
Pathfinder

In the isolated, unknown parts of the world, humanoids in constant fear for their lives may consort with dark powers just to survive. Some entrust in gods, others in nature spirits. Crueler ones find solace in the power of demonkind. Only the truly mad or desperate look to the stars, and the unknowable entities among them, for aid... but those that do are often blessed with the birth of starborn.

Starborn are of a similar ilk to aasimars and tieflings, in that they are humanoids with the essence of something more. What distinguishes starborn, however, is that their blood is derived not from outsiders, but from the greatest and most powerful forms of aberrant life: the Great Old Ones.

While tieflings and aasimars are considered a mixed blessing, however, starborn are generally welcomed by their desperate families, who consider them a sign of favor from their deities. In truth, the birth of a starborn is a chancy business, as the Great Old Ones are beings beyond mortal ken; that starborn are born more frequently to their worshippers is simply part of their whims.

Physical Description: Starborn tend to look like their parent race, though with one or two aberrant features based on their heritage. For most starborn, this is a single dexterous tentacle. Disguise is easier than it might seem, since the aberrant humanoids often dye their tentacles and pass it off as a scarf or belt.

The most dramatic differences between starborn and their parents are internal; their innards are a discombobulated mess of organs, and this internal confusion makes them astoundingly resilient. However, weapons infused with pure order can force some sense into their bodies, making them more susceptible to injury.

Society: Because their births are isolated events, in distant and obscure parts of the world, starborn have no society of their own.

Relations: The odd worldview of the starborn makes for odd relationships. Most races that dwell in civilized societies shun them, seeing them as the children of wild degenerates. Those that have been ostracized, however, may find kinship with them. When starborn venture into polite society and are often cast out, other exiles (such as tieflings, dhampirs, and half-orcs) often find the confused starborn coming to them for advice. This is especially true of tieflings descended from demons, demodands and qliphoth; while their goals do not always align, they at least partly understand how starborn think.

Alignment and Religion: When most think of the Great Old Ones, the ones that spring to mind are dreaming Cthulhu and howling Ithaqua. While these entities do indeed create starborn, not all are descended from them. Starborn are usually chaotic good, chaotic neutral or chaotic evil, although ones with more self-control gravitate toward neutral alignments. Starborn are almost never lawful.

Adventurers: Starborn are curious creatures, and often seek to learn where they came from or what created them. They take easily to the adventuring life, often becoming barbarians, sorcerers or oracles. Starborn paladins and monks are rare in the extreme, as the mercurial creatures chafe at any strictures forced on them.

==STARBORN RACIAL TRAITS (17 RP)==

+2 Dex, +2 Con, -2 Wis (1 RP): Starborn are nimble and resilient, but the madness inherent in their bodies makes them irrational.

Aberration (3 RP): Starborn are aberrations.

Medium: Starborn are Medium creatures and receive no bonuses or penalties due to their size.

Darkvision: Starborn can see in the dark up to 60 feet.

Normal Speed (2 RP): Starborn have a base land speed of 30 feet. They also gain a swim speed of 30 feet.

Amphibious (2 RP): Starborn can breathe water as well as air.

Chaotic Resilience (2 RP): Starborn gain a +2 racial bonus on saves against effects from lawful creatures, and against spells and spell-like abilities with the lawful descriptor.

Damage Reduction (1 RP): Starborn have DR 1/lawful at first level. This damage reduction increases by 1 at 5th level and every five levels thereafter (to a maximum of DR 5/lawful at 20th level).

Unspeakable Sorcery (2 RP): Starborn sorcerers and bloodragers with the Aberrant or Starsoul bloodlines treat their Charisma score as 2 points higher for all sorcerer and bloodrager class abilities. This trait also applies to oracles with the Dark Tapestry or Heavens mysteries.

Tentacle (2 RP): A typical starborn possesses at least one tentacle that she can use to carry objects. She cannot wield weapons with it, but it allows her to retrieve a small, stowed object carried on her person as a swift action. Some starborn may have multiple tentacles, but this has no game effect.

Spell-Like Ability (2 RP): Starborn can cast *Id Insinuation*^{OA} once per day as a spell-like ability.

Languages: Starborn begin play speaking Common and Aklo. Starborn with high Intelligence scores can choose from the following: Aboleth, Abyssal, Boggard, Giant, Orc, Protean, and Undercommon.

==ALTERNATE RACIAL TRAITS==

Firestar: Cthugha grants his pyromaniac blessing to those eking out a living in deserts.

Firestars gain resistance 5 against fire damage. They gain the elemental assault racial trait (as

the sulci trait), but can only deal fire damage. In addition, a firestar has quick reactions and may move up to 10 feet as a swift action; this ability can be used a number of times per day equal to his Dexterity modifier. Firestars are usually kineticists, brawlers, or alchemists. Firestars qualify for the Extra Elemental Assault and Incremental Elemental Assault feats. This trait replaces the swim speed, amphibious, damage reduction and unspeakable sorcery racial traits.

Dreamscale: Those that simply wish to be left alone might seek Bokrug in their dreams. Dreamscale starborn can cast Sleep three times per day as a spell-like ability. Unlike the normal spell, this ability can affect a number of HD's worth of creatures equal to the dreamscale's level +3. At 10th level, all sleep effects (including this spell-like ability) used by the dreamscale starborn ignore immunity to sleep. Most dreamscapes are mesmerists and witches. This trait replaces the chaotic resilience, damage reduction and spell-like ability racial traits.

Robewright: Worshipers of the King in Yellow occasionally find themselves birthing starborn after their plays and debauches. Robewright starborn gain a +2 bonus to any two mental ability scores and a -2 penalty to Constitution. They also gain a +2 racial bonus to two Perform skills of their choice. Robewrights excel at spellcasting, and often become clerics, bards, or psychics. This replaces the normal ability score modifiers, as well as the chaotic resilience and damage reduction racial traits.

==FAVORED CLASS OPTIONS==

The following options are available to all starborn who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the class reward.

Barbarian: The barbarian gains +1/4 of a new rage power.

Bard: Add +1/2 to the save DC for the bard's fascinate performance.

Bloodrager: The bloodrager's reach increases by 1 foot; this stacks with the long limbs ability from the aberrant bloodline. This reward has no benefit unless it is selected five times.

Brawler: Add +1/3 to the number of times per day the brawler can use martial flexibility.

Kineticist: Reduce the burn cost of one wild talent by +1/4 (minimum 0).

Mesmerist: The mesmerist gains +1/3 of a new mesmerist trick.

Oracle: Choose one revelation from the Dark Tapestry or Heavens mysteries that the oracle can use. The oracle treats her class level as if it were +1/2 higher (maximum +4) when determining the effects of that revelation.

Skald: Add +1 to the skald's number of raging song rounds per day.

Sorcerer: Choose a bloodline power from the aberrant or starsoul bloodlines that the sorcerer can use. The sorcerer treats her class level as +1/2 higher (maximum +4) when determining the effects of that power.

Witch: The witch gains 1/3 of a new hex.

==RACIAL OPTIONS==

The following racial options are available to starborn.

Mad (oracle curse): Your mind is clouded to the point of madness. You take a -4 penalty to Wisdom, and your Wisdom score can never be increased by any means. At 1st level, you use your Charisma score instead of Wisdom for your Will saves. At 5th level, anyone attempting to access your mind (whether through telepathy or spells such as Detect Thoughts) is stunned for 1 round instead of succeeding. At 10th level, you add Mind Fog to your list of spells known. At 15th level, you add Feeblemind to your list of spells known, are immune to mind-affecting effects, and you use Charisma for all Wisdom-based skill checks and rolls.

==NEW RACIAL RULES==

The following options are available to starborn. At the GM's discretion, other appropriate races may make use of some of these new rules.

Starborn Feats

Starborn have access to the following feats.

Answer the Call

The stars call to you, and your very body responds.

Prerequisites: character level 7th, starborn.

Benefit: You gain a supernatural fly speed of 40 feet with good maneuverability.

Breathless

Your ancestors didn't need to breathe, and now neither do you.

Prerequisites: character level 11th, starborn.

Benefit: You gain the no breath universal monster ability, and no longer need to breathe to survive.

Eternal Chaos

With strange eons, even death may die.

Prerequisites: Answer the Call, Breathless, Starflight, character level 19th, starborn.

Benefit: You no longer age. Any ability score penalties based on age are removed, and although you still accrue bonuses, you can never die of old age. You also gain immunity to aging effects, such as the Sands of Time spell.

Starflight

You seek worlds beyond the sky.

Prerequisites: Answer the Call, Breathless, character level 15th, starborn

Benefit: Your fly speed increases to 70 feet with perfect maneuverability. In addition, you can survive in the void of space and travel at incredible speeds. Although exact travel times vary, a

trip within a single solar system should take 3d20 hours, and a trip beyond should take 3d20 days or more if you know the way to your destination.

Strangling Tentacle (Combat)

Your aberrant extra limb finds combat utility.

Prerequisites: Improved Grapple, tentacle racial trait, starborn.

Benefit: While grappling an enemy, you automatically deal 1d6 nonlethal damage every round before making any checks to maintain the grapple.

Defending Tentacle (Combat)

While it is still not robust enough to attack with, your tentacle is still useful for defending yourself.

Prerequisites: tentacle racial trait, Shield Proficiency, starborn.

Benefit: You can hold a shield (other than a tower shield) with your tentacle. While holding a shield, your tentacle cannot be used for anything else. However, both of your hands are free, allowing you to wield a two-handed weapon without penalty, and ignore the arcane spell failure chance from using a shield. Your tentacle cannot perform a shield bash, and arcane spell failure from other types of armor still works as normal.

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Starborn oracle 1

CN Medium aberration

Init +1

Senses: darkvision 60ft

==Defense==

AC 15, touch 10, flat-footed 15 (+3 armor, +2 shield)

hp 11 (1d8+3)

Fort +2, Ref +0, Will +2

Defensive Abilities: chaotic resilience

DR 1/lawful

==Offense==

Speed 30ft, swim 30ft

Melee: heavy mace +2 (1d8+2)

Spell-Like Abilities (CL 1st)

—1/day: *Id Insinuation* (DC 12)

Oracle Spells Known (CL 1st; concentration +3)

—1st (4/day): *Cure Light Wounds*, *Magic Weapon*, *Protection from Law*

—0 (at will): *Create Water*, *Detect Magic*, *Light*, *Read Magic*

Mystery: Dark Tapestry

==Statistics==

Str 14, Dex 10, Con 15, Int 12, Wis 4, Cha 15

BAB +0, CMB +2, CMD 12

Feats: Defending Tentacle

Skills: Diplomacy +6, Knowledge (arcana, religion) +5, Knowledge (dungeoneering) +2, Spellcraft +5

Languages: Aboleth, Aklo, Common

SQ: amphibious, oracle's curse (mad), revelations (gift of madness), tentacle, unspeakable sorcery

==Ecology==

Environment: any

Organization: solitary, pair, or cult (3-9)

Treasure: NPC gear (heavy mace, studded leather armor, heavy wooden shield, other treasure)