

Solaran

Racial Traits

Average Height: 5' 8" – 6' 4"

Average Weight: 135 to 220 lbs.

Ability Scores: +2 Strength, +2 Charisma.

Size: Medium

Speed: 6

Vision: Low-light.

Languages: Common, choice of one other.

Skill Bonuses: +2 Insight, +2 Diplomacy

Bonus at-will power: You know one extra at-will power from your class.

Pure Soul: You have resist radiant 5 + one half your level.

Providence: Attacks against you take a –1 penalty unless you are bloodied.

Solarans have existed since angels first guided humans from their caves but they were always a rare aberration. Since the destruction of Solarius and the exodus of the Helion Choirs to every corner of the universe, the numbers of solarans has gradually increased. By the time the Long Night ended they were a full-fledged race and not just an offshoot bloodline of humans.

Since the beginning solarans have always made their home within human culture. They can't help but strive for excellence though and always seem to find themselves within the circles of power in human societies. They often can be found as military commanders, religious leaders, political leaders or ambassadors. So it was when the Long Night occurred and influential solarans saved several human societies. It was a solaran vizier that helped design and build the great arks of Argonia and it was a solaran that lead humans to the dwarven fortresses of the Great Ridge Mountains, whose inhabitants had long since vanished.

When the First Scion founded Lucion, it was the solarans and the most worthy of their human allies that made up the founding patriarch families. Now in the modern day, solarans account for most of the ruling elite in the Kingdom of Man's feudal caste system, including all twelve Archons. This has caused resentment among many humans but there is little they can do about it for now.

Physical Qualities

Solarans are almost indistinguishable from humans, appearing as tall and physically flawless versions. All Solarans carry some kind of tell that reveals their heavenly ancestry, such as metallic colored hair or eyes, or skin that is a unnatural color for a human like fiery red or obsidian black. Since the numbers of solarans are few, compared to humans, and most solarans prefer solaran mates, it is believed that those with the most pronounced nonhuman features are the result of too much inbreeding among those of close bloodlines.

Solarans live only slightly longer than their human cousins to about 90 years on average with some living as long as 120.

Playing a Solaran

The creed of the solaran is the struggle for excellence and to strive to be the best at whatever they do. Many seek to influence and control human society in an attempt to enlighten it. Others are unconcerned with such grand scale things, only caring to amass as much wealth as possible or to become the recognized leader in their craft. Whatever their methods are, solarans want to lead and to be recognized for their contributions. Some do this by force of arms, but most do this by example.

When dealing with others, solarans are congenial and polite, but reserved. They make casual friends, acquaintances and business associates easily. They see most people as a means to learn something new, discover new experiences or a resource to their future successes. If a social network exists that the solaran must interact with he finds ways to gain power within it and change and influence it in his favor.

They form few intimate or permanent connections with non-solarans. Among them they see love and sex as two separate things, both of which can be a burden and a hazard in the wrong situation, but very rewarding in other situations. They see polyamorous relationships to be the most rewarding to their future and success and it's not uncommon for a solaran to accumulate multiple wives or husbands over their lifetime.

When a solaran takes up a task or cause he becomes very passionate and vocal about it. They will seek out knowledge and allies that will help them achieve their goals. Some solarans develop a kind of tunnel vision in these situations, ignoring everything that doesn't help them advance their cause.

Solaran Characteristics: ambitious, audacious, enduring, hedonistic, imaginative, meddler, passionate, tireless, zealous.

Solaran Racial Feats

Angelic Heritage

Your bloodline to your progenitors is purer than most.

Prerequisite: solaran, heroic

Benefit: You receive a +5 racial bonus to saving throws against fear effects.

Dilettante

You leisurely dabble in many different hobbies.

Prerequisite: solaran, jack-of-all-trades, heroic.

Benefit: When taking 10 with an untrained skill receive a +2 bonus.

Keen Negotiator

You are trained in complicated negotiations.

Prerequisite: solaran, skill focus in diplomacy, Cha 13, heroic.

Benefit: You gain +2 to diplomacy checks during a skill challenge.

Heavenly Mark

You help guide your ally's weapon with heavenly illumination.

Prerequisite: solaran, ability to mark a target or use hunter's quarry, paragon.

Benefit: When you have successfully attacked and damaged an enemy that you have marked or designated as your quarry you may choose one ally. That ally receives +1 to hit and damage that enemy till the beginning of your next turn.

Light of Life

The dead fear your shining countenance.

Prerequisite: solaran, Cha 13, heroic.

Benefit: You gain your Charisma modifier in damage when you use Turn Undead.

Light of Heaven

You channel angelic energy into your weapon.

Prerequisite: solaran, Str 13, heroic.

Benefit: You gain +1 to attack and damage on any melee weapon attacks with the radiant or fire keyword.

Master Diplomat

You have a sense for when a negotiation is about to go bad.

Prerequisite: solaran, keen negotiator, Cha 15, paragon.

Benefit: Once per Skill Challenge you may reroll the result of a diplomacy check and keep the highest result.

Solaran Inbred

You have very pronounced non-human angelic features that may make some fear or mistrust you.

Prerequisite: solaran, character creation only.

Benefit: You have an additional resist 5 + one-half your level in cold or fire damage and +2 to intimidate or scare humans or beings of evil. You receive –4 to all other charisma checks with humans or beings of evil.

Solaran Power

You have unlocked the power of your angelic heritage.

Prerequisite: solaran, angelic heritage, must be able to speak Supernal, paragon

Benefit: You may replace one of your encounter powers with the Solaran of Battle, Solaran of Protection, Solaran of Valor or Solaran of Vengeance power.

Solaran of Battle	Feat Power
<i>You rush at your enemy with blinding speed.</i>	
Encounter * Weapon.	
Standard Action Melee weapon	
Target: One creature	
Attack: Charisma vs. AC	
Hit: 2[W] + Charisma modifier damage.	
Effect: You may move half your speed and make an attack against one creature at any point during that movement. This movement does not provoke opportunity attacks.	

Solaran of Protection	Feat Power
<i>You defend an ally from attacks.</i>	
Encounter * Weapon.	
Immediate Interrupt Melee weapon	
Trigger: One adjacent ally takes damage by an enemy that is also adjacent to you.	
Attack: Charisma vs. AC	
Hit: 1[W] + Charisma modifier damage.	
Effect: Your ally only takes half the damage dealt to him by the enemy. You take the other half.	

Solaran of Valor	Feat Power
<i>You fling goutts of flame from your weapon at your enemies.</i>	
Encounter * Weapon, Fire.	
Standard Action Melee weapon	
Target: two creatures adjacent to each other.	
Attack: Charisma vs. Reflex	
Hit: 2 [W] + Charisma modifier fire damage.	
Effect: You gain resist fire 10 till the end of your next turn.	

Solaran of Vengeance	Feat Power
<i>Your enemies receive a fiery rebuke for attacking you.</i>	
Encounter * Fire.	
Minor Action Personal	
Special: You may only use this power if you are bloodied.	
Effect: Until you are no longer bloodied or until the end of the encounter any enemy adjacent to you that successfully deals damage to you with a melee attack takes 1d6 fire damage.	

True Eye

You can easily identify illusions.

Prerequisite: solaran, Wis 13, heroic.

Benefit: You receive +5 on Insight checks to detect illusions.

Will of Heaven

You have been blessed with the wisdom of the Helion Choirs.

Prerequisite: solaran, Wis 13, heroic.

Benefit: You gain +5 to saves verses charm effects.