Starborn are a race of androgynous beings with skin that shimmers and sparkles like the stars. Their sharp, angular features and piercing eyes glow with an inner light, and their hair—often blue or silver—seems to shimmer and move as if caught in an ethereal breeze. Tall and slender, they exude an otherworldly grace yet are fiercely resilient, able to withstand the harsh conditions of the cosmos and the demands of the arcane.

Starborn are a mysterious and enigmatic species with unknown origins. They value grandeur and a desire to stand out and often display their wealth and power through elaborate clothing and decorations. Despite their tendency towards self-importance, they are deeply philosophical, seeking to understand their place within the universe. They live in small communities, often located in remote, mountainous regions where they can gaze up at the stars in solitude. They are fiercely independent people with a strong sense of self-determination. They are loyal to their allies and will go to great lengths to defend their communities and loved ones.

Starblood. Some of the most powerful Starborn can transform into celestial beings, taking on the form of stars or other heavenly bodies.

Astronavigators. Starborn have a strong connection to the stars and the cosmos and are rumored to be able to navigate through space and even visit other worlds.

STR	DEX	CON	INT	WIS	СНА
16 (+3)	14 (+2)	12 (+1)	14 (+2)	10 (+0)	12 (+1)

Skills Arcana +6, Athletics +5 Damage Resistances force, radiant Senses passive Perception 10 Languages Celestial, Common Challenge 2 (450 XP)

Proficiency Bonus: +2

Astral Ancestry. The starborn has advantage on saving throws against being charmed.

Astral Weapons. The starborn's weapon attacks are magical. When the starborn hits with any weapon, the weapon deals an extra 3 (1d6) force damage (included in the attack).

Actions

Astroblade. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands, plus 3 (1d6) force damage.

Innate Spellcasting (Celestial Magic). The starborn casts one of the following spells, requiring no spell components and using Intelligence as the spellcasting ability (spell save DC 12):

At will: light, sacred flame

Astral Strike (1/Day). The starborn channels the power of the stars into its Astroblade, causing it to glow with an otherworldly light. The starborn make a single Astroblade attack against a target, and on a hit, the target takes an additional 5 (1d10) force damage and must succeed on a DC 12 Constitution saving throw or be stunned until the end of its next turn. If the target is a fiend or undead, it takes an additional 5 (1d10) radiant damage and is blinded until the end of its next turn.