

STAR LOG.EM-016

STELLAR REVELATIONS



STARFINDER
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STELLAR REVELATIONS

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Everyman Gaming began as the blog of Alexander Augunas in January 2014, where he wrote about Pathfinder Roleplaying Game tips, tricks, and techniques for both players and GMs. In May of 2014, Alex began talks with the Know Direction Network about bringing his blog to their site under the name *Guidance*. At the same time, Alex transformed Everyman Gaming into the company it is today so he could begin self-publishing his works. In 2016, he teamed up with Rogue Genius Games to release *Ultimate Occult* and has remained with them since.

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~ Alexander Augunas
Publisher & Crunchmaster of Everyman Gaming LLC

ACCESSING ARCHIVES QUERY: STELLAR REVELATIONS

Hello, and thank you for purchasing *STAR LOG.EM015: STELLAR REVELATIONS*! Perhaps the most unique aspect of the solarian class is its dualistic nature, the juxtaposition of two opposite forces that the solarian can only truly hope to channel one at a time. In this way, the solarian is like two separate classes rolled into one—a class that channels the power of solar fusion and a class that channels the destructive entropy of black holes. And yet as distinct and desirable as these forces would be on their own, the class is designed so that it is in the solarian's best interest to balance them—you could very easily stack these powers and ignore the balance, but doing so has a real, mechanical cost. It's definitely one of the most compelling classes ever written, with a strong narrative built directly into its chassis.

So, what happens when a solarian eschews balance for one stellar aspect? Well, it likely isn't good. Both forces represent a potent extreme with the end result being annihilation—stars are so brilliant that their extreme temperatures incinerate most materials, while the entropy of the void consumes all that dares to encroach unto it. Both types of solarian likely end up walking a path of destruction that mirrors its opposite in more ways than either would like to admit. In this, the dualistic nature of the solarian class becomes evidence. It is only throw balancing twin forces of destruction that a solarian can truly know peace and fight enlightenment. To embrace anything else is to lose one's self in dogma and idealism.



NEW STELLAR REVELATIONS

All solarians must learn the black hole and supernova stellar revelations at 1st level, but at 2nd level and every 2 levels thereafter, you learn an additional revelation. Stellar revelations are organized by the minimum solarian level you need to learn them. Graviton stellar revelations are marked with the letter 'G' in parenthesis next to the revelation's name, while proton revelations are marked with the letter 'P'.

2ND-LEVEL

You must be 2nd level or higher to choose these stellar revelations.

Graviton Defender (Su; G): Whenever an ally within 60 feet of you makes an attack, you can distort your gravitational field to attempt to divert the attack as a reaction. This acts as covering fire, but you do not need to make an attack roll and the penalty is equal to -2 or your Charisma bonus, whichever is greater.

Proton Blast (Su; P): As a standard action, you can fire a bolt of flaming plasma at foes. This attack acts as a small arm in the laser category with an item level no greater than one level below your solarian level (such as an azimuth laser pistol at 2nd level, or a corona laser pistol at 7th level), except it is considered a plasma weapon, cannot have the autofire special weapon property, never requires charges, and deals E & F damage. If you have the solar weapon solar manifestation, and have a solarian weapon crystal, its bonuses apply to your proton blast as if it was a solar weapon.

Proton Lash (Su; P): As a standard action, you can create a lash of flaming plasma that you can use to strike foes. This attack acts as a taclash with an item level no greater than one level below your solarian level (such as a standard taclash at 2nd level, or a numbing taclash at 12th level), except it is considered a plasma weapon, never needs charges, deals E & F damage and you add your Charisma bonus to damage rather than your Strength bonus. If you have the solar weapon solar manifestation, and have a solarian weapon crystal, its bonuses apply to your proton lash as if it was a solar weapon.

6TH-LEVEL

You must be 6th-level or higher to choose these stellar revelations.

Graviton Impact (Su; G): Using your solar armor as a focus, you distort your body and weapons' gravity fields, allowing your attacks to crush your enemies' equipment under their magnified weight. Whenever you're attuned to graviton mode, whenever you use the attack, full attack, or charge actions, you can spend 1 Resolve Point. If you do, the next time that you make an attack and hit an opponent before the start of your next turn, you can make a free sunder combat maneuver attempt against that target's weapon or armor, using the result of your attack against that target as your combat maneuver attempt's result. Apply all bonuses to attack rolls from class features, feats, and other effects

that apply to sunder combat maneuver attempts (such as the Improved Maneuver feat) to your attack's result normally. If you're fully attuned, whenever you use this revelation to make a sunder combat maneuver attempt, any weapon that you use to make the attempt with counts as having the penetrating special weapon quality. You must have solar armor as your solar manifestation to learn this stellar revelation.

Overbearing Gravity (Su; G): You enhance gravity's effects on your target, making their bodies and equipment even heavier. As a standard action, choose one target that you can see within 30 feet. The target must succeed on a Fortitude save or count as carrying additional bulk equal to your level until the beginning of your next turn. If you are fully attuned, any target within 30 feet of you that has failed its saving throw against this ability also takes a penalty to its Strength score to determine the amount of bulk it can carry equal to your Charisma modifier (minimum 0). This ability lasts for a number of rounds equal to 1 + your Charisma modifier (minimum 1).

Plasma Flare (Su; P): Using your armor as a focus, you cause plasma-based weaponry that you wield to writhe and flare like an active star, lashing out at enemies with devastating force. Whenever you're in proton mode and you hit an opponent with a weapon from the plasma weapon category, your opponent must succeed on a Reflex save or take gain the burning condition (fire damage equals your Charisma bonus). As is typical for the burning condition, cumulative attacks stack this damage. You must have solar armor as your solar manifestation to learn this stellar revelation.

10TH-LEVEL

You must be at least 10th level to choose these stellar revelations.

Graviton Fluctuations (Su; G): Whenever you're in graviton mode and you use the defy gravity stellar revelation to gain a fly speed, you create fluctuations in gravity in any square that you move out of while flying via this revelation, as well as all squares adjacent to those squares. Any creature within one or more of these squares must succeed on a Reflex save or be temporarily freed from gravity's effects, gaining the off-kilter condition. This condition lasts until the end of your next turn, and you can only have one area of gravity fluctuations in effect at a time; creating a new area of gravity fluctuations immediately causes the prior area to stabilize, ending the off-kilter condition for those creatures.

At 12th level or higher, when you follow your flight with another move action (as described by the defy gravity stellar revelation), you also extend the duration of any existing gravity fluctuations that you created during a prior round by 1 round. If you extend the duration of a prior gravity fluctuation, you do not create new fluctuations during your current movement.

Proton Burst (Su; P): Whenever you make a single attack with a proton blast, proton lash, or your solar weapon as a standard action, you can choose to modify your attack by

adopting a proton mode. Once you've adopted a mode, that choice lasts until the start of your next turn. You can adopt the explosion mode or the line mode. In explosion mode, your attack counts as having the explode (5 ft.) weapon special property, and if it is a ranged attack acts as a grenade. You are immune to damage from your own proton burst. In line mode, your proton burst counts as having the line and unwieldy weapon special properties.

SOLARIANS IN XA-OSORO

Of all the various classes and walks of life that currently exist in the Xa-Osoro system, few are as rooted in recent events as those who call themselves "solarians." The practice itself did not originate within Xa-Osoro, the first known solarians within the region having travelled from faraway star systems. When they arrived, they found a civilization seeped in proton influence—a consequence of Xa-Osoro's binary stars—and warned that the lack of balance would eventually become too much for the denizens of the Radiant Imperium to bear. Ominously, they left as suddenly as they arrived.

During the Regicide, these harrowing words came to pass when the star Osoro collapsed upon itself, subsequently drenching the system in Blood Space as its form fell apart. Although catastrophic on an interplanetary scale, survivors couldn't help but see the end result for what it was—a star and a black hole forever waltzing in absolute harmony, the perfect expression of solarian teachings. When the Nova Age ended, solarians hailing from countless worlds across the galaxy flocked to Xa-Osoro to meditate and reflect upon the 'miracle' that happened there.

Today, there is quite possibly more solarians inhabiting the Xa-Osoro system than in any other star system in the galaxy. Determined to meditate and reflect upon the unique duality that exists in Xa-Osoro in wake of the Regicide, philosophic schools devoted to a metaphysical philosophy called Darkbright, which concerns itself with the complementary nature of seemingly contradictory forces, traditionally relating to stars and other cosmic forces. Schools of this philosophy often focus on forces like life and death, creation and annihilation, and deification and mortality. For this reason, the stereotypical solarian from the Xa-Osoro system is a warrior-philosopher, a soul devoted to the discovery of hidden cosmic truths who has mastered the arts of seizing and commanding this power. This doesn't mean that solarians never arise from other means, of course—solarians are also sometimes gifted their powers by divine beings, or develop them in usual circumstances like scientific accidents or unusual circumstances of birth. Put simply, the majority of solarians are devotees of philosophy, but by no means are all of them confined to this path. Solarians can find work just about anywhere in the Xa-Osoro system—they're common enough there that few people gawk at their powers, and the might solarians wield is well-documented and valued by government officials and mercenary companies alike.

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