages (3 uses, slow, 0 weight)
- ☐ Healing potion (0 weight)

## Advanced Moves

When you gain a level from 2-5, choose from these moves.

### Bolstering Touch

When you **heal someone**, they take +1 forward.

### Calm the Skies

You can spend 1 Glory to gradually disperse clouds and stormy weather.

### Cleansing Light

You can spend 1 Glory to cleanse a creature touched of all diseases and poisons.

### Exorcising Light

When you **use Let There Be Light**, deal your damage to any undead or demons within the light, and they cannot move closer while your symbol is aloft.

### From Dusk 'Til Dawn

When you **Take Watch**, you stay awake and alert the entire night. If a demon, undead, or aberrant approaches, you always sense it with plenty of time to prepare.

### Heat Wave

During the day, as long as you have 1 Glory you are immune to the effects of cold. You can spend 1 Glory to radiate heat for a period of time, warming everyone *near* to you.

### Intense Glory

Whenever you **gain Glory**, gain +1 Glory and take +1 forward.

### Mending Rays

You spend spend Glory to heal creatures within *far* range.

### Mirage

You are harder to hit at *near* or further range.

### Revealing Light

When you **use let there be light to illuminate an area for the first time**, you may ask one question from the **Discern Realities** list for free.

### Shield of Ayash

When you **wear no armor or shield** you get 2 armor.

### Soothing Light

When you **heal someone**, add your level to the hit points healed.

## Sun Flower

You no longer need to eat or drink. When a **move tells you to mark off a ration**, ignore it.

## Sunstep

While the **sun shines upon you**, you can spend 1 Glory to teleport to a location it touches and that you can see.

## Solar Templar

You ignore the clumsy tag on armor worn.

## Sunray

When you **unleash an intense ray of sunlight**, spend Glory and roll+Glory spent. \*On a 10+, deal your damage. \*On a 7-9, deal your damage and choose one.

- You draw unwelcome attention to yourself.
- Take -1 ongoing when using Sun Priest moves until you pray for about an hour.
- Someone is momentarily blinded by the light--the GM will tell you who.

## Warding Light

When you **use Let There Be Light**, you can spend 2 Glory to grant you and every nearby ally +1 armor as long as you keep praying. You can also spend as much Glory as you want to reduce the damage dealt to a nearby ally.

**When you gain a level from 6-10, choose from these moves or the level 2-5 moves.**

## Armor of Ayash

*Replaces: Shield of Ayash*

When you are wearing no armor you get 3 armor.

## Chariot of the Sun

*Requires: Sunstep*

You can spend 2 Glory to teleport to a point that is currently exposed to sunlight. You do not need to be able to see the sun to use this move. You can bring others with you by spending 1 additional Glory for each *near* creature.

## Intense Light

*Requires: Sunray*

When you **use Sunray and roll a 12+**, choose one:

- The target is blinded for a few moments.
- Deal your damage twice.

## Morning Glory

*Requires: From Dusk 'Til Dawn*

When the **sun rises**, if the light touches you you are immediately refreshed, as if you had a good night's sleep; take +1 forward.

### **Radiant Retribution**

When you **are struck by an enemy**, spend 2 Glory to deal your damage to it.

### **Race the Sun**

When you **undertake a perilous journey**, you can spend 1 Glory to reduce the amount of time it takes to reach your destination.

### **Red Giant**

When you suddenly swell in size, your size becomes Large, you gain the Reach tag, and your melee attacks inflict +1d4 damage.

### **Restoring Rays**

*Requires: Mending Rays*

You can spend 1 Glory to restore a creature's missing hand, foot, ear, or eye, o

### **Rising Sun**

When you **are reduced to 0 hit points**, you can spend 1 Glory to regain 1d4 hit points.

### **Sunburst**

*Requires: Sunray*

When you use Sunray, you can spend +1 Glory to have it affect every *near* creature.

### **Sunspear**

*Requires: Solar Templar*

As long as you have at least 1 Glory, you can conjure a spear made of pure sunlight.

### **Wall of Light**

You can spend 2 Glory to conjure a small barrier of pure light within *near* range, enough to obstruct a passage. It remains as long as you concentrate and don't move beyond *near* range. You can spend more Glory to create a larger barrier: tell the GM how big you want it to be, and they'll tell you how much Glory is required.