

SOLARIAN

SOLAR MANIFESTATION

SOLAR ARMOUR				
Level	AC Bonus	Energy Resistance	Suit design	Light <input type="checkbox"/> Dark <input type="checkbox"/>
1	+1			
5		5		
10	+2	10		
20		15		
Only change suit design on level up				

SOLAR WEAPON				
DAMAGE				
Solarian Level $\div 3$ <input type="checkbox"/> Piercing <input type="checkbox"/> Slashing <input type="checkbox"/> Bludgeoning				
MIN 1				
d6 + STR +				
Weapon Crystals				

STELLAR MODE				
Graviton mode <input type="checkbox"/> Photon mode <input type="checkbox"/>				
Solarian Level $\div 9$ REFLEX BONUS $\div 6$				
DAMAGE BONUS				

Using a zenith revelation resets your stellar attunement.

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.				
Level 20	When entering a stellar mode, and at the start of each round if not changing stellar mode, +2 attunement points.			
	To become fully attuned immediately: 1 rp			
	To swap attunement points: 1 rp			

STELLAR REVELATIONS

DIFFICULTY CLASS

DC

= 10 + [

Solarian Level

÷ 2] +

CHA

Graviton Revelations

BALANCE

Photon Revelations

ZENITH 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 creatures 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

ZENITH REVELATIONS

Level

9

Level

10

Level

12

Level

14

Level

16

ZENITH REVELATIONS

Level

17

Level

18

Level

20