SOLARIAN	STE	LLAR REVELATIONS	//
	CLAS	Livello Se DIFFICOLTÀ Solarian	Graviton Revelations BILANCIARE Photon Revelations
SOLAR MANIFESTATION SOLAR ARMOUR		D = 10 + [÷ 2] + CAR	ລ 🌣
AC Resistenza Suit design Luce Oscura Livello Bonus all'Energia +1		BLACK HOLE As a standard action, drag others closer if they fail a Fort	
5 5 10 +2 10	Livello	RAGGIO = 20ft + [Livello Solarian ÷ 5] × 5ft	DISTANCE = $10ft + \left[\frac{\text{Livelio}}{\text{Solarian}} \div 5 \right] \times 5ft$
20 15 Only change suit design on level up	1	SUPERNOVA As a standard action, deal fire damage to nearby foes wh	o fail a Reflex save.
■ SOLAR WEAPON		° 1 3 m ° 9 4,5 m ° 17 6 m	
DANNO Livello Solarian MIN 1 Penetrante Tagliente Contundente	Livello 2		→
d6 + FOR + Weapon Crystals	Livello 4		う □•●
STELLAR MODE	l ———		S
Graviton mode Photon mode Photon mode Note: The process of the	Livello 6		
Solarian ÷ 9 = + + + = ÷ 6	Livello 8		う □◎
DOTI PERFEZIONATE		ZENITH REVELATION	
Livello		ZENITH REVECATION	3 -6
9	Livello 9		
	Livello		5
Livello 17	10		
SIDEREAL INFLUENCE	Livello		
Livello	12		
3			a
Livello	Livello 14		
11 Livello			
	Livello		う □◎
Livello 19	16		
(<u>•</u>		ZENITH REVELATION	
FLASHING STRIKES Livello	Livello		5
7 When making a full attack, take only -3 penalty.	17		
SOLARIAN'S ONSLAUGHT Livello When making a full attack, make up to 3 attacks with	150		∂ □□ ③
13 -6 penalty; or -5 penalty for melee attacks. STELLAR PARAGON	Livello 18		<i>J)</i>
Raise or lower light levels.			4
When entering a stellar mode, and at the start of each round if not changing stellar mode, +2 attunement points.	Livello		○ • • • • • • • • • • • • • • • • • • •
To become fully attuned immediately: 1 pr To swap attunement points: 1 pr	20		