

ANCESTRY	PAHTRA (MEYEL'S CHOSEN)	BACKGROUND	ICON
SPEED	30 FEET	PERCEPTION	+13 (MASTER)
SENSES	DARKVISION		(+2 TO INITIATIVE ROLLS)
LANGUAGES	COMMON, PAHTRA, VESK	CLASS DC	23

STRENGTH	DEXTERITY	CONSTITUTION
<b>STR</b> +4	<b>DEX</b> +3	<b>CON</b> +2
INTELLIGENCE	WISDOM	CHARISMA
<b>INT</b> +0	<b>WIS</b> +0	<b>CHA</b> +3

## DEFENSES

CURRENT HIT POINTS	MAX HIT POINTS	ARMOR CLASS
	92	25
FORTITUDE	REFLEX	WILL
+13	+14	+11

**Sunshades:** +1 item bonus to saves against effects that cause the blinded or dazzled condition

## STRIKES

MELEE	<ul style="list-style-type: none"> <li>graviton-attuned solar weapon +16 (attuned, reach 10 feet, solarian), 2d8+6 bludgeoning plus difficult terrain (creature's space and all adjacent squares)</li> <li>photon-attuned solar weapon +16 (attuned, reach 10 feet, solarian), 2d8+4 bludgeoning plus 1 fire and weapon casts bright light in a 5-foot radius (and dim light for the next 5 feet)</li> </ul>
RANGED	<ul style="list-style-type: none"> <li>graviton-attuned solar flare +15 (attuned, range increment 15 feet, solarian), 2d8+6 bludgeoning; critical Trip</li> <li>photon-attuned solar flare +15 (attuned, range increment 30 feet, solarian), 2d6+6 fire; critical 1d6 persistent fire damage</li> <li>semi-auto pistol +14 (analog, expend 1, mag 10, range increment 60 feet, reload 1), 1d6+2 piercing</li> </ul>

## SKILLS

ACROBATICS (DEX)	ARCANA (INT)	ATHLETICS (STR)
+16 ●●●	+0	+13 ●
COMPUTERS (INT)	CRAFTING (INT)	DECEPTION (CHA)
+0	+0	+3
DIPLOMACY (CHA)	INTIMIDATION (CHA)	MEDIA LORE (INT)
+12 ●	+3	+9 ●
MEDICINE (WIS)	NATURE (WIS)	OCCULTISM (INT)
+0	+0	+0
PERFORMANCE (CHA)	PILOTING (DEX)	RELIGION (WIS)
+14 ●●	+3	+0
SOCIETY (INT)	STEALTH (DEX)	SURVIVAL (WIS)
+9 ●	+11 ●	+0
THIEVERY (DEX)		
+3		

● = TRAINED ●● = EXPERT ●●● = MASTER

## FEATS AND ABILITIES

ANCESTRY ABILITIES	Battleblessed, Competitive Spirit, darkvision, Meyel's Chosen Pahtra
CLASS FEATS	Nimbus Ward, Shattering Impact, Solar Barrage, Stellar Rush
GENERAL FEATS	Fleet*, Kip Up
SKILL FEATS	Cat Fall, Combat Climber, Impressive Performance, Quick Jump
CLASS ABILITIES	solar manifestations, solar weapon expertise, stellar attunement, stellar resilience, stellar senses*, weapon specialization*

\* Abilities with an asterisk have already been calculated into Dae's statistics and do not appear elsewhere.

## EQUIPMENT

**BULK** Current: 2; Encumbered: 9; Maximum: 14 Bulk

### WORN

comm unit, datapad, tactical hardlight series (commercial jetpack), magboots, commercial medpatches (4), portable amp, commercial semi-auto pistol (1 magazine; 10 projectile rounds), commercial striking crystals (2), tactical sunshades, +1 weapon potency crystals (2)

**WEALTH** 1,342 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).

**Datapad** A handheld computer.

**Expend 1** Using this weapon expends 1 ammunition.

**Jetpack, Commercial** (tech) Boosters attached to your armor allow you to fly; **Usage** installed in armor; **Activate—Fly** ◆ (manipulate) You activate a jetpack to gain a fly Speed of 20 feet. This effect lasts for 1 minute or until you Dismiss it. You can use an action to Fly 0 feet to hover in place, but you're off-guard while doing so. A jetpack can't lift you if you're encumbered.

**Mag** The amount of ammo a magazine holds.

**Magboots** ◆ Interact to activate or deactivate your magboots. While active, they grant you a +1 item bonus to Athletics checks to Climb metal surfaces as well as a +1 item bonus to your Fortitude or Reflex DC against attempts to Reposition, Shove, or Trip you when you're standing on a metal surface. In areas of zero gravity, while wearing a pair of magboots, you can move your Speed across metal surfaces and don't gain the untethered condition.

□□□□ **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.

**Portable Amp** Amplifies volume, reducing the DC of Perception checks to hear the audio by 5.

**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.

**Sunshades** Sunshades make everyone look cooler. You gain a +1 item bonus to saves against effects that cause the blinded or dazzled condition while wearing tactical sunshades.

## FEATS AND ABILITIES

Dae's feats and abilities are described below.

**Battleblessed** You gain *tailwind* as a 1st-rank primal innate spell that you can cast once per day.

- **Tailwind** ◆◆ (air, concentrate, manipulate) **Frequency** once per day; **Duration** 1 hour; **Effect** The wind at your back pushes you to find new horizons. You gain a +10-foot status bonus to your Speed.

**Cat Fall** Your catlike aerial acrobatics allow you to cushion your falls. Treat falls as 25 feet shorter.

**Combat Climber** You're not off-guard while Climbing and can Climb with a hand occupied. You must still use another hand and both legs to Climb.

**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.

**Kip Up** ◆ (general, skill) You stand up. This movement doesn't trigger reactions.

**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.

**Nimbus Ward** ☞ or ◆ (attuned, manifestation, solarian) **Trigger** You would be damage by an attack, spell, or other effect; **Requirements** You're aware of the triggering effect and not off-guard; **Effect** You harness your solar nimbus to protect yourself from harm; You gain resistance equal to half your level (rounded up) until the start of your next turn. You choose the type of resistance when you use this action, depending on your current attunement. You can use Nimbus Ward as a reaction only when the requirements and trigger are met, but you can use it as a 1-action activity without the requirements or trigger being met.

- **Graviton-Attuned** Your resistance can be one of the following types of damage: bludgeoning, force, piercing, or slashing.
- **Photon-Attuned** Your resistance can be one of the following types of energy: acid, cold, electricity, fire, or sonic.

**Quick Jump** You can use High Jump and Long Jump as a single action instead of 2 actions. If you do, you don't perform the initial Stride (nor do you fail if you don't Stride 10 feet).

**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.

**Shattering Impact** ♦♦ (attuned, disharmony, flourish, solarian) Strike with your solar weapon. The Strike deals one additional weapon damage die. Your solar weapon shatters and must be manifested again to continue using it.

- **Graviton-Attuned** On a hit, the target takes a -10-foot status penalty to Speed until the start of your next turn.
- **Photon-Attuned** On a hit, you additionally deal persistent fire damage equal to half your level, rounded up.

**Solar Barrage** ♦♦ (attuned, disharmony, flourish, solarian) You can fire off multiple shots with your solar flare in short succession. Make three solar flare Strikes against different targets, each with a -2 circumstance penalty. These attacks count toward your multiple attack penalty, but the penalty doesn't increase until after you've made the attacks.

**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.

**Solar Weapon Expertise** Whenever you get a critical hit with your solar flare or solar weapon, you get its critical specialization effect. For your solar flare, the target must succeed at a Fortitude save against your class DC or be slowed 1 until the end of your next turn. For your solar weapon, the target is knocked prone unless they succeed at a Reflex save against your class DC.

**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 Resilience** When you roll a success on a Fortitude or Will save against a mental or incapacitation effect, you can Attune as free action.

**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.