

DAE

SOLARIAN

1

ANCESTRY	PAHTRA (MEYEL'S CHOSEN)	BACKGROUND	ICON
SPEED	25 FEET	PERCEPTION	+5 (EXPERT)
SENSES	DARKVISION		
LANGUAGES	COMMON, PAHTRA, VESK	CLASS DC	17
STRENGTH		DEXTERITY	
STR	+4	DEX	+2
INTELLIGENCE		WISDOM	
INT	+0	WIS	+0
		CHARISMA	
		CHA	+2

DEFENSES

CURRENT HIT POINTS	MAX HIT POINTS	ARMOR CLASS
	19	17
FORTITUDE	REFLEX	WILL
+4	+7	+5

STRIKES

MELEE	<ul style="list-style-type: none"> graviton-attuned solar weapon +7 (attuned, reach 10 feet, solarian), 1d8+4 bludgeoning plus difficult terrain (creature's space and all adjacent squares) photon-attuned solar weapon +7 (attuned, reach 10 feet, solarian), 1d8+4 bludgeoning plus 1 fire and weapon casts bright light in a 5-foot radius (and dim light for the next 5 feet)
RANGED	<ul style="list-style-type: none"> graviton-attuned solar flare +5 (attuned, range increment 15 feet, solarian), 1d8+4 bludgeoning; critical Trip photon-attuned solar flare +5 (attuned, range increment 30 feet, solarian), 1d6+4 fire; critical 1d6 persistent fire damage semi-auto pistol +5 (analog, expend 1, mag 10, range increment 60 feet, reload 1), 1d6 piercing

SKILLS

ACROBATICS (DEX)	ARCANA (INT)	ATHLETICS (STR)
+5 •	+0	+7 •
COMPUTERS (INT)	CRAFTING (INT)	DECEPTION (CHA)
+0	+0	+3
DIPLOMACY (CHA)	INTIMIDATION (CHA)	MEDIA LORE (INT)
+5 •	+2	+3 •
MEDICINE (WIS)	NATURE (WIS)	OCCULTISM (INT)
+0	+0	+0
PERFORMANCE (CHA)	PILOTING (DEX)	RELIGION (WIS)
+5 •	+2	+0
SOCIETY (INT)	STEALTH (DEX)	SURVIVAL (WIS)
+3 •	+4 •	+0
THIEVERY (DEX)		
+2		

• = TRAINED •• = EXPERT ••• = MASTER

FEATS AND ABILITIES

ANCESTRY ABILITIES	Competitive Spirit, darkvision, Meyel's Chosen Pahtra
CLASS FEATS	Stellar Rush
SKILL FEATS	Impressive Performance
CLASS ABILITIES	solar manifestations, stellar attunement

EQUIPMENT

BULK	Current: 1; Encumbered: 9; Maximum: 14 Bulk
WORN	comm unit, commercial hardlight series, commercial medpatch, commercial semi-auto pistol (1 magazine; 10 projectile rounds)
WEALTH	32 credits



WHAT IS A SOLARIAN?

Dae is a **solarian**, a conduit for solar forces who cycles between the powers of gravity and light with flashy combat moves.

EQUIPMENT


The following rules apply to Dae's equipment.

Analog This weapon eschews advanced electronics, computers systems, and electric power sources but was manufactured and calibrated using advanced technology. This weapon is immune to abilities that target technology.

Comm Unit This pocket-sized device combines a portable computer and communications device, allowing instantaneous wireless communication with other comm units in both audio- and text-based formats at planetary range. A comm unit includes a calculator, flashlight (emits bright light in a 5-foot radius around you and dim light in the next 5 feet), a browser that accesses any local infospheres, and several entertainment options (including games).

Expend 1 Using this weapon expends 1 ammunition.

Mag The amount of ammo a magazine holds.

☐ **Medpatch, Commercial** (consumable, healing, tech) **Usage** held in 1 hand; **Activate**  (manipulate) **Effect** Upon using this medpatch, you regain 1d6 Hit Points and gain a +1 item bonus to saving throws against diseases and poisons for 10 minutes.

Range Increment Attacks with this weapon work normally up to a range of the listed value. Attack rolls beyond a weapon's range increment take a -2 penalty for each additional multiple of the listed value between you and the target. Attacks beyond the sixth ranged increment are impossible.


Reach This weapon can be used to attack enemies up to 10 feet away instead of only adjacent enemies.

Reload 1 When you're out of ammunition, you can reload a new battery or magazine as an Interact action.

Semi-Auto Pistol This basic pistol has 1 magazine with 10 projectile rounds.

FEATS AND ABILITIES


Dae's feats and abilities are described below.

Competitive Spirit  (pahtra) **Frequency** once per hour; **Trigger** An ally attempts a skill check with a skill that you have trained or better proficiency rank in; **Effect** Until the end of your next turn, you can attempt the same skill check to perform the same action or activity that the triggering ally performed. You gain a +2 circumstance bonus to this skill check. If you achieve at least one degree of success higher than the triggering ally, this use of Competitive Spirit doesn't count toward its frequency. If you roll a critical failure on this skill check, you take a -1 circumstance penalty to all skill checks attempted with that skill for the next hour as you try new techniques to improve your future attempts.

Darkvision You can see in the dark as well as you can in bright light, though your darkvision is in black and white.

Impressive Performance You can Make an Impression using Performance instead of Diplomacy. If you spend at least 10 minutes performing in front of an audience, you can Make an Impression targeting up to 10 members of the audience who were there for the whole performance, without taking the normal penalty.

Meyel's Chosen Pahtra Whether metaphorically or literally, you always seem to land on your feet. The first time each day that you critically fail a saving throw, you immediately reroll the saving throw as a free action; this is a fortune effect.

Nimbus Surge  (attuned, solarian) **Trigger** A creature within your reach uses a manipulate action or a move action, makes a ranged attack, or leaves a square during a move action it's using; **Effect** Make a melee

Strike against the triggering creature. This Strike doesn't count toward your multiple attack penalty, and your multiple attack penalty doesn't apply to this Strike.

- **Graviton-Attuned** If the Strike is a critical success, the target must succeed at a Fortitude save against your class DC or become enfeebled 1 until the end of its turn.

- **Photon-Attuned** If the Strike is a critical success, the target must succeed at a Fortitude save against your class DC or become clumsy 1 until the start of its turn.

Re-Forge Solar Weapon (concentrate, exploration, solarian) You spend 10 minutes focusing on the composition of your solar weapon. You can change your solar weapon's damage type (typically choosing between bludgeoning, piercing, or slashing), selected traits, and weapon group. Your weapon maintains your selections until the next time you Re-Forge Solar Weapon.


Solar Manifestations When you Attune, manifest up to three manifestations: a solar flare, solar nimbus, and solar weapon.


- **Solar Flare** A solar flare allows you to make ranged Strikes.

- **Solar Nimbus** This layer of stellar energy allows you to take the Nimbus Surge reaction.

- **Solar Weapon** A solar weapon allows you to make melee Strikes. Dae's solar weapon has the reach trait, is in the flail group, and is one-handed.

Stellar Attunement At any time, you're considered graviton-attuned, photon-attuned, or unattuned. Many of your abilities have additional effects based on your current attunement, and some abilities swap your current state of attunement to another state. You gain the Attune action.

Attune  (concentrate, solarian) **Frequency** once per round; **Effect** You steady your body and mind and attune yourself to the stellar aspect of your choice. You become attuned to photon or graviton. You can also manifest any of your solar manifestations if they're currently dormant and if you have the free hands to use them; **Special** In addition to the above usage, you can also Attune as a free action when you roll initiative.

Stellar Rush  (attuned, cycle, move, solarian, traversal) You rush forward with a blast of stellar energy, getting into the thick of combat with ease. Stride twice. You gain a +10-foot circumstance bonus to your Speed during these moves.

- **Graviton-Attuned** When you finish your Strides, enemies within 15 feet of you must attempt a Fortitude save against your class DC. On a failure, they're pulled directly toward you, ending in an adjacent square if possible. You select the order these enemies are moved.

- **Photon-Attuned** When you finish your Strides, you create a photon field in a 15-foot burst centered on you. Until the start of your next turn, creatures outside the photon field are concealed to creatures inside the field.