

# STAR LOG.EM-071

## SOLAR MANIFESTATION OPTIONS



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## STELLAR MANIFESTATION OPTIONS

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~ Alexander Augunas  
Publisher & Crunchmaster of Everyman Gaming LLC

## ACCESSING ARCHIVES QUERY: SOLAR MANIFESTATIONS

Hello, and thank you for purchasing *STAR LOG.EM-069: SOLAR MANIFESTATION OPTIONS*! Although somewhat rare elsewhere in the galaxy, solarians are commonplace in the Xa-Osoro System due their society's heavy worship of the twin stars Xa and Osoro, the latter of whom suddenly imploded during the mysterious Nova Age, an act that splattered visceral blood space nebulae across every world and every moon to cataclysmic effect. Osoro's death caused the star to collapse into a tiny black hole scarcely a mile in diameter, resulting in a system where a star and a nearly imperceptible black hole dance eternal in a macabre dance. The fallout from this disaster ruined worlds, crashed the economy, and ushered in untold years of depravity, yet solarians often look to the tragedy and see not only beauty, but new ways to contemplate the very nature of the cosmos. These contemplations result in many diverse ways for harnessing the raw might of stars and black holes alike that simply do not exist elsewhere in the galaxy, or if they do their teachings are only just beginning to filter in from wandering philosophers from Xa-Osoroian monasteries. Construction of stellar constructs, transformation into cosmic avatars, and the empowering of one's physical body into a neigh-unstoppable solar-charged juggernaut are just several of the fascinating ways the people of Xa-Osoro have learned to use the power of the Empress for their own means and ends.



## NEW SOLAR MANIFESTATION

At 1st level, a solarian can choose any of the following solar manifestations instead of solar armor or a solar weapon.

### SOLAR AVATAR

You can infuse your solar mote directly into your body, transforming yourself into an avatar of solar power. The appearance of each of your avatar forms appear as a specific kind of creature formed from glowing light or solid darkness, as determined by the appearance of your solar manifestation, but each can take whatever form you choose. Your solar avatar's general designs have no impact on their function and don't give you any special abilities. Once you've selected, the general design, you can't change it until you've gained a new solarian level.

You design four polymorph forms, as described by the polymorph spell (see Appendix 3 in *STARFINDER ALIEN ARCHIVE 2*) that function as your avatar forms. Assuming one of your avatar forms functions as per a 1st-level *polymorph* spell, except as follows. Your avatar forms are always close enough to your true form to make you recognizable and cannot duplicate other specific individuals. All natural attacks you gain from your avatar forms count as one-handed advanced melee weapons that you're proficient with, and your attack bonus with your avatar form's natural attacks is equal to your base attack bonus + your Charisma modifier + any other bonuses you would normally add to an attack with an advanced melee weapon (such as Weapon Focus). Your transformation lasts until you return to your true form or assume a different avatar form.

At 4th level and every 3 levels thereafter, the *polymorph* spell level of this ability improves by 1 level, to a maximum spell level of 6th at 16th level. At 7th level, you can swap from your current avatar form to any of your other avatar forms as a standard action.

Assuming one of your avatar forms is a full action while returning to your true form is a move action. Additionally, if you add a solarian weapon crystal to your solar avatar's stellar mote, the natural attacks of any avatar form you assume gain the critical effect, bonus damage, and weapon special properties described by the crystal. You can redesign one avatar form you possess each time you gain a solarian level.

### SOLAR BODY

You can infuse your solar mote directly into your body, fueling you with the raw power of the stars. You choose whether or not your solar mote alters your body's physical appearance, but any changes wrought affect minor physical details only. Your solar body's general design has no impact on you and doesn't give you any special abilities aside what is specifically noted here. Once you've selected the general design of your solar body, you can't change it until you gain a new solarian level.

You gain Improved Unarmed Strike as a bonus feat, and while infused with your solar mote, your unarmed strikes count as a one-handed kinetic advanced melee weapon for the purpose of Weapon Specialization and similar effects. You also add your solarian level to your Strength score

when determining the amount of bulk you can carry before becoming encumbered or overburdened.

In addition, you can unleash solar energy from your eyes as a ranged attack. Your laser vision functions as a longarm weapon that has a range of 120 ft., deals 1d6 fire damage, and has burn 1d4 as a critical effect, and you're automatically proficient with it. At 5th level, 9th level, and every 2 solarian levels thereafter, your laser vision's damage increases by 1d6 and your burn critical effect's damage increases by 1d4. Your solar weapon doesn't have a capacity and doesn't use charges, but once you've attacked with your laser vision a number of times equal to your Charisma modifier (minimum 1), you can't attack with it again until you successfully regain Stamina Points by spending 1 Resolve Point and resting for 10 minutes.

Forming or dismissing a solar body is a swift action that can also be performed as a reaction. Additionally, if you add a solarian weapon crystal to your solar body's stellar mote, your unarmed strikes gain the critical effect and weapon special properties described by the crystal and deal additional damage equal to a solar weapon manifested by a solarian with a level equal to the crystal's item level.

### SOLAR GUARDIAN

You can shape your solar mote into an ephemeral guardian that acts in accordance to your commands. This creature is a construct formed from glowing light or solid darkness, as determined by the appearance of your solar manifestation, but it can take whatever general shape you choose, provided it matches the description of the kind of creature represented by your chosen summoning graft. Once you've selected the general design for your solar guardian, you can't change it until you gain a new solarian level.

Your stellar guardian functions as a mechanic's drone (as per the artificial intelligence class feature) with a unique chassis (the stellar guardian chassis, see below). When you gain your stellar guardian, you also choose one summoning graft that represents the type of creature that your stellar guardian appears as (see Appendix 1 in *STARFINDER ALIEN ARCHIVE*; at the GM's decision other summoning grafts can be selected). Once chosen, this cannot be changed.

Forming or dismissing your stellar guardian is a full action, and you can replace a stellar guardian in the same manner that a mechanic replaces their drone. In addition, once per day you can take 10 minutes to repair your stellar guardian, which then recovers 10% of its Hit Point maximum. Whenever you take a 10-minute rest and spend a Resolve Point to recover your Stamina Points, you can also choose to repair your stellar guardian as part of that same time period. This is an exception to the normal rule that you cannot perform any tasks while taking a 10-minute rest to recover your Stamina Points.

## STELLAR GUARDIAN

A stellar guardian is a construct formed entirely from solar power that defends the solarian from harm.

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## STARTING STATISTICS

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**Size** Tiny, Small, or Medium

**Speed** 30 ft.

**AC** EAC 11, KAC 11

**Good Save** Any one (Fortitude, Reflex, or Will)

**Poor Save** The saves that were not chosen as the stellar guardian's good save are poor saves.

**Ability Scores** You buy a stellar guardian's ability scores just as you would a PC's (see the Ability Scores section of Chapter 2 in the *STARFINDER CORE RULEBOOK*), except your stellar guardian starts with a 6 in each ability score, has 16 points to spend on ability scores, and cannot buy an ability score higher than 16.

**Ability Increases** Any two ability scores.

**Other** The stellar guardian has the traits, languages, and natural weapons noted by the chosen summoning graft, and it gains weapon specialization with those weapons at 3rd level. Unlike a typical drone, it is not proficient in any other weapons. When determining the benefits of these traits, the stellar guardian uses its master's level as its CR. It also chooses a number of skills with the skill unit class feature equal to 2 + its Intelligence modifier (minimum 0) and must choose both skills noted in the skills entry of its summoning graft.

**Mods** A stellar guardian can only choose mods that a mechanic with the exocortex can only apply to themselves with the exocortex mods class feature. A stellar guardian can choose any feat whose prerequisites they meet in place of a mod.

### SOLAR REVERIE

You can use your solar mote to access phenomenal cosmic insight and psychic power. When accessing these powers, your body is cloaked in glowing light or solid darkness, as determined by the appearance of your solar manifestation, but it can take whatever general form you choose. Your solar reverie's general design has no impact on its function and does not give you any particular advantages; for example, you cannot hide the use of your reverie powers by describing a particularly subtle manifestation. Once you've selected the general design, you can't change it until you gain a new solarian level.

Your solar reverie grants you a reverie pool that you can use to cast spells drawn from the mystic spell list. To learn or cast a spell, you must have a Charisma score equal to 10 + the spell's level. The DC for a solarian spell is equal to 10 + the spell's level + your Charisma modifier.

Your reverie pool has a total amount of cosmic energy equal to your Charisma modifier + half your solarian level (minimum 0). Unlike a mystic or a technomancer, each spell that you cast consumes cosmic energy (CE) from your reverie pool, and you regain all your cosmic energy by resting (see Regaining Daily-Use Abilities and Spells in Chapter 8 of the *STARFINDER CORE RULEBOOK*).

Your selection of spells is limited. You begin play knowing two 0-level spells and one 1st-level spell. At each new solarian level, you learn one 0-level or 1st-level spell of your choice. You

can also learn 2nd-level spells at 4th level, 3rd-level spells at 7th level, 4th-level spells at 10th level, 5th-level spells at 13th level, and 6th-level spells at 16th level. To cast a solarian spell, you must spend a number of points from your reverie pool equal to the spell's level. You can cast any solarian spell that you know as long as you have enough CE remaining to pay the spell's CE cost. If a solarian spell costs 0 CE, you can cast that spell any number of times, even if you have 0 CE remaining.

Every time you gain a level, you can swap out one spell you already know and learn a single new spell of your choice. This new spell must be at least one level lower than the highest solarian spell level that you can cast. Additionally, you can cast any variable-level spell that you know at any spell level equal to or lower than the level that you know it at by spending CE equal to the spell level of the version you want to cast. When you learn a variable-level spell, you automatically swap out any lower-level version of that spell that you know for a new spell of the same spell level.

You can also decipher magical inscriptions that would otherwise be unintelligible or, as a full action, identify any spells encoded in a spell gem as a full action. This does not normally invoke the magic contained within, although it may do so in the case of a cursed or trapped spell gem.

Unlike other stellar manifestations, you don't need to form your solar reverie; it is always present. Instead, your reverie manifests whenever you cast a solarian spell, requiring no action.

### NEW STELLAR REVELATIONS

The following revelations can be chosen by any solarian who meets the prerequisites, and are designed to compliment the new stellar manifestations detailed within this product.

#### 2ND-LEVEL

You must be at least 2nd level to choose the following revelation.

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##### REPAIR GUARDIAN (Su)

When you spend 10 minutes to repair your stellar guardian, you repair 25% of its maximum Hit Points instead of 10%. You must have a solar guardian to learn this revelation.

#### 6TH-LEVEL

You must be at least 2nd level to choose the following revelation.

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##### EXPANDED GUARDIAN (Ex)

Your stellar guardian can gain any mod available to a mechanic's drone instead of those listed in its mod entry. You must have a solar guardian to learn this revelation.

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##### RESOLUTE REVERIE (Su)

As a full action, you can spend any number of Resolve Points up to your Charisma modifier to add an equal amount of CE to your reverie pool. This cannot cause your total CE to exceed your maximum CE. After using this ability, you are fatigued until you take a 10-minute rest and spend 1 Resolve Point to regain Stamina Points. You must have a solar reverie to learn this revelation.



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