

SOLARIAN

SOLAR MANIFESTATION

SOLAR ARMOUR

Livello	AC Bonus	Resistenza all'Energia	Suit design	Luce <input type="checkbox"/> <input type="checkbox"/> Oscura
1	+1			
5		5		
10	+2	10		
20		15		

Only change suit design on level up

SOLAR WEAPON

DANNO

Livello Solarian

÷ 3

☐ Penetrante
☐ Tagliente
☐ Contundente

d6 + FOR +

Weapon Crystals

STELLAR MODE

Graviton mode

Photon mode

Livello Solarian

BONUS A RIFLESSI

DANNI BONUS

Livello Solarian

÷ 9 = + = ÷ 6

DOTI PERFEZIONATE

Livello 9

Livello 17

SIDEREAL INFLUENCE

Livello 3

Livello 11

Livello 19

FLASHING STRIKES

Livello 7

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

SOLARIAN'S ONSLAUGHT

Livello 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 if not changing stellar mode, +2 attunement points.

Livello 20

To become fully attuned immediately: 1 pr

To swap attunement points: 1 pr

STELLAR REVELATIONS

CLASSE DIFFICOLTÀ

CD = 10 + [÷ 2] + CAR

Livello Solarian

Graviton Revelations

BILANCIARE

Photon Revelations

BLACK HOLE

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

RAGGIO = 20ft + [Livello Solarian ÷ 5] × 5ft

DISTANCE = 10ft + [Livello Solarian ÷ 5] × 5ft

Livello 1

SUPERNOVA

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

Livello 1 3 m

Livello 94,5 m

Livello 17 6 m

DANNO = [Livello Solarian + 1] × d6

Livello 2

Livello 4

Livello 6

Livello 8

ZENITH REVELATION

Livello 9

Livello 10

Livello 12

Livello 14

Livello 16

ZENITH REVELATION

Livello 17

Livello 18

Livello 20