

STAR LOG.EM-028

SOLARIAN ZENITH REVELATIONS



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SOLARIAN ZENITH REVELATIONS

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~ Alexander Augunas
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ACCESSING ARCHIVES QUERY: ZENITH REVELATIONS

Hello, and thank you for purchasing *STAR LOG.EM027: SOLARIAN ZENITH REVELATIONS!* For most solarians, zenith revelations represent the pinnacle of understanding between the balance of stellar forces—a flawless understanding of both proton and graviton. As a result, they tend to be powerful, flashy abilities that you only gain access to when you're fully attuned to either proton or graviton powers. This means that for many characters, the zenith revelation is their "final form," and should be treated as such.

The average person living in the Xa-Osoro System doesn't understand much about zenith revelations or what makes them special, but any solarian who witnesses one of their peers achieve this state is often driven to tears, overwhelmed by the absolute perfection in the revelation's attainment. In contrast, a solarian who comes face to face with a foe's zenith state is often harrowed by the experience since the implication is that their enemy managed to acquire a near perfect symbiosis with some aspect of stellar power. Few solarians can simply enter such a state at will, however. It takes unimaginable focus and dedication to move one's spirit to the cosmic rhythm that allows access to this power, and as a result the attainment of such power is always a personal accomplishment worth celebrating.



ZENITH REVELATIONS

Whenever you gain the zenith revelation class feature (such as upon gaining your 9th solarian level), you can choose from the following stellar revelations in addition to those from the *STARFINDER CORE RULEBOOK*.

BURST OF LIFE (SU) [PHOTON]

When you're fully photon-attuned, you can expel stellar energy from your body to heal those around you. As a move action you can spend 1 Resolve Point or leave photon mode to unleash a 10-foot-radius burst of healing centered on you. Each ally within this area heals a number of Hit Points equal to twice your solarian level. At 17th level, allies within this area heal a number of Hit Points equal to three times your solarian level instead.

COLLAPSE POINT (SU) [GRAVITON]

When you're fully graviton-attuned, you can create a powerful point of gravity as a standard action. The point of gravity appears at a grid intersection that you have line of sight to within medium range (100 feet + 10 feet per solarian level) and remains until the start of your next turn. Creatures within 10 feet of this point must succeed at a Reflex save or be entangled (treat the point as an anchor for this condition) and pulled into the closest available space to this point, moving in order from lowest initiative to highest initiative. All creatures within the area take bludgeoning damage equal to $2d8 +$ your Charisma bonus (minimum 0), even on a successful save. This damage increases by 1d8 for every 3 solarian levels you have beyond 9th.

Starting at 17th level, you can either extend the radius of this effect by 5 feet or select a number of creatures up to your Charisma bonus (minimum 1) to exclude from the revelation's effects. You are immune to all effects of your point of gravity.

GRAVITY BARRIER (SU) [GRAVITON]

When you're fully graviton-attuned, you can create a localized field of fluctuating gravity that protects you and your allies as a move action. The barrier takes the shape of a 10-foot radius sphere centered on you. The barrier remains for a number of rounds equal to your Charisma modifier (minimum 1 round) and can be dismissed as a swift action. Any creature within the barrier other than you is pushed out into the nearest available square unless it succeeds at a Fortitude save. Creatures that are not pushed out by the barrier do not have to make further saves against the barrier, but have difficulty approaching you and treat squares within the barrier as difficult terrain if moving towards you. In addition, you gain a +2 bonus to your AC while the barrier is active. This bonus does not stack with cover. At 17th level, the size of the barrier increases to a 15-foot radius.

GRAVITY WAVE (SU) [GRAVITON]

When you're fully graviton-attuned, you can create a massive wave of gravity to push your enemies. As a standard action, you can project a gravitational wave in a 30-foot cone. You choose whether each creature or object within the cone is affected by this ability.

Affected targets must succeed at a Fortitude save or be pushed 10 feet away from you in a straight line and knocked prone. Creatures that cannot be knocked prone are off-kilter instead. You can push affected targets an additional 10 feet for every 3 solarian levels you have beyond 7th. If a target cannot move back due to a wall or other solid surface, it takes 2d6 points of kinetic damage for every 10 feet it would have been pushed before falling prone. The GM chooses whether this damage is bludgeoning, piercing, or slashing damage based on the type of material that the target collided with. At 17th level, the size of the cone increases to 60 feet.

INNER FIRE (SU) [PHOTON]

When you're fully photon-attuned, you draw out the inner energy of your allies to empower their attacks. All allies within 30 feet that you have line of effect gain a +2 morale bonus to weapon damage rolls, and attacks they make with weapons deal half their damage as fire damage, as if their weapons had the *flaming* weapon fusion. You can leave photon mode as a move action to increase the damage bonus from this ability to 1d6+1 for a number of rounds equal to your Charisma bonus (minimum 1).

LUNAR SHIFT (SU) [PHOTON]

When you're fully photon-attuned, you can tap in to cyclic, ever-changing phases of the universe's moons to shift the energies of those around you. As a move action, select one creature within close range (25 ft. + 5 ft. per 2 solarian levels). Choose either acid, cold, fire or electricity. The target's resistance to the chosen energy type is reduced by 5, to a minimum of 0, for a number of rounds equal to your solarian level. If the creature does not have resistance to the chosen energy type, it instead gains vulnerability to the chosen energy type for 1 round. At 14th level, you can either select a second energy type and reduce resistance to that type by 5 or reduce resistance to the one energy type by 10. At 17th level, you can reduce resistance of two energy types by 10 or reduce resistance to one energy type by 15. You can only cause a creature to gain vulnerability to one energy type with this ability, even if the creature does not have resistance to multiple energy types. A successful Fortitude save negates this effect. Whether or not the save is successful, a creature cannot be the target of this revelation again for 24 hours.

QUANTUM RELEASE (SU) [GRAVITON]

When you're fully graviton-attuned, you can unshackle yourself from the constraints of space and time by spending 1 Resolve Point or leaving graviton mode to immediately take an extra move action. You can only use this ability once per round. Using this ability requires no action if you use it on your turn, or a reaction if you use it on another creature's turn.

UMBRAL AURA (SU) [PHOTON]

When you're fully photon-attuned, you can block off all light around you as a move action, surrounding yourself in an eclipse. You gain a gaze attack (see *Starfinder Alien Archive*) with a

range of 10 feet. Creatures within range and that have line of sight to you become blinded until the start of your next turn. Creatures that succeed at a Fortitude save are dazzled instead. Starting at 13th level, creatures that fail their Fortitude save are blinded for 1 minute. At 17th level, your allies count as blocking their vision instead of looking obliquely.

SOLARIANS IN XA-OSORO

The following section details several famous solarians in the Xa-Osoro System. For additional information regarding solarians in the Blood Space Campaign Setting, see *STAR LOG. EM-016: STELLAR REVELATIONS*.

COLLAPSE

Perhaps the most infamous of solarians in the Xa-Osoro System, the solarian known as Collapse (Female young adult human solarian 9) was a former student of the famed Halls of Absolution before becoming a stellar terrorist. Known as Hijalvi Mai during her years at the school, Collapse is best known for her use of graviton power to assassinate several prominent oligarchs on Tor by literally crushing them beneath the corporations they had built while broadcasting the stunt live on Tor's infosphere. Local authorities failed to apprehend Collapse, and she has yet to be seen since. Despite her absence, dozens of anti-capitalist extremists throughout the system look to Collapse as a symbol of hope for the future, and evoke similar crimes throughout the system in her name.

CONTEMPLATOR VALSHAVAN

Although the number of solarians in the Xa-Osoro System are vast, there are few places where younglings who've awoken the power of the stars can receive the proper training in mastering these powers. One of the most famous is the Halls of Absolution, which resides on a small asteroid coasting along in the Lover's Knot, the planetary rings shared by Eozzata and Ozari. There Contemplator Valshavan (Male old adult samsaran solarian 12) spends his days gathering like-minded solarians where he and his followers teach younglings still learning to control their newfound powers to accept external and internal dualities. Although well-mannered and wise with dozens of lifetimes devoted to mastering the ways of the solarian, Valshavan is notoriously crass with the press. In recent years, Valshavan and his school have come under fire as a haven for extremists after a former student used the temple's teachings to crush an entire city block under the weight of a black hole.

ECLIS THE STARSEEKER

Although the occasional fringe solarians who emphasizes a single aspect of solarian power over the other certainly exist, most are drawn to explore the duality between proton and graviton. Such was the case with Eclis Shadowsaw (Nonbinary mature adult wayang solarian 8), whose fascination with starlight following their solar manifestation ultimately led to their banishment from the wayang shadow cathedral

Blackwretch. Today, Eclis is now known as the Starseeker, the leader of a small conclave of wayang dayseekers who've come to make their home on a secluded patch of dirt on dead Uramesh with the local uramae's approval.

TSUVE "TWINTAIL" SILENTSTEP

Despite their strong personalities, solarians very rarely become public icons because most desire to contemplate the cosmos rather than seek glory or fame. Tsuve "Twintail" Silentstep (Male young adult kitsune solarian 5) is an exception in this regard. Having achieved solar manifestation at a mere two and a half years of age, Tsuve was thrust into the limelight before he was toilet trained by parents who were more than willing to capitalize on their prodigal son. He studied at the best schools and temples, trained with the best soldiers, and dined with the finest socialites as little more than a boy, and his fame only grew when he ascended into a kyubi (see *STAR LOG. EM-006: KYUBI PARAGON*) during his publicly broadcast 13th birthday party. Now a heartthrob of 18, Tsuve's idol name of "Twintail" is known throughout the Xa-Osoro System, as well as his signature solar manifestation, which resemble fully animated illustrations of his face. Tsuve's Twintail persona has his own animated series, in which Tsuve uses his twin starswords of justice to smite the enemies of the Radiant Imperium.

VEZKOFF VON ELSTAN

Few solarians embody duality better than Vezkoff von Elstan (Male mature adult dhampir solarian 16), whose very nature embodies the dual forces of life and death. Born an uramae on Uramesh well before the Nova Age, Vezkoff was one of many uramae who chose to remain behind on their dying world after his people—now known as deoxyians—mined their world of all its resources. Like all surviving uramae, Vezkoff resorted to mummification to preserve himself following the degradation of Uramae's breathable atmosphere, drinkable water, and edible game. He directly serves Uramesh's council of viziers, and is often called to act a liaison between Uramesh's undead population and its living visitors.

X-R4771B

When it was first created, X-R4771B (Agender mechanoi solarian 3) was an ordinary X-series mechanooid designed for routine construction on the outmost layers of 1010 Robotics's 1010 SuperRing project, a massive structure designed to fully harness the energy of the Xa-Osoro System's final remaining star, Xa. During a particularly violent solar flare, X-R was struck with a lash plasma from Xa that devastated the mechanoi, completely melting his exterior body and fusing it to the SuperRing, but somehow leaving its core processors intact. Its managers having simply reported the mechanoi's and ordered a new unit to take its place on the SuperRing, X-R was left along for decades in its fused state, processing information and solar radiation alike. After decades of work, X-R harnessed stellar energy to melt and reshape its body back into its original form, transforming itself into a solarian in the process.

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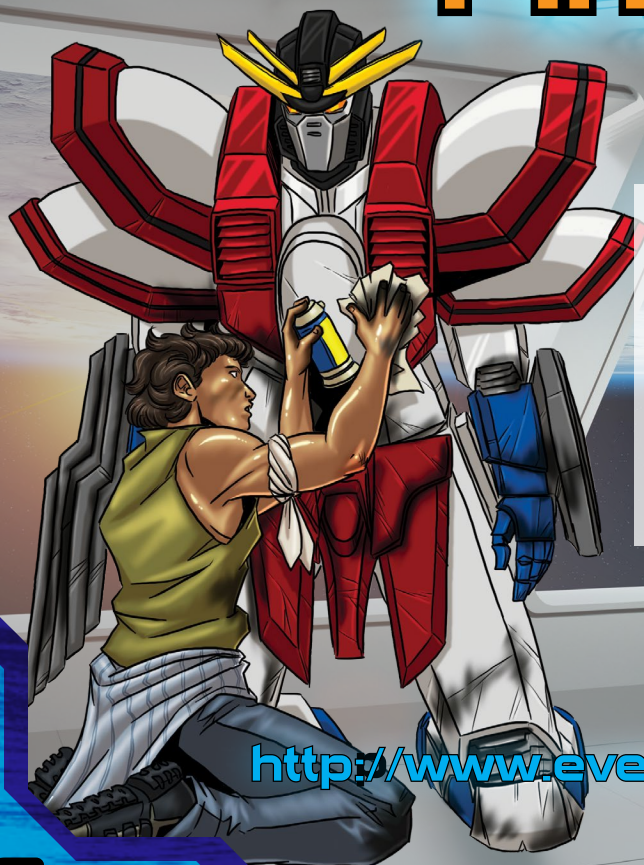
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