

# 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

Solarian Level

DIFFICULTY CLASS

DC = 10 + [ ÷ 2 ] + CHA

STELLAR MODE

Graviton mode  
☐ ☐ ☐

Photon mode  
☐ ☐ ☐

Solarian Level

÷ 9 =

REFLEX BONUS

+

DAMAGE BONUS

+

Solarian Level

÷ 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, 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