

## LIGHT BEARER

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*They bring light in a frozen world of darkness, and never let it go.*

### BODY OF LIGHT

Beginning at 3rd level, you can, at will, illuminate your body to pave the way. You shed bright light in a 10ft radius, and dim light 10ft beyond that. This light illuminates any darkness.

### BRIGHT SHIELD

At 3rd level, as a reaction to an ally within 30ft of you being attacked, you can cause a shield of light to appear in front of them. Their AC increases by 4 until the beginning of your next turn. You can use this feature a number of times equal to your proficiency modifier per short rest.

### LIGHT OF HOPE

At 3rd level, You know the *light* cantrip without requiring any of the components, Constitution is your spellcasting modifier for the spell.

In addition if you cast the cantrip on a weapon you're wielding, the weapon's damage becomes radiant for the duration of the spell, or until you let go of it.

### INESCAPABLE DAWN

At 7th level, you cannot be blinded.

In addition, You can cast the *daylight* spell a number of times per long rest equal to your proficiency modifier. Constitution is your spell casting modifier for this spell. When you cast the spell with this ability, any creature of your choice in the radius of the light must make a Constitution saving throw when the spell is cast, or be blinded for 1 minute. An affected creature can repeat the saving throw at the end of each of their turn.

### IMPROVED BODY OF LIGHT

Starting at 15th level, your Body of Light feature dispels any magical darkness that comes in contact with the light, without requiring ability checks. In addition if an ally begins their turn in contact with the light you shed, they gain a number of temporary Hit point equal to your proficiency bonus.

### BLAZING SUN

At 18th level you unleash the light in your body. You can cast the *sunburst* spell once per short rest, Constitution is your spell casting modifier for the spell.