

# SOLARIAN

SOLAR MANIFESTATION

SOLAR ARMOUR

Level	AC Bonus	Energy Resistance	Suit design	Light <input type="checkbox"/> Dark <input type="checkbox"/>
1	+1			
5		5		
10	+2	10		
20		15		

Only change suit design on level up

SOLAR WEAPON

DAMAGE

Solarian Level

MIN 1

÷ 3

Piercing ☐ Slashing ☐ Bludgeoning ☐

Weapon Crystals

d6 + STR +

## STELLAR REVALATIONS

DIFFICULTY CLASS

Solarian Level

DC

= 10 + [ ÷ 2 ] + CHA

## STELLAR MODE

Graviton mode ☐ ☐ ☐ ☐

Photon mode ☐ ☐ ☐ ☐

Solarian Level

REFLEX BONUS

DAMAGE BONUS

Solarian Level

÷ 9 = +

÷ 6 =

## EXPERTISE TALENT

Level

9

Level

17

## SIDEREAL INFLUENCE

Level

3

Level

11

Level

19

## FLASHING STRIKES

Level

7

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

## SOLARIAN'S ONSLAUGHT

Level

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.

Level

20

To become fully attuned immediately: 1 rp

To swap attunement points: 1 rp

## STELLAR REVALATIONS

Level

1

Level

2

Level

4

Level

6

Level

8

Level

10

Level

12

Level

14

Level

16

Level

18

Level

20