

# Nega-Psychic P.C.C.

In the days before the Coming of the Rifts, a Nega-Psychic was an individual who refused to believe in magic, E.S.P., and the paranormal. Ironically, these individuals were themselves psychic, and their "anti-paranormal" convictions fueled their psionic potential to make them semi-impervious to psychic powers, magic and the supernatural. In many ways, the Nega-Psychic is another manifestation of mind-over-matter: "I don't believe, therefore it does not exist, and I cannot be hurt by something that is not real." This dedicated skepticism also (unwittingly) gave the Nega-Psychic his focus and helped to mold his own, unacknowledged psionic abilities.

Of course on Rifts Earth, it is virtually impossible to honestly believe that supernatural beings, demons, dragons, magic, and psychic abilities are not real; they are everywhere and known to be extremely "real." Consequently, the Nega-Psychic of Rifts Earth has effectively adapted to this magic and supernatural rich environment. The Nega-Psychic accepts that such things "are" real, but he is still a skeptic of sorts, and is extremely strong willed. In this case, he refuses to accept that such forces can control, dominate or destroy him. This makes the Nega-Psychic a defiant, impudent rebel who is the antagonist of the supernatural, especially inhuman forces that try to dominate and enslave those they consider lesser beings — like humans. "I'm not a lesser being, and I'll kick the ass of any hell-spawned monster who says otherwise," tends to be the credo of most Nega-Psychics.

Nega-Psychics often border on the obsessive and fanatical when it comes to personal freedoms and the sanctity of human life. They openly defy supernatural beings, psychics, sorcerers and all despots who try to crush or enslave the human spirit. Their psychic powers make them impervious to most types of mind control and possession.

## Special Nega-Psychic R.C.C. Psionic Powers

**1. Closed to the Supernatural.** The Nega-Psychic is closed to the supernatural as if a Mind Block is constantly in force (no I.S.P. cost). This means they cannot sense or feel the evil, magic or presence of supernatural beings, and neither can supernatural beings and fellow psychics feel or sense them! To other psychics, the Nega-Psychic is a blank slate. A see aura reveals nothing, nor does the Nega-Psychic register when Presence Sense, Sense Magic, Detect Psionics, Clairvoyance, Remote Viewing and similar sensing powers are used, whether they be psionic or magical in nature. Furthermore, the Nega-Psychic is completely immune to all Mind Bleeder powers!

Likewise, the character is "closed" to psionic communication, so he cannot be reached by telepathy or empathy unless the psychic deliberately concentrates to "open" himself to such things. However, the latter is a rarity, for closing himself to the psychic world and the supernatural is this character's main means of defense and source of power.

**2. Disrupt Magic.** This is a unique power in which the Nega-Psychic "gives off negative vibes" that can disrupt a magic ritual or spell casting. The expending of one P.P.E. point as negative energy will disrupt and dispel *three* P.P.E. from the magic ritual or spell caster. This means a Nega-Psychic who expends five P.P.E. in protest against or in a deliberate act to counter a magic ritual or spell, will negate 15 P.P.E. points. In most cases, the negation of the caster's P.P.E. will be enough to prevent the spell from being successfully cast due to insufficient P.P.E.! If a spell requires 12 P.P.E. and the Nega-Psychic simultaneously eliminates three points, the incantation does not have enough magic energy to be successfully cast — the spell caster expends all 12 P.P.E. points but nothing happens. The spell caster's only defense, when he knows that he is confronted by a *Nega-Psychic* (or a Psi-Nullifier), is to expend three or more P.P.E. than is normally necessary to cast the spell. This can turn into a mental chess game, because the Nega-Psychic can anticipate the mage to compensate and willingly expend a specific amount of P.P.E. as a countermeasure (3, 6, 9, 12, etc.; always in increments of three). Under all circumstances, the P.P.E. expended by the spell caster, whether the spell is successfully cast or not, is lost in the attempt. **Note:** Unlike the Psi-Nullifier, whose powers of disruption can affect both *magic* and *psionics*, the Nega-Psychic cannot disrupt the casting of psionic abilities, although the character, himself, is impervious or resistant to many.

Range: 10 feet (3 m) plus 5 feet (1.5 m) per level of experience.

**3. Psionic powers automatic to the Nega-Psychic R.C.C.:** Exorcism, Suppress Fear, Deaden Senses, Summon Inner Strength, and Group Mind Block. The Nega-Psychic also selects one additional psychic ability from the *Physical* category only, at levels 1, 2, 4, 6, 8, 10, 12 and 14.

**4. I.S.P.:** Roll 2D4x10 plus the character's M.E. attribute number to determine the base Inner Strength Points. The Nega-Psychic is considered a *Master Psychic*, although he or she receives only another 2D4 I.S.P. per each level of experience.

**5. P.P.E.:** The Nega-Psychic has more P.P.E. than most other psychics, although they don't use it to cast magic like Mystics, and Psi-Stalkers, and other P.P.E. sensitive beings cannot detect the P.P.E. they contain. The P.P.E. base is equal to the P.E. attribute number x2 +1D6 points per level of experience.

**6. Enhanced Healing:** The Nega-Psychic heals twice as fast as normal humans. Against magic induced illnesses, disorders and curses, the penalties and duration are reduced by half, and the character is impervious to Psychosomatic Disease. Also see bonuses.

**7. Saving throw versus psionic attack:** As a Master Psychic, the character needs a 10 or higher to save vs psionic attacks. However, the Nega-Psychic is resistant to all forms of mind control and illusion (see bonuses).

**8. R.C.C. Bonuses.** Impervious to all forms of possession, +2 to save vs all types of mind control (including drugs), +2 to save vs poison and disease, +2 to save vs magic illusions, impervious to magic potions (even beneficial ones), impervious to magic curses and magic illnesses, +1 to save vs Horror Factor at levels 1, 3, 6, 9, 12, and 15; and +1 to save vs magic spells and rituals at levels 3, 7, and 13. +1 on initiative, +1 to parry, +2 to dodge, +1 to disarm, +2 to pull punch, and +1 to roll with impact or fall.

### The Nega-Psychic R.C.C.

**Alignment Restrictions:** None, but tends to lean toward good, unprincipled or aberrant alignments.

**Attribute Requirements:** I.Q.: 8, M.E.: 10, or higher. A high M.A. and P.S. are helpful but not required.

**Race Restrictions:** Most common among humans (70%), Psi-Stalkers (5%), Elves (10%), Ogres (12%) and 3% others, typically human-like races. Both males and females can become Nega-Psychics, although 65% are males.

#### R.C.C. Skills:

Speaks Native tongue and one language of choice (+30%)

Literate in one language of choice (+15%)

Basic & Advanced Math (+15%)

Lore: Demons & Monsters (+15%)

Lore: One of choice (+10%)

Wilderness Survival (+10%)

Land Navigation (+10%)

Technical: Two of choice (+15%)

W.P. Energy Rifle

W.P. of choice.

Hand to Hand combat must be selected as an R.C.C. Related skill. Hand to Hand: Basic counts as one skill selection, Expert two, and Martial Arts (or assassin if evil), three.

**R.C.C. Related Skills:** At first level the character can select eight other skills, plus one additional at levels 3, 6, 9, 12, and 15.

Communications: Any (+5%)

Cowboy: None

Domestic: Any (+10%)

Electrical: Basic only.

Espionage: Any

Mechanical: Basic and Automotive only.

Medical: Paramedic, Animal Husbandry, Brewing only (+10%)

Military: Camouflage, Find Contraband, Military Etiquette only (+5%)

Physical: Any, except Wrestling and Acrobatics.

Piloting: Any (+10%)

Pilot Related: Any (+10%)

Rogue: Any, except Seduction.

Science: Any (+5%)

Technical: Any (+10%).

Weapon Proficiencies: Any

Wilderness: Any

**Secondary Skills:** The character gets four secondary skills from the list above, excluding those marked "None." Plus two additional secondary skills at levels 3, 6, 9, and 12. These are additional areas of knowledge that do not get the advantage of the bonus listed in parentheses. All secondary skills start at the base skill level.

**Standard Equipment:** Set of clothing, set of traveling clothes, M.D.C. body armor of choice, one large sack, 1D4 small sacks, a backpack, silver cross, six wooden stakes and a mallet (for vampires and other practical purposes), canteen, binoculars, tinted goggles or sunglasses, air filter and gas mask, flashlight, lighter, tape recorder, language translator, note pad and marker, and 50 feet (15.2 m) of lightweight cord.

Weapons: Energy rifle of choice (excluding CS rifles), weapon of choice, a survival knife, and a Vibro-Knife (1D6 M.D.).

Vehicle: A battered looking hovercycle or Land Rover of choice (reduce M.D.C. by 4D6%).

**Money:** Starts with 2D6x100 in Universal credits and 2D4x100 in tradeable goods.

**Cybernetics:** Starts with none and will avoid getting any cybernetic or other forms of augmentation because it interferes with psionics (and besides, it's "unnatural"). However, cybernetic prosthetics or bio-systems will be considered should they become necessary.