

SOLARIAN

SOLAR MANIFESTATION

SOLAR ARMOUR

Nível

1

5

10

20

Resistência a Energia

+1

5

+2

10

15

Suit design

Light

Dark

Only change suit design on level up

SOLAR WEAPON

DANO

Solarian Level

÷ 3

Piercing

Slashing

Bludgeoning

d6 +

FOR

+

Weapon Crystals

STELLAR MODE

Graviton mode

Photon mode

Solarian Level

÷ 9 =

+

REFLEX BONUS

DAMAGE BONUS

+

=

÷ 6

EXPERTISE TALENT

Nível

9

Nível

17

SIDEREAL INFLUENCE

Nível

3

Nível

11

Nível

19

FLASHING STRIKES

Nível

7

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

SOLARIAN'S ONSLAUGHT

Nível

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.

Nível

20

To become fully attuned immediately:

1 rp

To swap attunement points:

1 rp

STELLAR REVELATIONS

DIFICULTY CLASS

CD

= 10 + [

÷ 2

]

+

CAR

Solarian Level

Graviton Revelations

BALANCE

Photon Revelations

BLACK HOLE

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

ALCANCE = 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.

Nível

1

3m

Nível

9

4.5m

Nível

17

6m

DANO = [

Solarian Level

+ 1

] × d6

Nível

2

Nível

4

Nível

6

Nível

8

ZENITH REVELATION

Nível

9

Nível

10

Nível

12

Nível

14

Nível

16

ZENITH REVELATION

Nível

17

Nível

18

Nível

20