

SOLARIAN

SOLAR MANIFESTATION

SOLAR ARMOUR

Poziom	AC Bonus	Odporność na Energję	Suit design	Światło	Mroczne
1	+1			<input type="checkbox"/>	<input type="checkbox"/>
5		5			
10	+2	10			
20		15			

Only change suit design on level up

SOLAR WEAPON

OBRAŻENIA

Solarian Level

MIN 1

÷ 3

☐ Piercing
☐ Slashing
☐ Bludgeoning

d6 +

S

+

Weapon Crystals

STELLAR MODE

Graviton mode

Photon mode

Solarian Level

REFLEX BONUS

DAMAGE BONUS

Solarian Level

÷ 9 =

+

+

=

÷ 6

EXPERTISE TALENT

Poziom

9

Poziom

17

SIDEREAL INFLUENCE

Poziom

3

Poziom

11

Poziom

19

FLASHING STRIKES

Poziom

7

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

SOLARIAN'S ONSLAUGHT

Poziom

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.

Poziom

20

To become fully attuned immediately: 1 rp

To swap attunement points: 1 rp

STELLAR REVELATIONS

DIFFICULTY CLASS

Solarian Level

Graviton Revelations

BALANCE

Photon Revelations

ST

= 10 + [÷ 2] + CHA

BLACK HOLE

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

RANGE = 20ft + [Solarian Level ÷ 5] × 5ft

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

Poziom

1

SUPERNOVA

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

Poziom

1

3m

Poziom

9

4,5m

Poziom

17

6m

OBRAŻENIA = [Solarian Level + 1] × d6

Poziom

2

Poziom

4

Poziom

6

Poziom

8

ZENITH REVELATION

Poziom

9

Poziom

10

Poziom

12

Poziom

14

Poziom

16

ZENITH REVELATION

Poziom

17

Poziom

18

Poziom

20