

STARSIGNED

You were born under a celestial omen foretelling your greatness. Whether the omen was seen as auspicious or inauspicious by your community, it has dominated your life. Wherever you go the superstitious either reach out to you hoping to gain just a bit of your good fortune or shy away from you praying your dark destiny doesn't come for them as well. The truth is that the celestial event heralding your coming holds no more sway over your future than you allow it for you, as a starsigned sorcerer, are master of your own destiny.

CELESTIAL OMEN

Starting at 1st level, when you take a long rest under the open sky you can read the threads of destinies written in the stars. Choose whether your reading was auspicious or inauspicious. Before your next long rest immediately before you or a creature you can see makes an attack roll, ability check, or saving throw you can declare that roll is auspicious or inauspicious (whichever you had previously decided). That roll is made with advantage if your reading was auspicious or disadvantage if your reading was inauspicious.

MANIPULATE DESTINY

Starting at 1st level, when you make an attack roll, ability check, or saving throw you can roll a 1d4 and apply the number as a bonus to your roll. You can do so after the roll but before the DM declares whether the roll was a success or a failure. Once you do so, you must finish a long rest before you can use this feature again.

At any time before you regain the use of this feature, when you make an attack roll, saving throw, or ability check the DM can have you roll a 1d4 and subtract the result your roll. After the DM declares whether the roll was a success or a failure you regain the use of this feature.

BEND LUCK

Starting at 6th level, you have the ability to twist the fate of others as well. When another creature you can see makes an attack roll, an ability check, or a saving throw you can use your reaction and spend 2 sorcery points to roll 1d4 and apply the number rolled as a bonus or penalty (your choice) to the creature's roll. You can do so after the creature rolls but before any effects of the roll occur.

PRESCIENT FORETELLING

Starting at 14th level, when you look up at the open night sky you can see the shape of things to come. You can cast the spell *commune* without expending a spell slot or needing material components. You can use this feature again after you complete a long rest.

VISION BEYOND SIGHT

Starting at 18th level, you gain blindsight to a range of 120 feet, gain advantage on initiative rolls, and you cannot be surprised.

Starsigned Origin by

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Art Credits in Order of Appearance

"*Mage of Seven Stars*" by Wood Illustrations

"*Sky*" by S0ggywaffls

