

## Way of the Starwalker

The night sky is unreachable to most. A large majority of humanoid live their entire lives - and afterlives - looking up at the stars and never get close to reaching them. Monks of Way of the Starwalker were born of that pursuit. They dedicate their lives to these astral bodies, in the hopes of one day traveling amongst them, and reaching enlightenment.

### Constellation Footfalls

When you choose this tradition at 3rd level, your connection to the stars makes it so you leave constellations behind you in the places you stop. At the end of each of your turns, or right after using your Step of the Wind ability, you may choose to leave a Starpoint at your current location. The Starpoint lasts for 1 minute or until you choose to dispel it (no action required). You can only have 5 Starpoints active at any time, all Starpoints vanish if you attempt to create a 6th one. Once per turn, you may choose to spend 1 Ki point to teleport to any Starpoint that is within 30 feet of you, or within 30 feet of another Starpoint (as long as you are within 30 feet of a Starpoint yourself). Whenever you teleport to a Starpoint, you gain temporary hit points equal to your Wisdom modifier, as the light surrounds and protects you.

### Starstep

By the 6th level, you've learned to alter your movement in such a way that resembles shooting stars. When you use your Constellation Footfalls or Step of the Wind ability, you may choose to use one of the following abilities.

**Flickering Light.** You begin to flicker with light and become incorporeal. Until the end of your turn, you may walk through objects and walls that are up to 1-foot thick and may walk through other creature's spaces. If you end your turn inside a creature or an object, you take 4d6 force damage, and are forcefully ejected to the nearest empty space.

While incorporeal you have resistance to bludgeoning, piercing and slashing damage from non-magical attacks.

**Shining Beam.** You emit a sudden pulse of light. All hidden and invisible creatures within 15-feet of you must succeed on a Constitution saving throw against your Ki save DC or become revealed to all until the end of your turn, as starlight surrounds them. While revealed in this way, you cannot have disadvantage on attacks against them and you know their exact location.

### Celestial Gait

At 11th level, all your moves have become entwined with celestial energy, broadening your horizons. Whenever you use your Step of the Wind ability, you can choose to use both the Dash and Disengage action as a single bonus action.

In addition, whenever an ally enters the space of a Starpoint, you may expend your reaction and 1 Ki Point to teleport them to another Starpoint. The target must meet the range requirements from Constellation Footfalls.



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### Star Gate

When you reach the 17th level, you've bonded with the stars and can use them to project yourself across the universe. You may cast the *teleport* spell without requiring spell slots or components. You may only do this when it is night and you may only teleport outdoors. Once you've used this ability you can't do so again until you complete a long rest.

A special Starpoint appears where you arrive, it lasts for 1 hour. You can teleport to it without needing to meet the range requirements for Constellation Footfalls and you can bring any number of creatures of your choice, that are willing and within 10 feet of you, along with you.

## Starsign Feats

Most people do not think their fate was determined at birth, and for most people, that much is true. Yet for others, the very moment of their birth, they are marked by a starsign. It may not manifest right away, but it won't be long before its powers shine. The influence of this starsign can be minimal, but at times, it can shape destinies.

### Starsign of Gemini

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You were born under the house of the Gemini, aiding you in both duplicity and malleability. You gain the following features:

- Your Charisma score is increased by 1, up to a maximum of 20.
- You gain proficiency in the Charisma (Deception) skill.
- When you are subjected to a *detect thoughts* or *zone of truth* spell you can tap into an alter ego, allowing you to hide your true thoughts and memories.

### Starsign of Taurus

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You were born under the house of the Taurus, thus you are bold, quick to anger, giving you strength in the face of great danger.

- Your Strength score is increased by 1, up to a maximum of 20.
- You gain proficiency in the Strength (Athletics) skill.
- As a reaction to taking bludgeoning, piercing or slashing damage, you may choose to gain resistance to that damage. If you do, your next successful weapon attack will deal additional damage equal to your Strength modifier. Once you've used this feature, you can't do so again until you complete a long rest.

### Starsign of Libra

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You were born under the house of the Libra, which blessed you with wisdom and moderation, so that you may always keep things in balance.

- Your Wisdom score is increased by 1, up to a maximum of 20.
- You gain proficiency in the Wisdom (Insight) skill.
- You can use an action to end an effect on you that is causing you to be charmed or frightened. Once you've used this feature, you can't do so again until you complete a long rest.

## Starsign of Cancer

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You were born under the house of the Cancer, granting you empathy and perspective.

- Your Intelligence or Wisdom score is increased by 1, up to a maximum of 20.
- You gain proficiency in the Intelligence (History) skill.
- If a creature within 10 feet of you is under a temporary effect that gives it the blinded, charmed, frightened, incapacitated or paralyzed condition, you can use your action to remove the condition from them, gaining the condition yourself for the remaining duration. Once you've used this feature, you can't do so again until you complete a long rest.

## Starstriker, Sagittarius' Boon

*weapon (longbow), legendary (requires attunement)*

A silver bow with a string that looks to be made of pure light. The middle of the bow has an elongated silver plate, on which is an abstract depiction of the Sagittarius constellation, which glows up when the bow is used.

You gain a +3 bonus to attack and damage rolls made with this magic weapon. It has the following additional properties:

- **Celestial Quiver.** You no longer require ammunition, instead manifesting arrows of pure light.
- **Call of the Sagittarius.** You can call upon the essence of the Sagittarius as a bonus action, granting you increased powers. For 1 minute, all attacks with this weapon deal 4d6 radiant damage instead of their normal damage. Each time you hit a target with the bow, the next attack roll made by a creature other than you against the target before the end of your next turn has advantage.
- **Prison of Stars.** Once per day, you may shoot an arrow that is set to send a creature to the stars. Make an a weapon attack against a creature. On a successful hit, alongside the damage rolled, the creature must make a DC 19 Charisma saving throw. On a failure, they are absorbed by a light beam and locked inside a constellation on the sky. They remain imprisoned for 8 hours. While locked inside the constellation, the creature cannot move, deal or take damage, cast spells or use actions. It can only look from down from the sky, unable to do anything. After the effect ends, the creature is immune to this effect for 7 days.
- **Starsight.** You gain truesight for up to 60 feet and darkvision for up to 200 feet. Your ranged attacks ignore half-cover and three-quarters cover in the range of your true sight.



## Starclaws, Ursa Minor's Boon

*ring, very rare (requires attunement by a Druid)*

A two-finger ring which has on it a large silver plate. The plate shows an abstract depiction of the Ursa Minor constellation, which starts glowing when the ring is used.

While wearing this ring, you gain the following benefits:

- You gain a +2 to hit and damage with all attacks made while in your Wild Shape.
- You gain resistance to radiant damage while in your Wild Shape.
- While in your Wild Shape, you may cast moonbeam once without expending a spell slot. If you cast the spell in this way, you may spend a bonus action rather than an action to control it on subsequent turns. You may only use this feature once per day.

