

STELLAREAN

Stellarean (Plural) / Stellarean(Singular)
stel-AR-ee-an / stel-AR-ee-an

To be a Stellarean is to be a member of a species of fallen stars. With this unique heritage comes an extraordinary birthright. Every Stellarean is connected to every other member of their species via a deep and subtle empathic bond. This means when two Stellarean meet for the first time, they are more likely to get on well with each other, and most Stellarean bond more quickly and strongly with others of their own species. Not to say that the species is unable to harbor great and intense emotions towards members of other species; not every star in the sky is part of a constellation. In fact, it has been said that a Stellarean can form a bond with a non-Stellarean so strong, that something very like their species-wide empathic link is forged between them.

Stellarean have a natural curiosity for the world around them. Due to their celestial heritage, everything about the world feels just a bit alien to them. This causes them to be drawn to meet new people, experience new things and travel to new places. Some find this need insatiable, causing them to wander far and wide, while others find they can satisfy it within their chosen community.

While the feel of being around other Stellarean is appealing to some, that empathic link can also become overwhelming. Some take to wandering alone or in groups of other species to clear their heads. But that pull to another star is not insignificant, and can contribute to the wanderlust a Stellarean feels, pushing some eventually to search for their own species once more.

Those that do prefer the company of their fellow Stellarean, will sometimes form communities. However, due to their vast curiosity and love of life, will never exclude others from these groups for not being Stellarean. Usually all they ask of newcomers is that they respect the established harmony. Which is not to say that these cultures are without strife. Having an empathic connection with each other does not prevent conflict between Stellarean. As with any species, not every Stellarean will get along with every other Stellarean. There are sometimes generational, as well as interpersonal disputes. However, they try very hard not to fight between themselves, and a primarily Stellarean community is often incredibly civil and peaceful.

Stellarean culture is eclectic. Each develop their own customs from the unique experiences they have. Families of tight knit Stellarean may refer to their unit as a Constellation. They can include non Stellarean as well. It is not unheard of for a newly arrived Stellarean to seek out those already established in that land. This is a way to appease that desire to meet more of their kind, but also make sure not to disrupt any of the customs those established Stellarean possess.

Stellarean personalities are as varied as the stars in the sky. However, they do have a tendency to be outgoing, friendly and irrepressibly free-spirited. Their lust for life is legendary. They don't dress or speak in any particular way, instead being heavily influenced by the cultures around them.

Each Stellarean brings a piece of their star with them when they are born into their physical bodies, which manifest as gems located on the heads of each member. Some may only have one or two, while others are adorned with small



clusters of gems. These gems always appear at or above the brow line, often near an eye, though never reaching the middle of the forehead. Color and size vary, and though some may think that the color, size, or shape of the gems has significance, there is no credence to this.

A Stellarean's gem or gems grow with them, and sometimes can change in size, amount, color or shape as the Stellarean ages.

Stellarean are born much the same as any other humanoid, bipedal race. However, at the moment of birth, each Stellarean is inhabited by a fallen star. The mechanisms of this process are not fully understood, even by the Stellarean themselves. Every Stellarean manages to retain one memory of their time as a star, through to adulthood. These recollections are as ephemeral as the memory of a dream, and as unique and varied as the race itself. As fallen stars, they aren't used to mortal bodies. Most spend their entire lives feeling just a little odd within their own skin, finding corporeal existence on a whole fascinating and slightly confusing.

The average Stellarean lifespan is just a little bit longer than a Human's. Most Stellarean will live to about one hundred and twenty-five years of age. The oldest on record reached one hundred and fifty-three years, but passed on soon after hitting that milestone. Upon permanent death, their spirit returns to the Cosmos, giving birth to a new star in the

night sky. To the Stellarean, this is called "Returning to the Stars." While those left behind may be sad that their companion is no longer with them, it is a joyous time for the Stellarean, as they are returning home. In communities of Stellarean, this is generally marked by a celebration of the life that was shared with those still present.

As a fallen star, Stellarean take to learning Celestial Magic with ease, but their unearthly origins lead to difficulties with Earth Magic. This means they may struggle to learn Earth Magic, but are also mildly resistant to it, which benefits them in their ability to resist Curses.



Special Abilities

1. Resist Curse

The alien nature of the Stellarean allows them to purchase Resist Curse.

Appearance Requirements

At least one gem needs to be the approximate size of a US Penny (no less than 18mm at its widest point), though the player can decorate with additional gems if they so choose. The primary gem must be at or above the brow line but not directly in the middle of the forehead.

Garb can be anything the player chooses as long as it is not anachronistic to the world in general. Stellarean find the world fascinating, any clothing or style you think they may have come across in their life is fair game for costuming.

Roleplaying a Stellarean

Remember when you are roleplaying a Stellarean that the world is an exciting and fascinating place that you wish to explore! Maybe you do that by actively trying to meet new people. Engaging in conversation with others, asking lots of questions and being interested in them, their hobbies, their profession, etc. You don't have to be cheerful and friendly all the time, but as a Stellarean you are more likely to be.

Perhaps being overly social does not appeal to you. In that case, you may also express your natural curiosity as a Stellarean by becoming an explorer, setting out to understand more about the world around you through personal examination. Or, perhaps you prefer to stay in one place, satisfying your curiosity for the world through study or by engaging in a craft.

As a Stellarean you always feel a little out of place with a body. This could be a subtle, almost negligible effect or you could feature it more prominently in your roleplay. Similarly, you will likely want to at least meet and be friendly with others of your species. You can choose to bind yourself very tightly with other Stellarean, or treat them more as extended family. This 'extended family' bond can reach to other species, as well, as you see fit.

The low-level empathic bond between all Stellarean can be something you chose to be fairly closed off to, or actually a larger part of your character's gameplay. For instance, you could ask another Stellarean out of game if they are open enough with your character, for you to be able to sense each other's surface emotions. If they agree, then you may reveal to each other a single feeling you're currently experiencing. It is important to remember this is not Mental Abilities like Avani or Stone Elves, but an extremely simplistic empathic connection with others of your Species.

If you are considering playing this species, please contact your local chapter for any specific Stellarean cultural changes they may have in their Realm of Refuge.

