

Psi-Nullifier P.C.C.

The Nullifier is a human Master Psionic or Psi-Stalker whose mental "reactive" powers have developed to provide a remarkable defense against psionics and magic. From an early age, the Nullifier has the ability to erect a barrier of mental energy that renders the character virtually immune to mind-altering psionic powers, along with the ability to interfere with and negate them. Furthermore, this defense mechanism can interfere with the mental powers of other psychics and, to a lesser degree, the powers of magic practitioners.

This ability is involuntary, for the most part, and occurs as a natural reaction to the presence of powerful mystical or mental forces. In essence, the character is a living battery of negative energy that can disrupt psionics or magic in close proximity. This makes the Nullifier character a powerful force in the psionic and magic-rich environment of Rifts Earth.

Few Psi-Stalkers become Nullifiers (0.5%; roughly one in two hundred) and fewer still, among humans (among master psionics, only one in a thousand will be a Nullifier). Those who do possess such abilities are typically exposed to powerful magic and/or psionics or supernatural forces during childhood or early adolescence. An event that forever changes them. Like the Nega-Psychic, these characters believe in psionic powers, magic and the supernatural, but are so determined to resist and battle evil beings with these powers, that they actually develop defenses against them. Some rogue scientists have wondered if it is not a form of adaptation of some humans and Psi-Stalkers to their magic and psionic rich environment.

The Coalition States, spearheaded by the powers at Chi-Town (and in the past, Free Quebec), recognize the invaluable power and defenses a Nullifier provides and has developed an experimental (and some say inhumane) regime of rigorous training designed to shape young reactive psychics into Nullifiers. The program has a frighteningly high success rate in producing Nullifiers; approximately 72% of all inductees into the program become Nullifiers. Of the remaining 28%, half are driven insane, while the other half usually become some other type of Master Psionic, typically Bursters, Zappers or Psi-Slayers; 1.5% become Mind Melters. Approximately 320 experienced Nullifiers (levels 4-7) currently serve in a Psi-Battalion headquartered at Chi-Town, with another 80 in the ISS and about 160 in active duty at other Coalition States. Most serve in special branches of the CS Military as anti-psychic and anti-supernatural specialists, as well as fugitive retrieval specialists, spies and espionage agents.

Special Nullifier R.C.C. Abilities

1. Psi-Nullification & Interference: As a living battery of negative psychic energy, the Psi-Nullifier has the ability to disrupt or interfere with magic and psionics that are directed against him or in close proximity. This is a natural defense mechanism developed by the mutant to protect against hostile psychic and magic attacks. It is an involuntary reaction that occurs automatically whenever psionic or magic forces are directed against him or within 10 feet (3 m) of him.

As soon as a psychic, magic practitioner or supernatural menace comes within range or focuses their mental will or magic for an attack against the Psi-Nullifier, he instinctively floods his attacker(s) with a wave of negative psychic energy. This negative energy destroys positive psionic and magic energies, cancelling them out completely or reducing their power.

Every *one* point of I.S.P. expended by the Psi-Nullifier negates *three* positive I.S.P. points, or one positive P.P.E. point of magic power!

The Psi-Nullifier automatically releases enough negative psychic energy to cancel or diminish most psi-powers or magic spells used within his disruption range.

As a disruption of magic, the Psi-Nullifier instinctively expends 1D6 I.S.P. which negates an equal amount of P.P.E., which, in most cases, will be enough to prevent the spell from being successfully cast due to insufficient P.P.E.! The spell caster's only defense, when he knows that he is confronted by a Psi-Nullifier, is to expend seven more P.P.E. than is normally necessary to cast the spell. This can turn into a mental chess game, because the Psi-Nullifier can anticipate the mage to compensate and willingly expend a specific amount of I.S.P. to disrupt the spell, provided it is greater than six (7, 10, 13, 18, 25, whatever). 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.

Against psionic powers, the Psi-Nullifier also instinctively expends 1D6 negative I.S.P. which negates 3x that amount in positive I.S.P. unleashed by his attacker (i.e. one negative I.S.P. negates three of his opponent's, two negates six, three negates nine, and so on). If the amount of negative I.S.P. dispels an amount equal to or greater than the I.S.P. needed to cast the psionic power, it is completely negated! The attacker spends the necessary I.S.P., but nothing happens.

If the negative I.S.P. destroys half the positive I.S.P., the psionic power works, but at half its strength: reduce range, duration, damage and penalties by half. If the negative I.S.P. destroys a third or less of the positive I.S.P. needed, then reduce the effectiveness and power level of that attack by 20%.

Additionally, each point of negative I.S.P. energy counts as a -5% penalty against the success ratio of psi-powers that require skill and interpretation (Object Read, Ectoplasmic Disguise, Telemechanics, etc.); at least while within the radius of the Psi-Nullifier's influence.

Like the spell caster above, an enemy psychic's only countermeasure is to expend more I.S.P. than is normally necessary to use the psionic power. Likewise, the Psi-Nullifier can willingly increase the amount of negative I.S.P. (as above) to further prevent attempts to circumvent his nullification power.

Note: The nullification power is a reflex action that responds to all (even multiple) psionic and magic attacks *directed at him* (including area affect spells) as well as any unleashed within 10 feet of him. It is an involuntary action, so the character cannot hold it back or decide when not to defend against psychic attack to conserve I.S.P. It is a natural and instinctive response to danger. It happens even when the Psi-Nullifier is rendered unconscious and while he is asleep.

This unique power cannot be used against enemies who are aiming their attacks against others, unless the Psi-Nullifier is power to protect an ally or an innocent. The nullification power must be released the moment the spell or psi-power is cast, but Psi-Nullifiers have an uncanny ability to do so (roll initiative, with the Psi-Nullifier having a +6 bonus to let loose his negative I.S.P. in time to negate or reduce it). Maximum range for such a preemptive strike is 100 feet (30.5 m) +10 feet (3 m) per level of experience.

2. Null void: Unlike the Nega-Psychic, the Psi-Nullifier is not closed to the world around him, but he is closed to other psychics and location and sensing magic. Thus, fellow psychics cannot sense his presence, see his aura, sense psionics in him, sense his P.P.E., or remotely view him. They can pick up unshielded emotions and surface thoughts via Empathy and Telepathy, but that can be prevented via Mind Block.

Likewise, magic that senses anything about a person, dominates or controls a person (calling, dominations, etc.) are powerless against the Psi-Nullifier; he's impervious to them.

3. Other psionic powers: The Psi-Nullifier starts with the following psychic abilities: Mind Block, Mind Block Auto-Defense, Psychic Omni-Sight, Sixth Sense, Alter Aura, Psychic Purification, and two additional powers of choice from the Sensitive or Healer categories.

Each subsequent level, one additional psionic ability can be selected from the Healer or Physical categories, and at levels 2, 4, 5, 6, 8, 10, 12 and 15, the character can select one Super Psionic power; Mind Bleeder powers are not available.

4. Saving throw versus psionic attack: As a Master Psychic, the character needs a 10 or higher to save vs psionic attacks.

5. I.S.P.: Roll 3D6x10 plus the character's M.E. attribute number to determine the base Inner Strength Points. The character gets another 2D4+2 I.S.P. per each level of experience. I.S.P. is regained at the unnatural rate of four per hour of activity, or 20 per hour of meditation or sleep.

6. P.P.E.: The Psi-Nullifier has more P.P.E. than most other psychics. The P.P.E. base is equal to the P.E. attribute number +4D6.

7. R.C.C. Bonuses. The Psi-Nullifier is impervious to the bite and mind control powers of vampires, impervious to the Mind Bleeder powers and all forms of possession, as well as being +3 to save vs mind control drugs and magic and +1 to save vs Horror Factor at levels 1, 3,4, 6,9, 12, and 15. +1 on initiative, +1 to dodge, +1 to pull punch, and +1 to roll with impact or fall.

Psi-Nullifier R.C.C.

Alignment: Any, but tend to lean toward selfish and good.

Attribute Requirements: None, although high I.Q., M.E., and P.S. attributes are helpful.

Race Restrictions: Humans (70%) and Psi-Stalkers (30%).

R.C.C. Skills:

Languages: Two of choice (+15%)

Radio: Basic (+10%)

Lore: Demons & Monsters (+20%)

Lore: One of choice (+10%)

Climbing (+5%)

Running

Physical Skills: Two of choice

Pilot: Two of choice (+10%)

Rogue Skills: Two of choice (+10%)

W.P. Blunt

W.P. Energy Rifle

W.P. One of choice

Hand to Hand: Expert

Hand to Hand: Expert can be changed to Hand to Hand: Martial Arts (or assassin if an evil alignment) at a cost of one R.C.C. Related skill selection.

R.C.C. Related Skills: Select seven other skills at first level, plus two additional skills at levels 4, 8, and 12. All new skills start at level one proficiency.

Communications: Any (+5% if human)

Domestic: Any (+5%)

Electrical: Basic electronics only.

Espionage: Intelligence, Detect Ambush, Disguise, Escape Artist, Tracking and Wilderness Survival only (+5%).

Mechanical: Basic and Automotive Mechanics only.

Medical: First aid only.

Military: None, unless trained by the CS Military. In that case, any (+10%).

Physical: Any, except Acrobatics.

Pilot: Any (+10%)

Pilot Related: Any (+5%)

Rogue: Any, except Computer Hacking and Ventriloquism.

Science: Mathematics only

Technical: Any (+10%)

Weapon Proficiencies: Any

Wilderness: Any (+5% if a Psi-Stalker)

Secondary Skills: The character also gets to select four secondary skills from the previous list, plus two at levels 4, 8, and 12. These are additional areas of knowledge that do not get the advantage of the bonus listed in the parentheses. All secondary skills start at the base skill level. Also, skills are limited (any, only, none) as previously indicated in the list.

Standard Equipment for CS Operatives: CS soldiers get Coalition "Dead Boy" body armor, CS energy rifle and energy sidearm of choice, 4 extra E-clips for each, survival knife, two vibro-blades, neural mace, four grenades, an additional non-energy weapon of choice, plus a large flashlight, 1D4 pairs of handcuffs, three signal flares, an air filter and gas mask, distancing binoculars, tinted goggles, utility belt, walkie-talkie, dress uniform, combat boots and canteen. CS equipment available upon assignment: Any weapon types, extra ammunition, conventional military vehicles, hovercraft, tank or APC, and food rations for weeks. Vehicle and equipment repair. Training and counseling services are also provided free of charge by Psi-Battalion. **Note:** All weapons and equipment are given out on an as needed basis, with the commanding officer deciding whether or not the item(s) is really necessary or not. Due to the psionic powers of the individual, the officer is not likely to assign heavy weapons or vehicles except for missions involving extreme danger or extremely important CS objectives. If the officer doesn't like the characters), the availability of items will be even more extremely limited.

Equipment for Independent Psi-Nullifiers: Light to medium M.D. armor, black jumpsuit for night operations, a flashlight, an air filter and gas mask, language translator, distancing binoculars, laser distancer, tinted goggles, utility belt, backpack, 1D4 medium sized sacks, silver cross, 3-6 wooden stakes and a mallet, walkie-talkie, boots and canteen.

Weapons: Blunt weapon of choice, Neuro-Mace or Electro-Stunner (see *Rifts® Lone Star*), energy rifle of choice with four extra ammo clips, a Vibro-Blade of choice, and survival knife.

Vehicle: Starts with a good quality horse or a battered hover cycle (reduce M.D.C. by 2D6 percent).

Money: CS Troops: Psi-Nullifiers who are Psi-Stalkers get 30% more than ordinary Psi-Stalkers, humans get the same pay as ISS operatives. Psi-Nullifiers who are not associated with the CS and are mercenaries or adventurers, start with 2D6x1,000 in credits and Black Market items worth 2D4x100 credits. Psi-Nullifiers usually have no difficulty finding work exterminating monsters, supernatural menaces and evil psychics and magic practitioners. Harrowing work, but the money is usually good to excellent.

Cybernetics: Starts with none. Tends to avoid implants in favor of natural powers. Will use cybernetics only for medical reasons.