

SOLARIAN

SOLAR MANIFESTATION

SOLAR ARMOUR

Nivel	AC Bonus	Energy Resistance	Suit design	Ligero	Oscuras
1	+1				
5		5			
10	+2	10			
20		15			

SOLAR WEAPON

DAÑO

Solarian Level ÷ 3

Perforante, Slashing, Bludgeoning

d6 + FUE +

Weapon Crystals

STELLAR MODE

Graviton mode, Photon mode

Solarian Level ÷ 9 = REFLEX BONUS, DAMAGE BONUS ÷ 6

EXPERTISE TALENT

Nivel 9

Nivel 17

SIDEREAL INFLUENCE

Nivel 3

Nivel 11

Nivel 19

FLASHING STRIKES

Nivel 7

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

SOLARIAN'S ONSLAUGHT

Nivel 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.

Nivel 20

To become fully attuned immediately: 1 rp

To swap attunement points: 1 rp

STELLAR REVELATIONS

DIFFICULTY 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.

RANGE = 20ft + [Solarian Level ÷ 5] × 5ft, DISTANCE = 10ft + [Solarian Level ÷ 5] × 5ft

Nivel 1

SUPERNOVA

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

Nivel 1 10', Nivel 9 15', Nivel 17 20', DAÑO = [Solarian Level + 1] × d6

Nivel 2

Nivel 4

Nivel 6

Nivel 8

ZENITH REVELATION

Nivel 9

Nivel 10

Nivel 12

Nivel 14

Nivel 16

ZENITH REVELATION

Nivel 17

Nivel 18

Nivel 20