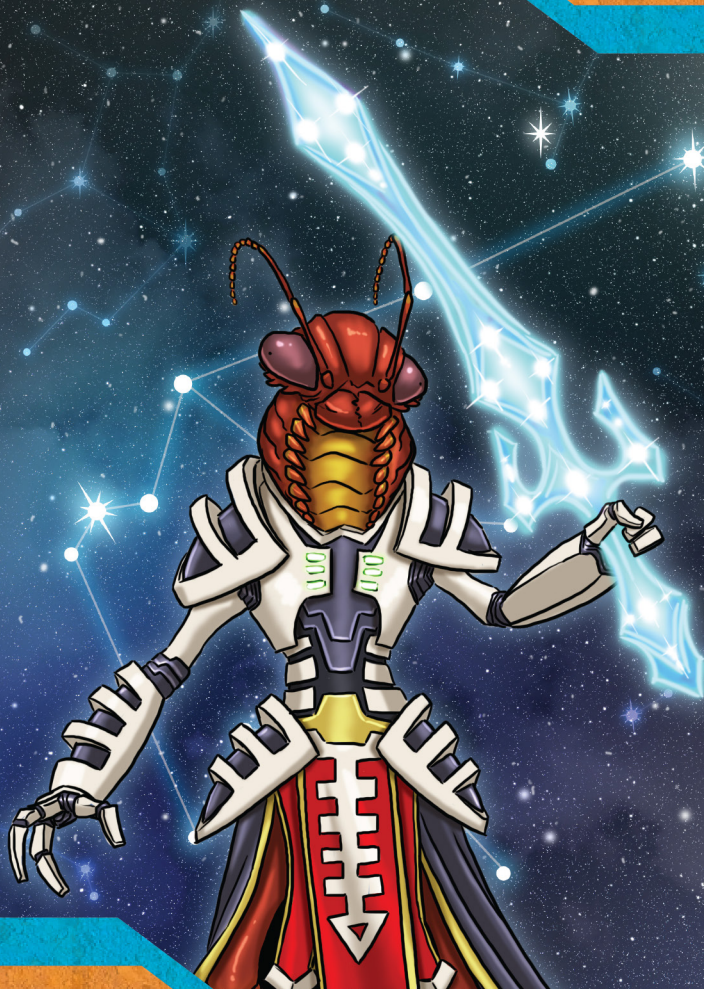


STAR LOG.EM-043

ZODIAC SOLARIAN REVELATIONS



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ZODIAC SOLARIAN REVELATIONS

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Publisher & Crunchmaster of Everyman Gaming LLC

ACCESSING ARCHIVES QUERY: ZODIAC SOLARIAN

Hello, and thank you for purchasing *STAR LOG.EM043: ZODIAC SOLARIAN REVELATIONS*! Solarians are inherently drawn to the stars and the mythology that surrounds them as a result of their stellar powers. In the case of the Xa-Osoro System, the scholars of the Radiant Imperium recognize a total of twelve constellations that can be seen from virtually any planetoid object in the system, assuming that one has proper visibility. The names and symbology of the Xa-Osoro Zodiac has changed over the years, most recently with the end of the Nova Age and the release of Blood Space, but solarians have always drawn power from the strange shapes and illustrations that the stars align themselves in, be it by coincidence or divine force. In addition to solarians, mystics also consult and draw power from the stars, and the most learned esoterics recall ancient rituals that allow users to make bargains with entities that align themselves with specific constellations whose configurations and meaning seemingly repeat themselves wherever life arises in the galaxy. The zodiac revelations listed herein consist of both a general constellation (such as "Hero" or "Tree") that can be found in virtually any star system, as well as the specific legend that the constellation is associated with in the Xa-Osoro System (such as "Celestion" or "Akyrea").



STELLAR REVELATIONS

You learn your first stellar revelations (black hole and supernova) at 1st level, and learn an additional Revelation at 2nd level and every 2 levels thereafter. stellar revelations require you to have a minimum level, and are organized accordingly. Additionally, each is marked with a symbol that indicates whether it is a graviton revelation or a photon revelation; these symbols appear above.

2ND LEVEL

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

AKYREA, THE NOBLE (SU) PHOTON

Akyrea was a vain kitsune who boasted of her nine, resplendent tails. According to legend, the god Azan grew tired of her bluster, and placed her among the heavens where she could no longer garner for the attention of his subjects. To his dismay, Akyrea transformed into a constellation so she might dazzle mortals for all time.

DESCRIPTION

As a standard action, you can target a number of creatures within 30 feet of you equal to 1 + the total number of photon attunement points you have. Each target is dazzled for 1 round and takes either a -2 penalty to the next attack roll attempted against one ally of your choice or a -2 penalty to Armor Class against the next attack attempted against it. These penalties don't stack with the effects of covering fire or harrying fire. A successful Fortitude save negates these effects.

ARMITOS, THE SCHOLAR (SU) GRAVITON

The famed scholar Armitos was among the brightest minds that Ashaleth had ever seen. After he successfully researched the technology that led to the initial creation of the Xa-Osoro's first starship thrusters, the priests of his planet's deity, Ashaleth, renamed a constellation simply known as "The Scholar" after him in praise of his scientific and academic achievements. Armitos had taken to observe his constellation during the evenings as a means of reveling in his own glory when his journals claim he spotted a mysterious craft hovering in that section of space. Armitos attempted to use magic to communicate with the intergalactic travellers, and shortly after all trace of the esteemed scholar vanished without a trace, his final writings containing only a single word: Unnoticed.

DESCRIPTION

As a move action, you can invoke dread knowledge of the terrible beings that lurk between the stars as a full action to attempt an Intimidate check to demoralize all opponents within 30 feet that you can see and hear. You gain a +1 morale bonus to your attempt for every graviton attunement point you possess (maximum +3). Any opponent that gains the shaken condition from this revelation also takes additional damage from your melee attacks equal to your Charisma modifier for a number of rounds equal to the number of graviton attunement points you possessed when you demoralized that opponent.

BLOODSTAR, THE FIEND (SU) GRAVITON

Compared to the other constellations of Xa-Osoro, Bloodstar is a relatively new addition to Xa-Osoro's zodiac signs: no astrological charts prior to the Nova Age even reference the eight stars that make up Bloodstar's clawed hand. As a result, many astronomers have promoted a theory that states that the Regicide and the subsequent emergence of Blood Space somehow punctured the very fabric of space and time, resulting in these stars' repositioning. Currently this theory isn't widely accepted in the scientific community, however, with most astronomers simply believing that all records of Bloodstar simply disappearing in wake of Osoro's death, as did so many other significant facts and data points.

DESCRIPTION

As a move action, you intensify gravity out to a radius of 30 feet for 1 round or until you become unattuned. Each enemy within this area when you use this revelation and at the start of your turn takes a penalty to its Strength for the purpose of determining encumbrance equal to $1d6 \times$ the number of graviton attunement points you possess.

As a standard action, you can cause one creature within this area that is encumbered to fall prone (Fortitude negates). A creature that is overburdened takes a -4 penalty to its Fortitude save against this effect.

CELESTION, THE DRAGON (SU) PHOTON

Known more formally as the Celestion Star Dragon, Celestion was a powerful outer dragon known for her ferocity and benevolence. According to legend, Celestion attempted to shield Azan from the death of Osoro during the Nova Age and perished in the process. The Empress Xa herself is said to have cleared a place in the heavens for Celestia at her right side, transforming her remains into a constellation.

DESCRIPTION

As a move action, you can inhale deeply to absorb all ongoing poison effects into your body. This effect has a 10-foot radius for every photon attunement point you possess, and upon absorbing such an area you must attempt a save against the poison effect. If you succeed, the ongoing poison effect and you gain the ability to breathe a line of plasma (see below). If you fail, the ongoing poison effect still ends but you are affected by the poison for its duration and automatically fail all saving throws against the poison's effects for its duration.

If you've succeed on a saving throw against an absorbed poison, you gain 1 plasma point that you can spend as a standard action to unleash a line-shaped burst of plasma. This line is 20 feet long for every photon attunement point you possess. Creatures within the line must succeed at a Reflex save or take 2d6 points of electricity and fire damage for every solarian level you possess (a successful save reduces the damage by half). Any plasma points that you haven't spent when you become unattuned or when combat ends are lost.

This revelation has no power to negate naturally poisonous materials, such as radioactive materials or toxic atmosphere. As long as such materials remain in an area, poison that was removed by the revelation returns after in 1d6 rounds as more poison diffuses into the temporarily cleansed area.

D'LRONZ, THE THIEF (SU) GRAVITON

D'Lronz was a legendary thief whose guile was outmatched only by their skill at subterfuge. Even a century and a half after their final heist, authorities in the Radiant Imperium were never able to so much as identify D'Lronz's species, let alone other identifying information. In fact, the Radiant Imperium's only true clue to D'Lronz's existence are small marks that the thief left at the scene of their crimes, a smiling toy skittermander that clutches the word "D'Lronz", with each of its hands holding one letter. A century after the legendary thief's last heist, a famous astronomer successfully motioned for the Xa-Osoro Astronomy League to name a newly identified constellation that resembles a skittermander after the notorious thief.

DESCRIPTION

Whenever you're graviton-attuned and you successfully hit an opponent with an unarmed strike or an attack with your solar weapon, you can choose one item in the target's hands or on their body that can be easily accessed, as defined by the grapple combat maneuver, and remove that item from the target's body if the result of your attack roll equals or exceeds the target's KAC + 13. Removing an item from a target with this ability causes you to become unattuned.

For each photon attunement point you possess, you treat the result of any attack roll that you attempt against an opponent with an unarmed strike or a solar weapon as being 1 higher for the purpose of determining whether or not you can use this ability to remove an item from them.

MALPHISYREN, THE MAGE GRAVITON

Malphisyren was a powerful human mage from Tor; some say the finest ever to walk the Xa-Osoro System. Like many who master the mystic arts, Malphisyren sought a means of eternal life, and so he decided to use his impressive magics to attempt to teleport beyond time and space into the mythical Cosmic Heart of the multiverse. No one knows if Malphisyren succeeded, but the seventeen stars that make up Malphisyren's constellation suddenly appeared in the night sky above Tor precisely 7 hours after his disappearance.

DESCRIPTION

As a standard action, you alter the gravity fields of one melee weapon or thrown weapon that you're wielding for a number of rounds equal to your Charisma bonus (minimum 1) or until you become attuned. The weapon gains the thrown weapon special property with a range increment equal to 20 feet + 10 feet for every graviton attunement point you have. If the weapon already has the thrown weapon special property, it uses its thrown distance or the thrown distance granted by this ability, whichever is longer.

OSSYRU, THE HERO PHOTON

Ossyru is a famous catfolk folk hero from the verdant moon of Bantosian. According to their people's legends, Ossyru was a slayer of megafauna and monsters, a hunter whose exploits fed the people of Bantosian for forty years. Countless legends exist that tell of Ossyru's death, but in all of them Ossyru fell slaying a horrible colossus and was placed among the stars by Bantosian in commemoration of his heroics.

DESCRIPTION

As a move action, you create a shining shield of light that grants you a +1 bonus to AC; this bonus increases to +2 against attacks made with laser weapons. In addition, you gain immunity to the blinded and dazzled condition while the shield is active, and when a creature targets you with any attack that would end an invisibility spell, that creature is blinded for a number of rounds equal to the number of photon attunement points you possess. A successful Fortitude save causes the opponent to become dazzled instead.

Once used, this revelation lasts until the start of your next turn.

ROGATHUN, THE BEAST (SU) GRAVITON

According to tales from the many peoples inhabiting Ulo's moons, Rogathun was a mighty creature born from the turbulent chaos of Ulo's atmosphere, an insatiable leviathan that devoured entire worlds. One of the seven trials of Hekulos the Heroic, a vanara from Eogawa, was reportedly to steal a single scale from the great beast's back, a task that Hekulos failed to complete, ultimately damning him and his village in a cruel twist of fate. If Rogathun ever existed, no mortal ever faced it and lived. Some stories claim that Rogathun returned to the depths of Ulo, others claim it left the Xa-Osoro System altogether in search of more delectable meals, and most believe the beast never actually existed. In any case, the legend of Rogathun is honored with a constellation resembling a writhing, snapping mass.

DESCRIPTION

Whenever you're graviton-attuned, you manifest natural weapons forged from stellar energy, granting you the benefits of the Improved Unarmed Strike feat and your unarmed strikes don't count as archaic. In addition, you gain a unique weapon specialization with your natural weapons at 3rd level, allowing you to add $1\frac{1}{2} \times$ your character level to their damage rolls for your natural weapons (instead of just adding their character level, as usual). If you have the natural attacks racial trait (such as from the vesk race), you instead gain a +2 bonus to damage rolls with your natural weapons.

For every graviton attunement point you possess, the weapon damage dice comprising your unarmed strikes' damage increases by one step, as follows: (d6 \rightarrow d8 \rightarrow d10 \rightarrow d12). The effects of this revelation don't stack with other class features or feats that enhance your unarmed strike's weapon damage, except for Power Attack and Weapon Specialization.

TSALVA, THE SEER (SU) PHOTON

The Prophet Tsalva was a well-known quasi-divine figure born on Halameth before the Nova Age. Respected even by the divine court of Xa-Osoro, Tsalva's portents nearly always came true. As mystical as she was, however, Xa and Osoro agreed that such wisdom would inevitably corrupt if left to fester eternal, so the decision was made to keep Tsalva mortal rather than allowing her to ascend to the courts as goddess of her own moon. On the seer's death bed, she summoned Xa and Osoro to her quarts, who obliged in the form of an eclipse. As she lay dying, Tsalva predicted that Osoro's reign would end in violence, and that his blood would damn his kingdom. Osoro was so infuriated by what he saw as a spiteful death-throes lie that he cast Tsalva's still-warm body

out from the Xa-Osoro System, where she transformed into a faint but endearing constellation whose light seemingly become more intense with the Emperor's passing.

DESCRIPTION

Whenever you attempt an attack roll, saving throw, or skill check, you can reduce your total number of photon attunement points by 1 as a reaction to roll the attack roll, saving throw, or skill check twice and use the higher result. (This ability must be used before you rolling any d20s.)

Alternatively, you can reduce your total number of photon attunement points by 1 as a reaction when your opponent attempts an attack roll or skill check as part of an action that targets you in order to force your opponent to reroll their attack roll or skill check and use the new result.

VALKRONA, THE ANGEL

PHOTON

Valkrona was once a mighty empyreal lord tasked with preserving the mystic ley lines that weave their way across the manifold worlds of the Material Planes. As majestic as she was awesome to behold, Valkrona was relentless against evil, slaying countless demons and devils whenever they trespassed into the Material Plane en mass. When Osoro went supernova and Blood Space emerged, Valkrona stood on the front lines and fought against the horrors that spewed forth from the deity's viscera. The survivors of the Radiant Imperium believe that Valkrona sacrificed herself to allow many citizens from the doomed world Azan to escape the planet's annihilation, but in doing so Valkrona fell. Many believe that the deities of the Xa-Osoro System placed Valkrona's spirit amongst the stars in memory of her sacrifice.

DESCRIPTION

You imbue any vehicle you ride with photon energy, drastically improving its speed. Whenever you're participating in a combat, skill challenge, starship combat, or vehicular chase, you gain a +1 insight bonus to Piloting checks. This bonus increases by +1 at 5th level and every 3 levels thereafter (maximum +6). In addition, if you're photon-attuned during such an encounter, any vehicle you are piloting gains a +10-foot enhancement bonus to its speed per every photon attunement point you possess (maximum +30 ft.) while any starship you pilot increases its mobility by 1 step per photon attunement point you possess (clumsy → poor → average → good → perfect).

XEKVAR, THE SKULL

GRAVITON

Xekvar was a terrible necrovite tyrant who ruled a secluded region of dead Uramesh following the deoxyians' departure from the world with its natural resources. Prior to the planet's final harvest, there had been no individual by the name of Xekvar, leading many superstitious uramae to wonder whether the aptly-named Blightlord was in fact a manifestation of the dead husk of the god Uramesh himself. Whatever the case may be, the constellation named after Xekvar the Blightlord hovers constantly above Uramesh's north hemisphere, directly above where many recall the launch of the final deoxyian transport ship departed so many centuries before.

DESCRIPTION

Whenever you're graviton-attuned, you can choose one opponent within 30 feet that cannot breathe in a vacuum,

such as a human. That creature loses the ability to breathe, as if it were in a vacuum without environmental protections (Fortitude negates). The target gains a +4 bonus to its saving throw if their armor's environmental protections are active or they are benefiting from the *life bubble* spell when it is subject to this ability, but such effects provide no relief to the target once its failed its Fortitude save. This ability lasts for as long as you are aware of the target and remain graviton-attuned, and it ends if you become unconscious, dying, or dead or you can no longer detect the target with a precise sense.

In addition, at the start of each of your turns, all targets that are affected by this ability immediately loses a number of rounds of breath equal to the total number of graviton attunement points you possess (maximum 3).

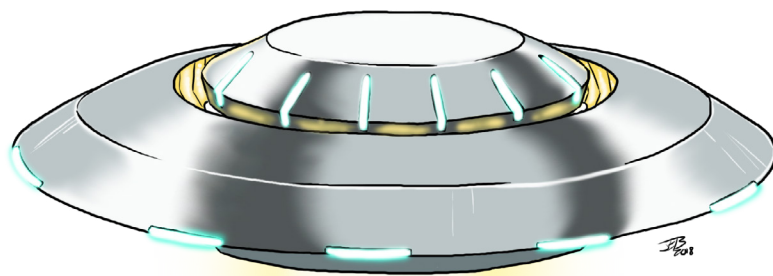
YGGDRASIL, THE TREE (SU)

PHOTON

Despite hundreds of pages of research supporting the current planar models of reality, countless mystics and conspiracy theorists ascribe to the Yggdrasil Theory, which states that the universe is held together by the rooms of a cosmic tree. Believers in the Xa-Osoro System point to Yggdrasil's constellation, a nine-star amallgem resembling tree root, as evidence supporting this theory,

DESCRIPTION

As a standard action, you tap into the cosmic roots of all life in the multiverse, sapping some of its essence for yourself. You generate a total number of temporary Hit Points equal to the number of photon attunement points you have × your solarian level. These temporary Hit Points last 1 minute and can be divided however you want between you and any allies within 30 feet that you're aware of. No creature can gain more than $1\frac{1}{2} \times$ its total level or CR from this ability from a single use of this ability, and temporary Hit Points gained from this revelation don't stack with those from other soruces. Once a creature has benefited from this revelation, it cannot do so again until it has rested for 10 minutes and spent 1 Resolve Point to regain Stamina Points.



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