

## Kalashtar **Uncommon**

Kalashtar are a unique hybrid ancestry born from a group of human monks in Adar and quori spirit refugees from Dal Quor, the Realm of Dreams. These monks willingly joined their souls with the quori spirits and their descendants were the kalashtar. A kalashtar can usually pass for human while their soul is shared with quori spirit who is shared among many other kalashtar. This spiritual connection tends to grant many kalashtar psychic gifts that also come part of their culture along with following the [Path of Light](#), for some a philosophy and others a faith.

For more on Kalaster check out the Eberron Campaign Guide, Rise of the Last War, Races of Eberron, and the Eberronicon.

[If you haven't checked this out in awhile and it seems different from last time; it is! With data from Starfinder 2e I revamped this ancestry a bit starting with Limited Telepathy which then required changing the feats around. Enjoy!]



**Kalashtar** Uncommon

**Hit Points** 6

**Size** Medium

**Speed** 25 feet

**Attribute Boosts** Two free attribute boosts

**Languages** Common, Quor. Additional languages equal to your Intelligence modifier (if it's positive). Choose from Aklo, Riedran, and any common and regional languages to which you have access (such as the languages prevalent in your region).

**Traits** Kalashtar, Humanoid

**Dreamless** Kalashtar's bond with their Quori spirit completely cuts them off from Dol Quor, the plane of dreams. While sleep is mostly just an experience in a void, sometimes it is filled with the memories of their Quori Spirits. Kalashtar are immune to spells and effects that require being able to dream such as *nightmare* and *dream message* as they do sleep but do not dream because of this bond.

**Formerly Human** Due to kalashtar's link to humans they can always attempt to Impersonate as human, even without a disguise kit and do not take a penalty for it.

**Limited Telepathy** You can communicate mentally with creatures within 30 feet. You can communicate only with creatures that share a language with you. This doesn't give you any access to their thoughts, and communicates no more information than normal speech would.

## Kalashtar Heritages

The kalashtar are heavily influenced by their bonds with the quori spirits and the training to manage this bond but those lacking this training might find life a bit rougher.

### Orphaned Kalashtar

For whatever reason you were raised outside of a Kalashtar community with no guidance about your dual spirit heritage. Without your cultural education about the bond or how to manage life without dreams you are prone to mood swings; whenever you make a Save against an Emotional effect you treat all Successes as Critical Successes and all Failures as Critical Failures. Additionally whenever you roll the flat check to remove the Confused Condition your DC is 9.

### Shadow Seeker Kalashtar

You and your Quori spirit are prepared to find and fight your hidden enemies. You receive a +1 circumstance bonus to your Perception DC against Deception checks, and you gain a +2 circumstance bonus to Perception checks when using the Sense Motive basic action to notice enchanted or possessed creatures. If you aren't actively using Sense Motive on an enchanted

or possessed character, the GM rolls a secret check, without the usual circumstance bonus and with a –2 circumstance penalty, for you to potentially notice the enchantment or possession anyway.

### **Lightbringer Kalashtar**

You have trained to meditate, consult your Quori spirit and help turn the wheel to the next age of light using your mind. Gain the Invigorating Meditation Activity.

Invigorating Meditation  
Concentrate | Exploration

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#### **Frequency** Once per day

You can meditate for 10 minutes to regain hit points equal to your level plus your key stat modifier; additionally you may regain one use of an innate spell that has limited uses that is granted by a kalashtar ancestry feat or alter your mind weapon as if you just had your Daily Preparation. This is cumulative with any healing you receive from Treat Wounds.

### **Artisan Kalashtar**

With your training and the experience of your Quori spirit you have learned to work with your hands to help turn the wheel to the age of light. You are trained in Craft skill, gain the Skill feat Quick Repair or Specialty Crafting. Additionally you start play with a free non-alchemical, non-magical level 1 or lower common or uncommon item you have access to; subject to GM approval. If you have access to Alchemical Crafting feat at level one remove the non-alchemical restriction.

### **Ancestry Feats**

#### **1st Level**

#### **Telepathic Messenger** **Feat 1**

| **Kalashtar** |

Your expanded spirit allows you to share your thoughts as language to others. You gain *message* as an innate occult cantrip you can cast at will. This cantrip is heightened to a spell rank equal to half your level rounded up.

**Special** If your target is a kalashtar that shares the same Quori spirit as you; they don't need to see you to send a response back at GM's Discretion.

#### **Distant Telepath** **Feat 1**

| **Kalashtar** |

Whether through training or innate talent, you've expanded the range at which you can telepathically communicate. Increase the range of your limited telepathy by 15 feet.

**Special** You can select this feat more than once.

### **Dual Mind** **Feat 1**

| **Kalastar** |

The bond with your Quori spirit that walls you from Dol Quor also shields you from magical influences, especially those associated with sleep. Whenever you are affected by a mental effect that lasts at least 2 rounds, you can reduce the duration by 1 round. You still require natural sleep, but you treat your saving throws against effects that would cause you to fall asleep as one degree of success better. This protects only against sleep effects, not against other forms of falling unconscious.

### **Kalashtar Lore Feat 1**

| **Kalastar** |

You have learned the fundamentals to help keep your body and mind strong in the war to turn Dol Quor to the Age of Light. You gain the trained proficiency rank in Athletics or Acrobatics and Occult. If you would automatically become trained in one of those skills (from your background or class, for example), you instead become trained in a skill of your choice. You also gain the Additional Lore general feat for Kalashtar Lore.

### **Psychic Talent** **Feat 1**

| **Kalastar** |

Your psychic abilities have developed beyond simple communication. Choose one cantrip from the occult spell list except messenger. You can cast this cantrip as an occult innate spell at will. A cantrip is heightened to a spell rank equal to half your level rounded up.

### **Empathic Psychic** **Feat 1**

| **Kalastar** |

Your natural psychic empathy makes it easier to read people and is two way allowing you to add more weight to your words. You gain a +1 circumstance bonus with the mental trait when interacting with a creature one-on-one to Lie, Make an Impression, Request, Coerce, Sense Motive Checks and any other similar actions at GM discretion. You don't get this bonus of the target creature is immune to the mental trait (?).

### **Weaponized Mind** **Feat 1**

| **Kalastar** |

You're trained in your people's tradition of forging and training with weapons made of ectoplasm and thought. You gain the Mind Smith Dedication feat (Dark Archives, pg 204) even though you don't meet the level prerequisite and you ignore the **Special rule** for this Dedication only.

For the purpose of proficiency you treat your mind weapon as simple weapons.

At 5th level, whenever you get a critical hit with your mind weapon you get its critical specialization effect.

### **5nd Level**

### **Flash Meditation <Single Action>** **Feat 5**

| **Kalastar** |

**Prerequisite** focus pool or Lightbringer heritage

**Frequency** once per day

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You learned to focus your mind even in the fiercest of moments. You regain a Focus Point, up to your usual maximum or regain the use of an innate spell granted by a Kalashtar feat.

### **Psychic Scholar** **Feat 5**

| **Kalastar** |

You can transfer vast amounts of information to the minds of others in mere moments. You can cast *mindlink* as a 1st-rank occult innate spell twice per day.

### **Telepathic Conduit** **Feat 5**

| **Kalashtar** |

When you use limited telepathy to communicate with another creature, you act as a conduit for their thoughts, allowing them to respond to you for a few scant moments—if they wish. The creature can give you a brief response as a reaction, or as a free action at the beginning of their next turn.

## **9th Level**

### **Guarded Thoughts** **Feat 9**

| **Kalashtar** |

Your psychic training allows you to block attempts to read your thoughts and ward off mental intrusion. Any effect that specifically attempts to read your mind to glean information must succeed at a counteract check against the higher of your class DC or your spell DC to do so successfully; otherwise, it gains no information. The counteract level is equal to half your level rounded up.

### **Psychic Mastery** **Feat 9**

| **Kalastar** |

**Prerequisite** Psychic Talent

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Your psychic abilities have grown stronger, allowing you to tap into entirely new dimensions of psychic power. Choose one common 2nd-rank spell from the occult spell list. You can cast that spell as an occult innate spell once per day.

## **13th Level**

### **Psychic Investigator** **Feat 13**

| **Uncommon** | **Kalastar** |

**Prerequisite** Psychic Scholar or Psychic Talent

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With practice and time you have unlocked more psychic gifts. You gain *mind probe* as 5th-rank occult innate spell. You can cast this occult innate spell once per day.

### **Manifest Quori Spirit      Feat 13**

| Rare | Kalastar |

**Prerequisite** Psychic Talent

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The bond with your Quori spirit is so strong that you can gather ectoplasm into a temporary avatar for them. You gain *summon entity* as a 5th-rank innate Occult spell you can cast once per day.

### **17th Level**

### **Psychic Paragon                      Feat 17**

| Kalastar |

**Prerequisite** Psychic Mastery

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Your psychic abilities have grown stronger. Choose one common 6th-rank spell from the occult spell list. You can cast that spell as an occult innate spell once per day.

### **Quori's Gift                      Feat 17**

| Kalastar |

Using your bond to you Quori and your connection to The Universe you learned to apply an old Quori ability. You gain *teleport* as a 6th-rank occult spell you can cast once per day but only when on The Universe plane.