

SOLARIAN

SOLAR MANIFESTATION

SOLAR ARMOUR

| Уровень | AC Bonus | Energy Resistance | Suit design | Свет <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 $\div 3$ MIN 1

☐ Piercing ☐ Slashing ☐ Bludgeoning

d6 + СИЛ +

Weapon Crystals

STELLAR MODE

Graviton mode ☐ Photon mode ☐

Solarian Level $\div 9 =$ REFLEX BONUS $\div 6$

DAMAGE BONUS

EXPERTISE TALENT

Уровень 9

Уровень 17

SIDEREAL INFLUENCE

Уровень 3

Уровень 11

Уровень 19

FLASHING STRIKES

Уровень 7 When making a full attack, take only -3 penalty.

SOLARIAN'S ONSLAUGHT

Уровень 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.

Уровень 20 To become fully attuned immediately: 1 rp

To swap attunement points: 1 rp

STELLAR REVELATIONS

Graviton Revelations ☐ BALANCE ☐ Photon Revelations ☐

DIFFICULTY CLASS

KC = 10 + [$\div 2$] + XAP

Сolarian Level

BLACK HOLE

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

Уровень 1 RANGE = 20ft + [$\div 5$] \times 5ft DISTANCE = 10ft + [$\div 5$] \times 5ft

SUPERNOVA

As a standard action, deal fire damage to nearby foes who fail a Reflex save.

Уровень 1 10фт Уровень 9 15фт Уровень 17 20фт DAMAGE = [$\div 1$] \times d6

Уровень 2

Уровень 4

Уровень 6

Уровень 8

Уровень 10

Уровень 12

Уровень 14

Уровень 16

Уровень 18

Уровень 20