

STARBORN Class guide (WIP)

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OVERVIEW:

Starborn is a space-themed class. This all started as “wow, I wish sorcerous burst had some more damage types” and had only a slight amount of scope creep. Without further ado, here’s what you can expect in the class:

- Consistent, reliable damage and field control with cantrips.
- A mixed experience between a caster and a martial
- Unique spell combinations, as well as familiar ones.
- Two unique subclasses - a potent damage dealer and a potent support/healer
- A unique spellcasting resource, needed for both your advanced spells and your metamagic
- Unique metamagic options, with more to be added in the future
- High Mobility
- A unique item set
- Consistent updates

IMPORTANT NOTES:

Most damaging spells scale in a unique way with starborn, as well as many of the healing spells. These spells typically gain 1d4 damage/healing per *starborn level* taken. If the damage is referred to as “standard”, this is what is used. Please also note: Spells that are classed as cantrips are often classed as cantrips so I can control what can and can not be modified using the starborn metamagic - some metamagic options would be too powerful if they could modify specific spells. Even a cantrip may carry a stardust cost.

Comments? Leave them on the nexus page - I read these fairly regularly.

Class basics:

Saving throw proficiencies: Dex, Wisdom

Casting stat: Wisdom, spontaneous caster

Armor and weapon proficiencies: Clothing, hand crossbows, simple weapons

HP: 6+CON at level 1, 4+CON on levelup

Level and progression chart:

See spell and passive descriptions for details - locations on the first page

Starbreaker subclass exclusives are pink

Nebula Weaver subclass exclusives are blue

Level	Passives and Other	Spells	Resources
1	Unarmoured Defense Starvision Select 2 starborn metamagic options Select 3 skills from: Perception, Insight, Arcana, Stealth, Sleight of hand, History, Medicine, Religion	Gain the following spells: -Starborn Command -Starburst: -Acid -Cold -Fire -Force -Lightning -Necrotic -Poison -Psychic -Radiant -Thunder -Starlight -Find Familiar -Feather Fall Choose 4 cantrips from the starborn cantrip list: -Shillelagh -Resistance -Guidance -Produce Flame -Sacred Flame -Mage Hand -Minor Illusion -Dancing lights	6 Stardust: Stardust returns on a short rest.
2	Select a Subclass Reliable Magic Cosmic Sense	Gain spells: -Starmight: Sleep -Starmight: Entangling Vines -Shield -Starmight: Freeze -Starmight: Homing	3 Stardust

		<ul style="list-style-type: none"> -Cosmic Corrosion -Starborn Thunderwave -Pocket Darkness -Mirror Image -Entangling Bolt Gain Starlight container for: <ul style="list-style-type: none"> -Starlight (Half) -Sanctuary -Warding Bond -Lesser Restoration -Blade Ward -Resistance 	
3	Starborn Acuity Starborn Reliability Cosmic Healer	Gain spells: <ul style="list-style-type: none"> -Starstep -Knock -Arcane Lock -Pass without trace -Starmight: Spike Growth 	3 Stardust
4	Feat Wisdom of the Ages Choose an additional Starborn metamagic option	Starmight: Hold Person	3 Stardust
5	Cosmic Power	Gain spells: <ul style="list-style-type: none"> -Starmight: Stun -Astral Barrage -Astral Horrors -Starborn Sunbeam -Stellar Bastion -Cosmic Haste 	3 Stardust
6	Cosmic Current Select an additional starborn metamagic option	Gain spells: <ul style="list-style-type: none"> -Cosmic Alignment -Cosmic Exertion 	3 Stardust
7	Cosmic Freedom	Gain spells: <ul style="list-style-type: none"> -Starmight: Chain Lightning 	3 Stardust
8	Feat		3 Stardust

	Choose an additional Starborn metamagic option Wisdom of the Stars		
9		Gain spells: -Starmight: Black Tentacles -Starmight: Cloudkill	3 Stardust
10	Brutal Cantrips		3 Stardust
11		Hero's Feast	3 Stardust
12	Feat		3 Stardust

Starborn Metamagic Options:

-Potent Healing: The next healing spell heals for the maximum possible amount. Increases the cost by 2 Stardust

-Soul Seeker: The next spell you cast that makes a ranged spell attack roll automatically hits. Increases the cost by 2 Stardust

-Starblast Splitting: Cause *Starblast* to send 3 smaller blasts out at nearby targets after hitting the primary target. These blasts make ranged spell attack rolls, each deal half damage, and apply the normal effect of that starblast type. Does not affect variants that forcibly move targets. Increases the cost by 3 Stardust

-Critical Cantrip: The next cantrip you cast has its critical threshold reduced by 6. 3 Stardust.

-Twinned Cantrip: The next cantrip you cast gain an additional projectile that cannot target the same creature. Increases the cost by 4 Stardust.

-Heightened Cantrip: Cantrips that force a target to make a saving throw impose disadvantage on the first saving throw. Increases the cost by 2 Stardust

-Quickened Cantrip: Cantrips that normally cost an action cost a bonus action instead. Increases the cost by 2 stardust

-Extended Cantrip: Double the duration of conditions, surfaces, and summons caused by cantrips. 5 Stardust.

-Subtle Cantrip: Cast a cantrip while [silenced](#). Increases the cost by 2 stardust.

Feat: Cosmic Adept

Your wisdom increases by 1, to a maximum of 20. Gain 6 Stardust and 1 starborn metamagic option on which to spend them.

Passive Descriptions:

Level order. Descriptions are short here for practical reasons: Flavor text exists in game.

Starbreaker subclass exclusives are pink

Nebula Weaver subclass exclusives are blue

Unarmoured Defense (Starborn): Your AC is 18 if it would otherwise be lower

Starvision: Darkvision out to 30m in normal darkness

Cosmic Sense: Darkvision out to 30m now includes magical darkness

Reliable Magic: When you roll a 1 or a 2 on a damage die, reroll it once and choose the higher number (*Editor's note - This is roughly a 25-30% damage increase over the support class*)

Starborn Acuity: Gain 1 turn of arcane acuity when you deal spell damage, max once per attack

Wisdom of the Ages: Gain a bonus to saving throws equal to your wisdom modifier

Starborn Reliability: Flat +1 Spell save DC/Spell attack rolls

Cosmic Healer: When you heal a target, heal yourself for 1d6+1

Cosmic Power: Add your wisdom modifier to cantrip damage. Disabled if you wear armor or hold a shield

Cosmic Current: Gain the Fly class action and the floating property (unaffected by ground level terrains). Disabled if you wear armor or hold a shield.

Cosmic Freedom: You cannot be paralyzed or restrained, and your movement speed cannot be decreased

Wisdom of the Stars: +3 Initiative and immunity to Surprised. Advantage on perception checks.

Brutal Cantrips: When you roll damage with a cantrip, roll twice and use the higher number

Status Descriptions:

Force charges: While you have force charges, you gain +1 to spell save DC and spell attack rolls. Force charges are also used to trigger item effects and can be spent to recover Stardust at a rate of 4-1 if you are wearing this mod's amulet. See the item section for more details

Spell Descriptions:

(Level order. If A the spell is a variant of vanilla, only changes are listed)
As a reminder, standard damage is equal to 1d4 times your starborn level

Pink variants are damage subclass exclusives

Blue variants are support subclass exclusives

Level 1:

Starburst:

Starburst is the core of the class, having variants of every elemental type and bludgeoning, each with their own effect. All deal damage to a single target, and either cause a surface or have an additional effect on that target. It deals standard starborn damage, which as a reminder is 1d4*class level. Here are the variants:

Acid: Coat the target in 2 turns of acid, and create a 4m puddle of acid

Fire: Create a 4m field of fire

Cold: Apply 3 turns of encrusted with frost, and coat the ground in 4m of ice

Force: Seeks targets around terrain

Lightning: Jolt the target for 2 turns

Radiant: Apply light for 3 turns, radiating orb for 2, and create a 4m holy fire surface

Necrotic: Apply bone chill for 2 turns and heal the player for half the damage dealt

Poison: Create a 4m cloud of poison

Psychic: Apply bane to the target

Thunder: Knock a target prone

-Starborn Command: Vanilla [command](#) and variants, can seek targets around walls, 2 targets.
3 Stardust

-Starlight: Heal a target for Standard starborn damage (1d4 per level, as a reminder)

-Find familiar: Costs stardust instead of a spell slot, can be ritual cast

-Feather fall: Costs stardust instead of a spell slot, can be ritual cast

Level 2:

-Starmight: Sleep: Put up to 3 targets to [sleep](#) for 10 turns on a failed wisdom save, concentration, 3 stardust

-Starmight: Entangling Vines: Identical to [Entangle](#), costs 3 stardust

-Shield: Vanilla [shield](#), costs 3 stardust

-Starmight: Freeze: Cause a 9m area to be coated in [Ice](#). Concentration. 10 turns. 3 Stardust

-Starmight: Homing: Fires a projectile that seeks around walls and cannot miss, dealing standard damage. On a failed (Spell save DC) Charisma save, apply [faerie fire](#) for 2 turns. Costs 2 stardust.

-Cosmic Corrosion: Deals standard acid damage in a 3m AoE, or none on a dexterity save

-Starborn Thunderwave: Vanilla [thunderwave](#), standard damage. 3 Stardust

-Pocket Darkness: Bonus action, summon a 2m area of [darkness](#) that lasts 3 turns. This is a cantrip.

-Mirror Image: Vanilla [Mirror image](#), castable on allies. 3 stardust.

-Entangling Bolt: Launch a piercing bolt that [entangles](#) the target and does standard piercing damage. This is a cantrip

Gain Starlight container for:

-Starlight (Half) Heal a target for starborn standard healing. 3 stardust, bonus action

-Sanctuary: [Vanilla spell](#): Costs 2 Stardust. This is a cantrip

-Warding Bond [Vanilla spell](#), is a cantrip (therefore can have metamagic applied), no cost.

-Lesser Restoration [Vanilla spell](#), no cost, extended range

-Blade Ward [Vanilla spell](#), no cost, can be cast on others, extended range. Cantrip.

-Resistance [Vanilla spell](#), no cost, can be cast on others, extended range. Cantrip.

Level 3:

-Starstep: Vanilla [misty step](#), 27m range, costs 2 stardust

-Knock: [Vanilla spell](#), 2 stardust

-Arcane Lock: [Vanilla spell](#), 2 stardust

-Pass without trace: [Vanilla spell](#), 2 stardust

-Starmight: Spike Growth: [Vanilla spell](#), 5 turn duration, 5 meter radius, concentration, 4

stardust

Level 4:

-Starmight: Hold person: [Vanilla](#) spell, seeks targets around walls. 3 stardust.

Level 5:

-Starmight: Stun Fire a seeking projectile that deals standard force damage and [stuns](#) the target on a failed constitution save. On a successful save, they are not stunned and take half damage. This is a cantrip. 3 Stardust

-Astral Barrage Fire a seeking projectile that can target the ground, dealing standard force damage to everything in the 4.5m radius. This is a cantrip. 3 Stardust.

-Astral Horrors Conjure a 6m area of blackness teeming with astral horrors. This area is difficult terrain and gives creatures inside disadvantage on all attack rolls. At the start of a creature's turn in the area, they must make a wisdom save against your spell save DC or be [frightened](#). A creature ending its turn in the area takes 2d8 force damage. Concentration, 10 turns, 3 stardust

-Starborn Sunbeam Identical to the [vanilla spell](#), save for the fact that it does standard radiant damage, has twice the range, and cannot be recast. 3 stardust.

-Stellar Bastion Conjure a protective sphere. The sphere gives outgoing attacks advantage, incoming attacks disadvantage, and maximizes outgoing healing. Those within gain +3 to saving throws. Concentration, 100 turns, 3 stardust.

-Cosmic Haste: Apply [haste](#) to a target within a 27m range for 3 turns. When it expires, they are lethargic for one turn and skip their turn. This can be re-applied to extend the effect without requiring a turn of lethargy until the new duration expires, if you can spare the stardust. 3 stardust, cantrip.

Level 6:

-Cosmic Alignment: Class action, short rest cooldown. Your next cantrip has no stardust cost, including metamagic.

-Cosmic Exertion: Class action, Per turn cooldown. Deal level+2 damage to yourself. Your next cantrip does not have an action cost.

Level 7:

-Starmight: Chain Lightning Identical to the [vanilla spell](#), only that it does standard lightning

damage to each target, or half as much on a save. 3 stardust.

Level 8: No spells at the current time

Level 9:

-Starmight: Black Tentacles: Identical to the [vanilla spell](#), 4 stardust

-Starmight: Cloudkill: Identical to the [vanilla spell](#), 3 stardust

Level 10: No spells at this time

Level 11:

-Hero's Feast: Identical to the vanilla spell, no use costs, once per long rest cooldown (*Editor's note: Y'all were using a camp caster for this, let's be real. Hopefully this is still relevant, and this should make the need to use a camp caster go down*)

Level 12: No spells at this time

Item Descriptions:

Amulet: *Starburst* gains additional damage equal to your wisdom modifier

Hat: When you deal damage with a cantrip, gain 1 turn of arcane acuity

Gloves: +2 to spell attack rolls. *Starburst* ignores resistance and immunity

Clothing: +1 spell save DC, spell attack rolls. Advantage on saving throws vs spells. When you cast *Starburst*, gain resistance to that element for 2 turns. You may only benefit from one resistance at a time in this way.

Staff: +1 to spell save, DC spell attack rolls. When you kill a creature, restore 3 stardust.

Cloak: +1 to saving throws. *Wisdom of the ages* gives advantage on constitution saving throws.