

Male kasatha scholar solarian 1

LN Medium humanoid (kasatha)

Init +1; Perception +1

DEFENSE SP 8 HP 11 RP 2

EAC 12; KAC 13

Fort +3; Ref +1; Will +3

OFFENSE

Speed 30 ft.

Melee solar weapon +4 (1d6+2 S)

Ranged azimuth laser pistol +2 (1d4 F; critical burn 1d4) or frag grenade I -1 (explode [15 ft., 1d6 P, DC 7])

Offensive Abilities black hole, solar manifestation (solar weapon), supernova

STATISTICS

Str 14 (+2); Dex 12 (+1); Con 12 (+1); Int 11 (+0); Wis 12 (+1);

Cha 12 (+1)

Skills Acrobatics +7, Athletics +8, Diplomacy +5, Life Science +4; (reduce the DCs of Life Science checks by 5 when recalling knowledge about xenobiology)

Feats Weapon Focus (advanced melee weapons)

Languages Common, Kasatha

Other Abilities desert stride, four-armed, stellar mode

Combat Gear *mk 1 serums of healing* (2), frag grenades I (2), medpatch; **Other Gear** second skin, azimuth laser pistol with 1 battery (20 charges), beacon, everyday clothing, field rations (1 week), flashlight, hygiene kit, personal comm unit, titanium alloy cable (100 ft.), credstick (33 credits)

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 20 feet of him toward him. Each target must succeed at a DC 11 Fortitude save or move 5 feet closer. This movement does not provoke attacks of opportunity. After using this power, Altronus becomes unattuned.

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

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.

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 1d6 slashing damage.

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 he 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 2d6 fire damage to all creatures within 10 feet of him (Reflex DC 11 half). After using this power, Altronus becomes unattuned.

GEAR DESCRIPTIONS

Azimuth Laser Pistol This weapon can be fired 20 times before its battery needs to be recharged or replaced.

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.

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.

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

Second Skin While wearing this armor, Altronus can close its environmental seals and survive in a vacuum (or other harsh environment) for up to 24 hours.

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



Male kasatha scholar solarian 4

LN Medium humanoid (kasatha)

Init +1; Senses darkvision 60 ft.; Perception +7

DEFENSE SP 32 HP 32 RP 3

EAC 16; KAC 16

Fort +5; Ref +2; Will +5

Defensive Abilities dark matter

OFFENSE

Speed 30 ft.

Melee solar weapon +7 (1d6+1d3+6 S; critical knockdown)

Ranged tactical semi-auto pistol +5 (1d6+2 P; analog) or frag grenade I +2 (explode [15 ft., 1d6 P, DC 7])

Offensive Abilities black hole, plasma sheath, solar manifestation (solar weapon), supernova

STATISTICS

Str 14 (+2); Dex 12 (+1); Con 12 (+1); Int 11 (+0); Wis 12 (+1); Cha 12 (+1)

Skills Acrobatics +10, Athletics +10, Diplomacy +8, Life Science +5, Perception +5, Stealth +6; (reduce the DCs of Life Science checks by 5 when recalling knowledge about xenobiology)

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

Languages Common, Kasatha

Other Abilities desert stride, four-armed, sidereal influence, stellar mode

Combat Gear *mk 1 serums of healing* (2), frag grenades I (2), medpatch; **Other Gear** defrex hide (upgrade: infrared sensors), least graviton crystal, tactical semi-auto pistol with 30 small arm rounds, beacon, everyday clothing, field rations (1 week), flashlight, hygiene kit, personal comm unit, titanium alloy cable (100 ft.), credstick (33 credits)

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 20 feet of him toward him. Each target must succeed at a DC 13 Fortitude save or move 5 feet closer. This movement doesn't provoke attacks of opportunity. After using this power, he 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 creatures he cannot see, and doesn't need to attempt an Acrobatics check to move at full speed while blinded.

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.

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.

Plasma Sheath As a move action, Altronus can cause all his solar weapon damage to become fire damage (though 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 1d6 slashing damage.

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 he 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 5d6 fire damage to all creatures within 10 feet of him (Reflex DC 13 half). After using this power, Altronus becomes unattuned.

GEAR DESCRIPTIONS

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.

Defrex Hide While wearing this armor, Altronus can close its environmental seals and survive in a vacuum (or other harsh environment) for up to 4 days. Its infrared sensors give Altronus darkvision.

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.

Least Graviton Crystal This solarian weapon crystal is part of Altronus's solar manifestation. It adds 1d3 damage and the knockdown critical effect to his solar weapon (these benefits are already added in to his solar weapon attack above).

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.

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

Tactical Semi-Auto Pistol This small arms weapon fires physical bullets and can be fired nine times before it must be reloaded.

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

Altronus Barasul Dovenayan was born into House Holdare, a traditional and respected family on the kasatha generation-ship-turned-homeland *Idari*, and he trained to be an adata—one of the scholar-priests who oversee the removal and 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. Inevitably, some interesting fact in his studies would pique his interest and draw his research off into unrelated sidetracks. This broad, self-directed education made him adept at making

connections between disparate fields, yet earned him little love from traditionalist teachers.

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 soon was among the most advanced students. Yet Altronus was still slated for a career as an adata, and relished being allowed to take on guard shifts at the ship's famed Sholar Adat. There he watched over rooms of stasis pods 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 was assigned to an inactive Sensorium access node. Though most such shifts were uneventful, on that night Altronus was surprised by the appearance of a senior adata, Remura Esolla Kaiban of Clan Senthen, flashing a warrant to allow unscheduled access to the memory of a recently deceased citizen. Thanks to his tendency to collect trivia, Altronus knew Kaiban was scheduled to be giving a lecture at the far end of the *Idari*. What, he wondered, could be so important that the revered adata would end the lecture early?

Altronus knew he should mind his own business, but instead contacted a friend at the far end of the ship, who informed him that not only had Adata Kaiban not left the lecture early—she was still on the stage.

Immediately Altronus sounded an intruder alert, and rushed to confront the false adata. To his surprise, Altronus discovered not a kasatha, but a small, sickly, gray humanoid with long wires latched onto the Sensorium feed. Altronus leapt to activate the Sensorium emergency disconnect, but the creature attacked. Through the resulting haze of pain, Altronus managed to seal the access node's security force fields, trapping himself and the gray intruder inside.

Unarmed, Altronus had little chance of holding the intruder at bay and no way to heal his wounds. For the first time in his life, Altronus confronted the fact that he was going to die. Like the stars themselves, he too would be extinguished, his body breaking down and being reincorporated over millennia into new worlds and stars. At last, he truly understood

the Cycle. With his final moments, he reached out to the universe, embracing it. And the universe answered.

Altronus was as surprised as the strange alien to find a long, shining 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 place himself between the creature and the node's access panels. The two fought in grim silence. Outmatched, Altronus knew he didn't need to win—only to buy time, keeping the creature from finishing its infiltration 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.

The security team questioned Altronus. When several true adata arrived, they immediately 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 of the Idari was informed, and additional security added to Sensorium access nodes. While the matter was officially left open to investigation, official attention quickly turned elsewhere.

But Altronus couldn't let the issue lie. As it came time for Altronus to begin his Tempering, he realized he could never accept a role as 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.

Now an adult, Altronus has remained on his Tempering for much longer than the traditional year. He often signs on with adventuring companies as a guard, researcher, or scout in order to support himself, yet his primary goal always remains researching the shadowy web of plots he first glimpsed that night in the access node. Ironically, while he comes across to many kasathas as impetuous and offbeat, his natural kasathan love of traditions, devotion to the Cycle, and scholar's desire to monologue about his research often causes members of other races to see him as an eccentric professor or addled conspiracy theorist. Any skepticism as to his usefulness, however, disappears in the first firefight, as Altronus launches himself into the fray and "lets the cosmos take control," slicing through hordes of enemies with terrifying calm.

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.