SOLARIAN	STELLAR REVALATIONS	
SOLAR MANIFESTATION ""	Livello	5
■ SOLAR ARMOUR Livello CA Bonus Suit design Luce □ □ Oscura 1 +1 Energy September 1 Page 1	1	
5 5		
10 +2 10 20 15 Only shange quit design on level un-	Livello	<u> </u>
Only change suit design on level up SOLAR WEAPON	2	
DANNO		
Solarian Level Tagliente Bludgeoning Weapon Crystals	Livello 4	
d6 + FOR + Weapon Crystals	*	
STELLAR REVALATIONS > Solarian		2000
DIFFICULTY CLASS Level CD = 10 + [÷ 2] + CAR	Livello 6	
STELLAR MODE (1)		
Graviton mode		1 000
Solarian REFLEX DAMAGE Solarian Level BONUS BONUS Level	Livello 8	
÷ 9 = + + = ÷ 6		
CAI CRITISE TACCRIT		5
Livello 9	Livello 10	
Livello	Livello	5
17	12	
SIDEREAL INFLUENCE		
Livello	Livello	
3	14	
Livello 11		
livello 0	Livello	
19	16	
FLASHING STRIKES		3
Vivello When making a full attack, take only -3 penalty.	Livello	
SOLARIAN'S ONSLAUGHT Livello When making a full attack, make up to 3 attacks with	18	
13 -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.	Livello 20	
To become fully attuned immediately: 1 rp To swap attunement points: 1 rp		