

SOLARIAN

SOLAR MANIFESTATION

SOLAR ARMOUR

| Stufe | AC Bonus | Energy Resistance | Suit design | Leicht | Finstere |
|-------|----------|-------------------|-------------|--------|----------|
| 1 | +1 | | | | |
| 5 | | 5 | | | |
| 10 | +2 | 10 | | | |
| 20 | | 15 | | | |

SOLAR WEAPON

SCHADEN

Solarian Level ÷ 3

Piercing

Slashing

Bludgeoning

d6 + ST +

Weapon Crystals

STELLAR MODE

Graviton mode

Photon mode

Solarian Level ÷ 9 = REFLEX BONUS

DAMAGE BONUS

Solarian Level ÷ 6

EXPERTISE TALENT

Stufe 9

Stufe 17

SIDEREAL INFLUENCE

Stufe 3

Stufe 11

Stufe 19

FLASHING STRIKES

Stufe 7

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

SOLARIAN'S ONSLAUGHT

Stufe 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.

Stufe 20

To become fully attuned immediately: 1 rp

To swap attunement points: 1 rp

STELLAR REVELATIONS

DIFFICULTY CLASS

SG = 10 + [÷ 2] + CH

Solarian Level

Graviton Revelations

BALANCE

Photon Revelations

BLACK HOLE

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

Stufe 1

RANGE = 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.

Stufe 1 3m Stufe 9 4,5m Stufe 17 6m

SCHADEN = [Solarian Level + 1] × d6

Stufe 2

Stufe 4

Stufe 6

Stufe 8

ZENITH REVELATION

Stufe 9

Stufe 10

Stufe 12

Stufe 14

Stufe 16

ZENITH REVELATION

Stufe 17

Stufe 18

Stufe 20