



DAE (LEVEL 5 SOLARIAN)

Dae is a **solarian**, an elegant solar knight who unleashes the stellar forces of light and gravity against enemies in stunning displays. Dae is a famous performer who excels at feats of grace, strength, and showing off dance moves.

ACTING IN COMBAT

Dae Attunes if they haven't already, choosing photon to deal fire damage to enemies or graviton to slow enemies down. Photon is their favored attunement, so they begin combat photon-attuned by default. Dae fights up close with their solar weapon (battle ribbon) and uses Solar Shot against distant targets. Dae uses Stellar Rush and Supernova to blast groups of enemies or Shattering Impact to deal heavy damage to one target. Reactive Strike allows Dae to dish out additional damage against careless foes once they're in melee range. Dae can Switch Places with an ally to get in a better position—or get their ally out of trouble!

Defenses: Dae defends from melee attacks with Nimbus Surge. When the going gets tough, Dae might distract enemies with their Sparkling Performance or call upon Meyel's favor to reroll a failed save.

Combat Actions

The following are special actions or abilities Dae can use during combat.

ATTUNE ◀▶

CONCENTRATE | SOLARIAN

Frequency once per round

You steady your body and mind and attune yourself to your stellar focus. If you are unattuned or not in your favored state, you become attuned to the favored attunement of your stellar arrangement. You can also manifest any of your solar manifestations if they are currently dormant, and if you have the free hands to use them.

Special In addition to the above usage, you can also Attune as a free action when you roll initiative.

SHATTERING STRIKE

ATTUNED | DISHARMONY | FLOURISH | SOLARIAN

You pour all your effort into making a single attack with your solar weapon that has such force it shatters the weapon. Strike with your solar weapon. Increase the size of the weapon damage die by one step (such as from 1d6 to 1d8 or 1d8 to 1d10). Your solar weapon shatters and must be manifested to continue using it.

Graviton-Attuned If you hit your target, they take a -10-foot status penalty to Speed until the start of your next turn.

Photon-Attuned If you hit your target, they take additional persistent fire damage equal to half your level rounded up.

STELLAR RUSH ◀▶

ATTUNED | CYCLE | MOVE | SOLARIAN

You rush forward, empowered by your stellar energies, getting into the thick of combat with ease. Stride twice. You gain a +10-foot circumstance bonus to your Speed during these moves.

Graviton-Attuned When you finish your Strides, enemies within 15 feet of you must attempt a Fortitude save against your class DC. On a failure, the foes are pulled directly towards you, ending in an adjacent square if possible. You select the order which foes are moved.

Photon-Attuned The squares you moved through during your stride are suffused with solar energy until the start of your next turn. Creatures on each side of the squares are concealed from creatures on the opposite side. Creatures in these spaces are unaffected.

SUPERNova ◀▶

ATTUNED | CYCLE | SOLARIAN

Frequency once per 10 minutes

Requirements You are photon-attuned.

You unleash your pent-up aggression, causing it to erupt like the stellar events that end stars. You can choose to affect creatures in a 15-foot or 30-foot emanation. Each affected creature takes 1d8 fire damage and must



SPECIAL TRAITS

Attuned: You can't use abilities with the attuned trait while you're unattuned. Many attuned abilities require you to be either graviton- or photon-attuned, while others can grant additional benefits based on your current stellar attunement.

Cycle: Actions with the cycle trait change your current stellar attunement to its opposite state. When you take an action with this trait, you benefit from the additional effect of your current attunement if the action had the attuned trait, but once you complete the action, your attunement changes to its counterpart (so graviton-attuned if you were photon-attuned before taking the action, or vice versa).

Disharmony: Actions with the disharmony trait change your current stellar attunement to being unattuned. When you take such an action with this trait, you benefit from the additional effect of your current attunement if the action had the attuned trait, but once you complete the action, you become unattuned.

Flourish: Actions with the flourish trait are special techniques that require too much exertion for you to perform frequently. You can only use one action with the flourish trait per round.



attempt a Fortitude save against your class DC. If you choose the 30-foot option, you instead deal 1d6 fire damage.

Critical Success The creature is unaffected.

Success The creature takes half damage and is dazzled for 1 round.

Failure The creature takes full damage and is blinded for 1 round.

Critical Failure The creature takes double damage and is blinded for 1 minute.

Level (+1) Increase the damage by 1d8 (or 1d6 for the 30-foot version).

SWITCH PLACES ◀▶

GENERAL | MOVE | SKILL

Prerequisites expert in Athletics

Requirements You're adjacent to an ally.

You deftly swap positions with a nearby ally. This is forced movement for your ally. Both you and your ally must be able to use actions with the move trait to use Switch Places, and you both must be able to fit in the squares you move to if your size is different.

Defensive Actions

The following are special defenses Dae can use in combat.

PAHTRA HERITAGE: MEYEL'S CHOSEN

The first time each day that you critically fail a saving throw, you immediately reroll the saving throw as a free action; this is a fortune effect.

SPARKLING PERFORMANCE ◀▶

GENERAL | SKILL

Prerequisites trained in Performance

Your presence lights up the stage. You can Create a Diversion using Performance instead of Deception.

Combat Reactions

The following are special reactions Dae can use in combat.

FEAT 1

NIMBUS SURGE

ATTUNED SOLARIAN

Trigger You take damage from a melee attack.

Your nimbus reacts to trauma.

Graviton-Attuned The triggering creature must succeed at a Fortitude save against your class DC or be pushed 5 feet away from you.

Photon-Attuned The triggering creature takes 1 fire damage.

REACTIVE STRIKE

SOLARIAN

Trigger A creature within your reach uses a manipulate action or a move action, makes a ranged attack, or leaves a square during a move action it's using.

You lash out at an occupied foe. Make a melee Strike against the triggering creature. If your attack is a critical hit and the trigger was a manipulate action, you disrupt that action. This Strike doesn't count toward your multiple attack penalty, and your multiple attack penalty doesn't apply to this Strike.

Spells

As a battleblessed pahtra, Dae is capable of feats beyond the natural abilities of their peers. They can cast *tailwind* as a 1st-rank primal innate spell once per day.

TAILWIND

AIR CONCENTRATE MANIPULATE

Traditions arcane, primal

Duration 1 hour

The wind at your back pushes you to find new horizons. You gain a +10-foot status bonus to your Speed.

Heightened (2nd) The duration increases to 8 hours.

ACTING IN EXPLORATION MODE

Dae controls their attunement while exploring, favoring photon mode. When allies attempt skill checks to Avoid Notice, Scout, or other activities, Dae's Competitive Spirit allows them to copy their allies, sometimes one-upping the person who attempted the original check!

Exploration Activities

The following are special actions or abilities Dae can use during exploration mode.

ATTUNEMENT CONTROL

CONCENTRATE EXPLORATION SOLARIAN

While exploring, you have an attuned state of your choosing. If you Attune as a free action when you roll initiative, you can select your attunement regardless of your stellar arrangement's favored attunement.

COMPETITIVE SPIRIT

PAHTRA

Frequency once per hour

Trigger An ally attempts a skill check with a skill that you have trained or better proficiency rank in.

You push yourself to be the best by competing with the triggering ally. You attempt the same skill check to perform the same action or activity that the triggering ally is performing. You gain a +2 circumstance bonus to this skill check. If you achieve at least one degree of success higher than the triggering ally, this use of Competitive Spirit doesn't count toward its frequency. If you roll a critical failure on this skill check, you take a -1 circumstance penalty to all skill checks attempted with that skill for the next hour as you try new techniques to improve your future attempts.

FEAT 4

RE-FORGE SOLAR WEAPON

CONCENTRATE EXPLORATION SOLARIAN

You spend 10 minutes focusing on the composition of your solar weapon. You can change the damage type of your weapon (typically between bludgeoning, piercing, or slashing), the currently selected traits for your weapon, and the weapon group your weapon belongs to. Your weapon maintains your selections until the next time you Re-Forge Solar Weapon.

SOLAR ARMAMENTS

Dae manifests special solar weapons in battle: a solar weapon for fighting in melee and a solar flare for shooting ranged enemies. The weapons change traits depending on Dae's attunement.

SOLAR FLARE

Dae's main ranged attack is a blast of stellar energy with different effects depending on Dae's attunement.

SOLAR SHOT

ATTACK ATTUNED SOLARIAN

You use your flare to unleash a directed blast of energy at a target. Make a ranged Strike against the AC of a creature in range. Add your Strength modifier to the damage roll. Your attunement determines the damage type and maximum range of the attack.

Graviton-Attuned 1d8 bludgeoning, 15 feet. On a critical success, you can attempt a Trip using your Athletics even if you don't have a free hand or are not adjacent to the target.

Photon-Attuned 1d6 fire, 30 feet. On a critical success, the target also takes 1d6 persistent fire damage.

Level (+4) The damage increases by one die.

SOLAR NIMBUS

A layer of stellar energy protects Dae. While attuned, Dae can activate their Nimbus Surge (see Combat Reactions) when they take damage from a melee attack.

SOLAR WEAPON

Dae's main solar weapon is a battle ribbon with the reach and trip traits. Dae has a *+1 weapon potency crystal* that makes their solar weapon more accurate and a *commercial striking weapon crystal* that makes it deal more damage. The weapon has different effects depending on Dae's attunement.

Graviton-Attuned When you successfully Strike a creature using your solar weapon, that creature treats all squares adjacent to the square where they were struck as being difficult terrain until the end of its next turn.

Photon-Attuned When you successfully Strike a creature with your solar weapon, you deal an additional amount of fire damage equal to half your level (rounded up).

EQUIPMENT

Dae wears commercial hardlight series armor (with a comm unit installed), commercial magboots, and tactical sunshades. They carry a datapad, a portable amp, and four commercial medpatches. They've got a credstick with 450 credits.

COMM UNIT

TECH

This pocket-sized device combines a portable computer and communications device, allowing instantaneous wireless communication with other comm units in both audio- and text-based formats at planetary range. A comm unit includes a calculator, flashlight (emits bright light in a 5-foot radius around you and dim light in the next 5 feet), a browser that accesses any local infospheres, and several entertainment options (including games).

DATAPAD

This is a flimsy handheld computer with a comm unit, microphone, speaker, camera, infosphere browser, and data storage.

MAGBOOTS

These sturdy boots have powerful electromagnets built into the soles. These magnets can be activated or deactivated with an Interact action. While active, they grant you a +1 item bonus to Athletics checks to Climb metal surfaces, as well as a +1 item bonus to your Fortitude or Reflex DC against attempts to Reposition, Shove, or Trip you when you are standing on a metal surface. In areas of zero gravity, while wearing a pair of magboots, you can move your Speed across metal surfaces and don't gain the untethered condition.

MEDPATCH, COMMERCIAL

CONSUMABLE **HEALING** **TECH**

Medpatches accelerate the body's natural healing processes and immune system.

Activate—Apply ♦ (manipulate) You regain 1d6 Hit Points and gain a +1 item bonus to saving throws against disease and poisons for 10 minutes.

PORTABLE AMP

This small device is typically synced up to an instrument, microphone, or the audio playback on a datapad. It amplifies the audio volume, reducing the DC of Perception checks to hear the audio by 5.

SEMI-AUTO PISTOL

Dae's sidearm is a semi-auto pistol that deals piercing damage. It has a range increment of 60 feet. Its magazine contains 5 projectiles and expends 1 projectile per Strike. Dae has 10 projectiles for this pistol.

SUNSHADES, TACTICAL

Sunshades come in a variety of styles. You gain a +1 item bonus to saves against effects that cause the blinded or dazzled condition while wearing tactical sunshades.



Character Sheet

Ancestry

Pahtra (Meyel's Chosen)

Heritage and Traits

Humanoid, Pahtra

Size

M

Attributes

+4 Strength
● Partial Boost

+3 Dexterity
○ Partial Boost

+2 Constitution
○ Partial Boost

+0 Intelligence
○ Partial Boost

+0 Wisdom
○ Partial Boost

+3 Charisma
○ Partial Boost

Defenses

Armor Class Shield



Hardness	Max HP	BT	HP
	/		

Armor Proficiencies

Unarmored	Light	Medium	Heavy
T E M	T E M	T E M	T E M
L L L	L L L	L L L	L L L

10 · 2 · 7 · 3

Base Dex* Prof Item

* Use armor's Dex cap if lower

Skills

Acrobatics

9 2 · 7 · 0 · 0
Dex Prof Item Armor

Arcana

0 0 · 0 · 0
Int Prof Item

Athletics

13 4 · 9 · 0 · 0
Str Prof Item Armor

Computers

0 0 · 0 · 0
Int Prof Item

Crafting

0 0 · 0 · 0
Int Prof Item

Deception

9 2 · 7 · 0 · 0
Cha Prof Item

Diplomacy

9 2 · 7 · 0 · 0
Cha Prof Item

Intimidation

3 3 · 0 · 0 · 0
Cha Prof Item

Media Lore

7 0 · 7 · 0 · 0
Int Prof Item

Lore

0 0 · 0 · 0 · 0
Int Prof Item

Medicine

0 0 · 0 · 0 · 0
Wis Prof Item

Nature

0 0 · 0 · 0 · 0
Wis Prof Item

Occultism

0 0 · 0 · 0 · 0
Int Prof Item

Performance

11 2 · 9 · 0 · 0 · 0
Cha Prof Item

Piloting

3 3 · 0 · 0 · 0 · 0
Dex Prof Item

Religion

0 0 · 0 · 0 · 0
Wis Prof Item

Society

7 0 · 7 · 0 · 0 · 0
Int Prof Item

Stealth

3 3 · 0 · 0 · 0 · 0
Dex Prof Item Armor

Survival

0 0 · 0 · 0 · 0 · 0
Wis Prof Item

Thievery

3 3 · 0 · 0 · 0 · 0 · 0
Dex Prof Item Armor

Character Name

Dae

Level

XP



Hero Points



Gain 1 at the start of each session and when granted by the GM.
Spend 1 to reroll a check.
Spend All to avoid death.

Background

Icon

Class

Solarian

Class Notes

Radiant

Background Notes

Fortitude

+11
2 · 9 · +

Con Prof Item

Reflex

+12
3 · 9 · +

Dex Prof Item

Will

+9
+ 9 · +

Wis Prof Item

Hit Points

Maximum

68

Current HP

Temporary HP

Dying

Wounded

Resistances and Immunities

Conditions

Languages

Common
Pahtra
Vesk

Perception

+9
+ 9 · +

Wis Prof Item
Senses and Notes
Darkvision

Speed

30 feet

Special Movement
Cat Fall: Treat falls as 10 feet shorter

Strikes

Melee Strikes

Weapon

Solar Weapon (photon)

+14

4 · 9 · 1
Str Prof Item

Damage

2d8+4 F

Traits and Notes fire, reach, trip; Critical: knock prone

Weapon

Solar Weapon (graviton)

+14

4 · 9 · 1
Str Prof Item

Damage

2d8+4 B

Traits and Notes piercing, reach, trip; Critical: knock prone

Ranged Strikes

Weapon

Solar Shot (photon) 30

+12

3 · 9 · +

Dex Prof Item

Mag/Exp Damage

/ 2d6+4 F

Traits and Notes 1d6 persistent F

Weapon

Solar Shot (graviton) 15

+12

3 · 9 · +

Dex Prof Item

Mag/Exp Damage

/ 2d8+4 B

Traits and Notes powered, reach, tech

Weapon

Semi-Auto Pistol 60

+12

3 · 9 · +

Dex Prof Item

Mag/Exp Damage

5 / 1d6 P

Traits and Notes analog, reload 1

Weapon Proficiencies

Unarmed

Simple

Martial

Advanced

Other

Other

Critical Specializations

Class DC

21

10 · 4 · 7 · +

Base Key Prof Item

Legendary 8 + level

Reminders

Proficiency

Untrained +0

Trained 2 + level

Expert 4 + level

Master 6 + level

Legendary 8 + level

Action Icons

Single Action

Two-Action Activity

Three-Action Activity

Free Action

Reaction

Ancestry and General Feats — Class Abilities

Level 1	Ancestry and Heritage Abilities Pahtra Meyel's Chosen		Class Feats and Features Solarian Arrangement (Radiant) Stellar Attunement Solar Manifestations Solar Weapons (battle ribbon) Solarian Feat (Stellar Rush)	
	Ancestry Feat Competitive spirit			
	Background Skill Feat Sparkling Performance			
2	Skill Feat Switch Places		Class Feat Shattering Strike	
3	General Feat Fleet		Class Feature Indomitable Body and Mind	
4	Skill Feat Cat Fall		Class Feat Reactive Strike	
5	Ancestry Feat Battleblessed	Boosts	Class Feature Solarian weapon expertise	
6	Skill Feat		Class Feat	
7	General Feat		Class Feature	
8	Skill Feat		Class Feat	
9	Ancestry Feat		Class Feature	
10	Skill Feat		Boosts	Class Feat
11	General Feat		Class Feature	
12	Skill Feat		Class Feat	
13	Ancestry Feat		Class Feature	
14	Skill Feat		Class Feature	
15	General Feat	Boosts	Class Feature	
16	Skill Feat		Class Feature	
17	Ancestry Feat		Class Feature	
18	Skill Feat		Class Feature	
19	General Feat		Class Feature	
20	Skill Feat	Boosts	Class Feature	

Inventory

Held Items		Bulk
comm unit	L	L
datapad	L	L
portable amp	L	L
Consumables		Bulk
commercial medpatch (4)	L	
Worn Items	Invested	Bulk
commercial hardlight series	—	1
magboots	—	1
tactical sunshades	—	—
Weapons	Mag	Bulk
commercial semi-auto pistol - projectile ammo (10)	5	1
Bulk	Light Items 10 light Bulk items = 1 Bulk Encumbered Bulk 5 + Str Maximum Bulk 10 + Str Maximum Invested 10	
Valuables	Price	Bulk
Wealth Credits	UPB (Universal Polymer Base) 450	

Magical Tradition

Arcane Primal Occult Divine

Prepared Caster
 Spontaneous Caster

Spell Statistics



Spell Attack

T E M L
Key Prof

Spell DC
T E M L
10 +
Base Key Prof

Cantrips

Cantrips per Day

Cantrip Rank

1/2 your level rounded up

Name	Actions	Prep

Focus Spells

Focus Points 

Focus Spell Rank

1/2 your level rounded up

Focus Pool Equals the number of focus spells you have (maximum 3).
Refocus Spend 10 minutes to regain 1 Focus Point.

Name	Actions

Innate Spells

Name	Actions	Freq
Tailwind	2	1/day

Spell Slots

Spells per Day

 Spell Rank 1 2 3 4 5 6 7 8 9 10

Spells Remaining

Spells

Name	Actions	Rank	Prep	Name	Actions	Rank	Prep

Rituals

Name	Rank	Cost	Name	Rank	Cost