

- THE NEBULAN -

**A Pathfinder Second Edition Homebrew Ancestry
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NEBULAN

Called down to Nobolos by their own kin, the nebulans are a constant flowing wave of people descending to the realm of Nobolos, seeking shelter from the Planar Storm. Once they were powerful beings strong enough to weather the storm. Now however, they have been forced to cast off the powers that once sustained them, and take mortal forms, mimicking many traits of the humanoids already on Nobolos. Resulting in the nebulans being mere shells of what they once were, armed only with scatterings of strange and alien knowledge to guide them in this new world.

Since then nebulans have gathered a reputation for being overly-curious as they search for clues about their origins, as well as for new ways to call the rest of their kin trapped in the Planar Storm to

safety. Luckily, this obsessive hunt for knowledge hasn't driven them away from other folk in Nobolos. Instead most nebulans are over-eager to share what they know with others, believing that knowledge is a boon for all.

If you want a character with a strange alien origin, a strong sense of curiosity and a yearning to rebuild community, you should play a nebula cyclops

You Might

- Quickly open up to others, as secrets are knowledge to be shared, and not withheld
- Treat the smallest discovery with the same weight as a major revelation
- Risk injury for the chance of shining a light on the hidden and unknown

Others Probably

- Appreciate your knowledge on many subjects, no matter how niche they might be
- Worry that your curiosity might one day cause you or those around you harm

Physical Description

While similar in build and stature to humans, the nebulans have been given the nickname nebula cyclopes due to their most prominent features. Their large singular eye rests behind a layer of translucent skin and is surrounded by colourful swirling clouds. Making it seem like someone has plucked a nebula from distant space and placed it within the nebula's head. Their bodies are fully hairless, instead their skin is decorated by a sprinkle of small stars that twinkle when in light. The most differentiating trait between individual cyclops are their vivid colours, which can be likened to the vibrant colourful gases of nebulae, and to the mute and cold tones of the void of space that such nebulae float within. Resulting in each individual nebula having their own unique patterns and colour.

Being creatures that have been created to simply mimic humanoids instead of having evolved by themselves, the nebulans are sexless and are often androgynous. Still as the nebulans have interacted with new people and cultures some have found themselves relating to certain genders or sexes, and these nebulans end up taking on traits they feel more comfortable with.

It's tricky to discuss a nebula's age, as there are no nebula children and none of the adults have died of old age as of yet. Still, they age at a similar rate as to that of elves and are likely to live to 600 years of age.

Society

Nebulans often form nomadic groups, making the best of their shared desire to travel and acquire new knowledge. While at the same time hunt for opportunities to shepherd more of their kin out of



the planar storm and onto Nobolos. These groups usually appoint their oldest member as their leader, as they often have acquired the most knowledge in the group. However, decisions are seldom made by this leader alone, instead long group discussions are held where arguments and suggestions are given by every member of a group, and only if an agreement can't be reached does the leader step in. While most nebulans are drawn to their own kin it isn't uncommon to see them in other communities, as they very much value new and differing perspectives from their own. Within these communities the nebulans are often very valued, as their inherent curiosity drives them to pick up a wide array of skills making them a much appreciated jack of all trades.

Nebulan names can be quite varied. The nebula language is a combination of words they no longer truly know the meaning of fused with loan words from other languages, this is also true for their own names.

Sample names: Eve'arur, Ingridarar, Linunumum, Arielalel, Stone'kerok, Nik-Nok-Agog.

Beliefs

While at surface level nebulans may seem to only be driven by their thirst for knowledge and nothing else. The underlying reason to them travelling and attempting to learn as much as they can is their strong wish for community and a new home, something they also attempt to share with those around them. Due to this nebula cyclopes often hold good hope, betterment through shared knowledge and strength in community as strong beliefs.

Popular Edicts There is something to learn from every experience, share what you've learned with others, no knowledge is bad knowledge

Popular Anathema Unease is no excuse for ignorance

NEBULAN HERITAGES

Being remnants of great unknown beings, nebula heritages are often defined by the fragments of what they used to be or their curiosity of the new world they've ended up in.

Startouched Nebulan

Your body carries a spark of a star within itself, and the potential life it can bring. You gain the Soothing Nova action.

Soothing Nova ♦ (healing, vitality) **Frequency** once per day; **Effect** Your hands glow bright, expelling a portion of your star spark to heal another. Touching a willing living creature, you restore 1d8 Hit Points, plus an additional 1d8 Hit Points for every 2 of your levels beyond 1st to them.

Spacetouched Nebulan

Your body is cool to the touch and the stars sprinkled across your skin are dim. You gain cold resistance equal to half your level (minimum 1). You treat environmental cold effects as if they were one step less extreme (incredible cold becomes extreme, extreme cold becomes severe, and so on).

Overly-curious Nebulan

Your ancestral hunger for knowledge is particularly strong, allowing you to snap up information others might miss even if that knowledge sometimes is faulty. You become trained in Society, and you gain the Dubious Knowledge skill feat

Mystical Nebulan

Magical remnants from what you used to be still linger within your body. You gain one cantrip from the Arcane spell list, you can cast this spell as an innate spell at will. A cantrip is heightened to a spell rank equal to half your level rounded up.

Hit Points

8

Size

Medium

Speed

25 feet

Ability Boosts

Constitution

Intelligence

Free

Ability Flaws

Strength

Languages

Common

Nebulan

Additional languages equal to your Intelligence modifier (if it's positive). Choose from the list of common languages to which you have access (such as the languages prevalent in your region).

Traits

Humanoid, Nebulan

Darkvision

You can see in darkness and dim light just as well as you can see in bright light, though your vision in darkness is in black and white

Wandering Nebulan

Since the day you came into this realm you've done nothing but wander through it. You become trained in Survival and you can Hustle twice as long while exploring before you have to stop.

ANCESTRY FEATS

At 1st level, you gain one ancestry feat, and you gain an additional ancestry feat every 4 levels thereafter (at 5th, 9th, 13th, and 17th level). As a nebulan, you select from among these following ancestry feats.

1ST LEVEL

NEBULAN WEAPON FAMILIARITY

FEAT 1

NEBULAN

You know the value of a good walking stick when traversing vast distances of land and appreciate a weapon that can serve multi-purpose as such an aid. You gain access to all uncommon weapons with the Nebulan trait plus the Bo Staff and Halberd—for the purposes of proficiency, you treat any of these that are martial weapons as simple weapons and any that are advanced weapons as martial weapons.

At 5th level, whenever you hit a critical hit with one of these weapons, you get its critical specialization effect.

NEBULAN LORE

FEAT 1

NEBULAN

You've been able to cobble together small parts of your mysterious origins from your and other nebulans fractured and anarchic memories. Still, you have more questions than you have answers but you've acquired the knowledge necessary to start and solve this puzzle. You become trained in Arcana and Occultism. If you would automatically become trained in one of those skills (from your background or class, for example) you instead become trained in a skill of your choice. You also gain the Additional Lore general feat for Nebulan Lore.

COSMIC GLARE

FEAT 1

NEBULAN

You have an inherent connection to cosmic energies that you can channel as a beam shooting from your eye. Choose either cold or fire, you gain an eye beam ranged unarmed attack that deals 1d6 damage of that element. The energy beam has a range increment of 20 feet. On a critical hit, if your element is fire the target takes persistent fire damage equal to the number of weapon damage dice. If your element is cold your target gains weakness to bludgeoning damage equal to double your damage dice until the start of your next turn. Your eye beam does not add critical specialization effects.

UNFETTERED STRIDE

FEAT 1

NEBULAN

Frequency once per day

Earthly forces such as gravity don't hold as much power over you as it does others. You hover a few inches above the ground and Stride, ignoring difficult and hazardous terrain affecting land speed.

CHARMING LECTURER

FEAT 1

NEBULAN

You easily impress and marvel those around you with fun-facts and tidbits of knowledge from your favourite subjects. You gain the Group Impression skill feat and when you Make an Impression you can roll a Lore check instead of a Diplomacy check.

PROTECTIVE KNOWLEDGE

FEAT 1

NEBULAN Concentrate

Trigger You attempt a saving throw against a spell or magical effect, and have not yet rolled.

Requirement You have succeeded or critically succeeded on a recall knowledge check against the caster or source of the spell or effect.

You recall a piece of information that aids your defences. You gain a +1 circumstance bonus (or a +2 circumstance bonus if you critically succeed on the recall knowledge check) to your saving throw against the triggering spell or magical effect.

BUOYANT BODY

FEAT 5

NEBULAN

Prerequisites unfettered Stride

Gravity further loses its grasp on you, making you light enough to walk across liquids and safely land from falls that normally would be fatal. You take no damage from falling, no matter what distance you fall. In addition you are permanently under the effect of 2nd-rank *water walk*.

DISTRACTING QUERY

FEAT 5

NEBULAN

Your curiosity leads you to ask all sorts of strange questions to the point of often baffling others around you. You Create a Diversion or Feint but instead of making a Deception check you instead make a Lore check.

TUNNEL VISION

FEAT 5

NEBULAN Concentrate

You focus your powerful eye on a single target, filtering out any other distractions around you and it. Until the end of your turn you ignore concealment coming from obstructions (such as smoke or mist). However, as your focus narrows to a pinpoint you also become off-guard until the start of your next turn.

ALIEN MIND

FEAT 5

NEBULAN Concentrate Mental

Trigger A creature targets you with an effect with the mental trait

The pathways that make up your mind are strange and alien, and those who try to affect your mind often have to strain their own to do so. The creature targeting you must make a Will save against your class DC or spell DC, whichever is higher.

Critical Success The target is unaffected.

Success The target is stupefied 1 until the end of their next turn.

Failure The target is stupefied 2 for 1 minute.

Critical Failure The target is stupefied 2 for 1 minute and stunned 1.

GREATER COSMIC GLARE

FEAT 9

NEBULAN

Prerequisites cosmic glare

Your eye beam attack grows to be more powerful. Increase the damage die of your eye beam by one step, from 1d6 to 1d8. In addition your eye beam now reaches further, increase its range increment to 40 feet.

ASTRAL MAGIC

FEAT 9

NEBULAN

Slivers of what power your former form once had manifests within you through magics. You can cast *blur* and *see the unseen* as 2nd-rank arcane innate spells once per day each.

NEBULAN WEAPON EXPERTISE

FEAT 13

NEBULAN

Prerequisites nebulan weapon familiarity

Your extensive travel with staff like weapons have given you ample time to perfect fighting with them as well. Whenever you gain a class feature that grants you expert or greater proficiency in a given weapon or weapons, you also gain that proficiency in the bo staff, the halberd, and all nebulan weapons in which you are trained.

UNFETTERED BODY

FEAT 13

NEBULAN

Prerequisites unfettered stride, buoyant body

Gravity means nothing to you now as you flow through the air at your own will. You can cast *levitate* as a 3rd-rank arcane innate spell at will. In addition, once per day you can cast *air walk* as a 4th-rank arcane innate spell.

FLEETING CURIOSITY

FEAT 13

NEBULAN Concentrate

Frequency once per day

Trigger a creature hits you with a melee Strike.

Your curiosity is so strong even attacks right in front of you don't hold your attention for long. You turn

away from the triggering attack gaining resistance 10 to all damage from it, then step.

PIERCING VISION

FEAT 17

NEBULAN

Prerequisites tunnel vision

No detail can escape the sight of your powerful eye. Once per day you can cast *truesight* as a 6th-rank arcane innate spell.

COSMIC FORM

FEAT 17

NEBULAN

Slivers of what you used to be seeps into reality. You gain the effects of 6th-rank *aberrant form*.

EQUIPMENT

MARBLE CORE STAFF

Uncommon Backswing Forceful Nebulan Two hand 1d10

Price 6 gp; **Damage** 1d6 B; **Bulk** 1

Hands 1

Type Melee; **Category** Martial; **Group** Club

This metal staff has a hollow core filled with small but heavy metal marbles that rolls with the staff when swung, adding extra force upon impact.

PLAYING A NEBULAN IN YOUR WORLD

Nebulans were originally created as an ancestry for the homebrew world of Nobolos. A realm that suffered a tear in the fabric of reality, causing several planes to collapse into a planar storm. As of now the realm of Nobolos is the one place that offers shelter from the storm, and the few beings that still remain within the storm rush to the safety of Nobolos. The nebulans are a group of such beings, or to be more precise nebulans are the remnants of such beings. Originally the nebulans were vast alien creatures, existing in places truly unknown to mortal minds. However, to exist on Nobolos means to exist on a material plane and for one's self to abide simple laws such as time, mass, and gravity. Due to this the beings that were to become nebulans had to shed their original forms, and almost all of what they knew to take on a form that's far more humanoid.

This results in nebulans not having a long nor established history in any world they reside in, leaving the mystery of their past and future very much in the hands of player and storyteller. Hopefully making the inclusion of them in any game quite easy for anyone that's charmed by these lovely space cyclops.