

★★★ **THE Stars** are alive and you know their names. Through secret rituals and star pacts you can call on the power of the **TWINKLING ONES!**

You have the limits and abilities of a Magic-user...and more.

NAVIGATION: You are never lost as long as you can see the stars. By level 9 you don't even need to see them...you **FEEL** them.

STAR PACTS: Learning a Star's **TRUE NAME** takes hard work and a good Int check. You start with 1d4 names in your Starbook, all with friendly relationships. When you find a new star name make a reaction roll modified by Int to set the nature of your relationship. Avoid hostile stars! Each name learned may drive you insane, per the table below. You can talk to a star (1d4 turn ritual) to ask for info or help. Your plea + a reaction roll + the star pact will guide the GM in ruling on the outcome. If you fail the roll you must save vs. spells or suffer the effects of a **Confusion** spell. Stars are swingy.

★ STAR WIZARD ★

MAGIC-USER CLASS ★★

REQ: Int 13 PRIME: Int
HD: d4



CONTACT STAR:

With 1d6 hours of prep and ritual time you can cast the spell **Contact Other Plane** in order to ask multiple questions of a target star.

STELLAR VISION: You can cast ESP once per day by focusing on a friendly star.

LV.	XP	TITLE	HD	INSANITY CHECK
1	0	Astrologer	1d4	30% -Int
2	2,800	Star Charter	2d4	29% -Int
3	5,600	Sky Gazer	3d4	28% -Int
4	11,200	Sun Reader	4d4	27% -Int
5	22,000	Solar Scanner	5d4	26% -Int
6	44,000	Sky Mage	6d4	25% -Int
7	88,000	Cosmologist	7d4	24% -Int
8	176,000	Astronomer	8d4	23% -Int
9	352,000	Star Wizard	9d4	22% -Int
10	500,000	Stellar Mage	9d4+1*	21% -Int
11	650,000	Stellar Seer	9d4+2*	20% -Int
12	800,000	Stellar Gnostic	9d4+3*	20% -Int
13	950,000	Space Wizard	9d4+4*	20% -Int
14	1,100,000	Space Master	9d4+5*	20% -Int

*Con bonus no longer applies.

★ **ASTRAL**: At level 5 you can cast **Astral Projection** 1/day. You can only travel in the Astral Plane and you cannot take passengers. At level 9 all such limits are gone and you can do it 1d3 times per day.



★ STAR TOWER:

At level 11 you can build your tower in the sky!

Hidden to all but those to whom you whisper its location, it is magically locked. Only a mage of 5 levels beyond your power may open it — and only if they know where it is.

The cost of each level is 100,000 gp and each level requires questing for ultra-rare materials often found only in hostile locales... such as **HELL** itself.

Inside your tower you may heal at 3x the normal rate and cast an additional spell per spell level. You may open the portal to your tower in 1 round by speaking the magic word.

There is a cumulative 1% chance per tower level that an unknown star or other space entity will take notice and come knocking. (roll every month)



CREATING ^{4w} STARS!

(a quick guide) ★ GM rolls random monster. Star's basic powers/weaknesses are based on monster. AC = 9 minus HD. HD = 10 + 1d10. ★ M-U/CL/ILL 5d4 levels of each. ★ **SUNBURST!** 1d20 x HD damage (save for half). 500'/HD range, 1d6 times/day. ★ Magic item forged in heart of star = **DOUBLE** power. (Good luck negotiating for the privilege.) ★ Cannot be Charmed, Held, put to sleep or mentally scanned or dominated. Save vs. death if you try. ★

MOTIVATION

- 1- FEAR
- 2- GREED
- 3- PRIDE
- 4- GOOD
- 5- VOW
- 6- REVENGE
- 7- JUSTICE
- 8- EVIL
- 9- SECRETS
- 10- LAW
- 11- CHAOS
- 12- MISCHIEF

★ Telepathic communication (1 or 2 way) across the Astral. Can reach into the material plane 1d4 times per day. ★ 1d6 wicked special powers (from GM's favorite list of sweet, sweet magic randomness). ★ Can grant a wish. Maybe will, maybe will not. Careful when you wish upon a star... ★ Has a prime motivation (see table).

STAR NAMES: M'Boga, Ikki O, Anzo Zozantanton, Q'Got'B'Tok, Woless the Instant, Mentarr!

