

Male kasatha scholar solarian 8

LN Medium humanoid (kasatha)

Init +3; **Senses** darkvision 60 ft.; **Perception** +9

DEFENSE **SP** 72 **HP** 60 **RP** 6
EAC 21; **KAC** 22

Fort +8; **Ref** +5; **Will** +7

Defensive Abilities corona, dark matter

OFFENSE

Speed 30 ft., fly 30 ft. (jump jets, average)

Melee solar weapon +14 (2d6+1d6+13 S; critical knockdown)

Ranged advanced semi-auto pistol +11 (2d6+4 P; analog) or
frag grenade II +9 (explode [15 ft., 2d6 P, DC 11])

Offensive Abilities black hole, flashing strikes, gravity
surge, plasma sheath, solar manifestation (solar weapon),
supernova

STATISTICS

Str 20 (+5); **Dex** 16 (+3); **Con** 14 (+2); **Int** 11 (+0); **Wis** 12 (+1);
Cha 14 (+2)

Skills Acrobatics +15, Athletics +15, Diplomacy +13, Life
Science +7, Perception +8, Stealth +10; (reduce the DCs
of Life Science checks by 5 when recalling knowledge
about xenobiology)

Feats Blind-Fight, Mobility, Spring Attack, Weapon Focus
(advanced melee weapons)

Languages Common, Kasatha

Other Abilities desert stride, four-armed, sidereal influence,
stellar mode, tip of the tongue

Combat Gear *mk 1 serums of healing* (2), *mk 2 serums of
healing* (2), frag grenade II, medpatch; **Other Gear** d-suit II
(upgrade: infrared sensors, jump jets), advanced semi-
auto pistol with 30 small arm rounds, minor graviton
crystal, beacon, everyday clothing, field rations (1 week),
flashlight, hygiene kit, personal comm unit, titanium alloy
cable (100 ft.), credstick (33 credits); **Augmentations**
synaptic accelerators (Dexterity), mk 2 synaptic
accelerators (Strength)

SPECIAL ABILITIES

Black Hole (Su) When fully attuned to graviton mode,
as a standard action Altronus can pull any number of
creatures he targets that are within 25 feet of him
toward him. Each target must succeed at a DC 16
Fortitude save or move 5 feet closer. This movement
does not provoke attacks of opportunity. After using this
power, Altronus becomes unattuned.

Blind-Fight When Altronus misses a melee attack because of
concealment, he can reroll his miss chance once to see if
he actually hit. He is not flat-footed against melee attacks
from creatures he cannot see, can withdraw from such
creatures he cannot see, and doesn't need to attempt an
Acrobatics check to move at full speed while blinded.

Corona (Su) As a standard action, Altronus
can wreath his body in flames for 1 round,
gaining cold resistance 10, and any adjacent
creature that hits him with a melee attack
takes 2d6 fire damage. If Altronus is attuned
or fully attuned to proton mode, the effect lasts until he
loses his attunement, and any creature that starts its
turn adjacent to him takes 4 fire damage.

Dark Matter As a move action, Altronus can gain DR 1/– for
1 round. When Altronus is attuned or fully attuned to
graviton mode, he can instead gain DR 2/–, and the DR
lasts as long as he remains graviton-attuned.

Darkvision Altronus can see up to 60 feet in total darkness.

Desert Stride Altronus can move through nonmagical
difficult terrain in deserts, hills, and mountains at his
normal rate.

Flashing Strikes (Ex) When Altronus makes a full attack
entirely with melee weapons, he takes a –3 penalty to
each attack roll rather than –4.

Four-Armed Altronus has four arms, all of which can wield
and carry items normally, though this does not affect
how many attacks he can make each round.

Gravity Surge (Su) As a full action, Altronus can perform
a disarm or trip combat maneuver against a foe within
30 feet with a +15 attack bonus. When he is attuned or
fully attuned to graviton mode and has a hand free, if he
disarms a target of an item, it flies to his hand, and if he
trips a target, he can pull it up to 10 feet closer to him.

Mobility Altronus gains a +4 bonus to his AC against
attacks of opportunity he provokes by moving out of a
threatened square.

Plasma Sheath As a move action, Altronus can cause all his
solar weapon damage to become fire damage (though
his attacks still target KAC) for 1 round. If he is attuned
or fully attuned to photon mode, he also increases the
damage dealt by 2, and the effect lasts as long as he
maintains stellar attunement.

Sidereal Influence Outside of combat, Altronus can tap



into stellar influences to assist in him various tasks. He must meditate for 1 minute and then chooses either Diplomacy or Stealth. He adds a +1d6 insight bonus to checks with the selected skill until he enters combat, falls unconscious, sleeps, or meditates to choose another skill.

Solar Manifestation (Solar Weapon) Altronus has a mote of yellow light that orbits him. He can grab this and turn it into a solar weapon with the same ease as drawing a weapon. It is considered a one-handed advanced melee weapon that deals 2d6 slashing damage.

Spring Attack As a full action, Altronus can move up to his speed and make a single melee attack at any point during this movement without provoking attacks of opportunity from the target of his melee attack. He must move at least 10 feet before making the melee attack, and cannot make that attack against a creature that was adjacent to him at the beginning of his turn.

Stellar Mode At the beginning of Altronus's first round in a combat, he must choose one of three modes—graviton-attuned, photon-attuned, or unattuned. If graviton- or photon-attuned, he gains 1 attunement point for the appropriate mode. Each round, he either maintains that mode (gaining another point of attunement, to a maximum of 3), or becomes unattuned (losing all attunement points, and he can then enter a new mode on the following turn). If Altronus has 1 or 2 points in a mode, he is attuned to that mode. If he has 3 points in a mode, he is fully attuned to that mode. Some of his abilities function only when Altronus is attuned or fully attuned to the graviton or photon mode.

When attuned in graviton mode, Altronus gains a +1 insight bonus to his Reflex saves.

When attuned in photon mode, Altronus gains a +1 insight bonus to damage rolls.

Supernova (Su) When Altronus is fully attuned to photon mode, as a standard action he can deal 9d6 fire damage to all creatures within 10 feet of him (Reflex DC 16 half). After using this power, Altronus becomes unattuned.

Tip of the Tongue Once per day, Altronus can reroll any one skill check to recall knowledge.

GEAR DESCRIPTIONS

Advanced Semi-Auto Pistol This weapon fires physical bullets and can be fired 12 times before it must be reloaded.

Beacon This handheld light increases the light level by

one step in a 50-foot radius. It can operate for 10 hours before its battery must be recharged or replaced.

D-Suit II While wearing this armor, Altronus can close its environmental seals and survive in a vacuum (or other harsh environment) for up to 7 days. Its infrared sensors give Altronus darkvision. Its jump jets allow Altronus to fly up to 30 feet as part of a move action, but he must land at the end of his movement or fall. Jump jets can be used 10 times before their batteries need to be recharged or replaced.

Flashlight This handheld light increases the light level by one step in a 20-foot cone. It can operate for 10 hours before its battery must be recharged or replaced.

Medpatch Altronus can use this to attempt an untrained Medicine check with a +10 bonus to perform the first aid, long-term stability, treat disease, or treat drugs or poison task.

Minor Graviton Crystal This solarian weapon crystal is part of Altronus's solar manifestation. It adds 1d6 damage and the knockdown critical effect to his solar weapon (these benefits are already added in to his solar weapon attack above).

Mk 1 Serum of Healing Drinking a vial of this serum restores 1d8 HP.

Mk 2 Serum of Healing Drinking a vial of this serum restores 3d8 HP.

Synaptic Accelerators Altronus has two personal upgrades, a mk 1 model that gives him +2 to his Dexterity score and a mk 2 model that gives him +4 to his Strength score. These are already included in his statistics above.

Titanium Alloy Cable This 100-foot-long cable is designed for climbing or securing loose cargo.

Altronus Barasul Dovenayan of House Holdare was born on the *Idari* and trained to be an adata—one of the scholar-priests who oversee the preservation of thin slices of the brains of deceased kasathas. Yet while Altronus was an excellent scholar, he had trouble focusing on a single topic for long, and his research inevitably wandered into unrelated sidetracks. One of Altronus's more sympathetic teachers felt his wandering focus could be brought into line with training in the philosophy of the Cycle, the guiding philosophy of the solarians. Altronus was accepted as a student into a prestigious cosmonastery and taught to draw strength and focus from

the endless repetition of celestial creation and destruction. He took to the training immediately, and was soon allowed to take on guard shifts at the ship's famed Sholar Adat. There he watched over rooms where adata connected to the Sensorium, the technomagical temple archive where flashes of memories from archived kasathan brains could be experienced.

During one of his shifts, Altronus attempted to confront a suspicious adata, only to discover it was actually a small gray humanoid in the process of hacking the Sensorium feed. Outmatched by the creature's strange weaponry and quickly disarmed, Altronus nevertheless managed to seal the access node's security force fields, trapping himself and the gray intruder inside. He confronted the prospect of his imminent death, and found that in it, he at last truly understood the Cycle. With his final moments, he reached out to the universe, embracing it. And the universe answered.

Altronus was surprised to find a long golden blade suddenly sprouting from his lower right forearm, yet he had seen enough solarian training to recognize the blade of stellar energy, and leapt to attack. Still outmatched, Altronus knew he didn't need to win—only buy time until help arrived.

At last, ship security arrived, dragging the half-dead Altronus from the fight. Upon seeing that it was outnumbered, the bulbous-headed alien toggled a device on its arm—and detonated its own head like a bomb. When several true adata arrived, they attempted to pull meaning from the alien brain-splatter, recovering two ideas: that gray spies had deeply infiltrated the Pact Worlds, and that something important called "Phase Three" was approaching.

The Doyenate was informed, and additional security added to Sensorium access nodes, after which official attention turned elsewhere. Yet Altronus couldn't let the issue lie. Realizing he could never become an adata while the mystery of the gray invader hung over him, he left the *Idari*, vowing to chase down every strange occurrence until he unraveled the alien conspiracy.

Today, Altronus often signs on with adventuring companies as a guard, scout, or researcher, yet his primary goal remains researching the conspiracy he first glimpsed that night in the Sensorium. Members of other races often see him as an eccentric professor or addled conspiracy theorist, yet any skepticism as to his usefulness disappears in the first firefight, as he launches himself into the fray and "lets the cosmos take control," slicing through hordes of enemies with terrifying calm.