

Sorcerer

Sorcerer: Star Sorcery

Harness Blazing Light of Stars

All things in the world are forged from stardust—but for you, it is quite literal. The raw magic of the stars courses through your veins and you flare with its fierce radiance. You might have been exposed to the stars whether in their vicinity or from the ground. Perhaps your ancestor was an astral traveler or celestial. Whichever its origin, your body burns with the heart of the Cosmos.

Level 3: Star Spells

When you reach a Sorcerer level specified in the Star Spells table, you thereafter always have the listed spells prepared.

STAR SPELLS

Sorcerer Level	Spells
3	<i>Dancing Lights, Faerie Fire, Guiding Bolt, Levitate, Scorching Ray</i>
5	<i>Daylight, Nebulous Haze*</i>
7	<i>Constellate*, Fire Shield</i>
9	<i>Flame Strike, Telekinesis</i>

* See chapter 6 - Spells

Level 3: Stellar Flare

As a **Bonus Action**, you can lose any amount of Hit Points and siphon them into a flare. If you lose a number of Hit Points equal to or greater than your Sorcerer level, make a **ranged spell attack** against one creature within **30 feet** of you. On a hit, the attack deals Fire or Radiant damage (your choice) equal to **1d8** plus your Sorcerer level.

While you are Bloodied, the feature's range is **60 feet** instead and you have a bonus to its damage equal to your Charisma modifier (minimum +1 damage).

Level 3: Volatile Sun

While you are Bloodied, you gain the following benefits:

- When you cast a spell that deals Fire or Radiant damage, you can add your Charisma modifier to one damage roll of that spell.
- While your Innate Sorcery is active, you radiate Bright Light in a **30-foot radius** and Dim Light for an additional **30 feet**, and you gain Temporary Hit Points equal to your Charisma modifier (minimum of 1) at the start of each of your turns.

Level 6: Nebular Form

When you are reduced to 0 Hit Points but not killed outright, you can drop to **1** Hit Point instead. If you do, you also gain the effects of a *Gaseous Form* spell (no Concentration required) that has a duration of **1 minute**. You can end this spell at any time (no action required).

Once you use this feature, you can't use it again until you finish a Long Rest unless you spend **5** Sorcery Points (no action required) to restore your use of it.

Level 6: Star Power

Damage dealt by your Sorcerer spells and Sorcerer features ignores Resistance to Fire and Radiant damage.

Level 14: Red Giant

The damage of your Stellar Flare becomes **2d8** plus your Sorcerer level. In addition, while you are Bloodied, you gain the following benefits:

- You have **Resistance** to Fire and Radiant damage.
- While your Innate Sorcery is active, you have a Fly Speed equal to your Speed and you can hover, and the Temporary Hit Points you gain at the start of each of your turns is doubled.

Level 18: Blinding Supernova

You now spend **4** Sorcery Points instead of 5 to restore your use of Nebular Form.

In addition, whenever you use your Nebular Form, starlight flares in a **30-foot Emanation** centered on you. Each creature of your choice in the Emanation must make a **Constitution saving throw** against your **spell save DC**. On a failed save, a creature takes **3d10** Radiant damage and is **Blinded** until the end of its next turn. On a successful save, a creature takes half as much damage only.

Star Sorcery Spells

Constellate

Level 4 Conjuraton

Casting Time: Action

Range: 30 feet

Components: V, S, M (a pinch of stardust)

Duration: Concentration, up to 10 minutes

Classes: Bard, Druid, Sorcerer, Wizard

You connect up to five willing creatures you can see within range with the mystical favor of stars. Until the spell ends, an intangible starry mote orbits each creature's head. Each mote sheds Bright Light in a **15-foot radius** and Dim Light for an additional **15 feet**. While a mote is within **30 feet** of another mote created by this spell, a faint line of light connects those motes.

A creature with a mote gains the following benefits for the duration:

- When the creature starts its turn, it gains a number of Temporary Hit Points equal to **twice** the number of other motes that the creature's mote is connected to.
- When the creature makes an attack roll, it can expend its mote to gain a bonus to the attack roll. The bonus equals **2** plus the number of other motes that the creature's mote was connected to.
- When the creature fails a saving throw, it can take a **Reaction** to expend its mote and re-roll the d20. It must use the new result.

Using a Higher-Level Spell Slot. You can target one additional creature for each spell slot level above 4.

Nebulous Haze

Level 3 Conjuraton

Casting Time: Action

Range: 90 feet

Components: V, S, M (a pinch of lustrous metal filings)

Duration: Concentration, up to 10 minutes

Classes: Druid, Ranger, Sorcerer

You create a **20-foot-radius Sphere** of stardust centered on a point you can see within range that lasts for the duration. The Sphere spreads around corners and is Lightly Obscured. When a creature starts its turn in the Sphere or enters it, you can beguile it with the nebula (no action required). The creature must succeed on a **Charisma saving throw** or be **Charmed** by you until the end of its turn. A creature Charmed this way must immediately use its movement to move up to half its Speed in a random direction. A creature makes this save only once per turn.