

Light (Radiant)

You shine bright with the power of light. You bring life and hope, inspiring those around you and serving as a beacon in even the darkest of times. Those who would stand against the dawn are left dazzled in the dark, never to see the light of day again.

Radiance

Starting at level 1, you have an internal reservoir of light that you can expend to bring light to the world. This light is represented by a pool of dice, called Radiant Dice, that you can expend to create various effects. The Radiance Table below describes the size and amount of Radiant Dice in your pool. You regain a single expended die whenever you finish a short rest, and you regain all expended dice on a long rest.

Radiant Table

Level	Size	Amount
1	d6	2 + Augmentation mod. (min. 1)
6	d8	3 + Augmentation mod. (min. 1)
10	d10	4 + Augmentation mod. (min. 1)
15	d12	5 + Augmentation mod. (min. 1)

Additionally at 1st level, when you hit a creature within 30 feet with a weapon or unarmed attack, you can repurpose the life essence you have taken from them. You can gift this essence to a creature you can see within 30 feet, restoring hit points equal to one roll of a Radiant Die + your Augmentation modifier (minimum 0). You can also do this in place of one of your attacks when you take the Attack Action by expending a Radiant Die, restoring light and life to a creature without needing to first take it from another.

Sunrise

Also at 1st level, your powers give darkness no hold on you. You gain darkvision up to 120 feet and can see in dim light and darkness, both magical and nonmagical, in full color within that range.

As a Bonus Action, you can shine with light, providing 30 feet of bright light and 30 feet of dim light beyond that. You can change the color of this light freely, no action required. This light lasts until you are incapacitated, until you choose to end it (no action required), or until you use a Bonus Action to use this feature again, whichever comes first.

You can use this feature instead to target another creature or object you can see within 60 feet by expending a Radiant Die when you activate it. If the creature does not want to be subjected to your light, or if the object is being held or worn by such a creature, that creature can make a Dexterity saving throw, avoiding it on a success. A creature other than you that is glowing with your light or holding or wearing an item glowing with it cannot benefit from being invisible, as their outline still glows faintly, and attack rolls against them have advantage. The light only lasts for one minute when it is not shining from yourself. You can use this feature in this way once without expending a Radiant Die, and you cannot do so again until you finish a long rest.

Dawnbringer

Beginning at level 6, you can infuse your attacks with the light of dawn. When you use your Sunrise feature on yourself, or as a Bonus Action while you are glowing because of it, you can expend a Radiant Die to infuse your light into your attacks. Your weapon and unarmed strikes deal an additional 1d6 radiant damage, and the light from your Sunrise cannot be blocked by magical darkness when used in this way. These benefits last until your Sunrise feature ends.

Light Bender

Additionally at 6th level, you can spend a Radiant Die as a Bonus Action to turn yourself or another creature within 30 feet invisible, bending light around them to prevent them from being seen. A creature unwilling to be affected can make a Dexterity saving throw to avoid the effect. A creature turned invisible in this way remains invisible for up to one hour, unless they make an attack roll or cast a spell; after resolving the effects of that attack or spell, the creature becomes visible again. While you are invisible, the light from your Sunrise feature is suppressed if you are the one glowing, providing none of its benefits to any creature other than you until you stop being invisible.

You can bend light around an entire area instead of a creature by expending 3 Radiant Dice as an Action. You create a sphere with a radius of up to 30 feet, centered on your space. Within this sphere, you can cloak anything from external view, rendering it invisible to creatures outside the sphere. You can also block all light (and darkness) from leaving or entering the sphere, and you can freely adjust the amount and color of light within it (no action required). This sphere of invisibility cannot be moved once placed, and its effects last for 8 hours.

Inspiring Presence

Beginning at level 10, you can use the warmth of your light to inspire those around you. While you are using your Sunrise feature to shine, allies within the range of your bright light can roll an additional d4 whenever they make an attack roll or saving throw and add it to their total. If you spent a Radiant Die as part of your Dawnbringer feature, creatures can roll one of your Radiant Die instead of the d4 once on each round, regaining the ability to do so again at the start of your next turn.

Additionally, any light you produce and any radiant damage you deal is considered to be sunlight, and any light you produce cannot be blocked by magical darkness.

Lux Aeterna

Starting at 15th level, you embody the unstoppable nature of the sun. While you are shining, creatures of your choice gain temporary hit points equal to your Augmentation modifier (minimum 1) when they start their turn within your sunlight. The ranges of your bright light and dim light from Sunrise each increase by 15 feet (to 45 feet each).

Additionally, whenever you create a bubble of invisibility using your Light Bender feature, or at any point while one is active, you can spend an additional Radiant Die over the course of a minute to surround it with a physical barrier made of hardened light. This hard light cannot be destroyed except via a *Disintegrate* spell or a similar effect, and it prevents creatures, objects, and magical effects and spells from entering or exiting the barrier. When you create the barrier, you can designate any number of creatures, allowing them to be able to pass through the barrier a single time. A creature who does not

want to be within the barrier when it is activated can make a Dexterity saving throw; on a success, they can immediately move to the nearest unoccupied space outside the bubble as long as it is within their movement speed. The hard light barrier remains active until the bubble ends or until you end it early as an Action.

Lastly, you can use an Action to touch a dead creature and restore life to it. The creature must have died within the last 24 hours, and they return to life with half their maximum hit points. Once you use this feature, you cannot use it again until you take a long rest, unless you expend 6 Radiant Die to do so.

Glorious Purpose

Additionally at level 15, you can use an Action to unleash the full power of your light. You gain the following effects for a minute or until you are incapacitated, whichever comes first.

Unstoppable Light. You begin shining and gain the benefits listed under Dawnbringer, as though you had spent a Radiant Die; you cannot stop shining while this form is active. This does not end the effects of Sunrise if you previously used it to target another creature or object; using your Sunrise feature does not automatically end any other glows cause by Sunrise, although all glows—including your own—end once this feature ends. Additionally, the range of your bright light and dim light increases to 60 feet, and the bonus damage from Dawnbringer increases to match the size of your Radiant Dice.

Replenishing Well. At the start of each of your turns, as well as when you activate this feature, you regenerate a Radiant Die if you are not at your maximum already.

Healing Light. Creatures healed by your Radiance feature can roll an additional Radiant Die when determining the hit points they regain. Additionally, the range of your Radiance healing is increased, allowing you to heal creatures within 60 feet instead of 30.

Ensnaring Prism. You can erect the barrier listed in your Lux Aeterna feature instantly as part of the Action to create your sphere of invisibility, rather than taking a full minute to do so. When you create a barrier in this way, it only remains in place for one minute before vanishing.

Blinding Beacon. Once per turn, you can replace one of your actions to burst forth in glorious light. Creatures of your choice that are in your light must make a Constitution saving throw; if they are in dim light, they gain advantage on the saving throw. A creature who fails the saving throw takes 4d8 radiant damage and is blinded for one minute, while a creature who succeeds takes only half damage and is not blinded. Creatures blinded by this effect can repeat the saving throw again at the end of each of their turns, although they do not gain advantage to end the condition if they are in dim light.

Once you have used this feature, you cannot do so again until you finish a long rest.