ALTRONUS (LEVEL 1)

Male kasatha scholar solarian 1
LN Medium humanoid (kasatha)
Init +1; **Perception** +1

DEFENSE   SP 8 HP 11 RP 2
EAC 12; **KAC** 13
Fort +3; **Ref** +1; **Will** +3

OFFENSE
Speed 30 ft.
Melee solar weapon +4 (1d6+2 S)
Ranged azimuth laser pistol +2 (1d4 F; critical burn 1d4) or
   frag grenade I –1 (explode [15 ft., 1d6 P, DC 7])
Offensive Abilities black hole, solar manifestation (solar
   weapon), supernova

STATISTICS
Str 14 (+2); **Dex** 12 (+1); **Con** 12 (+1); **Int** 11 (+0); **Wis** 12 (+1);
   Cha 12 (+1)
Skills Acrobatics +7, Athletics +8, Diplomacy +5,
   Life Science +4; (reduce the DCs of Life Science checks by
   5 when recalling knowledge about xenobiology)
Feats Weapon Focus (advanced melee weapons)
Languages Common, Kasatha
Other Abilities desert stride, four-armed, stellar mode
Combat Gear *mk 1 serums of healing* (2), frag grenades I (2),
   medpatch; **Other Gear** second skin, azimuth laser pistol
   with 1 battery (20 charges), beacon, everyday clothing,
   field rations (1 week), flashlight, hygiene kit, personal comm
   unit, titanium alloy cable (100 ft.), credstick (33 credits)

SPECIAL ABILITIES
Black Hole (Su) When fully attuned to graviton mode,
   as a standard action Altronus can pull any number
   of creatures he targets that are within 20 feet of
   him toward him. Each target must succeed at a DC 11
   Fortitude save or move 5 feet closer. This movement
   does not provoke attacks of opportunity. After using this
   power, Altronus becomes unattuned.
Desert Stride Altronus can move through nonmagical
   difficult terrain in deserts, hills, and mountains at his
   normal rate.
Four-Armed Altronus has four arms, all of which can wield
   and carry items normally, though this does not affect
   how many attacks he can make each round.
Solar Manifestation (Solar Weapon) Altronus has a mote
   of yellow light that orbits him. He can grab this and turn
   it into a solar weapon with the same ease as drawing

a weapon. It is considered a one-handed advanced melee
weapon that deals 1d6 slashing damage.
Stellar Mode At the beginning of Altronus's first round
   in a combat, he must choose one of three modes—
   graviton-attuned, photon-attuned, or unattuned. If
   graviton- or photon-attuned, he gains 1 attunement
   point for the appropriate mode. Each round, he
   either maintains that mode (gaining another
   point of attunement, to a maximum of 3), or
   becomes unattuned (losing all attunement points,
   and he can then enter a new mode on the following
   turn). If Altronus has 1 or 2 points in a mode, he is
   attuned to that mode. If he has 3 points in a mode, he is
   fully attuned to that mode. Some of his abilities function
   only when he is attuned or fully attuned to the graviton
   or photon mode.
      When attuned in graviton mode, Altronus gains a +1
   insight bonus to his Reflex saves.
      When attuned in photon mode, Altronus gains a +1
   insight bonus to damage rolls.
Supernova (Su) When Altronus is fully attuned to photon
   mode, as a standard action he can deal 2d6 fire damage
   to all creatures within 10 feet of him (Reflex DC 11 half).
   After using this power, Altronus becomes unattuned.

GEAR DESCRIPTIONS
Azimuth Laser Pistol This weapon can be fired 20 times
   before its battery needs to be recharged or replaced.
Beacon This handheld light increases the light level by
   one step in a 50-foot radius. It can operate for 10 hours
   before its battery must be recharged or replaced.
Flashlight This handheld light increases the light level by
   one step in a 20-foot cone. It can operate for 10 hours
   before its battery must be recharged or replaced.
Medpatch Altronus can use this to attempt an untrained
   Medicine check with a +10 bonus to perform the first
   aid, long-term stability, treat disease, or treat drugs or
   poison task.
Mk 1 Serum of Healing Drinking a vial of this serum restores
   1d8 HP.
Second Skin While wearing this armor, Altronus can close
   its environmental seals and survive in a vacuum (or other
   harsh environment) for up to 24 hours.
Titanium Alloy Cable This 100-foot-long cable is designed
   for climbing or securing loose cargo.