

SOLARIAN

SOLAR MANIFESTATION

SOLAR ARMOUR

Stufe	AC Bonus	Energy Resistance	Suit design	Leicht <input type="checkbox"/>	Finstere <input type="checkbox"/>
1	+1				
5		5			
10	+2	10			
20		15			

Only change suit design on level up

SOLAR WEAPON

SCHADEN

Solarian Level

÷ 3

☐ Piercing
☐ Slashing
☐ Bludgeoning

d6 +

ST

+

Weapon Crystals

STELLAR MODE

Graviton mode

Photon mode

Solarian Level

REFLEX BONUS

DAMAGE BONUS

Solarian Level

÷ 9 = +

÷ 6 =

EXPERTISE TALENT

Stufe 9

Stufe 17

SIDEREAL INFLUENCE

Stufe 3

Stufe 11

Stufe 19

FLASHING STRIKES

Stufe 7

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

SOLARIAN'S ONSLAUGHT

Stufe 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.

Stufe 20

To become fully attuned immediately: 1 rp

To swap attunement points: 1 rp

STELLAR REVELATIONS

DIFFICULTY CLASS

SG

= 10 + [÷ 2] + CH

Solarian Level

Graviton Revelations

BALANCE

Photon Revelations

BLACK HOLE

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

Stufe 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.

Stufe 1

3m

Stufe 9

4,5m

Stufe 17

6m

SCHADEN = [Solarian Level + 1] × d6

Stufe 2

Stufe 4

Stufe 6

Stufe 8

Stufe 10

Stufe 12

Stufe 14

Stufe 16

Stufe 18

Stufe 20