

SOLARIAN CHARACTER FOLIO

STARFINDER
COMPATIBLE



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Charactor Name

LevelSolarion

RACE

THEME

SIZE

SPEED

GENDER

HOME WORLD



ALIGNMENT

DEITY

PLAYER

Ability Scores

	SCORE	MODIFIER	UPGRADED SCORE	UPGRADED MODIFIER
STR STRENGTH				
DEX DEXTERITY				
CON CONSTITUTION				
INT INTELLIGENCE				
WIS WISDOM				
CHA CHARISMA				

Skills

SKILL RANKS PER LEVEL

	TOTAL	RANKS	CLASS BONUS	ABILITY MOD	MISC MOD
<input checked="" type="checkbox"/> ACROBATICS* (DEX)					
<input checked="" type="checkbox"/> ATHLETICS* (STR)					
<input type="checkbox"/> BLUFF (CHA)					
<input checked="" type="checkbox"/> COMPUTERS (INT)					
<input checked="" type="checkbox"/> CULTURE (INT)					
<input checked="" type="checkbox"/> DIPLOMACY (CHA)					
<input type="checkbox"/> DISGUISE (CHA)					
<input checked="" type="checkbox"/> ENGINEERING (INT)					
<input checked="" type="checkbox"/> INTIMIDATE (CHA)					
<input checked="" type="checkbox"/> LIFE SCIENCE (INT)					
<input checked="" type="checkbox"/> MEDICINE (INT)					
<input checked="" type="checkbox"/> MYSTICISM (WIS)					
<input type="checkbox"/> PERCEPTION (WIS)					
<input checked="" type="checkbox"/> PHYSICAL SCIENCE (INT)					
<input type="checkbox"/> PILOTING (DEX)					
<input checked="" type="checkbox"/> PROFESSION (CHA, INT, OR WIS)					
<input checked="" type="checkbox"/> PROFESSION (CHA, INT, OR WIS)					
<input checked="" type="checkbox"/> SENSE MOTIVE (WIS)					
<input checked="" type="checkbox"/> SLEIGHT OF HAND* (DEX)					
<input checked="" type="checkbox"/> STEALTH* (DEX)					
<input type="checkbox"/> SURVIVAL (WIS)					

†Trained Only

☒ Class Skill

*Armor check penalty applies

Initiative

TOTAL = DEX MODIFIER + MISC MODIFIER

Health and Resolve

	STAMINA POINTS	HIT POINTS	RESOLVE POINTS
TOTAL			
CURRENT			

Armor Class

	TOTAL	ARMOR BONUS	DEX MOD	MISC MOD
EAC ENERGY ARMOR CLASS				
KAC KINETIC ARMOR CLASS				
AC VS. COMBAT MANEUVERS				

DR

RESISTANCES

Saving Throws

	TOTAL	BASE SAVE	ABILITY MOD	MISC MOD
FORTITUDE (CONSTITUTION)				
REFLEX (DEXTERITY)				
WILL (WISDOM)				

Attack Bonuses

	TOTAL	BAB	STR MOD	MISC MOD
MELEE ATTACK				
RANGED ATTACK				
THROWN ATTACK				

Weapons

WEAPON	LEVEL	ATTACK BONUS	DAMAGE
<div>CRITICALRANGETYPE</div>		AMMO/USAGE	SPECIAL
WEAPON	LEVEL	ATTACK BONUS	DAMAGE
<div>CRITICALRANGETYPE</div>		AMMO/USAGE	SPECIAL
WEAPON	LEVEL	ATTACK BONUS	DAMAGE
<div>CRITICALRANGETYPE</div>		AMMO/USAGE	SPECIAL
WEAPON	LEVEL	ATTACK BONUS	DAMAGE
<div>CRITICALRANGETYPE</div>		AMMO/USAGE	SPECIAL

[illegible]

Carry Capacity

Unencumbered	Encumbered	Overburdended

Money	
Credstick	
Hard Currency	
Stored	
Location	
Other Currency	
UPBS	

[illegible]

Holdings	VALUE

Vehicles	Level	VALUE

Augementations

Brain	Level

Throat	Level

Lungs	Level

Arms	Level

Hands	Level

Feet	Level

Ears	Level

Eyes	Level

Heart	Level

Skin	Level

Legs	Level

Spinal Column	Level

Other Systems	Level

Magic Items

Magic ITEMS	LEVEL	PRICE	BULK

Weapons & Weapons Fusions

Name	Level	Price	Bulk

Armor & Armor Upgrades

Name	Level	Price	Bulk

Total Bulk

Experince Points Total

Languages

FEATS

Race Modifiers:

Affiliation/Faction

Faction Symbol

Offensive Abilities and Class Features

Name	Description	Source

Defensive Abilities and Class Features

Name	Description	Source

Defensive Items

Name	EAC Bonus	KAC Bonus	Type	Level	Max Dex Bonus	Check Penalty	Speed Adjust	Upgrade Slots
Upgrades					Special			
Name	EAC Bonus	KAC Bonus	Type	Level	Max Dex Bonus	Check Penalty	Speed Adjust	Upgrade Slots
Upgrades					Special			

Race: _____

Size _____

Home Planet: _____

Gender _____

Age _____

Deity _____

Weight _____

Eyes _____

Hair _____

BACKGROUND

Character Portrait

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Solar Manifestation	
1st	+1	+2	+0	+2	Skill adept, solar manifestation, stellar mode, Stellar revelation (black hole, supernova)	+1 AC	1d6
2nd	+2	+3	+0	+3	Stellar revelation	+1 AC	1d6
3rd	+3	+3	+1	+3	Sidereal influence (2 skills), weapon specialization	+1 AC	1d6
4th	+4	+4	+1	+4	Stellar revelation	+1 AC	1d6
5th	+5	+4	+1	+4	—	+1 AC, resistance 5	1d6
6th	+6	+5	+2	+5	Stellar revelation	+1 AC, resistance 5	2d6
7th	+7	+5	+2	+5	Flashing strikes	+1 AC, resistance 5	2d6
8th	+8	+6	+2	+6	Stellar revelation	+1 AC, resistance 5	2d6
9th	+9	+6	+3	+6	Zenith revelations	+1 AC, resistance 5	3d6
10th	+10	+7	+3	+7	Stellar revelation	+2 AC, resistance 10	3d6
11th	+11	+7	+3	+7	Sidereal influence (4 skills)	+2 AC, resistance 10	3d6
12th	+12	+8	+4	+8	Stellar revelation	+2 AC, resistance 10	4d6
13th	+13	+8	+4	+8	Solarian's onslaught	+2 AC, resistance 10	5d6
14th	+14	+9	+4	+9	Stellar revelation	+2 AC, resistance 10	6d6
15th	+15	+9	+5	+9	—	+2 AC, resistance 15	7d6
16th	+16	+10	+5	+10	Stellar revelation	+2 AC, resistance 15	8d6
17th	+17	+10	+5	+10	Zenith revelations	+2 AC, resistance 15	9d6
18th	+18	+11	+6	+11	Stellar revelation	+2 AC, resistance 15	10d6
19th	+19	+11	+6	+11	Sidereal influence (6 skills)	+2 AC, resistance 15	11d6
20th	+20	+12	+6	+12	Stellar paragon, stellar revelation	+2 AC, resistance 20	12d6

Class Features

All of the following are class features of the Solarian.

Hit Points: 7

Stamina Points: 7 + Constitution modifier

Key Ability Score: Your Charisma lets you channel your connection to the cosmos, so Charisma is your key ability score. A high Strength score can make you better at melee attacks.

Class Skills: Acrobatics (*Dex*), Athletics (*Str*), Diplomacy (*Cha*), Intimidate (*Cha*), Mysticism (*Wis*), Perception (*Wis*), Physical Science (*Int*), Profession (*Cha*, *Int*, or *Wis*), Sense Motive (*Wis*), Stealth (*Dex*)

Skill Ranks per Level: 4 + Intelligence modifier

Proficiencies: Armor-light; Weapons-basic and advanced melee weapons and small arms.

SKILL ADEPT 1ST LEVEL

As part of the process that led you to become a solarian, you gained additional insight and training. Choose two additional skills and add them to your list of class skills.

SOLAR MANIFESTATION (SU) 1ST LEVEL

At 1st level, you gain a physical manifestation of your stellar power. The base form of your Solar Manifestation, when not actively in use, is a mote of stellar energy slightly smaller than your fist that hovers near your head. Beyond the solar mote, your manifestation can take one of two additional forms: armor or

a weapon. You must pick one Solar Manifestation (*either armor or a weapon*) upon taking your first level of solarian. You also choose whether your Solar Manifestation (*in any form*) either glows brightly with one color common to stars (*including blue, red, white, or yellow*) or is the perfect darkness of a black hole. A glowing Solar Manifestation, regardless of its form, sheds dim light in a 20-foot radius. You can shut off the light or darkness as a standard action in order to blend in or assist in stealth, but whenever you enter a stellar mode, the glow or darkness returns immediately. Once made, these choices cannot be changed.

Only you can interact with your solar manifestation, whether in mote, armor, or weapon form. No other creature or effect can affect your Solar Manifestation in any way, including disarming or sundering it.

Solar Armor

You can form your solar mote into a suit of armor made out of stellar energy that outlines your body. This armor appears to be made out of glowing light or solid darkness, as determined by the appearance of your Solar Manifestation, but it can take whatever general shape you choose, whether glowing armored plates of solidified stellar energy, a form-fitting suit of crackling energy, or an aura of stellar plasma. Your Solar armor's general design has no impact on its function and doesn't give the armor any special abilities. Once you've selected the general design, you can't change it until you gain a new solarian level.

Your solar armor grants you a +1 enhancement bonus to both your Kinetic Armor Class and your Energy Armor Class. This bonus increases to +2 at 10th level. It is compatible with light armor, but it gives you no benefit if you're wearing heavy armor. At 5th level, you also gain energy resistance 5 while your solar armor is active. You can choose either cold resistance or fire resistance when you activate the armor, and can switch energy types as a move action. This energy resistance increases by 5 at 10th level and every 5 levels thereafter. Forming or dismissing solar armor is a move action.

Solar Weapon

You can seize your solar mote in one hand to form a melee weapon out of stellar energy. This weapon appears to be made out of glowing light or solid darkness, as determined by the appearance of your Solar Manifestation, but it can be whatever general shape you choose. Normal melee weapons like axes, swords, and spears are most common, but other shapes, such as a large rune of stellar energy, a mass of writhing energy tendrils, or an energized fist that fits over your own hand, are possible as well. Your Solar weapon's general design has no impact on its function, and doesn't give the weapon any special abilities such as reach. Once you've selected the general design, you can't change it until you gain a new solarian level.

Your Solar weapon functions as a one-handed kinetic advanced melee weapon, and you're automatically proficient with it. At 1st level, choose whether your Solar weapon deals bludgeoning, piercing, or slashing damage. You can change the damage type each time you gain a new solarian level. Your Solar weapon deals damage equal to 1d6 + your Strength modifier. This damage increases by 1d6 at 6th level, 9th level, 12th level, and every level thereafter. Solarian weapon crystals can increase your Solar weapon's damage.

Forming or dismissing a solar weapon is a move action that takes the same amount of effort as drawing or sheathing a weapon (*and can be combined with a move as a single move action or used with the Quick Draw feat*). Your Solar weapon is automatically dismissed if it ever leaves your hand.

STELLAR MODE (SU) 1ST LEVEL

The stellar forces you call on are attuned to either photons (*representing the power of stars to emit heat, light, and plasma*) or gravitons (*representing the power of stars to attract and imprison objects through gravity*). The ultimate expression of photon power is the supernova, when all of a star's energy is exerted outward, while the ultimate expression of graviton power is the black hole, where gravity is so strong that nothing, not even light, can escape it. The balance between these two opposing cosmic forces is the source of your power, and your stellar mode represents the strength of your connection with one or both of these forces—a relationship that shifts

from one moment to the next as you use your stellar revelations.

When in battle, you enter a state of metaphysical alignment with cosmic forces. At the start of your first turn in combat, if you are conscious, you must choose one of three stellar modes: graviton, photon, or unattuned (*see below*).

At the start of each subsequent turn of combat, you must choose to either stay in your current stellar mode or to become unattuned. If you choose to stay in your mode, you gain another attunement point for that mode. As long as you have 1 or 2 attunement points in a mode, you are attuned to that mode. Once you reach 3 attunement points in a mode, you become fully attuned to that mode. Some of your stellar revelations are zenith Revelations, which can be used only when you're fully attuned to one mode or the other. When you are fully attuned, you cannot gain more points in your mode, but you stay fully attuned until combat ends, your stellar mode ends, or you become unattuned. If you choose to become unattuned, you lose all attunement points you've accrued so far. At the start of your next turn, you can enter a new stellar mode or stay unattuned.

At the end of combat, your stellar mode ends. If you fall unconscious during an encounter, you become unattuned. If you regain consciousness while still under threat, you can enter a stellar mode on your first turn after regaining consciousness, as if it were the first round of combat; if combat ends before you regain consciousness, your stellar mode ends. If you are not in a stellar mode, for any reason, you are considered unattuned for the purposes of your stellar revelations.

When you're not in combat, you can't enter a stellar mode. This ability manifests only in high-stakes situations, when your training takes over and connects your mind to the universe. There needs to be some risk to you for your stellar mode to activate, so you must be facing a significant enemy. If there's any doubt about whether you're in combat or able to access your stellar mode, the GM decides. This also means that your stellar mode might end before what was previously a dangerous battle is over, once all that remains are dregs that don't pose a real threat to you.

Graviton Mode When you enter graviton mode, you gain 1 graviton attunement point and become graviton-attuned. Some of your stellar revelations are graviton powers and get stronger if you're graviton-attuned. While graviton-attuned, you gain a +1 insight bonus to Reflex saves. This bonus increases by 1 for every 9 solarian levels you have.

Photon Mode When you enter photon mode, you gain 1 photon attunement point and become photon-attuned. Some of your stellar revelations are photon powers and get stronger if you're photon-attuned. While photon-attuned, you gain a +1 insight bonus to damage rolls (*including damage rolls for your stellar powers*). This bonus increases by 1 for every 6 solarian levels you have.

Unattuned While unattuned, you gain no attunement points and you are neither photon-attuned nor graviton-attuned. You gain no benefits while unattuned.

STELLAR REVELATION 1ST LEVEL

As you gain experience, you uncover new secrets about the powers of energy, gravity, stars, and other fundamental sources of cosmic power that grant you the ability to channel these forces and manifest potent preternatural powers. At 1st level, you automatically learn the black hole and supernova stellar revelations. At 2nd level and every 2 levels thereafter, you learn an additional stellar revelation. You cannot select the same stellar revelation more than once unless it says otherwise. You can choose any stellar revelations you wish, but if you have more photon revelations than graviton revelations, or vice versa, it is more difficult to become fully attuned in either mode (*see Disproportionate Revelations*).

Stellar revelations normally note what kind of action they require. If a stellar revelation does not note the kind of action it takes and it modifies some other action (*such as an attack or skill check*), it can be used as part of that action. If a stellar revelation allows a saving throw to resist its effects, the DC is equal to 10 + half your solarian level + your Charisma modifier. A Revelation that says it lasts for 1 round or until you leave the associated mode lasts for whichever of these durations is longer. You can use stellar revela-

tions both in and out of combat, but since you can't enter a stellar mode outside of battle, any Revelation that lasts for 1 round or as long as you're in a stellar mode lasts only 1 round if you're not in combat.

SIDEREAL INFLUENCE (SU) 3RD LEVEL

You can tap into stellar forces outside of battle, using the properties of gravitons or photons to affect your skill use. At 3rd level, choose two skills from the lists below, one from the graviton list and one from the photon list. At 11th level and again at 19th level, choose two more skills. Each time you pick skills, choose one from the graviton list and one from the photon list.

To use your sidereal influence, you must spend 1 minute in meditation, then choose either graviton skills or photon skills. When attempting a skill check with one of your selected skills of the chosen type (*either graviton or photon*), you can roll 1d6 and add the result as an insight bonus to your check. This ability lasts until you enter combat, fall unconscious, sleep, or meditate again to choose a different skill type. You can reactivate this ability by meditating again for 1 minute.

Graviton Skills: Bluff (*Cha*), Disguise (*Cha*), Mysticism (*Wis*), Sense Motive (*Wis*), Stealth (*Dex*)

Photon Skills: Culture (*Int*), Diplomacy (*Cha*), Intimidate (*Cha*), Medicine (*Int*), Survival (*Wis*)

WEAPON SPECIALIZATION (EX) 3RD LEVEL

You gain Weapon Specialization as a bonus feat for each weapon type for which this class grants you proficiency. If you selected Solar weapon as your Solar Manifestation, it gains the benefit of Weapon Specialization as if it were an advanced melee weapon.

FLASHING STRIKES (EX) 7TH LEVEL

Your mastery of melee combat allows you to make multiple attacks more accurately. When making a full attack entirely with melee weapons, you take a –3 penalty to each attack roll instead of the normal –4 penalty.

ZENITH REVELATIONS 9TH LEVEL

At 9th level and again at 17th level, you gain two powerful stellar revelations. Choose two revelations from the zenith revelations list: one graviton revelation and one photon revelation.

Zenith Revelations are powerful stellar revelations that require you to be fully attuned in a stellar mode. After using a zenith Revelation, your stellar mode immediately becomes unattuned.

SOLARIAN'S ONSLAUGHT (EX) 13TH LEVEL

When making a full attack, you can make up to three attacks instead of two attacks. You take a –6 penalty to these attacks instead of a –4 penalty. If you have the flashing strikes class feature, you instead take a –5 penalty to these attacks as long as they are all melee attacks.

STELLAR PARAGON (SU) 20TH LEVEL

You are the spiritual kin of the stars themselves. As a move action, you can raise or lower light levels within 30 feet of yourself by one step. When you enter a stellar mode, you gain 2 attunement points of the corresponding type immediately and are considered attuned, and when you keep your current stellar mode at the start of your turn, you can gain 2 attunement points instead of 1, allowing you to become fully attuned after 2 rounds.

In addition, you can spend 1 Resolve Point to gain enough attunement points to be fully attuned on the first round of combat (*but not after using a zenith Revelation*), or spend 1 Resolve Point at the start of your turn in combat to exchange all of your attunement points in one stellar mode for an equal number of attunement points in the other mode. For example, you can switch from being fully attuned in graviton mode to being fully attuned in photon mode.

DISPROPORTIONATE REVELATIONS

If you devote yourself too strongly to one type of Revelation, you fall out of harmonic alignment with the cosmic forces you access. You can have one more Revelation of one type (*either graviton or photon*) than of the other type without penalty. If your Revelations of one type outnumber those of the other type by two or more, you are considered attuned while you have from 1 to 3 attunement points in a stellar mode,

and you do not become fully attuned to either stellar mode until you have accrued 4 attunement points in that stellar mode. For example, if you have three photon revelations and one graviton revelation, you would need 4 photon attunement points to be fully photon-attuned and 4 graviton attunement points to be fully graviton-attuned.

STELLAR REVELATIONS

You learn your first stellar revelations (*black hole and supernova*) at 1st level, and learn an additional Revelation at 2nd level and every 2 levels thereafter. stellar revelations require you to have a minimum level, and are organized accordingly. Additionally, each is marked with a symbol that indicates whether it is a graviton revelation or a photon revelation; these symbols appear above.

1ST LEVEL

Every solarian gains the following stellar revelations at 1st level.

BLACK HOLE (SU) [GRAVITON MODE]

When you're fully graviton-attuned, as a standard action, you can pull any number of creatures within 20 feet of you closer. You choose which creatures are affected and which ones aren't. Each target must succeed at a Fortitude save or be pulled 10 feet toward you. The range of this Revelation and the distance pulled increase by 5 feet at 5th level and every 4 levels thereafter. Solid objects do not block this ability, but any creature that runs into a solid object ceases moving closer to you. Creatures moved by this ability do not provoke attacks of opportunity from this movement. After you use this Revelation, you immediately become unattuned. Black hole functions as a zenith Revelation for the purposes of abilities that reference them.

SUPERNOVA (SU) [PHOTON MODE]

When you're fully photon-attuned, as a standard action, you can deal 1d6 fire damage plus 1d6 additional fire damage per solarian level to all creatures within 10 feet of you. A creature that succeeds at a Reflex save takes half damage. At 9th level, you can increase the radius to 15 feet, and at 17th level, you can increase the radius to 20 feet. After you use this Revela-

tion, you immediately become unattuned. Supernova functions as a zenith Revelation for the purposes of abilities that reference them.

2ND LEVEL

You must be 2nd level or higher to choose these stellar revelations.

DARK MATTER (SU) [GRAVITON MODE]

As a move action, you can draw on the properties of dark matter to increase your density, allowing you to resist physical damage. You gain damage reduction 1/—. This increases to DR 2/— at 6th level and increases by 1 again every 3 solarian levels thereafter. This benefit lasts for 1 round or until you leave graviton mode.

When you are attuned or fully attuned, your DR from dark matter is equal to half your solarian level.

FLARE (SU) [PHOTON MODE]

As a move action, you can shed light in a 30-foot radius for 1 minute. You choose dim, normal, or bright light each time you activate this Revelation. As a standard action, you can create a flash of brilliant light, forcing one creature within 30 feet to succeed at a Reflex save or be blinded for 1 round. Once you've targeted a creature with flare, you can't target it with this Revelation again for 10 minutes. Blind or sightless creatures are not affected by this use of this Revelation.

When you create a flash of light as a standard action and you are attuned or fully attuned, you can instead choose to make all enemies within range dazzled for 1 round (*no save*).

GRAVITY ANCHOR (SU) [GRAVITON MODE]

As a move action, you can form a gravitational bond between yourself and either the surface you're standing on or the objects you are holding. This grants you a +4 bonus to your AC against bull rush, reposition, and trip combat maneuvers if you choose the surface underfoot, or against disarm combat maneuvers if you choose objects. The bonus lasts for 1 round or until you leave graviton mode. You can have only one gravity anchor active at a time.

When you are attuned or fully attuned, you can activate this Revelation as a reaction when targeted by a bull rush, disarm, reposition, or trip combat maneuver, in which case it defends against only that attack.

GRAVITY BOOST (SU) [GRAVITON MODE]

You can increase or reduce the gravitational attraction between yourself and the terrain around you. You can add a bonus equal to one-third your solarian level (*minimum +1*) to Athletics checks to climb, jump, or swim as part of the action you take to attempt the skill check. In addition, as a reaction when you are falling, you can reduce the falling damage you take by half. At 6th level, you can move along vertical surfaces and even upside down along ceilings for 1 round. This functions as spider climb, but it leaves your hands free and you can also run. You must end your movement on a surface that can support you normally. If you end your movement while you are standing on a vertical surface or ceiling, you fall unless you succeed at an Athletics check to climb to remain in position.

When you are attuned or fully attuned, the bonus you gain from this Revelation to checks to climb, jump, or swim doubles.

GRAVITY HOLD (SU) [GRAVITON MODE]

This Revelation allows you to move objects at a distance as per psychokinetic hand.

When you are attuned or fully attuned, you can use the psychokinetic hand ability of your gravity hold to immobilize, lift, or move a Medium or smaller creature. The creature can attempt a Fortitude save to negate the effect. While under this effect, the target creature cannot move, but can take any other normal actions. This ability follows all of the restrictions of the spell other than the weight limit, but you can't lift a creature higher than 5 feet off the ground. When you spend a standard action concentrating to maintain the gravity hold, the target can attempt a new save to end the effect. Once a creature successfully saves against this ability, it becomes immune to further uses of this Revelation for 24 hours.

PLASMA SHEATH (SU) [PHOTON MODE]

As a move action, you can cause all of your melee attacks to deal fire damage instead of their normal damage type. (*The attacks are still made against the target's EAC or KAC as normal for the weapon.*) This benefit lasts for 1 round or until you leave photon mode.

When you are attuned or fully attuned, your attacks with plasma sheath deal additional fire damage equal to half your level.

RADIATION (SU) [PHOTON MODE]

As a standard action, you can emit an aura of low-level radiation. Creatures within 5 feet of you must succeed at a Fortitude save or be sickened. A sickened creature recovers as soon as it moves out of your aura, and a creature that succeeds at its saving throw is immune to your radiation for 24 hours. This is a poison effect. The radiation lasts for 1 round or until you leave photon mode.

When you are attuned or fully attuned, the size of your aura increases to 10 feet.

STELLAR RUSH (SU) [PHOTON MODE]

As a standard action, you can wreath yourself in stellar fire and make a charge without the penalties.

When you are attuned or fully attuned, you can substitute a bull rush for the melee attack at the end of the charge. Whether or not you succeed at the bull rush, the target takes 2d6 fire damage (*Reflex half*). This damage increases by 1d6 at 6th level and every 2 levels thereafter.

6TH LEVEL

You must be at least 6th level to choose these stellar revelations.

ASTROLOGIC SENSE (SU) [PHOTON MODE]

You can sense the movement of all objects influencing you to gain insight into upcoming events. Once per day as a full action, you can try to determine whether a particular action of yours will bring good or bad results for you in the immediate future. This functions as augury with your effective caster level equal

to your solarian level. You can spend 1 Resolve Point to use this Revelation again on the same day, but you still can't use it more than once per hour.

When you are attuned or fully attuned, you can see 1 hour into the future (*instead of half an hour as is normal for augury*) when you use this Revelation.

BLAZING ORBIT (SU) [PHOTON MODE]

As a move action, you can move up to your speed, gaining concealment against any attack made against you during the move, and you can leave a trail of flames in every square you pass through. The flames last for 1 round and deal 2d6 fire damage to anyone who moves into them. You can't move through another creature's space during this movement. If you use blazing orbit again, any flames you previously created with it go out. The damage from the flames increases by 1d6 at 8th level and every 2 levels thereafter.

When you are attuned or fully attuned, any creature damaged by the flames also gains the burning condition (*1d6 fire damage*).

CORONA (SU) [PHOTON MODE]

As a standard action, you can surround your body with an envelope of fiery plasma. You gain cold resistance 10, and any adjacent creature that hits you with a natural weapon or a melee weapon takes 2d6 fire damage. The corona lasts for 1 round or until you leave photon mode. At 12th level, the damage increases to 3d6 and the cold resistance increases to 15. At 18th level, the damage increases to 4d6 and the cold resistance increases to 20.

When you are attuned or fully attuned, any creature that starts its turn adjacent to you while your corona is in effect takes fire damage equal to half your solarian level.

CRUSH (SU) [GRAVITON MODE]

As a standard action, you can increase the effects of gravity on the internal organs or workings of a target within 30 feet, causing it to have Difficulty maintaining its normal functionality. The target must succeed at a Fortitude save or become staggered for 1 round. This Revelation also affects constructs. You can maintain this effect as a move action each round, but the

target can attempt a new saving throw each round to end the effect. Once a creature succeeds at this save or the effect ends, you can't target that creature with crush again for 24 hours.

When you are attuned or fully attuned, you can spend 1 Resolve Point to also stun the target for 1 round. Maintaining crush on subsequent rounds extends the staggered effect, but not the stunned effect.

DEFY GRAVITY (SU) [GRAVITON MODE]

As a move action, you can fly up to your speed. You must end this movement on solid ground or you fall. At 12th level or higher, you don't have to land if you immediately follow your flight with another move action to use defy gravity. On your last move action of the turn, you still have to land or fall.

When you are attuned or fully attuned, your fly speed from this Revelation increases by 10 feet.

GLOW OF LIFE (SU) [PHOTON MODE]

As a move action, you can spend 1 Resolve Point to recover a number of Hit Points equal to twice your solarian level. Once you use this Revelation, you can't use it again until the next time you regain Stamina Points after a 10-minute rest.

When you are attuned or fully attuned, increase the amount you heal with this Revelation to three times your solarian level.

GRAVITY SURGE (SU) [GRAVITON MODE]

As a full action, you can perform a disarm or trip combat maneuver against a target within 30 feet. Use your Charisma modifier on your attack roll instead of your Strength modifier, and you gain a +4 bonus to this attack roll that doesn't stack with the bonus from the Improved Combat Maneuver feat.

When you are attuned or fully attuned, if you disarm a target with gravity surge and have a hand free, the dropped item flies toward you and you can snatch it from the air. If you trip a target with gravity surge, you can pull the target up to 10 feet closer to you.

HYPNOTIC GLOW (SU) [PHOTON MODE]

As a standard action, you can convince one living creature that you are to be trusted. This functions

as charm person, but with a duration of 1 round per solarian level you have. When the effect ends, if you are out of line of sight and the target is not engaged in an activity it wouldn't have begun without being charmed, the target does not realize it was charmed or has acted unusually unless someone else points it out. You can't use this Revelation again while you currently have a creature charmed via this ability, and once you've attempted to charm a creature, whether or not the attempt was successful, you can't charm the same creature again for 24 hours. Your influence over the creature ends once the duration has expired, and at that time the target likely ceases doing anything you've requested of it. At 9th level, hypnotic glow functions as charm monster.

When you are attuned or fully attuned and you successfully charm a creature using this ability, you can also command it to approach, flee, or halt on its next turn, as per the command spell (*no save*).

REFLECTION (SU) [GRAVITON MODE]

You can reflect ranged attacks back at your enemies. If you took the total defense action on your last turn, or if you were fighting defensively and spend 1 Resolve Point, as a reaction you can redirect a ranged attack that misses you. Select a new target within 30 feet and make a ranged attack roll with a -4 penalty. If your attack hits, the new target is damaged as if it had been the intended target of the original ranged attack.

When you are attuned or fully attuned, you don't take a -4 penalty to your redirected attack roll.

10TH LEVEL

You must be at least 10th level to choose these stellar revelations.

SOUL FURNACE (SU) [PHOTON MODE]

You can stoke the internal energy of your entire physiology, allowing you to boost your life processes. As a move action, you can spend 1 Resolve Point. If you are suffering from an affliction (*a Curse, disease, drug or poison*), you can immediately attempt an additional saving throw at the affliction's normal save DC. If you succeed at this saving throw, the affliction ends (regardless of how many successful saving

throws it normally takes to end the affliction). Once you have used this Revelation, you can't use it again until the next time you regain Stamina Points after a 10-minute rest.

When you are attuned or fully attuned, you can also use this Revelation to end any one of the following conditions you have: bleeding, blinded, burning, cowering, dazzled, exhausted, fatigued, frightened, panicked, shaken, or sickened.

STEALTH WARP (SU) [GRAVITON MODE]

You can bend light, sound, and even vibrations around your body, making you harder to notice. As a move action, you can grant yourself a +4 bonus to Stealth checks. This lasts for 1 round or until you leave graviton mode.

When you are attuned or fully attuned, you can use this Revelation to reduce your sensory output so much that you can attempt a Stealth check even when you're directly observed and lack cover or a distraction. You are not invisible, simply difficult to see clearly, and if a creature was observing you prior to your Stealth check, it remains aware of your location until you successfully reach cover or concealment. Your stealth warp ends if you make an attack or cause another creature to attempt a saving throw, or at the beginning of your next turn unless you immediately take another move action to use this Revelation.

14TH LEVEL

You must be at least 14th level to choose these stellar revelations.

GRAVITY SHIELD (SU) [GRAVITON MODE]

As a move action, you can create a minor shield of compressed gravity waves, granting you a +1 circumstance bonus to your AC. The shield lasts for 1 round or until you leave graviton mode.

When you are attuned or fully attuned, as a move action, you can create a disk of massive gravitational energies that is capable of deflecting incoming attacks. Choose one edge of your space. The shield extends along three continuous edges in a straight line centered on the chosen edge. The shield provides cover against attacks coming from its far side, but not against attacks originating from the side you're on.

If you move, you can reposition your shield as part of your move action, moving it to a different edge of your space. You must use one of your hands to direct and maintain an active gravity shield. You cannot use this version of the gravity shield at the same time you use this Revelation to gain a circumstance bonus to your AC. This gravity shield also lasts 1 round or until you leave graviton mode.

SUNBOLT (SU) [PHOTON MODE]

As a standard action, you can fire a bolt of concentrated Solar energy at one target within long range (*400 feet + 40 feet per solarian level you have*) as a ranged attack targeting the foe's EAC. If you hit, you deal 9d6 fire damage. If you have a solarian crystal (*see Solarian Weapon Crystals*) that changes the type of damage dealt by a Solar weapon, you can use it to change the type of damage you deal with your sunbolt. Once you have used this Revelation, you can't use it again until the next time you regain Stamina Points after a 10-minute rest.

When you are attuned or fully attuned, you gain a +2 bonus to your ranged attack roll to use this Revelation.

16TH LEVEL

You must be at least 16th level to choose these stellar revelations.

ULTIMATE GRAVITON (SU) [GRAVITON MODE]

As your ability to manipulate powers of gravity expands, the range of any graviton revelation (*but not zenith Revelation*) you have with a range doubles. Any graviton revelation (*but not zenith Revelation*) you have that targets a single creature can now simultaneously target two creatures, who must be within 20 feet of each other. You also increase the power of any of the following gravity Revelations you have.

Defy Gravity: Your fly speed increases by 20 feet.

Gravity Anchor: As a move action, you can gain both types of gravity anchor simultaneously.

Gravity Boost: Your bonus applies to all Acrobatics checks, and you take no damage from any fall.

Reflection: If you successfully redirect an attack as a reaction, you can continue to reflect additional attacks until the beginning of your next turn. You have a cumulative –2 penalty to your redirect attack roll on each reflection attempt after the first. If any reflected attack misses, you can't make further redirect attempts until you use this Revelation again.

ULTIMATE PHOTON (SU) [PHOTON MODE]

Your ability to manipulate powers of light and energy expand greatly. The radius of any photon revelation (*but not zenith Revelation*) you have with a radius expands by 10 feet. Any photon revelation (*but not zenith Revelation*) that lasts for 1 round or until you leave photon mode now lasts for 1d4 rounds if you are not in photon mode. You also increase the power of any of the following photon revelations you have.

Astrologic Sense: You can see twice as far into the future as normal.

Glow of Life: You can use this Revelation as a swift action, rather than a move action.

Hypnotic Glow: The charm's duration doubles.

Stellar Rush: You gain a +2 bonus to your EAC until the beginning of your next turn.

ZENITH REVELATIONS

You can choose these stellar revelations only when you gain the zenith revelations class feature.

MINIATURE STAR (SU) [PHOTON MODE]

When you're fully photon-attuned, you can create a simulacrum of a star as a standard action. The star is a 10-foot-radius sphere that fills your square (*or one square of your space, if you're larger than Medium*) and all squares within 5 feet of that space. Any creature that starts its turn in the same space as the star takes 1d6 fire damage for every 2 solarian levels you have, and any creature that starts its turn outside the star but within 5 feet of it takes half that damage. At 17th level, you can create your star simulacrum as a 15-foot-radius sphere that affects your square and all squares within 10 feet of that space (*a total of 21 squares*).

Creatures can move through the star, but it exerts a gravitational pull, and any creature inside it or within 5 feet of it must spend twice as much movement for each square of movement that takes it away from the center of the star. The star remains for 1d4+1 rounds, and stays in place even if you later move. You are immune to all effects of your own miniature star.

RAY OF LIGHT (SU) [PHOTON MODE]

When you're fully photon-attuned, as a move action, you can transform yourself into a ray of light and move at light speed to any space you can see within long range. Any barrier that would block, reflect, or scatter light prevents you from moving through it. No creature can use a reaction to interfere with your movement or make attacks of opportunity against you unless it's capable of reacting faster than the speed of light. At 17th level, you can touch one willing or unconscious creature to convert it to light and bring it with you as part of the same action.

SOLAR ACCELERATION (SU) [PHOTON MODE]

When you're fully photon-attuned, you can make a full attack as a standard action. In addition, you and up to six allies within 30 feet are affected by haste for 1 minute after you use this Revelation. At 17th level, the extra speed from the haste effect increases to 60 feet (*to a maximum of three times the creature's normal speed*).

STARQUAKE (SU) [GRAVITON MODE]

When you're fully graviton-attuned, you can create a violent ripple of movement to knock down your foes. As a move action, you can move up to your speed along the ground without provoking attacks of opportunity. Each creature you are adjacent to at any point during that movement takes 1d8 bludgeoning damage and must succeed at a Reflex save or be knocked prone. The affected creatures don't need to be standing on solid ground to fall prone, and any that were in the air (*but still adjacent to you*) fall to the ground on a failed save. The damage increases by 1d8 for every 3 solarian levels you have beyond 7th. At 17th level, you can move up to twice your speed along the ground with this Revelation.

TIME DILATION (SU) [GRAVITON MODE]

When you're fully graviton-attuned, you can make time pass more slowly for your enemies. As a standard action, you can project a gravitational wave in a 30-foot cone. You choose which creatures in the cone are affected and which ones aren't. Each target must succeed at a Fortitude save or be affected by slow for a number of rounds equal to your solarian level. At 17th level, even targets that succeed at their saving throws are affected by slow for 1 round.

WORMHOLES (SU) [GRAVITON MODE]

When you're fully graviton-attuned, you can create two linked wormholes as a standard action. One wormhole must be adjacent to you, and the other appears anywhere in line of sight within medium range (*100 feet + 10 feet per solarian level*). Each wormhole is 5 feet across and appears at an intersection between two squares. You and any Large or smaller creatures you mentally designate (*you can designate "all creatures," "all lashuntas," or similar categories*) can travel between the wormholes. This is considered extradimensional travel. Entering a wormhole instantly transports a creature to a square adjacent to the other wormhole's intersection, where the creature can continue its movement. The wormholes remain for 1 round for every 2 solarian levels you have. At 17th level, you can create three wormholes using this ability, and upon entering the wormhole, a creature can decide which of the other two wormholes to exit.

Notes



Themes

ACE PILOT +1 DEX

Thanks to steady hands and nerves of steel, you are skilled at operating starships and other vehicles. You are most comfortable at the controls of a vehicle, whether it's a starship racing through the inky void of space or a ground vehicle zooming between trees, around boulders, and across dusty badlands. You might be a member of an elite military force, the recipient of intense courses of training. Alternatively, you might be a total amateur with innate skills that make you a much-admired hotshot.

Theme Knowledge (1st)

You are obsessed with starships and vehicles, and have committed to memory almost every related tidbit of knowledge you've ever come across. Reduce the DC of Culture checks to recall knowledge about starship and vehicle Models and parts as well as famous hotshot pilots by 5. Piloting is a class skill for you, though if it is a class skill from the class you take at 1st level, you instead gain a +1 bonus to your Piloting checks. In addition, you gain an ability adjustment of +1 to Dexterity at character creation.

Lone Wolf (6th)

You know at least a little bit about handling every role on a starship, and you can sub in for certain tasks in a pinch. Whenever you need to attempt a skill check either during starship combat or to directly repair or otherwise maintain your starship, you can treat half your ranks in Piloting as your ranks in the appropriate skill for the check, if that would be better (*since you effectively have ranks in the related skill, you are considered trained in the skill for the purposes of this check*).

Need For Speed (12th)

Speeding in a vehicle gives you a heady rush, and you can easily handle operating vehicles at high velocities that might send lesser pilots spinning out of control. Reduce any penalties to Piloting checks you make when on a vehicle by 1. When you take the double maneuver action during a vehicle chase, reduce the penalty for each action by 1. Whenever a Piloting check has a penalty for failing by 5 or more, you take that penalty only if you fail by 10 or more.

Master Pilot (18th)

Your piloting accomplishments invigorate you, giving you renewed purpose and zeal. Up to twice per day, when you defeat a significant foe in starship combat as a pilot or succeed in a vehicle chase (*meaning that you've either escaped a pursuer or caught or defeated your opponent*), you recover 1 Resolve Point.

BOUNTY HUNTER +1 CON

Almost nothing will stop you from tracking down your quarries and returning them dead or alive. You track people down for money. It is a dangerous profession, as most of your targets understandably don't wish to be caught. You wouldn't have it any other way. You might have a code of ethics, never taking jobs that, say, target children or members of your own race. You might hunt down only escaped criminals. or you might be completely amoral, taking any job that comes along—for the right price.

Theme Knowledge (1st)

Your mind is a cold steel trap when it comes to scraps of information about the creatures you're tracking down. Choose a specific sentient creature that you can identify by name, alias, or specific identity to be your mark. Reduce the DC of Culture or Profession (*bounty hunter*) checks to recall knowledge about your mark, as well as to recall knowledge about law-enforcement individuals and practices, by 5. If you choose a mark that is known only by an alias or secret identity, this ability helps you learn facts only about the identity you know about, not any other unknown identities. Once you defeat your mark, as an action that takes 1 minute, you can study dossiers and database information about another individual to be your new mark. You can instead abandon your mark for a new one without defeating it, but if you do so, you take a -2 penalty to all skill checks for 1 week. Survival is a class skill for you, though if it is a class skill from the class you take at 1st level, you instead gain a +1 bonus to Survival checks. In addition, you gain an ability adjustment of +1 to Constitution at character creation.

Swift Hunter (6th)

You know just how to ask around about your marks to gain information and insight in a hurry. You can use Diplomacy to gather information about a specific individual in half the normal time, and you reduce the penalty for following tracks using Survival while moving at full speed to 0.

Relentless (12th)

You never seem to get tired, even when working longer and harder than everyone else in pursuit of your mark; some of your targets might even refer to you as a tireless ghost or an all-seeing hunter. You can walk or be otherwise active for 12 hours instead of 8 before needing to attempt Constitution checks for a forced march, and you can hustle for 2 hours a day during overland travel instead of 1 hour. Reduce the penalty for following tracks using Survival while moving at double speed to -10.

Master Hunter (18th)

Your relentless pursuit of your mark steels your determination and can renew your inner reserves of strength. Once per day while in pursuit of your mark, you can review current information about your mark for 10 minutes to regain 1 Resolve Point; this doesn't count as resting to regain Stamina Points. Additionally, once per day when you defeat your mark, you regain 1 Resolve Point.

ICON +1 CHA

You are a popular and respected celebrity within the bounds of colonized space. Thanks to interstellar transmissions and Hyperspace travel, the galaxy is smaller than ever, and this connectivity has facilitated your ascension to celebrity status. You might be a famous performer or a celebrated scientist, but either way, you are often recognized. Your reason for traveling to unknown worlds might be to further spread your acclaim or to escape the limelight.

Theme Knowledge (1st)

Choose a Profession skill. You are hooked deeply into the culture of your iconic profession. When attempting a Profession or Culture check to recall knowledge about other icons of your profession or details about your profession's cultural aspects, increase the DC by 5. You gain a +1 bonus to checks with your chosen Profession skill. Culture also becomes a class skill for you, though if it is a class skill from the class you take at 1st level, you instead gain a +1 bonus to Culture checks. In addition, you gain an ability adjustment of +1 to Charisma at character creation.

Celebrity (6th)

You are famous enough that pretty much everyone has either heard of you or can quickly find information about you (*it's a DC 10 Culture check to recognize your name and a DC 20 Culture check for someone to recognize you out of context from your appearance alone*). Among those who follow your iconic profession, you've built up both fans and detractors due to your celebrity. If you're looking for a generic person like "a doctor who can treat this disease," you can almost always find one who's a fan and whose attitude starts as friendly or helpful to you; this takes 2d4 hours. At the GM's discretion, fans might give you services (*although not goods*) for a discount or even for free.

Megacelebrity (12th)

Your reputation grows to the point that your name is ubiquitous. The DC of Culture checks to recognize you is reduced to 5 (*or 10 to recognize you out of context from your appearance alone*) and it takes only 1d4 hours to find a fan who meets a generic description. In addition, fans give you a 10% discount on purchased goods.

Master Icon (18th)

Up to twice per day, you can interact with the public about your profession (*usually during a performance, such as a concert, but sometimes in a press conference afterward if your profession requires no audience*) for a total of at least 10 minutes to recover 1 Resolve Point.

OUTLAW +1 DEX

Whether you are guilty or not, you are a wanted criminal in a city, on a planet, or even throughout the galaxy. Due to the sins of your past or your current unlawful behavior, you are a wanted individual somewhere. You might not even be guilty and are striving to clear your good name, or you might fully admit to being a criminal but believe the laws you break are unjust. Whatever the case, boarding a starship headed to deep space might be just the thing you need until the heat dies down—or until you're dragged off to prison.

Theme Knowledge (1st)

You are well connected to shadowy secrets and back-alley deals, and you both know about key players and have handy skills of your own. Reduce the DC of Culture checks to recall knowledge about the criminal underworld by 5. Sleight of Hand is a class skill for you, though if it is a class skill from the class you take at 1st level, you instead gain a +1 bonus to Sleight of Hand checks. In addition, you gain an ability adjustment of +1 to Dexterity at character creation.

Legal Corruption (6th)

Your underworld contacts have serious pull with the corporations and the authorities and can get you out of just about any legal trouble—as long as you're willing to pay the right price. Depending on the severity of the crime, this can be anywhere between 500 credits × your character level and 10,000 credits × your character level.

Black Market Connections (12th)

You have contacts who can move goods of all manner discreetly and quietly just about anywhere to nearly any destination you can imagine. You can sell goods in any city for their usual price, even if the goods are illegal or too luxurious for the locals to afford. Additionally, for 10% more than the usual price, you can purchase goods to be delivered to a remote drop-off point (*possibly near an adventure location*) in the same Solar system as a familiar city. The delivery always takes at least as long as the journey between the city and the drop-off point—and usually longer.

Master Outlaw (18th)

Organizing shady plans is one of your specialties, and doing so is like a sweet shot of adrenaline. Up to twice per day, after you spend at least 10 minutes to plan a significant heist, caper, or other crime (*this doesn't count as resting to regain Stamina Points*) and successfully complete at least one action toward enacting that plan, you regain 1 Resolve Point.

MERCENARY +1 STR

You are a well-trained soldier of fortune who works well with your companions in battle.

Whether you take jobs that match your ethical beliefs or you fight for anyone who can afford your services, you are a hired gun. You might take pride in your past accomplishments, proudly displaying trophies of your kills, or you might be laden with guilt over being the sole survivor of a mission gone terribly wrong. You most likely work with other mercenaries and are familiar with the methodologies of military actions all across the galaxy.

Theme Knowledge (1st)

You are knowledgeable about the military, from rival mercenary groups to standard military procedures to planetary armed forces, and you can draw upon this fount of information to aid your adventurous pursuits. Reduce the DC of Culture checks and Profession (*mercenary*) checks to recall knowledge about hierarchies, practices, personnel, and so on in the military by 5. Athletics is a class skill for you, though if it is a class skill from the class you take at 1st level, you instead gain a +1 bonus to Athletics checks. In addition, you gain an ability adjustment of +1 to Strength at character creation.

Grunt (6th)

You're used to long marches while carrying heavy equipment and can hoist most machinery with ease. Treat your Strength as 1 higher for the purpose of determining your bulk limit.

Squad Leader (12th)

You are extremely skilled at coordinating with your squad, both because of your Tactical efficiency and because of the respect that you command. If you are able to attempt the check in question, you automatically succeed at a skill check to aid another when assisting a squad member or other longtime ally (*such as a fellow PC*).

Commander (18th)

You pull determination from your victories with your squad, no matter how bloody. After participating in at least three combats in a day in which you defeat distinct groups of significant foes, you recover 1 Resolve Point. After participating in six such combats in a day, you recover a second Resolve Point.

PRIEST +1 WIS

Your unshakable devotion to a philosophy or religion forms the core of your personality. You are a member of an organized religion or similar association. Your belief, whether it has been a part of you since childhood or it came to you later in life, is an integral part of your character. You might travel the stars proselytizing your deity, or your church might have sent you out on a specific holy (*or unholy*) mission. No matter what obstacles life puts in your way, you always have the conviction of your beliefs to fall back on.

Theme Knowledge (1st)

Choose a deity or a philosophy whose alignment is within one step (*on either the good-evil axis or the law-chaos axis*) of your own. Reduce the DC of Culture and Mysticism checks to recall knowledge about religious traditions, religious symbols, and famous religious leaders by 5. Mysticism becomes a class skill for you, though if it's a class skill from the class you take at 1st level, you instead gain a +1 bonus to Mysticism checks. In addition, you gain an ability adjustment of +1 to Wisdom at character creation.

Mantle of the Clergy (6th)

You have reached a rank of authority in your religion. Typical lay followers of your religion have a starting attitude of helpful toward you and will often provide you with simple assistance on request due to some combination of adoration, respect, or fear (*depending on your religion*), and even other clergy must give your opinions due consideration in matters of disagreement. You gain a +2 bonus to Diplomacy and Intimidate checks against lay followers and lower-ranking clergy.

Divine Boon (12th)

Your deity grants you mystic power. Choose one 1st-level mystic spell with some connection to your deity's portfolio (*subject to the GM's approval*). If you have levels in the mystic class, you gain 1 additional 1st-level Spell per day and add the chosen Spell to your list of mystic spells known. Otherwise, you can use the chosen Spell once per day as a Spell-Like ability.

True Communion (18th)

Up to twice per day, after performing a significant action strongly aligned with your faith's dogma (*at the GM's discretion*), you can spend 10 minutes in deep meditation or prayer to regain 1 Resolve Point; this doesn't count as resting to regain Stamina Points.

SCHOLAR +1 INT

As an academic, you have a broad knowledge base and a thirst to expand it. You are an erudite intellectual, pitting your brain against problems and puzzles that others would find daunting. You might be an instructor of a specific topic at a large university or a dabbler in a number of fields of study. You could be exploring the galaxy in search of ancient artifacts or new scientific phenomena. Whatever your motivation, you are sure that the answers you seek are out there.

Theme Knowledge (1st)

You are an expert in one particular field of study, and your passion for the subject shows. Choose either Life Science or Physical Science and then choose a field of specialization. If you pick Life Science, you can specialize in bioEngineering, biology, botany, ecology, genetics, xenobiology, zoology, or another field of biological science. If you pick Physical Science, you can specialize in astronomy, chemistry, climatology, geography, geology, meteorology, oceanography, physics, or another field of physical science. The DC of skill checks to recall knowledge about your specialty is reduced by 5. Your chosen skill is a class skill for you, though if it is a class skill from the class you take at 1st level, you instead gain a +1 bonus to checks with your chosen skill. In addition, you gain an ability adjustment of +1 to Intelligence at character creation.

Tip of the Tongue (6th)

Sometimes, after pausing to collect your thoughts, you realize that you know the answer to a particularly challenging question. Once per day, you can reroll any skill check to recall knowledge. You must decide to use this ability after rolling but before learning the information from your first roll. You must take the second result, even if it is worse.

Research Maven (12th)

You can research much faster than most other people, allowing you to collate information from databases, libraries, and other sources in one-quarter the normal time; with this ability, you can typically take 20 to recall knowledge in 5 rounds.

Master Scholar (18th)

To you, learning and absorbing knowledge related to your field of expertise is as refreshing as drinking from a cool spring in the middle of a desert planet. Up to twice per day, when in a situation where information from your specialty field could be useful (*at the GM's discretion*), you can spend 10 minutes in deep contemplation and research of your specialty field and recover 1 Resolve Point, in addition to using recall knowledge for the information you seek; this doesn't count as resting to regain Stamina Points.

SPACEFARER +1 CON

You live your life among the stars, seeking new worlds to explore and yearning for the next adventure. Your longing to journey among the stars can't be sated. You yearn for the adventure of stepping onto a distant world and exploring its secrets. You tend to greet every new opportunity with bravery and fortitude, confident that your multitude of skills will pull you through. Perhaps you simply find joy in the act of traveling with your companions, or perhaps you are just out to line your pockets with all sorts of alien loot!

Theme Knowledge (1st)

You are obsessed with distant worlds, and you always mentally catalog everything you learn about new and strange places so you can recall it when you need it most. Additionally, you use your knowledge of biology and topology to inure yourself to alien hazards. Reduce the DC of Physical Science checks to recall knowledge about strange new worlds or features of space by 5. Physical Science is a class skill for you, though if it is a class skill from the class you take at 1st level, you instead gain a +1 bonus to Physical Science checks. In addition, you gain an ability adjustment of +1 to Constitution at character creation.

Eager Dabbler (6th)

In your journeys, you've picked up quite a few Tricks about all sorts of things, even if you haven't formally studied them, and you can often use this logic and intuition to your advantage. You gain a +2 bonus to skill checks if you don't have any ranks in that skill. This ability does not allow you to attempt checks for trained-only skills.

Jack of All Trades (12th)

You can do just about anything if you put your mind to it, and you never let lack of formal instruction stand between you and a task that needs handling. You can use all skills untrained, even if you could not normally do so, and when you roll a natural 20 while attempting a skill check for a skill in which you don't have ranks, your bonus from eager dabbler increases to +4.

Master Explorer (18th)

Scientifically noting the even tiniest details about a new place—including everything from apparent colors and incline grades to barometric, seismic, and other delicate readings—is absolutely invigorating to you. Up to twice per day while on an unexplored planet, you can spend 10 minutes exploring, mapping, and documenting a new geographical feature to recover 1 Resolve Point; this doesn't count as resting to regain Stamina Points.

XENOSEEKER +1 CHA

You strive to make contact with alien life-forms. The thought of meeting alien life-forms excites you. The more different their appearances and customs are from yours, the better! You either believe they have much to teach you or you want to prove you are better than them. of course, the only way to accomplish your goal is to travel.

Theme Knowledge (1st)

You are trained to seek out, identify, and interact with alien life-forms. Reduce the DC to identify a rare creature using Life Science by 5. Life Science is a class skill for you, though if it is a class skill from the class you take at 1st level, you instead gain a +1 bonus to Life Science checks. In addition, you gain an ability adjustment of +1 to Charisma at character creation.

Quick Pidgin (6th)

If you don't share a language with creatures you encounter, you and the creatures can spend 10 minutes attempting to converse (*if they are willing*), after which you attempt a DC 25 Culture check. If you succeed, you formulate a simple pidgin language that allows basic communication. You can use the pidgin language with those specific creatures only, but you gain a +2 bonus to Culture checks to create a pidgin language with similar creatures that speak the same language.

First Contact (12th)

You know how to make a good first impression on new races and assuage their fears of the unknown. When meeting a creature that has never seen your race or any of the races of your traveling companions, if it would normally be unfriendly to unknown races, treat it as indifferent instead. This has no effect if the creature would be hostile, indifferent, friendly, or helpful.

Brilliant Discovery (18th)

Up to twice per day, when you discover and document a new species of flora or fauna, you recover 1 RP. On an unexplored planet where every species is new, this process usually takes 10 minutes at most and doesn't count as rest to regain SP, but even on known planets, you might be able to find a new species in 1d4 hours (*or fewer*) in a remote biome or one with a high variety of wildlife.

THEMELESS

You don't fit neatly into any of the above categories, or you see yourself as a blank slate. See below for more information. If you decide that none of the themes above fit your particular character concept, you can choose not to have a theme. You then gain the following benefits at the listed levels. A themeless character is considerably less powerful than a character with a theme, so choose this option with care.

General Knowledge (1st)

You gain a class skill of your choice when you create a themeless character. Also, you gain an ability adjustment of +1 to any ability score you choose.

Certainty (6th)

Once per day before you roll a skill check, you can gain a +2 bonus to that skill for that check.

Extensive Studies (12th)

Choose a skill that is a class skill for you. Once per day, you can reroll one such skill check before learning the results of the roll. You must take the second result, even if it is worse.

Steely Determination (18th)

Increase your pool of Resolve Points by 1.

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SOLARION CHARACTER FOLIO



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