Solar



Alignment : Lawful Good Race : Angel , Avatar Class : Avatar , Swordsman , Bowman

Lore - one of the Greatest angels ever to live , the Solars are beings of immense power able to rival the Gods themselves , they are the Generals of the lesser hosts of angels.

\*As a unique Mechanic - Any weapon Ability in the Solars hands is infused with divine magic , if it attacks with it , it deals 15 Light damage in addition to its base printed text

1. Divine Awareness - The Solar always knows if someone is Lying . Passive

2. Greatsword - Deals 25 Physical and 15 Light damage to a target (this is one attack). Melee

3. Longbow of Slaying - deals 20 Physical and 15 Light damage to a target (this is one attack)

, then if the target is at 50 HP or below after the damage dealt it rolls a 1d6 on a ,1, it dies . Ranged

4. Flying Sword - The Solar starts levitating his own greatsword , Seal ability 2. The Greatsword becomes a 40/x Flying Servant , it shares its HP and Stack pool with the Solar . Damage it takes and Stacks it gets do not affect it but affect its Solar instead . The Solar may choose to Despawn this Servant at the start of any Turn (this is not an Action) . Summoning

5. Healing Touch - Can not affect yourself or your Sword Servant with this , heals the target for 35 HP and purgess all negative Stacks and effects on him . Shield

6. Flying - The Solar gains Flying for this and the next Turn . Shield

7. Searing Burst - Lets loose a burst of Divine energy dealing 15 Fire and 15 Light damage to all enemies . Ranged

8. Blinding Gaze - The Solar looks at a single target eyes , it rolls a 1d6 on a ,1, or ,2, it is permanently Blinded (cant target anyone but itself with abilities) . Can only be used 1x per Game. Ranged

\*Doesnt work against Blind targets , or targets that have no eyes.

\*Alt : Teleport - The Solar teleports to another Dimension that is already in the Game . Shield