

SOLARIAN

SOLAR MANIFESTATION

SOLAR ARMOUR

Livello	AC Bonus	Energy Resistance	Suit design	Luce <input type="checkbox"/> <input type="checkbox"/> Oscura
1	+1			
5		5		
10	+2	10		
20		15		

Only change suit design on level up

SOLAR WEAPON

DANNO

Solarian Level

÷ 3

☐ Penetrante
☐ Tagliente
☐ Bludgeoning

d6 + FOR +

Weapon Crystals

STELLAR MODE

Graviton mode

Photon mode

Solarian Level

REFLEX BONUS

DAMAGE BONUS

Solarian Level

÷ 9 =

+

=

÷ 6

EXPERTISE TALENT

Livello 9

Livello 17

SIDEREAL INFLUENCE

Livello 3

Livello 11

Livello 19

FLASHING STRIKES

Livello 7

When making a full attack, take only -3 penalty.

SOLARIAN'S ONSLAUGHT

Livello 13

When making a full attack, make up to 3 attacks with -6 penalty; or -5 penalty for melee attacks.

STELLAR PARAGON

Raise or lower light levels.

When entering a stellar mode, and at the start of each round, spend resolve to get two attunement points.

Livello 20

To become fully attuned immediately: 1 rp

To swap attunement points: 1 rp

STELLAR REVELATIONS

DIFFICULTY CLASS

CD

= 10 + [÷ 2] + CAR

Solarian Level

Graviton Revelations

BALANCE

Photon Revelations

BLACK HOLE

As a standard action, drag others closer if they fail a Fortitude save.

Livello 1

RANGE = 20ft + [Solarian Level ÷ 5] × 5ft

DISTANCE = 10ft + [Solarian Level ÷ 5] × 5ft

SUPERNOVA

As a standard action, deal fire damage to nearby foes who fail a Reflex save.

Livello 1

3 m

Livello 9

4,5 m

Livello 17

6 m

DANNO = [Solarian Level + 1] × d6

Livello 2

Livello 4

Livello 6

Livello 8

Livello 10

Livello 12

Livello 14

Livello 16

Livello 18

Livello 20