

5e D&D Race: Astral Children

"Winning text here"

Astral Children are made from stardust. Some even spontaneously form, fully grown or not. While others may generate in the wombs of mortals of any sentient race; though they usually do not share any real physical similarities with their birth mother. The question on how Astral Children form is one that goes incredibly unanswered, it is hypothesised that they are formed from the fleeing souls of Suns and Stars that have died; their births signaled by the supernova of a dying star. Whatever the case may be, they often show incredible talent even surpassing that of other mortals. Their enlightened minds alone are capable of warping the material plane. Some even have exhaustive memories of life floating among the stars.

Astral Embodiment

The mortal bodies of Astral Children can vary wildly from one another, but their most common shared feature is a resemblance to the night sky. When looking at an Astral Child it is as if you are looking through them and into the void of night itself. Stars, nebulas, galaxies and planets all dot the surface of an Astral Child's appearance. Their strange appearance and eyes as bright as the moon or sun often enthralls and mortifies other mortals, for gazing at an Astral Child is like gazing into the abyss itself. Their appearance tends to enchant people with wonder and terrify them at the same time.

Outside of their shared resemblance to the night sky, Astral Children vary wildly in terms of physique and conventional attractiveness. Not all of them look as if they are even of the same race, some may resemble elves, while others may resemble dwarves or dragonborn; as if they were constellations in the sky. Facial features such as noses, mouths, and other such definitions may be obscured or visually absent due to the overwhelming appearance of the celestial bodies that make up the night sky view.

Cosmic Heritage

The generation of Astral Children is varied and wildly unique, with it not being entirely uncommon for Astral Children to appear as full adults out of thin air; sometimes accompanied by a loud deafening noise and blinding light. Yet other Astral Children are generated in the wombs of unsuspecting mortals and birthed, potentially accompanied by the same deafening noise and blinding light; some were even magically birthed fully grown much to their mother's chagrin. When generated as Adults, Astral Children generally have fully adult minds as well. It is precisely because of the unique generation of Astral Children that causes them to be often feared and even hated by ignorant or religious masses who may see them as demons; while other times they may be praised as gods among men.

However, the creation of Astral Children cannot be attributed to any divine or demonic interference; their creation is wholly random and spontaneous. Their bodies and souls formed by dying stars millions of light years away that will never be seen with human eyes. The way they come into the world is no different than how stars appear in the night sky, and while some Astral Children will be birthed into civilization, others will find themselves indefinitely floating amongst their celestial star kin.

Star Souls

The souls of Astral Children are considerably unique compared to most mortal souls save for perhaps those of a divine nature. An Astral Child contains the soul of an entire star within them, ever bright and blinding to those that can see them. Their souls power their body, mind, and magic with the efficiency of the nuclear fission of stars. Their souls are created when a star dies somewhere in the cosmos, its soul flees, for it has no afterlife to go to, but the power of a star's soul is a power of creation. While a typical star's death would mark the beginning of a new star or planet, some float endlessly on until they generate themselves a mortal vessel that is an Astral Child.

When an Astral Child is killed, dies, or otherwise disappears from existence, often marked with the same explosion of sound and light their creation caused, their souls are never

wasted as their being is recycled; perhaps into another star, planet or Astral Child.

Nebulous Beings

As a result of the unique origins of Astral Children, their general average behavior is quite different and is most comparable to Elves. Most Astral Children live an extraordinarily long time and may even have vague memories of life as a celestial body; this is generally not something that makes them particularly savant or wise in the ways of civilization. Though exceptions may exist, Astral Children generally have trouble integrating with society like other mortals; they are commonly ignorant of many of the details of socializing that is only increased by the possibility they were born yesterday. Astral Children despite this are usually quite intelligent and enlightened in an odd sort of way; with a unique if not chilling ability to look at a near infinitely large picture.

Astral Children also tend to not value the same things as mortals would, family, friends, and material values are all quite foreign concepts to an Astral Child. The ideals an Astral Child typically values is one of experience, being able to see and do things throughout their life holds far more importance to them then the concept of good and evil. That said, most Astral Children tend to shy away from evil and often dislike harming things; though they may also apply their philosophy of harming things to the non sentient and material objects rather than just other mortals.

Astral Child Names

Astral Children have a propensity to go nameless for much of their life, they generally don't have a title for their sense of self. However when an Astral Child takes up a name, it is usually one associated with a treasured experience or occurrence. Names gained in this manner are often subject to change and replacement as an Astral Child gains new experiences. Alternatively, if an Astral Child was birthed by another mortal race, they may be named according to the naming conventions of that race instead.

Astral Child Names: Bright, Damp, Warm, Tree, Sky, Blue, Wet, River, Stone, Flower, Loud, Sweet, Cake, Scared, Explosive, Book,

Astral Child Traits

Your Astral Child Character has a number of other traits in common with all other Astral Children.

Ability score increase. Your Intelligence ability score increases by 2, and one other ability score of your choice increases by 1 to a maximum ability score of 20.

Age. An Astral Child can live far longer than most other mortal races as a result of their cosmic origins. While it is unknown how long an Astral Child can live, some have been known to live for many thousands of years, reaching close to 10,000 years. While others naturally die far sooner than that. The Astral Children's cosmic heritage leaves their aging to vary. However, they do tend to reach adulthood at roughly the same time as a human would if born naturally.

Alignment. Astral Children vary in their personalities as much as planetary bodies do from each other. Some Astral Children are as wild and flashy as solar flares, while others may simply be content to follow the order of things. Whatever the case, Astral Children do commonly tend towards a lack of selflessness or selfishness; being mostly neutral to the universe as a large.

Size. Your Size is Medium, with an Astral Child's average height being comparable to humans.

Languages. You learn Common and one other language of your choice.

Speed. Your base walking speed is 30 feet.

Superior Darkvision. As a being made from the glittery void of the astral plane, You can see in dim light within 120 feet of you as if it were bright light, and in darkness as if it were dim light.

Cosmic Physiology. You are a being made from the dust of stars. You do not need to eat, drink, or breathe.

Star Magic. You know the dancing lights cantrip. When you reach 3rd level, you can cast the Guiding Bolt spell once with this trait and regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast the Levitate spell once with this trait and regain the ability to do so when you finish a long rest. Intelligence is your spellcasting

ability for these spells. When you cast them with this trait, they don't require components.

Astral Gravity. You can manipulate your own personal gravity. While you are not wearing heavy armor or you are not encumbered, your jump distance and jump height is tripled.

