

# SOLARIAN

SOLAR MANIFESTATION

SOLAR ARMOUR

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

Only change suit design on level up

SOLAR WEAPON

DAMAGE

Solarian Level

÷ 3

☐ Piercing  
☐ Slashing  
☐ Bludgeoning

MIN 1

d6 + STR +

Weapon Crystals

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 REVELATIONS

DIFFICULTY CLASS

DC

= 10 + [ ÷ 2 ] + CHA

Solarian Level

Graviton Revelations

BALANCE

Photon Revelations

BLACK HOLE

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

Level 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.

Level 1

10ft

Level 9

15ft

Level 17

20ft

DAMAGE = [ Solarian Level + 1 ] × d6

Level 2

Level 4

Level 6

Level 8

Level 10

Level 12

Level 14

Level 16

Level 18

Level 20