

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.

