

SOLARIAN

SOLAR MANIFESTATION

SOLAR ARMOUR

Nivel	AC Bonus	Energy Resistance	Suit design	Ligero <input type="checkbox"/> <input type="checkbox"/> Oscuras
1	+1			
5		5		
10	+2	10		
20		15		

Only change suit design on level up

SOLAR WEAPON

DAÑO

Solarian Level

÷ 3

☐ Perforante
☐ Slashing
☐ Bludgeoning

MIN 1

d6 + FUE +

Weapon Crystals

STELLAR MODE

Graviton mode

Photon mode

Solarian Level

REFLEX BONUS

DAMAGE BONUS

Solarian Level

÷ 9 = +

÷ 6 = +

EXPERTISE TALENT

Nivel 9

Nivel 17

SIDEREAL INFLUENCE

Nivel 3

Nivel 11

Nivel 19

FLASHING STRIKES

Nivel 7

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

SOLARIAN'S ONSLAUGHT

Nivel 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.

Nivel 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.

Nivel 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.

Nivel 1 10'

Nivel 9 15'

Nivel 17 20'

DAÑO = [Solarian Level + 1] × d6

Nivel 2

Nivel 4

Nivel 6

Nivel 8

Nivel 10

Nivel 12

Nivel 14

Nivel 16

Nivel 18

Nivel 20