SOLARIAN	STELLAR REVALATIONS (17)
	Solarian Graviton DIFFICULTY CLASS Level Revelations BALANCE Photon Revelations
SOLAR MANIFESTATION SOLAR ARMOUR	ST = 10 + [÷ 2] + CHA
AC Odporność Suit design Światło □ □ Mroczne Poziom Bonus na Energie	BLACK HOLE
1 +1	As a standard action, drag others closer if they fail a Fortitude save.
5 5	Poziom RANGE = $20ft + \begin{bmatrix} Solarian \\ Level \end{bmatrix} \times 5ft$ DISTANCE = $10ft + \begin{bmatrix} Solarian \\ Level \end{bmatrix} \times 5ft$
10 +2 10	SUPERNOVA As a standard action, deal fire damage to nearby foes who fail a Reflex save.
Only change suit design on level up	\bigsigned{\text{\tint{\text{\tin}\text{\tex{\tex
■ SOLAR WEAPON	a state of the sta
OBRAŻENIA Solarian Piercing	Poziom 2
Solarian Level MINI Bludgeoning	
d6 + S +	
Weapon Crystals	Poziom
	4
STELLAR MODE (1)	
Graviton mode Photon mode	∂ □□ ③
A A A	Poziom
Solarian REFLEX DAMAGE Solarian Level BONUS BONUS Level	6
÷ 9 = + + + = ÷ 6	
EXPERTISE TALENT	
	Poziom 8
Poziom ————————————————————————————————————	
	Poziom
	10
Poziom 17	
SIDEREAL INFLUENCE	Poziom
Poziom	12
3	
Poziom	Poziom 14
11	
Portion	
Poziom 19	Poziom
	16
FLASHING STRIKES	
Poziom When making a full attack, take only -3 penalty.	
SOLARIAN'S ONSLAUGHT	Poziom
Poziom When making a full attack, make up to 3 attacks with 13 -6 penalty; or -5 penalty for melee attacks.	18
STELLAR PARAGON	
Raise or lower light levels.	
When entering a stellar mode, and at the start of each Poziom round, spend resolve to get two attunement points.	Poziom 20
To become fully attuned immediately: 1 rp To swap attunement points: 1 rp	
To swap attunement points: 1 rp	