

SOLARIAN

SOLAR MANIFESTATION

SOLAR ARMOUR

Level	AC Bonus	Energy Resistance	Suit design	Light <input type="checkbox"/> <input type="checkbox"/> Dark
1	+1			
5		5		
10	+2	10		
20		15		

Only change suit design on level up

SOLAR WEAPON

DAMAGE

Solarian Level

+ 3

☐ Piercing
☐ Slashing
☐ Bludgeoning

d6 + STR +

Weapon Crystals

STELLAR MODE

Graviton mode

Photon mode

Solarian Level

REFLEX BONUS

DAMAGE BONUS

Solarian Level

+ 9 =

+

+

=

+ 6

EXPERTISE TALENT

Level 9

Level 17

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.

When entering a stellar mode, and at the start of each round if not changing stellar mode, +2 attunement points.

Level 20

To become fully attuned immediately: 1 rp

To swap attunement points: 1 rp

STELLAR REVELATIONS

DIFFICULTY CLASS

DC

= 10 + [

÷ 2

]+

CHA

Solarian Level

Graviton Revelations

BALANCE

Photon Revelations

Level 1

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

Level 1

SUPERNOVA

As a standard action, deal fire damage to nearby foes 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 REVELATION

Level 9

Level 10

Level 12

Level 14

Level 16

ZENITH REVELATION

Level 17

Level 18

Level 20