

CHARACTER EXPANSION HANDBOOK

SOLARIANS



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CLASS EXPANSION HANDBOOK

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~ Alexander Augunas
Publisher & Crunchmaster of Everybody Games

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AA1	STARFINDER ALIEN ARCHIVE
AA2	STARFINDER ALIEN ARCHIVE 2
AA3	STARFINDER ALIEN ARCHIVE 3
AOG	ADVANCED OCCULT GUIDE
COM	STARFINDER CHARACTER OPERATIONS MANUAL
SA	STARFINDER ARMORY
SOM	STARFINDER STARSHIP OPERATIONS MANUAL

SPECIES VERSUS RACE

The *CHARACTER EXPANSION HANDBOOK* uses the term "species" instead of "race," such as "vesk species traits."

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SOLARIAN

Whirling dervishes of battle, solarians are the warrior-poets of the far-flung future, masters of cosmic philosophy whose understanding of the cosmos affords them supernatural arms and armaments, as well as cosmic powers that mirror the birth, death, and rebirth of the stars themselves.

This section introduces a new solarian manifestation, as well as new alternate class features and stellar revelations for solarian characters. The alternate class features introduced within use the same rules for alternate class features as described in *Starfinder Character Operations Manuel* unless specified otherwise.

SOLAR MANIFESTATIONS

You can select the following option with solar manifestation.

LUNAR WEAPON

You have studied the delicate and luminous light reflected from a moon or similar celestial body, allowing you to bring forth an exquisite weapon made for graceful combat. This manifestation functions similarly to solar weapon, except it deals 1d4 damage at 1st level. This damage increases by 1d4 at 6th level, 9th level, 12th level, and every level thereafter. Your lunar weapon also has the *feint*^{SA} and operative special qualities (though it can't be used to make trick attacks, if you have that class feature). Unlike other melee weapons with the operative special quality, when you gain Weapon Specialization at 3rd level, you add your full solarian level to damage with your lunar weapon, as opposed to half. If you're a multiclass solarian, you add your full solarian level and half your levels in other classes to damage with your lunar weapon.

ALTERNATE CLASS FEATURES

Solarians have access to the following alternate class features.

ARMOR ADEPT

1ST LEVEL

Rather than expand your understanding of skills, you've learned to handle heavy armor. You gain Heavy Armor Proficiency as a bonus feat.

This replaces skill adept.

COSMIC IMPLEMENT

1ST LEVEL

Your solar manifestation takes the form of an ancient reciprocal of cosmic power rather than a mote of stellar energy. This implement is a magic item or a magitech augmentation with an item level equal to your solarian level. If you choose an augmentation, this augmentation occupies one of the following body systems of your choice: arm and hand, brain, eyes, heart, spinal column, or skin. The cosmic implement's appearance reflects the system that it is implanted in; for instance, your cosmic implement might take the form of a tattoo if implanted into your skin, or a prosthetic arm if implanted into your

arm. If you choose an item, you must be holding this item in order to benefit from all supernatural solarian class features. If you drop this item during combat, you automatically lose all attunement points you have and become unattuned.

When you gain your cosmic implement, you gain a solar flare, and can use your cosmic implement to manifest that solar manifestation. If your cosmic implement requires a hand to use, you must have one hand holding your implement and a second hand to wield your solar flare. Each time you manifest your solar flare, choose one type of damage from among the following: acid, bludgeoning, cold, electricity, fire, piercing, slashing, or sonic. Your solar flare deals damage of the chosen type. Switching your solar flare's damage type is a standard action, and regardless of the type of damage that your solar flare deals, its attacks resolve against your target's EAC. You can integrate a single solarian weapon crystal into your cosmic implement and apply weapon fusions to that solarian weapon crystal as normal; swapping your cosmic implement's integrated solarian weapon crystal for another solarian weapon crystal is a full action.

This alters solar manifestation.

EXPLOSIVE ADEPT

1ST LEVEL

Rather than expand your skills, you've learned to handle explosives. You gain Grenade Proficiency as a bonus feat.

This replaces skill adept.

INFLUENTIAL ALTERATION

3RD LEVEL

You find little purpose in centering yourself within the cosmos, and instead have expanded your horizons in other ways. Choose one solarian alternate class feature that replaces skill adept, such as armor adept, explosive adept, or soulforged solarian that does not alter or replace any other solarian class features. You gain that alternate class feature.

This replaces 2 sidereal influence skills. For example, if you take this alternate class feature at 3rd level, it replaces the 2 skills you would gain with sidereal influence at 3rd level but not at subsequent levels. You can learn this alternate class feature whenever you would gain new sidereal influence skills,

replacing those skills with a solarian alternate class feature as described by this alternate class feature.

LUNAR MODE

1ST LEVEL

You are attuned to the phases of the moon as they manifest in a specific place, usually your home world or a place of great importance to you, and reflect both the light that allows moons to shine in the night sky and the darkness in which they dwell. This acts in all ways as the solarian's stellar mode class feature, except you choose one of three lunar modes: waning, waxing, or unattuned. You can learn graviton revelations and photon revelations as normal, and are always considered to be both graviton-attuned and photon-attuned so long as you aren't unattuned.

This alters stellar mode.

WANING MODE

When you enter waning mode, you gain 1 waning attunement point and become waning-attuned. While you are waning-attuned, whenever you deal damage using a weapon attack or a solarian class feature, reduce the total amount of damage you deal by an amount equal to the total number of waxing attunement points you have (maximum 3). When you are fully waning attuned, you can use any solarian class feature that requires you to be fully graviton attuned or fully photon attuned. If you become unattuned after being fully waning attuned, you immediately become waxing attuned at the start of your next turn.

WAXING MODE

When you enter waxing mode, you gain 1 waxing attunement point and become waxing-attuned. While you are waxing attuned, whenever you take damage, you take additional damage equal to the total number of waxing attunement points you have (maximum 3). When you are fully waxing attuned, you can use any solarian class feature that requires you to be fully graviton attuned or fully photon attuned. If you become unattuned after being fully waxing attuned, you immediately become waning attuned at the start of your next turn.

SIDEREAL SPARRING

3RD LEVEL

Flashes of combat tactics flicker through your mind like the light of countless stars, granting you insight to a myriad of combat tactics. You gain Adaptive Fighting as a bonus feat, ignoring its prerequisites. When you gain this feat, select a total of four feats instead of the usual three, designating two of your selections as graviton feats and two of them as photon feats. In addition to Adaptive Fighting's normal use, you gain access to one of your chosen graviton feats whenever you are graviton attuned or fully graviton attuned, and one of your chosen photon feats whenever you are photon attuned or fully photon attuned. If you have an alternate class feature that grants you alternate stellar modes, you designate your combat feats using those stellar modes instead.

At 11th level, you gain Versatile Fighting^{COM} as a bonus feat. At 19th level, you can use Adaptive Fighting three times per

day before needing to spend Resolve Points to use it again.

This replaces sidereal influence. You cannot select this alternate class feature if you have one or fewer solar modes.

SOLAR SINGULARITY

1ST LEVEL

Your solarian powers manifest as a singularity—you manifest gravitons or photons, but never both. Choose either graviton or photon. You gain one 2nd-level stellar revelation of your choice, regardless of your current solarian level. In addition, you can only become attuned to the chosen stellar mode and cannot learn stellar revelations associated with the mode you did not choose. For example, if you choose photon, you cannot learn graviton revelations. In addition, you suffer no consequences for having disproportionate revelations.

This alters stellar mode and replaces black hole if you choose photon or supernova if you choose graviton.

SOULFORGED SOLARIAN

1ST LEVEL

Your solarian powers manifest in unconventional ways, your powers reflecting the inner power of your soul. Choose one 2nd-level soulforged revelation whose prerequisites you meet. You gain the chosen stellar revelation, regardless of your current solarian level.

This replaces one of the following class features of your choice: black hole, skill adept, or supernova. You can select this alternate class feature up to three times, replacing a different solarian class feature each time. Some soulforge solarian revelations allow you to select that revelation using this alternate class feature without replacing black hole, skill adept, or supernova. When doing so, you instead alter solar manifestation as described by that revelation.

SNIPER ADEPT




1ST LEVEL

Rather than expand your understanding of skills, you've learned to wield sniper weapons. You gain Sniper Weapon Proficiency as a bonus feat. At 3rd level, you gain Weapon Specialization with sniper weapons as a bonus feat.

This replaces skill adept.

STELLER REVELATIONS

Solarians have access to the following stellar revelations. Stellar revelations use the following icons.

-  The revelation is a graviton revelation.
-  The revelation is a photon revelation.
-  The revelation is a soulforge revelation. When you form your solar manifestation, you may choose one soulforge manifestation you know and apply its effects to that solar manifestation. If you are able to maintain multiple solar manifestations simultaneously, you can apply a different soulforged revelation to each manifestation.

2ND-LEVEL SOLARIAN REVELATIONS

You must be a 2nd-level solarian to select the following stellar revelations.

COMETBUSTER ARMOR



While your solar armor is formed and you're wearing light armor, you can reduce your light armor's maximum Dexterity bonus by 2 and worsen its armor check penalty by -2 in order to improve your armor's EAC bonus by 2 and its KAC bonus by 4. At 10th level, the improvements to your armor's EAC and KAC each increase by 1.

You must be proficient with heavy armor and have solar armor to select this revelation.

COSMOLOGICAL EXPANSION



Much like the universe following the Big Bang, your solar armor expands the longer it remains in existence. While your solar armor is manifested and you are photon attuned or graviton attuned, calculate your space (but not your reach) as though you were one size category larger. While you are fully photon attuned or fully graviton attuned, calculate your space and reach as though you were two size categories larger.

You must have solar armor to select this revelation.

FLARING VOICE



Rather than originating from your hands, your solar flare originates from your mouth as a breath weapon or from your voice as words of ancient power. While your solar flare is formed, your solar flare doesn't require any hands to wield. Your solar flare cannot benefit from this revelation if it has the unwieldy weapon property or if it counts as any kind of weapon other than a small arm.

You must have a solar flare to select this revelation.

LUNAR PELT



Like a resplendent moon, your solar armor reflects the light of stars, enhancing your physical form with primal, lycanthropic might. While your solar armor is formed, you calculate the damage of your unarmed strikes as though you had the Improved Unarmed Strike feat and you gain DR 1/silver. This DR increases by 1 at 6th level, 9th level, 12th level, and every 2 levels thereafter. At 3rd level, whenever your solar armor is formed, your unarmed strike's Weapon Specialization bonus to damage rolls increases to $1\frac{1}{2} \times$ your solarian level. This doesn't stack with other effects that provide your unarmed strikes with a unique Weapon Specialization or that enhance your Weapon Specialization bonus, such as a vesk's natural armor species trait.

You can select this stellar revelation with the soulforge solarian alternate class feature without replacing any solarian class features. If you do, your stellar armor doesn't provide you with an enhancement bonus when you manifest it, nor does it provide you with resistance against any types of energy damage.

You must have solar armor to select this revelation.

METEOR STRIKE



You can hurl your solar manifestation at your foes, striking them with the force of a shooting star. While your lunar weapon, solar flare, solar shield, or solar weapon is formed, your

solar manifestation gains the thrown (20 feet) weapon special property. Add your Strength modifier to your thrown weapon attack roll as normal unless your solar manifestation has the operative weapon special ability, in which case you add your Dexterity modifier to your thrown weapon attack roll instead.

When throwing your solar manifestation, the weapon instantly returns to your hand after the attack has resolved. As a result, thrown weapon attacks with your solar manifestation do not cause it to dissipate. If you place a solarian weapon crystal into your solar manifestation's solar mote, it can benefit from any weapon fusions that a basic melee weapon with the thrown weapon special property could benefit from.

You must have a lunar weapon, a solar shield, or a solar weapon to select this revelation.

MUSICA FLARE



Instead of stellar heat or the chill of the void, your solar flare blasts foes with sonic energy created by the song of the spheres. When you manifest your solar flare, it deals sonic damage instead of cold or fire damage.

You can select this stellar revelation with the soulforge solarian alternate class feature without replacing any solarian class features. If you do, you instead alter solar manifestation and you must apply this stellar revelation to your solar flare every time you manifest it. Additionally, the damage of your solar flare is reduced to 1d3, increasing to 1d4 at 6th level and by 1d4 at 9th level, 12th level, and every level thereafter.

You must have a solar flare to select this revelation.

OORT SHROUD



Your solar shield obfuscates your movements from your enemies, allowing you to pull off canny maneuvers against them. While your solar shield is formed, you gain a +1 enhancement bonus to Bluff checks to feint; this increases to +2 at 10th level. In addition, when you align your shield against a target, that target's attacks gain a 20% miss chance against you. This functions as concealment, but you cannot use this concealment to use the Stealth skill. This miss chance increases by 10% at 6th level and every 6 levels thereafter, up to a maximum of 50% at 18th level. At 18th level, this functions as total concealment instead of standard concealment.

You must have a solar shield to select this revelation.

SOLAR PAVISE



You are able to flare out your solar shield in order to protect your allies from harm. While your solar shield is formed, any time you align your solar shield against a target your allies within 5 feet of you gain your shield's bonus to AC. The ranges of this ability improves by 5 feet at 6th level and every 4 levels thereafter, up to a maximum of 25 feet at 18th level.

You must have a solar shield to select this revelation.

SPEED-OF-LIGHT SNIPER



You're able to fire your solar flare at enemies across vast

distances. When you manifest your solar flare with this revelation, it gains the sniper (250 ft.) and unwieldy weapon special properties. The range of your solar flare's sniper weapon property increases by 250 feet at 5th level and every 5 levels thereafter, up to a maximum of 1,000 feet at 15th level.

You must be proficient with sniper weapons and have solar armor to select this revelation.

STARFORGED ARMOR



You can forge your solar armor with a unique aesthetic that matches your mentality and values, such as a school uniform if you're a teenage student or an enforcer outfit if you're particularly law-abiding. Choose one of the following solar upgrades. While your solar armor is formed, you gain the benefits of your chosen solar upgrade.

You can select this stellar revelation with the soulforge solarian alternate class feature without replacing any solarian class features. If you do, your stellar armor doesn't provide you with an enhancement bonus when you manifest it, nor does it provide you with resistance against any types of energy damage.

You must have solar armor to select this revelation.

- ☼ **Dreadnought:** Choose one weapon that you're wielding. You gain a +1 enhancement bonus to attack rolls and damage rolls attempted with that weapon.
- ☼ **Indomitable:** You gain a number of temporary Hit Points equal to twice your solarian level. At 10th level, this increases to three times your solarian level.
- ☼ **Ironsides:** Choose Fortitude or Will. You gain a +1 enhancement bonus to saving throws of the chosen type.
- ☼ **Juggernaut:** Choose one combat maneuver. You gain a +1 enhancement bonus to AC against that combat maneuver and to attack rolls to perform that combat maneuver.
- ☼ **Pincer:** Whenever you're flanking an opponent, any ally that you're flanking with gains a +1 enhancement bonus to attack rolls against the flanked opponent.
- ☼ **Winger:** Whenever you use harrying fire or covering fire and succeed, its effects apply against the next two applicable attacks instead of against the next attack only.

STARFORGED ARMAMENTS



You can forge weapons formed from your solar mote with a unique aesthetic that matches your mentality and values, such as an antique katana if you're a traditionalist or a mechanized pummeling claw-hammer if you're more freethinking. When you learn this revelation, choose two special weapon properties. While your lunar weapon, solar flare, solar shield, solar weapon, or a similar solar manifestation that forms a weapon or unarmed strike is formed, that solar manifestation's weapon or unarmed strike gains that weapon special property unless the weapon would be unable to benefit from it. For example, applying the reach weapon property to a solar flare has no effect. If a weapon property is listed as graviton or photon, you must be attuned to that stellar mode in order to apply that weapon property to your weapon or unarmed

strike. You can change any weapon property you've selected with this revelation whenever you gain a new solarian level.

You must have a solar manifestation that forms a weapon or an unarmed strike to select this revelation, such as a lunar weapon, a solar flare, a solar shield, or a solar weapon.

☼ **Graviton:** block, disarm, grapple, sunder, trip.

☼ **Photon:** aurora^{SA}, bright, fiery^{SA}, stun.

☼ **Unaligned:** deflect, feint, force, penetrating, reach, tail, underwater.

STELLAR DAISHO



Your solar weaponry takes the form of a cosmic duality such as a black hole paired with a star or a full moon paired with a new moon. While your lunar weapon or solar weapon is formed, the weapon splits into two distinct weapons. You choose each weapon's appearance and damage type when you gain this revelation and can change this decision whenever you gain a new solarian level. You can form or dismiss one or both weapons with the same amount of effort as drawing or sheathing a single weapon, and both weapons can benefit from the same solarian weapon crystal or from separate solarian weapon crystals. You also gain an additional benefit depending upon whether you apply this soulforged revelation to a lunar weapon or a solar weapon, as described below.



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You must have a solar weapon or a lunar weapon to select this revelation.

Lunar: As a full action, you can move up to your speed. Whether or not you moved, you can then make an attack with one lunar weapon, rolling two attack rolls. If one attack roll hits, you deal damage normally. If both attack rolls hit, you deal 1d4 additional damage but your Weapon Specialization bonus from solarian levels is reduced to half your level. This damage increases to 1d8 at 3rd level, to 3d8 at 5th level, and by an additional 1d8 every 2 levels thereafter.

Solar: You benefit from Multi-Weapon Fighting while using this revelation to wield two solar weapons.

SUPERGIANT WEAPON



Your solar weapon is immense and bulky, mirroring the power of a supergiant star. While your solar weapon is formed, its damage increases to 1d8 at 2nd level, increasing by 1d8 at 6th level, 9th level, 12th level, and every level thereafter. If you do, your solar weapon becomes a two-handed advanced melee weapon with the unwieldy weapon special property.

You can select this stellar revelation with the soulforge solarian alternate class feature without replacing any solarian class features. If you do, you instead alter solar manifestation and you must apply this stellar revelation to your solar weapon every time you manifest it.

You must have a solar weapon to select this revelation.

SUPERMASSIVE FLARE



Your solar flare is powerful and intense, striking with the strength of a supermassive black hole. While your solar flare is formed, its damage increases to 1d6 at 1st level, increasing by 1d6 at 6th level, 9th level, 12th level, and every level thereafter. If you do, your solar flare becomes a two-handed longarm with the unwieldy weapon special quality that you are automatically proficient with, allowing you to apply Weapon Specialization to your attacks with your solar flare regardless of whether it is considered a small arm or a longarm.

You can select this stellar revelation with the soulforge solarian alternate class feature without replacing any solarian class features. If you do, you instead alter solar manifestation and you must apply this stellar revelation to your solar flare every time you manifest it.

You must have a solar flare to select this revelation.

6TH-LEVEL SOLARIAN REVELATIONS

You must be an 8th-level solarian to select the following stellar revelations.

ABUNDANT ARMAMENTS

You can shape your solar weaponry in a plethora of ways. Choose two additional weapon special properties from among those listed by the starforged armaments stellar revelation. Choose two additional weapon properties with your starforged armaments stellar revelation. Each time you form a lunar

weapon, a solar flare, a solar shield, a solar weapon, or a similar solar manifestation that you can apply starforged armaments to, you choose two weapon properties from among those chosen and apply them to your solar manifestation when you're attuned to the property's associated stellar mode, if any. You can change which of your chosen weapon properties are applied to your current solar manifestation as a move action.

You can learn this stellar revelation multiple times. You must have the starforged armaments stellar revelation to select this revelation.

ABUNDANT UPGRADES

You can shape your solar armor in a plethora of ways. Choose one additional solar upgrade from among those listed by the starforged armor stellar revelation. When you form your solar armor, you can choose one solar upgrade from among those chosen with the starforged armor or abundant upgrades stellar revelations and gain its benefits. You can change which solar upgrade you have access to as a move action.

You can learn this stellar revelation multiple times. You must have the starforged armor stellar revelation to select this revelation.

CRESCENT OF THE LUSH



You forge your lunar weapon into a fertile and life-giving sickle-like shape. While your lunar weapon is formed, it gains the injection weapon special property if it deals piercing or slashing damage. While photon attuned, if your solar weapon has a medicinal or a *serum of healing* stored within it using its injection weapon special property, you can inject that substance into an ally within your lunar weapon's reach as a standard action without attempting an attack roll or dealing any damage to your ally.

You must have a lunar weapon to select this revelation.

LAGRANGE CRUX



You imbue your lunar weapon with gravitational fields at precise angle, allowing it to curve around obstacles and allies alike to bury itself in the heart of your opposition. While your lunar weapon is formed, you can designate one 5-foot square within 5 feet per 2 solarian levels you possess as a move action. Until the start of your net turn, you determine your line of effect with your lunar weapon attacks as though you occupied the designated space rather than your actual space. You still determine your line of sight from your actual space.

When you're graviton attuned or fully graviton attuned, you also reduce any cover bonus to AC that the target of your lunar weapon attacks possesses by 2 (minimum 0), regardless of whether you're attacking from a designated space.

You must have a lunar weapon to select this revelation.

SHAPE FLARE

You are able to reshape your solar flare to your heart's desire, allowing you to unleash devastation in a wide girth.

Whenever your solar flare is formed and is benefiting from the supermassive flare soulforged revelation, you can grant your solar flare one of the following weapon special properties as a swift action until the end of your turn: automatic, blast, or line.

You must have the supermassive flare stellar revelations to select this revelation.

SUPERSTELLAR BOOSTER

You're able to enhance the raw, destructive power of your solar flare or solar weapon. Whenever your solar flare or solar weapon is formed and is benefitting from the supergiant weapon or supermassive flare stellar revelation, your solar flare or solar weapon gains the boost weapon special property. Your weapon's boost increases the damage done by your solar flare or solar weapon by an amount equal to half your solarian level and doesn't expend additional ammunition or charges.

You must have the supermassive flare or supergiant weapon stellar revelation to select this revelation.

10TH-LEVEL SOLARIAN REVELATIONS

You must be a 10th-level solarian to select the following stellar revelations.

INTRICATE SOULFORGING

You are able to manifest complex solar manifestations. Whenever your solar manifestation is formed and is benefiting from one of your soulforged revelations, you can choose a second soulforged revelation that you know as a move action and apply its effects to your solar manifestation. You cannot apply two soulforged revelations that alter your solar manifestation in the same way simultaneously or that apply would effectively cancel each other out or apply the same effect multiple times. For example, you could not apply two soulforge revelations that adjust a solar weapon's damage dice simultaneously.

You must have at least two soulforged revelations to select this revelation.

RAPID SOULFORGING

You can reform your solar manifestation without dismissing it. Whenever your solar manifestation is formed and is benefiting from one or more of your soulforged revelations, you can replace the effects of one of your solar manifestation's current soulforged revelation with that of a different soulforged manifestation you know as a move action.

You must have at least two soulforged revelations to select this revelation.

SPONTANEOUS REALIGNMENT



You can suddenly adjust your stellar mode with a thought. Whenever you are graviton attuned or photon attuned, you can swap to the opposing attunement as a move action, such as swapping from graviton to photon. When doing so, your attunement points for your new stellar mode is one less than your attunement points for your previous stellar mode (maximum 2).

SUPERMASSIVE EXPANSION

Your solar armor grows to impossible sizes. Whenever your solar armor is formed and is benefiting from the cosmological expansion soulforged revelation, you can calculate your space (but not your reach) as though you were two size categories larger while you are photon attuned or graviton attuned. While you are fully photon attuned or fully graviton attuned and benefiting from this stellar revelation, calculate your space and reach as though you were two size categories larger.

You must have solar armor and the cosmological expansion stellar revelation to select this revelation.

ZENITH REVELATIONS

You can choose these stellar revelations only when you gain the zenith revelations class feature. If a zenith revelation is listed as  OR , you must choose whether the zenith revelation is a graviton revelation or a photon revelation when you learn it. Once chosen, this cannot be changed.

COSMIC AFFRONT



You hone your cosmic powers to enhance the effectiveness of your solar manifestations. While you're attuned to the stellar mode you chose for this revelation, any weapon that you create using your solar manifestation calculates its damage as though you were a 12th-level solarian; if you are a 12th-level solarian or higher, instead calculate the weapon or unarmed strike's damage as though your solarian level were 1 higher, up to a maximum of 21st level.

If your solar manifestation grants you an unarmed strike, such as with a solar shield, you apply the benefits of Improved Unarmed Strike to that unarmed strike while attuned or fully attuned to the stellar mode you chose for this revelation. If you already have Improved Unarmed Strike, you instead increase the weapon damage of your unarmed strike by 1d6, increasing to 2d6 at 17th level.

If your solar manifestation doesn't grant you a weapon or an unarmed strike, such as with solar armor, all weapons that you wield that you apply a Weapon Specialization bonus to deal an additional 1d6 damage, increasing to 2d6 at 17th level. This damage is not multiplied on a critical hit.

You can learn this zenith revelation twice, once as a graviton revelation and once as a photon revelation.

GALACTIC GUARD



You balance the cosmic powers within you, enhancing your defenses with both cosmic fire and crushing void. While you're attuned to the stellar mode you chose for this revelation, you gain a +2 insight bonus to all saving throws. If you fail a saving throw you can reroll that saving throw as a reaction, using the new result even if it's worse. Regardless of whether you succeed or fail, you become unattuned after using this revelation.

You can learn this zenith revelation twice, once as a graviton revelation and once as a photon revelation.

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Masters of medical know-how and chemical catalysts, biohackers understand the fundamental chemistry of all things living and unliving and can use their scientific acumen to create change within others. From enhancing allies to hobbling enemies, the lives of others are truly in the biohacker's hands.