

Black Sky Industries



The Ancient Solarian War

An eternal conflict across the cosmos, between Chaos and Order.



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Ancient Solaria

Story

Modern Solarians are a diverse group who channel the power of the cosmos, but few, remember where it all started. Historians would have to reach back more than 10,000 years, and to a world that has long since died, orbiting a sun that no longer shines. Some might say that such a history is unimportant in the grand scheme of things, especially considering more recent events. Any solarian could tell you that the universe is governed by cycles, and that everything that has passed will come around again.

Ten thousand years ago there was a species just growing into its own. Tall and wiry, with skin that varied in shade from crimson red to royal purple, with jagged black stripes along their spines, arms, and legs. Black hair and eyes like pools of darkness that reflected starlight, as if the cosmos themselves were imbedded in their skulls. Long before the modern solarian teachings, this species called themselves Solarians, and their world Solaria. They were a bright species, filled with hopes and dreams, like a beacon in the darkness.

And like any beacon, things were drawn to them. At the height of their young civilization, a visitor arrived from the stars. First appearing in their dreams, the towering being brought with it nightmares that haunted the people of solaria. They would have dismissed it, if it was not their entire people who shared these horrors nightly. Then one day the nightmares became real as the huge form of a Star Spawn sent by the Dark Tapestry landed and took its first steps onto the surface of the world, alongside a host of its kin.

This began the darkest age in the young species history, as the Dark Tapestry enslaved the world. They fought back, but it was a losing battle as more and more people succumbed to insanity. Their gods failed them, and so did their mystics and spellcasters. Their soldiers broke, and with them their people fell. However, the star servants of the dark tapestry were never able to fully stamp out rebellion.

It took over a thousand years, but eventually salvation was found in the ramblings of a mad mystic that had long since fallen to the star spawn's insanity. In the intervening time, the solarians had grown resistant to the powers of the abominations. They were often able to hold onto their sanity for longer and longer as they fought to take their world back. When one of the rebels brought back an old woman, nearing the end of her years, it signaled the beginning of the end to war they had fought for so long.

Clearly mad, the woman seemed to not see anyone, but she spoke of the stars, their cycles and their power. She spoke of the perfect order of the cosmos that held even the infernos of the stars in their grip. From the ravings of this broken soul was born a power that no other species had ever harnessed. When the first solarian channeled the power of the stars into a torrent of fire that consumed one of the star spawn, hope was born again on that dismal world.

It was no longer rebellion, but all-out war, and the power of the solarians was winning it. When the first of the star spawn fled into space, the solarians began constructing starships to chase them down and finish them off. When the first ships launched, there were still many star spawn on the world, and the war was about to take a turn for the worse, because one of the great old ones had just arrived, and given the command to cleanse the world of life.

Fearing that they had no way to stop their extinction against the monstrous being, they enacted a daring plan that would take them all to accomplish. They evacuated as many of their people as they could, and then they used what ships they had to encircle their planet, and another group of ships to encircle their

sun. The circle around the planet performed an ancient mystic rite, and an unprecedented scale, binding every living thing left on the planet against escape. Meanwhile, those who encircled the solarian star began a similar ritual, channeling its power and heat. Their circle bound them to those who stayed behind on the surface, and those heroic sacrifices channeled in time with their star-bound kin. The result consumed solaria in starfire. Not just the surface, but the oceans boiled away, the atmosphere burned off, and at the end, the planet cracked apart and even the bowels of it were consumed. With the planet consumed, the fires of the star gave out and went dark.

The solarians, unwilling to surrender to fate, worked tirelessly to find a way to travel away from their now dead solar system. They invented machines that let them harness the new power they had, and by forging new connections to other planets and stars were able to cross those vast distances. They became a nomadic race, travelling the stars in search of vengeance against the few star spawn that escaped their wrath. They were willing to send all eternity on that search.

With the abandonment of their gods when the star spawn came, their religions had died. With their pyrrhic victory, two new philosophies arose and struggled with each other for dominance. The Graviton Code, and the Path of Light. The Graviton Code encouraged logic, self-control, and discipline, teaching that those things were the key to opposing the dark tapestry. The Path of Light taught that only by embracing passion no matter what, even if it lead to conflict, would they ever be strong enough to hope of victory against their sworn enemies.

While their eternal search for servants of the dark tapestry continued, these two philosophies escalated into conflict and eventually the nomadic fleet split into two distinct groups. Now whenever they meet, Ancient Solarians will fight with any of the opposing philosophy before anything else. The only exception to this is if they have a servant of the dark tapestry in their sights. Only then will the two groups unite once again and destroy their prey.

Rather than being xenophobic, both groups welcome people of all species and cultures into their way of life, and this gregariousness has resulted in versions of the solarian powers being spread across the galaxy. Often without the ancient solarians themselves there, these splinter solarians don't keep the same codes of honor, and often times don't carry any kind of code at all. However, within the nomadic fleets of this ancient people, the two codes are still to this day the guide by which they live their lives.

Ancient Solarian

+2 Constitution, +2 Charisma, -2 Wisdom, 4 HP

Medium Humanoid (Solarian)

30 ft speed

Stubborn:

Ancient Solarians gain a +2 racial bonus on Will saving throws to resist spells and spell-like abilities of the enchantment (charm) and enchantment (compulsion) subschools. In addition, if a member of this race fails such a save, it receives another save 1 round later to prematurely end the effect (assuming the spell or spell-like ability has a duration greater than 1 round). This second save is made at the same DC as the first. If the member of the race has a similar ability from another source (such as a legacy rogue's slippery mind class feature), it can only use one of these abilities per round, but can try the other on the second round if the first reroll ability fails.

Ancient Hated Foe:

Ancient Solarians gain a +2 dodge bonus to AC against aberrations and a +2 racial bonus against combat maneuver checks made to resist being grappled by aberrations. Ancient Solarians also gain a +1 racial bonus on attack rolls against aberrations as well.

Supernaturally Gifted Linguist:

Members of this race gain a +4 racial bonus on Culture checks involving language and communication, and they learn one additional language every time they put a rank in the Culture skill. Ancient Solarians also gain a +1 bonus to the DC of spells they cast that have the language-dependent descriptor or that create glyphs, symbols, or other magical writings. They also gain a +2 racial bonus on saving throws against such spells.

Limited Telepathy:

Ancient Solarians can mentally communicate with any creatures within 30 feet with whom they share a language. Conversing telepathically with multiple creatures simultaneously is just as difficult as listening to multiple people speaking.

Ancient Solarian Powers:

Ancient Solarians gain the following spell-like abilities at will: psychokinetic hand, telepathic message, token spell. The caster level for these effects is equal to the Ancient Solarian's level.

Base Languages: Common, Ancient Solarian; **Bonus Languages:** Any

Average Height: 6ft; **Average Weight:** 180 Lbs; **Age of Adulthood:** 25 years; **Average Lifespan:** 180 years

The Graviton Code

*The Mind is The Path
Through Logic, Illusions fall away.
Through Control, Nightmares are banished.
With infinite distinctiveness, we become One.
As One, our alternatives become Infinite.
In Infinity, we become Order.*

Role

Theme: The followers of the Graviton Code value logic and order above almost anything else. Theirs is the way of control and discipline. They have embraced cybernetic augmentation that aids in these things.

Goals: They seek to give all peoples of the galaxy the tools they need to resist the powers of aberrations, and destroy them where they can.

Threats: Though initially friendly, they often come into conflict with chaotic societies, and will inevitably seek to change those societies and establish order. However they never seek to initiate such changes through violence, as that would last no longer than their presence. Being nomadic in nature, that would not be a very long time.

They also are instantly hostile to any aberrations they come across, and are often actually hunting them. While millennia ago they used to single out servants of the dark tapestry, now they simply destroy anything similar to it. Most aberrations have similar attitudes towards mortals anyway.

Rewards: Followers of the Graviton Code teach people of their ways and how to harness the power of gravity that binds the universe together. They also freely share their technology with other civilizations they are not in conflict with, and are friendly to any and all wanderers, happily providing transportation if you are interested in travelling with them.

Relationships

Allies/positive: While they tend to make a lot of friends across space with any non-hostile civilization they encounter, their nomadic ways prevent them from having many true allies. The one notable group that can often be seen acting in support of the Ancient Solarians of the Graviton Code are actually denizens of the outer planes: Inevitables. Their strict adherence and promotion of order and law make them strong and willing allies. Often various inevitables will have ancient pacts of services owed to or by various ancient solarians that the binding part of a planar binding spell calling one is often times not considered necessary. Their exploratory ways as nomads has seen a recent rise in the population of certain nanite-born inevitables traveling with the graviton fleets.

Enemies/negative: The Dark Tapestry, mysterious and alien as it is to mortal minds alternatively hate and fear the ancient solarians. No other civilization has so thoroughly rooted them out, or been willing to go to as extreme of lengths to destroy them than the ancient solarians. Often a society that is being infiltrated by agents of the dark tapestry will be turned hostile against the graviton fleets. Followers of the Graviton Code consider this one of the first signs of their ancient enemy's presence in a system.

Other than agents of the dark tapestry, the conflict between the followers of the graviton code, and the followers of the path of light is just as heated as ever. Fighting between the two groups is common and fierce. It is possibly their greatest and most exploitable weakness.

Conflicted/neutral: Many groups are nominally neutral towards the ancient solarians who follow the graviton code, but perhaps the most surprising is The Swarm. Not to be mistaken as actually friendly, but often the swarm's ships will pass by a graviton fleet with no sign of hostility at all, and more than once a swarm fleet has bypassed a system that currently housed a graviton fleet. No one knows why this happens, but it is notable that followers of the path of light are not shown this same deference.

Identification

Description: While the modern graviton fleets house many people from many species, they are still predominately ancient solarians. The ones in graviton fleets tend to have many cybernetic augmentations.

Signature: Ships of the nomadic graviton fleets can be identified by the distortion and warping of space time around their ships.

People who follow the Graviton Code often wear a symbol comprising of a Möbius strip wound through a complex geometric knot.

Status

Entanglements: Their continual hunt for aberrations and servants of the dark tapestry has so far kept up their vow of "eternal." In addition their conflict with the path of light ancient solarians is showing no signs of cooling off.

Hooks:

- A graviton fleet has entered your system, and been trading for nearly a week. Your military defense forces have detected the approach of a Swarm fleet. You are sent to negotiate with the leaders of the graviton fleet to remain in system until the swarm passes out of threatening range.
- Two unidentified ships entered the system at the same time. One is difficult to get clear images of due to the distortion around it, the other has the appearance of a blazing ball of fire and light. They race for each other, ignoring all other traffic in the system, and engage in a brutal battle. You have been ordered to intervene and detain both aggressors.

Events: They have heard of a world that has a great old one bound beneath its ocean, but that this world is itself locked away from the rest of the universe by the gods. Regardless of it subverts the will of the gods, they seek out this world in order to end the great old one permanently.

They also seek the homeworld of The Yellow King, with the intention of adding that one as well. Either of these events will have consequences felt across the galaxy.

Archetype

Follower of the Graviton Code

2nd level-Graviton Attuned

Multilevel-4th, 6th, 12th-Graviton Revelation

9th level-Exocortex

18th level-Graviton Zenith

Graviton Attuned (Su)-This functions as the Solarion Stellar Mode ability in The Starfinder Roleplaying game Core Rulebook, with the following exceptions. The character may only attune with graviton mode or be un-attuned. Photon mode and photon based abilities are unavailable to the character. You also gain the Black Hole Revelation.

Graviton Revelation (Su)-these functions like the Solarion Stellar Revelation ability in The Starfinder Roleplaying game Core Rulebook, with the following exceptions: The character may only select graviton revelations, photon revelations are unavailable

Exocortex (Ex)-The Character gains the Exocortex ability of a Mechanic, with the exception that this exocortex never receives the exocortex mods ability. If the character is a mechanic, they instead gain another graviton revelation. If you have another class that grants you levels with an exocortex, this class' levels stack for the purpose of determining the exocortex's abilities.

Graviton Zenith (Su)-You gain two Zenith revelations. This ability otherwise functions like the Zenith revelations ability of solarion class in The Starfinder Roleplaying Game Core Rulebook. These must be graviton zenith revelations.

Cybernetic Augmentations

Exocortex Network-Level 12-Brain System-50,000 credits

This system may only be installed on a person with an Exocortex. It may be combined with a datajack. It allows the user to enter a telepathic bond with anyone who also has this system installed and is on the same planet, around orbit with that planet, or aboard the same ship as you regardless of where it is.

It also allows you to act as though you had the skill focuses provided by the exocortexes of anyone in the telepathic bond with you. Whenever you make a knowledge check it is considered to be augmented by a major library.

Exocortex Network Defenses-Level 18-Brain System-500,000 credits

This system may only be installed on a person with an Exocortex. It must be combined with an Exocortex Network. It may be combined with a datajack. This system allows anyone telepathically bonded to you through the Exocortex Network to suppress any number of effects on themselves with the mind affecting descriptor for a number of rounds equal to the number of people in the network that are not suffering any such effect. This only works against supernatural, spell like, or spell effects. Mundane effects still work normally.

The Path of Light

*The Heart is The Path.
Through Change, we Adapt.
Through Desire, we Overcome.
Only in the storm can we truly fly.
Only in the fire can we truly live.
By embracing Chaos, we become Hope.*

Role

Theme: The idea of an organization dedicated to chaos seems contradictory, but to the followers of the ancient solarian Path of Light, it is the only way to live. They have a social contract that establishes not only the right, but the duty, to act on instinct and desire, and to face the consequences of them. It is perhaps the most malleable code of honor mortals have ever had, and the followers of the path of light never deviate from it.

Goals: To live life to its fullest, and never surrender your hopes and dreams to the darkness. To be a beacon to others that they need no longer fear the darkness.

Threats: First and foremost, aberrations of any type are hunted down and killed by the warriors of the path of light, as are any mortal servants of the dark tapestry. Like the followers of the graviton code, these ancient solarions have never given up on their crusade to rid the galaxy of the tapestry.

They will also fire upon any Graviton fleet ship that does not immediately and unconditionally surrender to them.

Rewards: The Path of Light can only really be relied upon to kill their enemies. Though individuals within the group may be more reliable, no promise made by one is applicable to another. However, they will help anyone they find who is struggling against predations from aberrations.

Relationships

Allies/positive: There is only two groups you will ever find in great numbers, working with the Path of Light. The first are proteans, who enjoy working with the fractious bunch. They always get along well until one of them decides to kill the other. Afterwards both parties seem to continue finding the situation acceptable though.

The second is, surprisingly, the denizens of the First World, who revel in life with the followers of the Path of Light, and embrace everything with gusto.

Enemy/negative: The followers of the graviton code are just as quick as the path of light to open fire on each other.

Servants of the dark tapestry will turn anyone they can against the path of light. They fear the Path perhaps more so than the graviton code, because it was the solar fires of solaria's star that marked them as dangerous to the dark tapestry, and the path of light still wields those fires.

Conflicted/neutral: Everyone, even themselves, is conflicted about the Path of Light. The conflict is part of the point. They ride their own emotions, wants and desires through life, and the results of that can be tumultuous. One could be your greatest friend until the day you die. Another could declare undying hatred for you, and the next day have forgiven everything. The two major tenants of their belief, never giving up

their emotions and desires, and always acting on what they believe is right, lead to a lot of conflicts others deem necessary. Blood feuds can begin one minute and be abandoned the next. The only people who really understand the honor system the path of light claims to abide by are those who live it. For this reason though, they have no strong allies, and at the same time, the same number of enemies.

Identification

Description: The ancient solarians crewing the solar fleets can be identified by the lack of cybernetics. Instead they favor heavy use of biotech augmentations. They have a superstition against filling their bodies with technology. Their beliefs however foster the opposite attitude towards biological solutions to the same problems. Even if not augmented, it is rare to see a Path of Light ancient solarian without either a symbiend or a pet of some kind.

Signature: Solar fleets are most commonly identified as huge balls of light and fire, due to their corona shields.

Followers of the Path of Light wear brilliant colors, but otherwise have little common identifiers, beyond definitely not followers of the Graviton Code.

Status

Entanglements: Like chaos, entanglements are a way of life to someone who follows the Path of Life. They embrace getting involved and do so with all of their passion engaged. Because of this you can use a simple rule of thumb: If they are present, they are engaged in “it.”

Hooks:

- “Day 2 of the survey of this primitive world. We heard hunting horns in the distance, but thought nothing of it. When the monsters rampaged through the village killing indiscriminately, we fled to the ships though. After lifting off we watched with our sensors as one of the villagers we had met changed into some horrible tentacled abomination and attacked the strange beings that had come here. We fled as their battle raged, but when we reached space our ship was engulfed in fire, and we crashed back down onto the planet.” –Panicked transmission that was the last anyone heard of a xenoseeker research team you have been hired to locate and rescue.
- A strange man walks into the bar, buys everyone several rounds of drinks. When he himself is roaring drunk, he declares, “And now we will all go into the basement and kill the aboleth in there.” That is when we all got real sober.

Events: Their relationship with the first world has changed bits and pieces of their culture over time, however one thing remains: hunting the dark tapestry. In these modern times they refer to this eternal hunt as “The Wild Hunt,” likely inspired by the First World’s original. In fact it is not uncommon to see a fey wild hunt working with an ancient solarian hunt, to bring down the same prey.

Archetype

Follower of the Path of Light

2nd level-Photon Attuned

Multilevel-4th, 6th, 12th-Photon Revelation

9th level-Biotech Augmentation

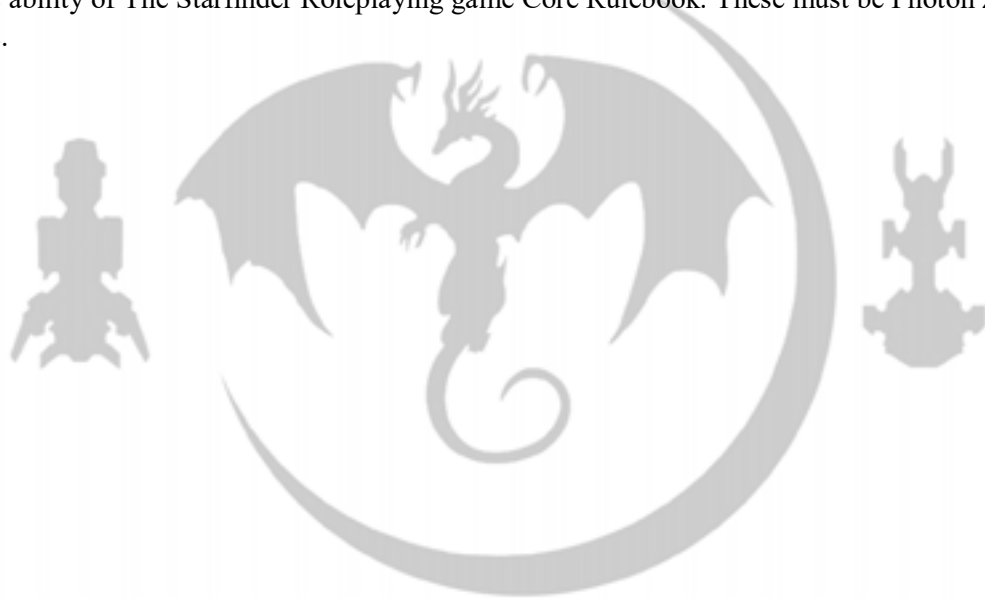
18th level-Photon Zenith

Photon Attuned (Su)-This functions as the Solarion Stellar Mode ability in The Starfinder Roleplaying game Core Rulebook, with the following exceptions. The character may only attune with Photon mode or be unattuned. Graviton mode and photon based abilities are unavailable to the character. You also gain the Supernova Revelation.

Photon Revelation (Su)-This functions like the Solarion Stellar Revelation ability in The Starfinder Roleplaying game Core Rulebook, with the following exceptions: The character may only select Photon revelations, graviton revelations are unavailable

Biotech Augmentation (Ex)-The character has been augmented with strains of self-replicating biotech matter that build themselves into biotech augmentations. The character may gain a number of biotech augmentations with a total item level equal to their class level (more grow in your system as you level up), without paying any cost. Once chosen these may not be removed. You may replace one biotech augmentation gained this way with a new one on every even level.

Photon Zenith (Su)-You gain two Zenith revelations. This ability otherwise functions like the Zenith revelations ability of The Starfinder Roleplaying game Core Rulebook. These must be Photon zenith revelations.



Ancient Solarian Starship Technology

Hull Restructuring

The ragtag nomad fleets of the Ancient Solarions have very little uniformity in ship design. Often salvaging vessels of enemies they encounter. They have often needed to completely change the base frame they were working with in order to meet the needs of their ships. This need led to the development of a technique called "Hull Restructuring."

A ship may be restructured more than once. Each restructure costs 10 BP on the ship. Each time it is done it allows the ship to have one of the following modifications:

- Add one expansion bay, remove a number of HP equal to the ship's HP interval.
- Remove one expansion bay, add a number of HP equal to the ship's HP interval.

Note: this option is not available to ships that have their number of expansion bays set to -.

Expansion Bays

These expansion bays can all be found in both solar and graviton fleets. They are also found elsewhere throughout the galaxy.

EXPANSION BAY	PCU	COST (IN BP)
External Cargo Mount	1	5
Extradimensional Guest Quarters	2	100
Sleeper Barracks	1	1
Stellar Bazaar	2	10

External Freight Mount - This is a mounting system that allows the ship to mount a much larger amount of cargo externally. In order to preserve this cargo it is jettisoned at the start of combat along with a pickup beacon, so it can be retrieved. If it is not jettisoned like this, then the ship suffers -2 AC and TL for each external cargo mount that is not jettisoned. No ship with cargo mounted on the external mount may enter the atmosphere, and doing so anyway instantly destroys all such cargo. The mount extends shields and similar effects around the cargo, and allows it to enter any form of FTL (hyperspace, solar currents, gravitic folds, etc.) the ship has. A ship may only mount a maximum of two external cargo mounts. Only ships with of huge size and larger, or ships with a freighter hull of any size, may equip external cargo mounts. Each mount may hold any amount of cargo up to one size category smaller than the ship it is mounted on, and up to a weight at the low end of its own size category's weight as indicated on the "Starship Scale" chart in the Starfinder Roleplaying Game Core Rulebook.

Extradimensional Guest Quarters - One of the most luxurious ways to travel. Technologically and physically speaking, this is little more than row after row of doors. Each door actually leads to an extradimensional space that is functionally a mansion, with full staffs of unseen servants to cater to your every want or need. Most often used in extreme luxury starcruise liners, these house 50 such extradimensional mansions, and can transport as many separate parties at a time. Only ships of at least tier 15 may carry this expansion bay. They are most often encountered on Deity Corp ships.

Sleeper Barracks - Utilizing a hybrid of technology and spells, this bank of sleeping pods keeps a large number of people comfortable and asleep in the minimum space necessary. Sleeper Barracks can house

almost 100 individuals. Often used to transport armies, they also find use on colony ships preparing to begin a new life somewhere.

Stellar Bazaar - A designated portion of your ship is given over to house merchants from across the universe. While most adventurers must travel to civilization to make a profit, a ship housing a stellar bazaar allows them to convert their adventures to credits almost anywhere by selling to interested buyers from all walks of life. Each merchant generally pays a fee for their stalls, however this goes to maintaining the bazaar, making it rather self-sufficient. In order to house a Stellar Bazaar a ship must have at least 4 contiguous cargo holds (100 tons, huge size objects)

FTL Drives

Graviton Engine

Graviton Engine may be chosen for a ship in place of a Hyperspace drive. They may only be operated by a person who can attune to Graviton energy. Regardless of its size, it takes 200 PCU to operate it. It costs 10 x Size Category in BP.

The power requirements of Graviton engines make using them on small or tiny ships difficult; however it is not completely unheard of, just extremely rare.

Graviton Engines harness the power of gravity to bend space-time until it folds in upon itself and allows the ship to move from one place to different location almost instantly. This is only possible in the gravity well of major stellar bodies (stars, planets, some super structures, etc.). The start and end points must both be at the outer edge of two different celestial body's gravity field, or the drive will fail. The Engine Rating is depends on the gravity exerted by the celestial body you are departing.

Departing:	Engine Rating
Artificial Structure	1
Moon	2
Nongiant Planet	3
Gas/Ice Giant	4
Star	5

Despite the transfer occurring instantaneously, the warping of space-time causes a relativistic effect on the crew compared to the rest of the universe. Time slows down greatly on the ship transferring, more so the greater the distance. The same amount of time will have passed for the rest of the universe as it would take a hyperspace engine of the same rating to make the journey.

Solar Sails

Solar Sails may be chosen for a ship in place of a Hyperspace drive. They may only be operated by a person who can attune to Photon energy, whether they be a modern Solarion, or possess the Ancient Solarion-Photon archetype. A ship may have one solar sail per size category above small (max 5), and a solar sail equipped ship has an engine rating equal to the number of solar sails equipped on it. Solar sails draw their energy from the stars themselves, and require no power from the ship's power plant. Each solar sail costs 5 x Size Category in BP. Solar Sails may not be equipped on tiny or small craft.

A ship with solar sails and operated by a photon attuned person draws photonic energy from a star's corona to enter a partially phased solar current that can swiftly deliver the ship to another star. This causes a solar flare upon departing for the distant star. A ship equipped with solar sails is unaffected by the heat of a star or solar flares while a photon attuned crewmember channels photonic energy through them.

The travel time from one star to another is equivalent to making the journey with a hyperspace engine of the same rating. You can only exit these solar currents in the target star's corona.

Defensive Systems

Graviton Shields

Graviton Shields are a technology that requires its user to be Graviton Attuned, like graviton engines. It functions by slightly warping space-time causing incoming fire that would have been on target to miss instead. It is carefully timed with the ship's own weapons to allow attacking the enemy without the distortion. Further, it must apply this distortion in patterns that can be calculated by a sufficiently advanced computer.

The ship gains AC equal to twice the crewman operating the gravitic shield's Graviton Attunement level, and half that to TL. If the enemy ship uses its computer bonus to aid gunnery, and that bonus is at least equal to, the graviton attunement level of the graviton shield, the bonus the graviton shields provides is reduced by half.

This system interferes with a ship's normal shields, and may not be active at the same time as standard shields. It takes 50 PCU to operate this system, and costs $15 \times \text{Size Category} + 6 \text{ BP}$ to purchase and install it. You must have a Gravitic Drive for this system to function.

Example 1: Ship A has graviton shields operated by a crewman who has just reached graviton attunement level 3, giving his ship +6 to AC. Ship B is firing upon Ship A. The gunnery applies the bonus from a Mk 3 Mononode computer to his gunnery check, giving him +3. The use of the computer reduces the graviton shields to only a +3 bonus to AC on Ship A, opposing the +3 gunnery from the mononode on Ship B.

Example 2: Ship A has graviton shields operated by a crewman who has just reached graviton attunement level 2, giving his ship +1 to AC. Ship B is firing upon Ship A. The gunnery applies the bonus from a Mk 1 Mononode computer to his gunnery check, giving him +1. The use of the mononode does not reduce the graviton shield's bonus to AC, and the attack is resolved with all bonuses fully applied to both sides.

Corona Shields

Corona Shields use photonic energy gathered by a ship's Solar Sails, and channeled by a Photon Attuned crewman into a blazing sphere of light and heat surrounding the ship. This causes damage to anything moving into or out of its hex (other than itself of course) equal to the regeneration rate of your normal shields for every level of photon attunement its operator currently has (max 4). It also does this damage if it passes through the hex of another ship. It also can engage tracking weapons as if it were a weapon with the point quality, with a bonus equal to $(\text{Number of Solar Sails} \times \text{Photon Attunement level})$. Against tracking weapons, the Corona Shield engages them coming from any direction, or even simply passing through its hex on its way to another target. It even engages friendly tracking weapons, making them rarely used on a ship with a corona shield.

A Corona shield may be active at the same time as a normal shield, however it deals damage to the ship's shields each turn as well, though once the shields are depleted, it does no damage to the ship's HP.

The PCU cost of Corona Shields can fluctuate. Calculate it with the following equation: $(15 - \text{Number of Solar Sails}) \times \text{Photon Attunement Level} = \text{PCU cost}$. Corona shields cost 20 BP per solar sail on the ship.

Starship Weapons

LIGHT WEAPONS	RANGE	SPEED	DAMAGE	PCU	BP COST	SPECIAL PROPERTIES
DIRECT-FIRE WEAPONS						
Ancient Solarian Stasis Beam M1	Short	-	2d6	40	15	Line, Tractor Beam, Gravitic
Ancient Solarian Stasis Beam M2	Short	-	2d6	40	15	Line, Tractor Beam, Photonic
TRACKING WEAPONS						
"Banisher" Micromissile Battery	Long	10	2d6	15	7	Vortex, Array, Gravitic, Limited 5

HEAVY WEAPONS	RANGE	SPEED	DAMAGE	PCU	BP COST	SPECIAL PROPERTIES
DIRECT-FIRE WEAPONS						
Ancient Solarian Gravity Gun	Medium	-	4d6	40	40	Tractor beam, Gravitic
Ancient Solarian Flare Cannon	Long	-	6d6	40	45	Line, Photonic
TRACKING WEAPONS						
Ancient Solarian Spellgate Missile Launcher	Medium	8	4d12	10	20	Planar Overlay, Limited 5

CAPITAL WEAPONS	RANGE	SPEED	DAMAGE	PCU	BP COST	SPECIAL PROPERTIES
DIRECT-FIRE WEAPONS						
Ancient Solarian Gravity Cannon	Long	-	2d6x10	40	60	Tractor beam, Gravitic
Ancient Solarian Blaze Cannon	Long	-	3d4x10	40	45	Line, Photonic
TRACKING WEAPONS						
Ancient Solarian Plasma Torpedo Battery	Long	20	4d4x10	20	35	EMP, Irradiate (severe), Limited 2

Weapon Special Properties

Gravitic - This weapon's tractor beam property may affect any ship whose size category is it's size plus one size for every point of the gunner's current Gravitic Attunement. Both Tractor Beams and Vortex weapons add the gunner's Gravitic Attunement as a modifier to their DCs.

Photonic - Line weapons with this property can be tuned by gunner that is photonically attuned to either apply the EMP special property (Number of rounds the system glitches for is equal to the gunner's photonic attunement level at the time of firing. Alternatively the gunner may tune a line weapon to use the Irradiate special property (radiation level equal to photonic attunement level with 1 being low radiation, and 4 being severe radiation)

Planar Overlay - The weapon has multiple spell crystals that activate when the missile has traveled to the designated coordinates. When activated, in a radius of three hexes, simultaneous planar overlay events begin occurring and continue to occur for a number of rounds equal to your ship's tier. The effects of this is to block line of effect and line of sight in the hexes affected by Planar Overlay. The torpedo's damage is applied to any ship entering or exiting on of the overlay hexes during its duration.

At the GM's discretion, ships from other planes may pass through the overlay area and into the material plane. These ships are almost always hostile to whoever fired the missile and caused the overlay, if that person is still in sensor range.

Designer's Notes

You are all a fairly smart bunch; so no doubt, you have picked up on a lot of what inspired this. When I first cracked open my core rulebook, and I read about the solarian class, my first thought was “Barbarian Jedi!” This has been writing itself since then. I wanted to put together a version of the jedi/sith conflict that would feel at home in The Starfinder Roleplaying Game.

The jedi and sith were only where the thought began though. It certainly didn't stay there. Many games concentrate on the conflict between good and evil. It's a classic, and hard to go wrong with it. I wanted to go a different direction though, and concentrate instead on the conflict between order and chaos.

There are a lot of examples of this in fiction, but my favorite is in the conflict between the vorlons and the shadows in Babylon 5. Neither side was good; both sides thought they were making the galaxy better. Everyone else was caught between them.

That is in somewhat the feel I was aiming for in their conflict.

Each of the two philosophies were also wildly different from sith or jedi teachings. I also didn't stick with the light vs dark motif. The Path of Light is the analogue to sith teachings, embracing emotion and chaos above all else. However, in attitude, I actually had Romulans from star trek in mind. Romulans abandoned Vulcans in order to embrace emotion over logic, and managed to create an interstellar empire out of it. The powers of the path of light are themed around fire, with is often used symbolically as passion.

The followers of the graviton code are the analogue of the light side jedi, promoting order and civilization; even their powers over gravity are themed around control. However, I got a considerable amount of inspiration for them from Star Trek's Borg Collective. Their orderly tendencies lead to the formation of a cybernetic collective. Unlike the sinister Borg however, theirs is entirely voluntary.

Being an ancient civilization, they were around long before hyperspace drives were given to the younger races by their gods. Their age necessitated making up other forms of faster than light systems for them to use. I decided I wanted technologies themed along the same ways as the powers of those who would be using them. This developed into the drives presented in this book, and the shields and weapons followed naturally afterwards.

I hope you and your group will have fun with this material, and feel free to contact me with any questions, comments or feedback (contact info on the title page).

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