

NULL

The mind is not separate from the body. Perfection of one requires perfection of the other. You strive for perfect discipline, perfect order, mastery over mind and body, becoming an unarmed psionic warrior who dampens and absorbs magic and psionics. You require no weapons, no tools. You suffice.

As a null, you resist the supernatural forces of the universe with composure and confidence. As you strive for perfect order, you are an enemy of the ultimate expression of chaos: the supernatural. Those who break the laws of nature using sorcery or psionics should fear you.

**“Any weapon can be turned
against the hand
that wields it.”**

Ardashir



Basics

Starting Characteristics: You start with an Agility of 2 and an Intuition of 2, and you can choose one of the following arrays for your other characteristic scores:

- ♦ 2, -1, -1
- ♦ 1, 1, -1
- ♦ 1, 0, 0

Weak Potency: Intuition - 2

Average Potency: Intuition - 1

Strong Potency: Intuition

Starting Stamina at 1st Level: 21

Stamina Gained at 2nd and Higher Levels: 9

Recoveries: 8

Skills: You gain the Psionics skill (see [Skills](#) in [Chapter 9: Tests](#)). Then choose any two skills from the interpersonal or lore skill groups. (*Quick Build:* Psionics, Read Person, Timescape.)

1st-Level Features

As a 1st-level null, you gain the following features.

Null Tradition

Through extensive physical and psionic training, you have learned to unlock the full potential of your body. As you shape the growth of your power, you choose a null tradition from the following options, each of which grants you a skill. (*Quick Build:* Chronokinetic and the Monsters skill.)

- Chronokinetic:** Your training unmoors you from temporal reality, allowing you to use the flow of time as another dimension that all things move through. You gain one skill from the lore group.
- Cryokinetic:** You can tap into absolute cold, the most essential energy of myriad manifolds, and manifest its effects in your body. You gain one skill from the crafting group.
- Metakinetic:** You learn to see through the illusions of the universe to more fully understand your body and its psionic potential. You gain one skill from the exploration group.

Your null tradition is your subclass, and your choice of tradition determines many of the features you'll gain as you gain new levels.

Discipline

As your mastery of your body and tradition grows, it imbues you with a Heroic Resource called discipline.

DISCIPLINE IN COMBAT

At the start of a combat encounter or some other stressful situation tracked in combat rounds (as determined by the Director), you gain discipline equal to your Victories. At the start of each of your turns during combat, you gain 2 discipline.

Additionally, the first time each combat round that an enemy in the area of your Null Field ability (see below) uses a main action, you gain 1 discipline. The first time each combat round that the Director uses an ability that costs Malice (see [Draw Steel: Monsters](#)), you gain 1 discipline.

You lose any remaining discipline at the end of the encounter.

Null Advancement

Level	Features	Abilities	Tradion Abilities
1st	Null Tradition, Discipline, Null Field, Inertial Shield, Discipline Mastery, Null Speed, Psionic Augmentation, Psionic Martial Arts, Null Abilities	Two signature, 3, 5	—
2nd	Perk, Tradition Feature, Tradition Ability	Two signature, 3, 5	5
3rd	Psionic Leap, Reorder, 7-Discipline Ability	Two signature, 3, 5, 7	5
4th	Characteristic Increase, Discipline Mastery Improvement, Enhanced Null Field, Perk, Regenerative Field, Skill	Two signature, 3, 5, 7	5
5th	Tradition Feature, 9-Discipline Ability	Two signature, 3, 5, 7, 9	5
6th	Elemental Absorption, Elemental Buffer, Perk, Tradition Ability	Two signature, 3, 5, 7, 9	5, 9
7th	Characteristic Increase, Discipline Mastery Improvement, Psi Boost, Improved Body, Skill	Two signature, 3, 5, 7, 9	5, 9
8th	Perk, Tradition Feature, 11-Discipline Ability	Two signature, 3, 5, 7, 9, 11	5, 9
9th	I Am the Weapon, Tradition Ability	Two signature, 3, 5, 7, 9, 11	5, 9, 11
10th	Characteristic Increase, Discipline Mastery Improvement, Manifold Body, Manifold Resonance, Order, Perk, Skill	Two signature, 3, 5, 7, 9, 11	5, 9, 11



DISCIPLINE OUTSIDE OF COMBAT

Though you can't gain discipline outside of combat, you can use your heroic abilities and effects that cost discipline without spending it. Whenever you use an ability or effect outside of combat that costs discipline, you can't use that same ability or effect outside of combat again until you earn 1 or more Victories or finish a respite.

When you use an ability outside of combat that lets you spend unlimited discipline on its effect, you can use it as if you had spent an amount of discipline equal to your Victories. (Such abilities aren't part of the core rules for the null, but they might appear in future products.)

Null Field

You project a psionic field of order around your body, dampening the effects of supernatural abilities harmful to you and your allies.

Null Field

You project an aura that dampens the power of your foes.

Area, Psionic

1 aura

Maneuver

Each enemy in the area

Effect: Each target reduces their potencies by 1.

Once as a free maneuver on each of your turns, you can spend 1 discipline and give your Null Field one of the following additional effects until the start of your next turn:

- ♦ **Gravitic Disruption:** The first time on a turn that a target takes damage, you can slide them up to 2 squares.
- ♦ **Inertial Anchor:** Any target who starts their turn in the area can't shift.
- ♦ **Synaptic Break:** Whenever you or any ally uses an ability against a target that has a potency effect, the potency is increased by 1.

This ability remains active even after an encounter ends. It ends only if you are dying or if you willingly end it (no action required).



Inertial Shield

Your instincts for danger let you predict attacks before they happen.



Inertial Shield

You intuit the course of an incoming attack, reducing its effects.

Psionic

Self

Triggered

Self

Trigger: You take damage.

Effect: You take half the damage.

Spend 1 Discipline: The potency of one effect associated with the damage is reduced by 1 for you.

Discipline Mastery

As you advance in your chosen null tradition, you gain certain benefits in combat, including benefits based on the amount of discipline you have. Benefits based on how much discipline you have last until the end of your turn, even if a benefit would become unavailable to you because of the amount of discipline you spend during your turn.

Some Discipline Mastery benefits can be applied only if you are a specific level or higher, with the level of those benefits noted in the tables below.

CHRONOKINETIC MASTERY

Whenever you use the Inertial Shield ability, you can use the Disengage move action as a free triggered action.

Additionally, as your discipline grows, your psionic mastery of your body intensifies, granting benefits from the Chronokinetic Mastery table. Benefits are cumulative except where an improved benefit replaces a lesser benefit.

Chronokinetic Mastery

Discipline	Benefit
2	Whenever you use the Knockback maneuver, you can use the Disengage move action as a free triggered action either before or after the maneuver.
4	The first time on a turn that you willingly move 1 or more squares as part of an ability, you gain 1 surge.
6	You gain an edge on the Grab and Knockback maneuvers.
8 (4th level)	The first time on a turn that you willingly move 1 or more squares as part of an ability, you gain 2 surges.
10 (7th level)	You have a double edge on the Grab and Knockback maneuvers.
12 (10th level)	Whenever you force move a target, the forced movement distance gains a bonus equal to your Intuition score. Additionally, whenever you use a heroic ability, you gain 10 temporary Stamina.



CRYOKINETIC MASTERY

Whenever you use your Inertial Shield ability, you can then use the Grab maneuver as a free triggered action.

Additionally, as your discipline grows, you strengthen the psionic power suffusing you, granting benefits from the Cryokinetic Mastery table. Benefits are cumulative except where an improved benefit replaces a lesser benefit.

Cryokinetic Mastery

Discipline	Benefit
2	Whenever you use the Knockback maneuver, you can target one additional creature. Additionally, whenever you deal untyped damage with a psionic ability, you can change it to cold damage instead.
4	The first time on a turn that you grab a creature or an enemy moves 1 or more squares in the area of your Null Field ability, you gain 1 surge.
6	You gain an edge on the Grab and Knockback maneuvers.
8 (4th level)	The first time on a turn that you grab a creature or an enemy moves 1 or more squares in the area of your Null Field ability, you gain 2 surges.
10 (7th level)	You have a double edge on the Grab and Knockback maneuvers.
12 (10th level)	Whenever you force move a target, the forced movement distance gains a bonus equal to your Intuition score. Additionally, whenever you use a heroic ability, you gain 10 temporary Stamina.



METAKINETIC MASTERY

Whenever you use your Inertial Shield ability, you can then use the Knockback maneuver as a free triggered action.

Additionally, as your discipline grows, your psionic potential is amplified, granting benefits from the Metakinetic Mastery table. Benefits are cumulative except where an improved benefit replaces a lesser benefit.

Metakinetic Mastery

Discipline	Benefit
2	Whenever you use the Knockback maneuver, the forced movement distance gains a bonus equal to your Intuition score.
4	The first time in a combat round that you take damage or are force moved, you gain 1 surge, even if you resist the effect.
6	You gain an edge on the Grab and Knockback maneuvers.
8 (4th level)	The first time in a combat round that you take damage or are force moved, you gain 2 surges, even if you resist the effect.
10 (7th level)	You have a double edge on the Grab and Knockback maneuvers.
12 (10th level)	Whenever you force move a target, the forced movement distance gains a bonus equal to your Intuition score. Additionally, whenever you use a heroic ability, you gain 10 temporary Stamina.

Null Speed

The flow of psionic power through you allows you to achieve high velocity. You gain a bonus to speed and to the number of squares you can shift when you take the Disengage move action equal to your Agility score.

Psionic Augmentation

Your training has turned your body into the perfect psionic weapon, shaping pathways in your mind that enhance your physical form. Choose one of the following augmentations. You can change your augmentation by undergoing a psionic meditation as a respite activity. (*Quick Build*: Speed Augmentation.)

DENSITY AUGMENTATION

You gain a +6 bonus to Stamina, and this bonus increases by 6 at 4th, 7th, and 10th levels. Additionally, you gain a +1 bonus to stability.

FORCE AUGMENTATION

Your damage-dealing psionic abilities gain a +1 bonus to rolled damage.

SPEED AUGMENTATION

You gain a +1 bonus to speed and to the distance you can shift when you take the Disengage move action.

Psionic Martial Arts

Whenever you use the Knockback or Grab maneuver, you use Intuition instead of Might for the power roll and for determining if you can target creatures larger than you. Additionally, whenever you use the Knockback maneuver, you can choose to slide the target instead of pushing them.

Null Abilities

You rely on a unique blend of martial techniques and psionic prowess to take down your foes and defend your allies.

SIGNATURE ABILITIES

Choose two signature abilities from the following options. Signature abilities can be used at will. (*Quick Build*: Faster Than the Eye, Inertial Step.)

Dance of Blows

You strike everywhere at once, tricking an enemy into moving out of position.

Area, Psionic, Weapon

Main action

1 burst

Each enemy in the area

Power Roll + Agility:

3 damage

4 damage

5 damage

Effect: You can slide one adjacent enemy up to a number of squares equal to your Intuition score.

Faster Than the Eye

You strike so quickly that your hands become a blur.

Melee, Psionic, Strike, Weapon

Main action

Melee 1

Two creatures or objects

Power Roll + Agility:

4 damage

5 damage

7 damage

Effect: You can deal damage equal to your Agility score to one creature or object adjacent to you.

Inertial Step

You flit about the battlefield and take an opportunistic strike.

Melee, Psionic, Strike, Weapon

Main action

Melee 1

One creature or object

Power Roll + Agility:

5 + **A** damage

7 + **A** damage

10 + **A** damage

Effect: You can shift up to half your speed before or after you make this strike.

Joint Lock

You contort your enemy's body into a stance they struggle to escape from.

Melee, Psionic, Strike, Weapon

Main action

Melee 1

One creature or object

Power Roll + Agility:

4 + **A** damage; **A < WEAK**, grabbed

7 + **A** damage; **A < AVERAGE**, grabbed

9 + **A** damage; **A < STRONG**, grabbed

Kinetic Strike

Your opponent staggers. They cannot ignore you.

Melee, Psionic, Strike, Weapon

Main action

Melee 1

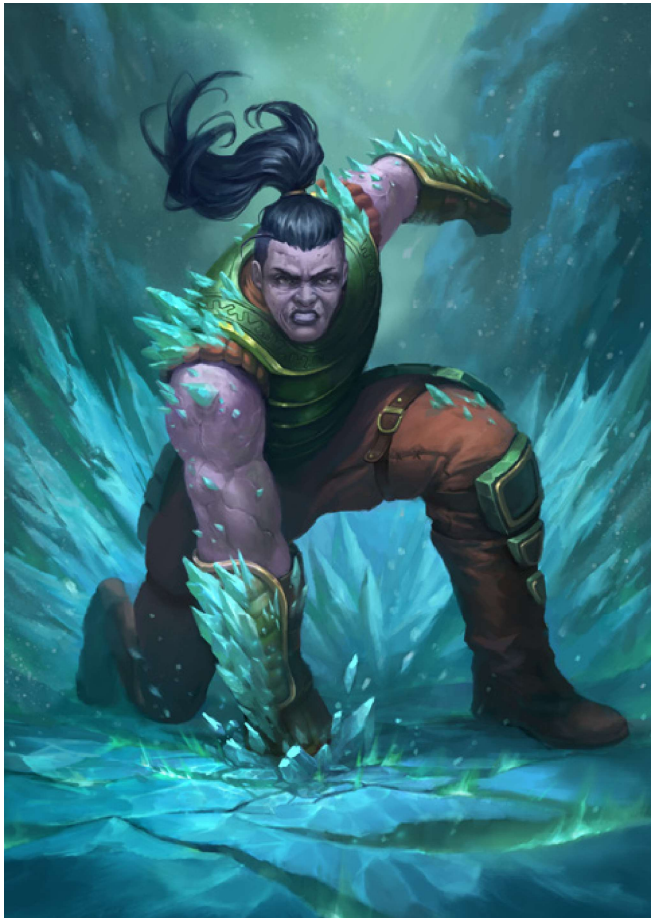
One creature or object

Power Roll + Agility:

4 + **A** damage; taunted (EoT)

5 + **A** damage; taunted (EoT), slide 1

6 + **A** damage; taunted (EoT), slide 2



Magnetic Strike

The force of your blow extends past the limits of your body, pulling your enemy closer.

Melee, Psionic, Strike, Weapon

Main action

Melee 2

One creature

Power Roll + Agility:

- ≤11 5 + **A** psychic damage; vertical pull 1
- 12-16 8 + **A** psychic damage; vertical pull 2
- 17+ 11 + **A** psychic damage; vertical pull 3

Phase Inversion Strike

You step momentarily out of phase as you pull an enemy through you.

Melee, Psionic, Strike, Weapon

Main action

Melee 1

One creature or object

Power Roll + Agility:

- ≤11 4 + **A** damage; push 2
- 12-16 6 + **A** damage; push 4
- 17+ 8 + **A** damage; push 6

Effect: Before the push is resolved, you teleport the target to a square adjacent to you and opposite the one they started in. If the target can't be teleported this way, you can't push them.

Pressure Points

You strike at key nerve clusters to leave your foe staggered.

Melee, Psionic, Strike, Weapon

Main action

Melee 1

One creature or object

Power Roll + Agility:

- ≤11 4 + **A** damage; **A < WEAK**, weakened (save ends)
- 12-16 7 + **A** damage; **A < AVERAGE**, weakened (save ends)
- 17+ 9 + **A** damage; **A < STRONG**, weakened (save ends)

HEROIC ABILITIES

You have mastered a range of heroic abilities, all of them channeled through your discipline.

3-Discipline Ability

Choose one heroic ability from the following options, each of which costs 3 discipline to use. (Quick Build: Chronal Spike.)

Chronal Spike (3 Discipline)

You foresee the best moment to strike, then exploit it.

Melee, Psionic, Strike, Weapon

Main action

Melee 1

One creature or object

Power Roll + Agility:

- ≤11 7 + **A** damage
- 12-16 10 + **A** damage
- 17+ 13 + **A** damage

Effect: You can shift up to half your speed before or after you make this strike. Additionally, whenever an effect lets you make a free strike or use a signature ability, you can use this ability instead, paying its discipline cost as usual.

Psychic Pulse (3 Discipline)

A burst of psionic energy interferes with your enemy's synapses.

Area, Psionic

Maneuver

2 burst

Each enemy in the area

Effect: Each target takes psychic damage equal to twice your Intuition score. Until the start of your next turn, the size of your Null Field ability increases by 1. At the end of your current turn, each enemy in the area of your Null Field ability takes psychic damage equal to your Intuition score.

Relentless Nemesis (3 Discipline)

You strike, and for the next few moments, your enemy can't escape you.

Melee, Psionic, Strike, Weapon

Main action

Melee 1

One creature or object

Power Roll + Agility:

- ≤11 6 + **A** damage
- 12-16 8 + **A** damage
- 17+ 12 + **A** damage

Effect: Until the start of your next turn, whenever the target finishes moving or being force moved, you can use a free triggered action to shift up to your speed. You must end this shift adjacent to the target.

Stunning Blow (3 Discipline)

You focus your psionic technique into a concussive punch.

Melee, Psionic, Strike, Weapon

Main action

Melee 1

One creature or object

Power Roll + Agility:

- ≤11 4 + **A** damage; **I < WEAK**, dazed and slowed (save ends)
- 12-16 5 + **A** damage; **I < AVERAGE**, dazed and slowed (save ends)
- 17+ 7 + **A** damage; **I < STRONG**, dazed and slowed (save ends)

5-Discipline Ability

Choose one heroic ability from the following options, each of which costs 5 discipline to use. (*Quick Build: A Squad Unto Myself*)

Arcane Disruptor (5 Discipline)

Your blow reorders a foe's body, causing pain if they attempt to channel sorcery.

Melee, Psionic, Strike, Weapon

Melee 1

Main action

One creature

Power Roll + Agility:

≤11 8 + **A** psychic damage; **M<WEAK**, weakened (save ends)

12-16 12 + **A** psychic damage; **M<AVERAGE**, weakened (save ends)

17+ 16 + **A** psychic damage; **M<STRONG**, weakened (save ends)

Effect: While weakened this way, the target takes damage equal to your Intuition score whenever they use a supernatural ability that costs Malice.

Impart Force (5 Discipline)

A single touch from you, and your enemy flies backward.

Melee, Psionic, Strike, Weapon

Melee 1

Maneuver

One creature or object

Power Roll + Intuition:

≤11 Push 3

12-16 Push 5

17+ Push 7

Effect: An object you target must be your size or smaller. You gain an edge on this ability. Additionally, for each square you push the target, they take 1 psychic damage.

Phase Strike (5 Discipline)

For a moment, your foe slips out of phase with this manifold.

Melee, Psionic, Strike, Weapon

Melee 1

Main action

One creature

Power Roll + Agility:

≤11 3 + **A** psychic damage; **I<WEAK**, the target goes out of phase (save ends)

12-16 4 + **A** psychic damage; **I<AVERAGE**, the target goes out of phase (save ends)

17+ 6 + **A** psychic damage; **I<STRONG**, the target goes out of phase (save ends)

Effect: A target who goes out of phase is slowed, has their stability reduced by 2, and can't obtain a tier 3 outcome on ability rolls.

A Squad Unto Myself (5 Discipline)

You move so quickly, it seems as though an army assaulted your foes.

Area, Psionic, Weapon

2 burst

Main action

Each enemy in the area

Power Roll + Agility:

≤11 6 damage

12-16 9 damage

17+ 13 damage

Effect: You can take the Disengage move action as a free maneuver before or after you use this ability.

