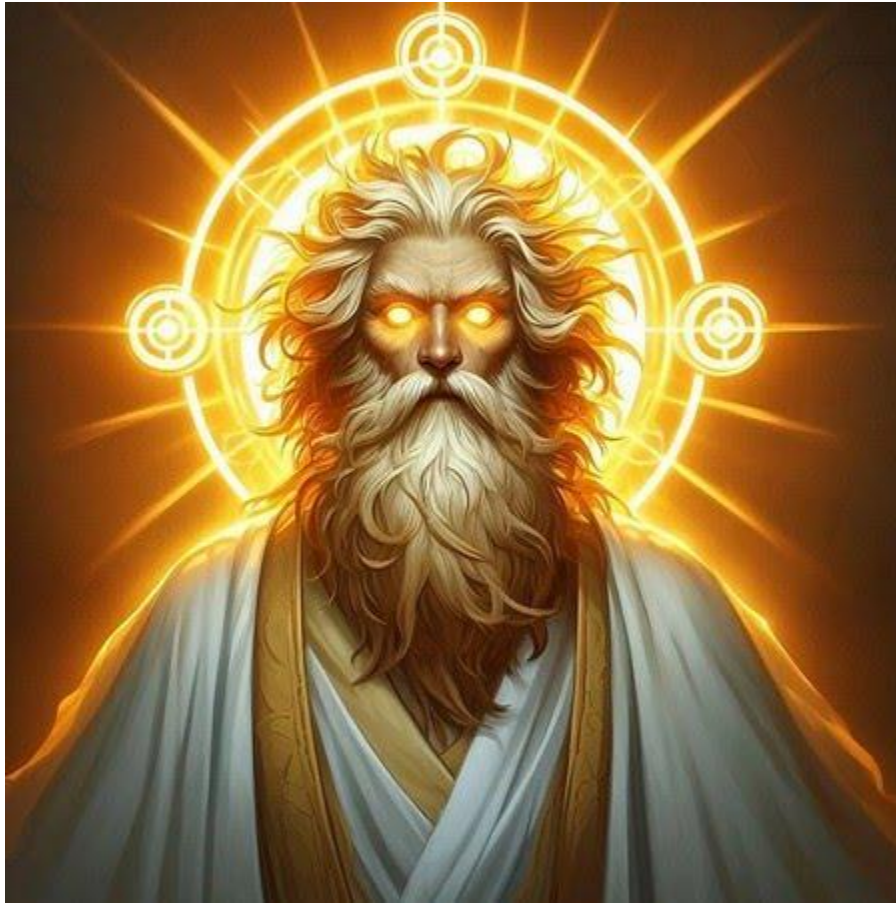


Solarion



AI artwork by [Grimnir8](#)

Throughout the Troatian-speaking lands of **the World More Sorcerous**, and parts beyond them as well, one of the most frequently invoked deities is known as the Unvanquished Sun. This stands to reason, as the sun always returns to the sky whenever *temporarily* driven from it by storm cloud or fall of night. (Indeed, with the benefit of magic facilitating flight, the sages of the world are aware that the sun continues to shine above cloud cover.) The sun, it seems, will always triumph over his opponents, and its aid is oft besought to grant similar victories to the mortals he oversees.

Unfortunately, the entity they worship -- Solarion, recognized as the Hierarchy of Power by his fellow **Ascendants** -- is not quite so ever-victorious as the cosmic body he is seen as embodying. Quite recently, during **the Anachronic Calamity**, he was badly beaten by the being **Abraxas**. Although he and his allies emerged victorious in their struggle against the cosmic despot, they were forced to sacrifice much of their power to accomplish that and then to restore the continuum to its current state. Solarion has managed to hide the worst of his injuries so that he *seems* as invulnerable as ever, but they continue to pain him, a constant reminder that he is nowhere nearly as constant as the morning star.

Neither is he as ancient. Long ago, when the Old Ones were shaping the reality that would become the World More Sorcerous, they folded off a piece of space-time that contained a single solar system, creating the great barrier. As it so happened, this trapped a number of other entities within the so-called Prime Sphere, among them a being of sentient energy. (By this point, any memories of his origins beyond that are long lost.) The being who would become Solarion was more intrigued than offended by these developments, and soon came to the attention of an Old One who raised him up as one of the first Ascendants. By the time that the first sapient beings had arrived in this realm, his mentor had departed and Solarion was acclaimed as the Hierarchy of the Sphere of Power.

He has reigned for what even he thinks is a ridiculously long time, and often feels that he should have long since stepped down to merge with the substance of his home plane and let one of the youngsters take the throne. Unfortunately, none of those whom he would want to succeed him, such as his dear **Valerias**, are interested in doing so, and he neither trusts nor likes any of those who *are* interested. (If he were to be totally honest, Solarion would admit that his abdication and what would come after is the sort of great change that would make him uncomfortable if he were to witness it, meaning that *causing* it is still less appealing.) But still, he is old and tired and in pain. To some degree, the thought of a long rest is most appealing ... but in such sleep what dreams would come? Even an immortal must give pause at such a thought.

The ultimate fate of Solarion, which will come with the end of his era or sooner, remains uncertain. But it is known that sometime after the great barrier dissolved, a portion of his essence escaped from this region of space, travelling across the void and arriving at the star later dubbed 61 Virginis by Terran astronomers. There it incubated for millions of years, before eventually emerging as the being known as **Amnar**.

Solarion -- PL 17

Abilities:

STR 10 | STA 15 | AGL 5 | DEX 7 | FGT 10 | INT 9 | AWE 7 | PRE 9

Powers:

Ascendant: Immortality 5 (one day), Only When On Home Plane; Immunity 1 (aging); Movement 1 (dimensional travel to home plane), Reaction (death); Movement 2 (dimensional travel to planes of the Sphere of Power), Standard Action - 10 points

Creature of Light: Affects Corporeal on Strength Damage 10; Environment 2 (bright light); Immunity 20 (fire/heat effects, life support); Protection 3, Impervious Toughness 15; Linked Continuous Insubstantial 3 (affected by dark energy); Linked Reaction Damage 10 - 110 points

Divine Mind: Impervious Will 16, Limited to Mental Effects; Senses 7 (vision counters all concealment, vision counters illusions) - 15 points

Energy Sheath: Enhanced Defenses 12 (Dodge 6, Parry 6); Flight 14 (32,000 MPH); Movement 1 (space flight) - 42 points

Sense Immortal: Senses 2 (ranged detect immortal) - 2 points

Sunlight: Array (60 points)

- **Blast of Light:** Ranged Damage 18, Concentration Duration, Extended Range 2, Precise, Split Attack 2 - 1 point
- **Burst of Light:** Ranged Burst Area Damage 15, Concentration Duration - 1 point
- **Disintegrating Blast:** Linked Ranged Damage 12; Linked Ranged Weaken Toughness 12, Affects Objects - 60 points
- **Light of Creation:** Burst Area 2 Cumulative Affliction 15 (Resisted by Fortitude; Dazed & Visually Impaired, Stunned & Visually Disabled, Paralyzed & Visually Unaware), Extra Condition, Limited to One Sense - 1 point
- **Solid Light:** Create 15, Impervious, Moveable - 1 point

Advantages:

Accurate Attack, Assessment, Benefit (Hierarch [Status]), Daze (Intimidation), Defensive Attack, Equipment 5, Improved Aim, Inspire 2, Ranged Attack 4, Ritualist.

Equipment:

Home Plane: Size Gargantuan; **Toughness** 18; **Features** Communications, Concealed, Defense System, Dimensional Portal (Pandiomon), Grounds, Gym, Isolated, Library, Living Space, Personnel, Power (Affects Others Only Regeneration 5), Power System, Security System - 23 points.

Skills:

Expertise: Civics 7 (+16), Expertise: History 7 (+16) Expertise: Magic 5 (+14), Insight 8 (+15), Intimidation 8 (+17), Perception 8 (+15), Persuasion 4 (+13), Ranged Combat: Sunlight 5 (+12).

Offense:

Initiative +5

Unarmed +10 (Close Damage 10 plus Reaction Damage 10)

Blast of Light +16 (Ranged Damage 18)

Burst of Light -- (Ranged Burst Area Damage 15)

Disintegrating Blast +16 (Ranged Damage 12 and Ranged Weaken Toughness 12)

Light of Creation -- (Burst Area Fortitude 15)

Defense:

Dodge 15/9, Parry 16/10, Fortitude 15, Toughness 18, Will 17

Totals:

Abilities 144 + Powers 243 + Advantages 18 + Skills 26 + Defenses 14 = 445 points

Offensive PL: 17

Defensive PL: 17

Resistance PL: 16

Skill PL: 12

Complications:

Responsibility--Motivation. Distrusts Novelty and Invention. Wounded and Tired (starts any combat with a Fatigued condition.)