

I-Zine Volume 3: Zeeks Expanded!

WELCOME TO ZEEKS EXPANDED!

By Smoke_And_Mirrors

So you're looking for the straight skinny on Zeeks, Psions, Psychics, those weird people who can use their mind to do freaky things eh? Well congratulations you've run across this guide! If you're a baby Zeek, you'll find all kinds of info in here left out of the mainstream publications. Lots of useful stuff to help you survive, you're welcome by the way.

If you're some close minded would be zeek hunter trying to hunt us down because of some mandate from your nailed God, or because you fear us, good for you too! If I ever cross you, I promise I'll only make you think you're a prepubescent girl for a month. For the rest of you reading this, pay attention, maybe you'll learn something and come away with a different perspective on your mind bending brethren.

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IN THIS I-ZINE YOU'LL FIND:

- An expanded history on Zeeks, including speculation on their powers and how they work, an analysis of zeeks and where they fit (And don't fit) in society.
- New edges,
- New hindrances
- New Powers!
- New gear!

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A LITTLE HISTORY LESSON

When you mention Zeeks and Psychics to most of the average people running around what's largely considered "the civilized world" you'll most likely come away with one statement over all the others. It typically goes something along the lines of "Gosh that Hernando Vasquez is scary; we ought to do something about these Psychic freaks!"

I swear to science, if I could get my hands on Vasquez there wouldn't be enough of him to bury. The sheer amount of bad P.R. he gave us all will probably never be repaired, at least not in our lifetimes. Until the appearance of Hernando, most people would have been surprised to learn Zeeks had been officially recognized by the U.N. and the general academic fields for almost thirty years. Even before the public reveal, research on the emergence of the Psion was going steadily apace for some time. If you woulda asked our grandparents and great-grandparents from the turn of the century if Psychics existed, most would have laughed you off. Back then it was considered frankly horseshit. For reasons I'll explain in a moment, if Psions did exist before the Death, they were freaking rare.

Enter Dr. Randi of the University of London. In 2060 Dr. Randi and his team published several academic papers which confirmed what some had a sneaking suspicion about; somehow the unlocked potential of the human mind was a reality. They had their dissenters of course, but an all call offering hard cash money for potential research subjects caused us Zeeks to come out of hiding and allow ourselves to be tested. If you talk to some of the Zeeks who were alive during that era, they can tell you some interesting stories. Mainly about how scared they were of their own abilities, thinking they were all alone in the world and being relieved to find out Science was trying to provide some answers and showing them there were others like them.

Lots of people (including myself) had an idea the major governments of the world were well aware of the existence of Zeeks before the public was and had simply kept the info hidden. All the typical conspiracy theories abound of secret government test facilities and black ops training centers for psychic soldiers, the whole nine yards. The theories say, Zeek numbers simply began to grow to a large enough number the governments couldn't keep a lid on it anymore, and just let us go public. To some extent I can believe this. I've met a few older Zeeks who could scream former spook, but then again 90% of conspiracy theories are crap anyway, so you'll have to make up your own mind.

In either case, after it was confirmed in public, the usual burst of public fascination happened. We were on talk shows, media progs, major movies, magazine covers, you name it. For about a five year period, when the world wasn't consumed with the raging second American civil war, they were curious about us. But like all fads, eventually they come to an end. Zeeks didn't seem like they were doing anything to out of the ordinary, and we became an accepted part of world culture in the background.

Oh sure, we still popped up again here and there to perform tricks for the media progs, to do special effects for a movie, or to get hired as private investigators, the whole shebang. The public didn't necessarily fear us, the way they do today. In fact most of them thought we were damn useful.

After Vasquez pulled his little stunt, everything changed. Some repressive governments already had laws in place in regards to how we did things but very few had laws on our very existence until Vasquez's act of terrorism. Suddenly the public became aware of how every Psion had the potential to be a living weapon. In some ways, I suppose we shouldn't have expected the good

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Status:
Resolving address of ftp.declassified.net
Status:
Connecting to 42.55.05.231:66...
Status:
Connection established, waiting for
welcome message...
Response:220----- Welcome to shadow-
FTPD [privsep] [TLS] -----
Response: 220-You are user number 367 of
1000 allowed.
Response: 220-Local time is now 16:00.
Server port: 771.
Response:246-This is a private system - No
anonymous login.
Response:246-IPv6 connections are also
welcome on this server.
Command:USER Orion@declassified.net
Response:331 User Orion@declassified.net
OK. Password required.
Command: PASS *****
Response:230-User Orion@declassified.net
has group access to:
Response:230 OK. Current restricted
directory is /declassified docs
Command: SYST
Response: 215 IDSMK Type: sk-MLOC
Command:FEAT
Response:211-Extensions supported:
Response: EPRT
Response: IDLE
type*;size*;szid*;modify*;IDSMK
mode*;IDSMK.uid*;IDSMK.id*;unique*;
Response:211 End.
Status: Connected
Status: Retrieving directory listing...
Command:PWD
Response:257 "/declassified docs" is your
current location
Command:TYPE ALPHA-5
Response:200 TYPE is now 128-bit KLOC
Command:PASV
Response:227 Entering Passive Mode
(62,80,45,133,222,196)
Command:MLSD
Response:150 Accepted data connection
Response: 226-Options: -a -l
Response:226 5 matches total
Status: Directory listing successful
Response: Welcome to Declassified.net.
Access to this server is a privilege, not a right.
So play nice, kiddies, or I'll ghost-hack your
TAP and upload a virus that'll make you bark
like a dog for a week. —Sysop
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Posted: 04/02/2088 01:12

>SYSOP: There's a lot of misinformation going around about Zeeks right now. I asked one of our frequent posters and confirmed Zeeks, "Smoke_and_Mirrors to write something up for us, to get the skinny on just how Zeeks fit into the world. His words are below, as he says, pay attention and you might learn something.

Posted 4/03/2088 13:33

>NEON_BRIGHT: Hey, wasn't there a general release on Zeeks by Wolfson not to long ago?

Posted 4/03/2088 13:44

>SysOp: Yes actually, I thought it was pretty good myself, but some of our Zeek members came forward and said they thought a little

more information could be shed on the subject, Smoke_and_Mirrors offered to fill in some details which were left out.

Posted 4/03/2088 13:49

>SMOKE_AND_MIRRORS: Wolfson did a good job, particularly for a normie when it came to giving what was basically Zeek 101. Think of this as the advance course. Download and read on to see the real reasons you should be hating and fearing us!

Posted 4/03/2088 13:58

>CRIMSON_VELVET: Ooh, is there going to be a test after all this, Smoke? ;-)

Posted 4/03/2088 14:01

>SMOKE_AND_MIRRORS: That's right, report to the principal's office immediately Velvet. :-P

Posted 4/03/2088 14:03

>PAYN_MAN: I haet tests! I wuz always copyng off teh smart kidz back in sk00l.

Posted 4/03/2088 14:16

>KYROMANCER: Boy does it ever show Payn...

Posted 4/03/2088 15:34

>DOC_HOLIDAY: I remember the day Psychic phenomena was actually confirmed by a peer reviewed scientific journal. None of us were willing to believe it at first, but Dr. Randi took it all in stride. It was about a full year before the rest of the scientific community was willing to accept it, we were all doing our own tests in disbelief.

Posted 4/03/2088 15:39

>BILLY_BLACK_EYES: The moment Psychic ability was proven to exist, the governments were all over it, trying to take advantage of it. Of course some of us think they were aware and already using them before the public knew, but I'm getting ahead of myself.

Posted 4/03/2088 15:44

>LUCIFERON: I know some of this scientific jargon must be hurting a few people's heads, I'll see if I can translate. Basically every Zeek is a god damn wishing machine. Or to put it another way, they warp reality with their thoughts. It's all about how well they can focus their thoughts and imagine the change they happen to be trying to make. The bigger the change, the harder the effect to pull off.

times to last as long as they did. It honestly surprised most of us how long we went along without the public turning against us. When it comes down to it, Psions can be dangerous, very dangerous in fact, but I'll try to explain the facts here, so anyone reading can decide for themselves.

JUST HOW DO OUR POWERS WORK?

That's the million credit question isn't it? People want to know why we're here, how long we've been here and how the hell we work! Well, I got news for the religious folks right now, despite how it seems, it's not "magic." Science has actually put forward some very scary and accurate theories on how our abilities work, why they work, and even why more of us are popping up on a larger scale.

First thing though, let's talk population numbers. Right now here in 2088 it's theorized about a 1/2 percent of the world population is a Zeek, or a potential Zeek. To put that in perspective, at a world population of about 9 billion that leaves us with 45 million people who are Psychic or have Psychic potential. At the current rate of increase in the rate of Zeek emergence, we're predicting full scale 1% of the population will be Zeeks by 2099!

So why the increase? That's part of the current predictions on how our abilities work. Right now, the prevailing theory on psychic phenomenon and ability is related to quantum physics, specifically in the Heisenberg uncertainty principal, super string theory, and data collected from advanced Super colliders active today. Let me try to explain that all to you in away that makes sense. Super string theory is a model for how reality works. In layman's terms it means all of reality is made up of 10 dimensions. Thanks to our own limited perceptions we can really only perceive 3 of these dimensions. The 4th dimension is made up of the other 3 put together. This leaves 6 of these extra super strings for controlling aspects of reality, and leading to the theory of extra dimensions which I'm not gonna get into here. The Heisenberg Uncertainty Principal is the last theory which comes into play. It has to do with dead cats, and the knowledge of observing something causes it to change, I'll explain how it works with the others in a moment.

What does this have to do with Zeeks and the ability to read minds or melt things with our thoughts? Well taken together, it's theorized Zeeks are somehow able to observe the other superstrings on an unconscious level. Somehow we perceive the other layers of reality. For those of us capable of astral projection, it's thought all we're doing is extending our perception along one of the other superstrings. In essence, by observing the other dimensions of reality, we can change them, causing vibrations down from string to string, until they affect the four which make up perceivable reality. Now you may have heard something or other about "Omega Waves", that's the usual pop theory thrown around when it comes to Zeek abilities, but as I just explained, it's not the entire story. Where the media gets confused, is thinking somehow Omega waves (a combination of theta and gamma brain waves) are how Zeek powers work. Well, the reality is, Omega waves do exist, however, what they really are, is the type of brain waves produced when a Zeek uses their powers. They're a result of a Zeek using their powers, not the cause. So basically, if you have an MRI machine or other brain wave scanner up, you can see the Omega waves being produced as the Zeek uses their abilities.

There's still a lot which is unknown about the whole process and how it works, and it's a gross simplification, but it's the theory which makes the most sense. The supercollider aspect comes in when it comes to detecting and measuring when Zeek powers have been in use in an area. Thanks to

the supercollider experiments which began and accelerated during the turn of the century, Science uncovered a number of particles which were as of yet unknown in their form and function and how they related to the universe. These particles later went on to lend further evidence to the existence of superstrings and the idea of multiple realities. When a Zeek uses their abilities, these particles are often left behind in an area. Higgs bosons, dark matter, monads, tachyons, all the crazy particles you're use to seeing in old Sci-fi progs are often in evidence when a Zeek uses their abilities.

The end result of this being, theoretically speaking, Zeeks are capable of performing any effect. That's why the U.N. updated the Omega protocols this year to include the possibility of a Zeek singularity. The theory is a Zeek is only limited by their own mental fortitude, and skill at manipulating superstrings in a quantum flux to produce any end result they can imagine. Now of course, that makes it all sound like tomorrow some Zeek is going to start wishing everyone to the corn field, but that's really not the reality of the situation. The thing is, we Zeeks are limited by our mental fortitude. It's tiring to produce our effects. The bigger change we're trying to put into reality, the more it takes out of us. The sheer amount of energy it requires to use our abilities is substantial, and Zeeks can burn through 5 pounds in a single day through sheer caloric exertion if they've pushed themselves far to much with their abilities. Hell, if a Zeek pushes themselves to far, they can just die. So don't get me wrong, we've got a few Zeeks out there who seem like something out of an old American comic book, or Japanese Anime, but they're the extremely rare breed.



Posted 4/03/2088 15:53

>D-V8: I need to become a Zeek so I can lose weight like that. Though in all seriousness I don't imagine it's very healthy, I wonder how that effects their bodies.

Posted 4/03/2088 15:57

>DOC_HOLIDAY: ATP is the most basic chemical found within our bodies responsible for all of our energy output and ability to move. Zeeks produce magnitude higher levels of ATP within their bodies then the rest of us do. They need all this excess energy to produce their effects. The mitochondria within their cells happen to be slightly different from the rest of ours in order to meet these production demands. A blood test is another way to verify someone is a zeek, if you're able to examine their cells, though it's not always so obvious.

Posted 4/03/2088 16:03

>LUCIFERON: Nothing ever is Doc, still it's nice to hear the bioside to this. Most people don't seem to realize how all of the biostuff comes together in the Zeek to make it all work.

Posted 4/03/2088 16:09

>MOSHI: It's true though, lots of people seem to just assume our abilities work like magic. But the energy comes from us, I know I don't produce effects so well when I'm starving.

Posted 4/03/2088 17:04

>WORLD_WATCH: Stopwatch is now getting aggressive training in Zeek stopping protocols, they're also recruiting Zeeks from all over the world as well now. Vasquez isn't the only Zeek out there with an axe to grind and lots of power. More and more reports are coming in about Zeek criminals who can threaten civility on a large scale.

Posted 4/03/2088 17:10

>SMOKE_AND_MIRRORS: We haven't had any "Akira" events happen just yet. If you ask me the U.N is jumping the gun. Sure we can be a problem in the right circumstances but like I say here in the write up, we're pretty far away from the "Zeek singularity".

Posted 4/03/2088 17:13

>WIDOW_MAKER: Oh of course Smoke, because we should just take your word for it, being a Zeek yourself. It's not like you have anything to gain or anything if people don't realize Zeeks for the real threat they are.

Posted 4/03/2088 17:17

>SMOKE_AND_MIRRORS: Awe, do I scare you
Widow Maker? You afraid of the big bad Zeek
coming to rewrite your mind and peer into your
soul and see all the dirty secrets you have?

Posted 4/03/2088 17:19

>WIDOW_MAKER: You're welcome to try Smoke, I'll be happy to introduce you to the business end of my gun, let's see how well you can do your tricks with your brain splattered all over the wall.

Posted 4/03/2088 17:22

>SysOp: Can it both of you, NOW. Let's not have this degenerate into personal threats. Back on topic now please.

Posted 4/03/2088 17:58

>ORION: Is there any truth to what Smoke is saying here with... cracks in reality? It sounds like something out of an old flatscreen sci-fi prog.

Posted 4/03/2088 18:01

>ATHENA: He's not making it up. A new release out of Harvard talks about it in gratuitous detail. To put it in layman's terms, a super collider more or less simply duplicates on a very tiny scale, the birth of the universe by smashing particles together. Current research shows there must be some groups or organizations out there doing the same thing, only on a larger scale. The side effect is causing temporary cracks and fluctuations into what amounts as our dimensional reality.

Posted 4/03/2088 18:04

>SISTER_SIN: Why the hell would anyone do something like that?! What purpose could it possibly serve?!

Posted 4/03/2088 18:07

>ATHENA: You'd be surprised actually. That scale of messing with physics could have all sorts of interesting implications, from advanced weapon research, to seemingly far fetched technologies like teleportation, predictive patterns, or even dimensional or time travel.

Posted 4/03/2088 18:09

>BILLY_BLACK_EYES: So basically duplication of what Zeeks can do or are rumored to be able to do, but with technology.

Posted 4/03/2088 18:12

>SISTER_SIN: Oh just lovely...Let's endanger the entire world in the name of progress.

Posted 4/03/2088 18:12

>ATHENA: All in the name of Science! Of course ☹

Posted 4/03/2088 18:49

>HOT_SHOT: Aw man a holy order of Catholic Zeek Assassin Priests just sounds freakin' cool!

Posted 4/03/2088 18:55

>EAGLE_EYE: As Wolfson covered in the original Zeek release the NAC is a bad place for Psychics, most of the hardcore evangelicals are found there and a few "good ole witch burnings" are starting to take place again.

So of course science had to ask next, is there a Zeek Gene? While science's interest in this was purely academic, the governments and congloms jumped all over this too. What, the ability to clone an army of psychic soldiers to do your bidding? Who wouldn't want that? While some common markers have been found on psychics, it turns out there is no "Zeek" gene. At least, there is no single zeek gene. It's more and more looking like a combination of chromosomal factors, and certain alleles which leads to the potential for becoming a Zeek. This is why Human 2.0 and Sim Zeeks are the rarest of our kind. It turns out some of that "undesirable" DNA which is removed in Human 2.0 probably contains the markers which lead to being a Psion. As for sim's, it's always a freak accident when one of them gets the ability, some x factor comes up in the genetic cocktail of their decantation which gives them the ability almost none of the rest have.

So how come we have more and more zeeks popping up today, and with greater abilities then the theoretical ones which came before? Well that goes to the scariest part of the theory right now. The truth of the matter comes down to measuring cracks which exist within our own universe. If Zeeks are simply people who have the genetic predisposition to unconsciously detect and manipulate Quantum particles, then it stands to reason we must have many more of these Quantum particles floating around the air today then we did before. We get these particles through changes which have happened on an unperceivable level to the superstrings which make up our universe. This basically means, someone or possibly a few someone's, are using machines which screw with the stability of the universe somehow, and we're talking on a level larger then a supercollider. Of course, no government or megaconglom has bothered stepping forward to take credit for this! If it keeps going it might turn into our generation's version of the global warming crisis, and hey, we all know that turned out well! Why just look at New York!

RELIGION AND ZEEKS

Moving away from one gloomy subject, on to another one, let's take a look at how the world's major religions reacted to the presence of Psions confirmed among us.

CHRISTIANITY

While it's arguable whether Christianity or Islam is the largest religion of the world, Christianity certainly has the most influence still when it comes to the western nations. When you talk about Christians of course, the largest game in town is the Catholics. Say what you will about the Catholic Church, but when it came to the emergence of Zeeks, the Pope took care of business. Calling a special meeting with the Bishops, top cardinals and other people with funny hats, Pope Innocence XIV proclaimed Zeeks were not a manifestation of God's will, nor were they a manifestation of the power of Satan. Zeeks were in fact simply an aspect of reality and human nature as of yet unknown. In accordance with this proclamation Zeeks were to be treated like anyone else, they could be saved through the power of Jesus, or condemned through his rejection and Sin. Some people point rumors and say the Catholic church has it's own order of secret Zeek monk assassins, to these people I say, you're watching to many action progs.

When it came to the rest of the Christian world, results have been mixed and varied. For the majority of Protestants, more or less something along the lines of what the Catholic Church decided was agreed upon. However when it comes to the Evangelical Church, things get kinda ugly. Evangelicals hold all manifestations and practices of magic are evil and sinful. (Guess they forgot about that whole Solomon the wise thing eh?) Zeeks are expected to never

use their abilities if they wish to be accepted into most of the branches of the evangelicals. Unless of course doing so is in direct service to the church itself, or the government such as the NAC. Then the Zeek is seen as taking on the burden of their sin for the greater good of god's will on earth, and all that B.S. Ever since Vasquez had to go and fubar everything for the rest of us, the Evangelicals have been in a frenzy. Old school "witch hunts" have popped up in the most closed communities, and hate crimes against Zeeks in those areas are on the rise. But then again, the religion of love has always been twisted for hate, so it shouldn't be a big surprise.

ISLAM

Speaking of the religion of love, let's talk about the religion of peace! Despite the majority of it's traditional homeland being a nuclear wasteland, Islam has not to surprisingly managed to keep on going and converting more and more to it's ways. Considering the majority of Muslims didn't live in the Middle East, this shouldn't be too much of a surprise. I'll break the suspense and tell you right now, most Islam sects fell along the same lines of their Christian counterparts. The Sunni's Caliph and ruling body of the religion got together shortly after the Catholic Church's meetings, and pretty much came to the same conclusion. Zeeks were capable of receiving the word of Muhammad, and being saved by the grace of Allah.

Of course if the Sunnis approve it, the Shiites must oppose it! Not to say they went as far as the Evangelicals did, but basically, the Shiites only like Zeeks using their powers under conditions approved of by the ruling body of their Mosques and Imams. You do run into a few of the lesser known Islamic sects having their own opinions and distinct practices when it comes to Zeeks of course. The Wahhabis for instance think Zeeks are an abomination in the sight of Allah and must be driven out from their communities, if not killed on sight. Meanwhile the Suffis take the complete opposite idea; Zeeks are Allah's chosen on earth, and have the potential to use those gifts for good or evil.

Generally speaking, most of the time, if you're a Zeek and you run into a Muslim community, nobodies going to give you too much grief, unless you make the mistake of running into one of the extremist neighborhoods. Then you'll end up just like you did with the extremist Christian groups.

JUDAISM

So let's knock on the third branch of the Judeo-Christian tree and get to the oldest practitioners. With Israel gone, the central body for most of the sects of Judaism relocated to other places in the EU. It shouldn't be to surprising to hear none of the Jewish sects really outlaw or persecute Zeeks. Even Orthodox Judaism doesn't bat much of an eye at their presence. As a whole, the conservative and reform Jewish church simply looks at Zeek powers as being just like any other human ability. Not an affront to God, but just another example of human potential. All three sects are in agreement about Jewish Zeeks not practicing their abilities on the Sabbath. You won't get stoned to death for doing so, just admonished to a level depending on the sect you identify with. Expect long prayers and begging forgiveness if you're Orthodox and a tsk tsk if you're reform.

BUDDHISM AND HINDUISM

While lumping these two groups together may offend some folks, (and yeah yeah, I know they're two different and distinct religions by the way) the reason I'm doing so is because of how similar their view on Zeeks hap-

Posted 4/03/2088 19:24

>BILLY_BLACK_EYES: You've done a great job at giving a quick overview of how most of the world's religions react to Zeeks, any chance you could give those here how some of the other countries out there react to your kind Smoke?

Posted 4/03/2088 21:00

>SMOKE_AND_MIRRORS: Alright, well I'm not going to write an entirely new article here in the comments section, but I'll give a quick run down of a few interesting places, with emphasis on North America.

My personal favorite is my home Atlantica. Zeeks don't have to be registered, and we don't have to do shit for anyone. Atlantica beyond the suckyness of the Martial Law in Boston, is probably the most free country in NA. We're also protected from persecution by the constitution here as well. Cascadia is pretty much the same, you're not required to register your abilities or work for the government. The Carribean Economic League is all about the license. You pay for a "license" to practice and use your abilities, if you're all paid up nobody can mess with you.

If you can't afford the license fee the government corporations are more then willing to put you to work. The GLU requires Zeeks to register on a government database, and just like every other citizen you have to put in 2 years of government work. After that however the GLU's mainly just leave you be. I know many Zeeks who swear by the GLU government, but most of them are expatriates from the NAC and just like the fact the GLU is the most capable country in North America of bloodying the NAC's nose. Texas is pretty much diet NAC, they require you to register and they put a lot of restriction on how you use your abilities, but they don't force you to be a slave like the NAC.

The California and Southwest badlands are different depending on which gang or free city you're in. It's a crap shoot. The walled and free city of Phoenix for example, doesn't care about Zeeks and is more afraid of the roving gangs and expansionist narco-cartels. The NAC, really does it need to be said? They catalog you, force you to work for them for life, and restrict everything you do. If you're a good little slave they'll put you up in a nice private house and give you all the women and blow you could want, all for selling your soul and ratting out your fellow kind. Mexico requires registration and a period of service for a couple years, but then like the GLU the Zeek is free to pick their own path. Quebec and Canada both require registration as well, though Quebec is more restrictive on what Zeeks are allowed to do.

Posted: 4/03/2088 22:05

>RAT_MAN: In the GLU the Zeeks were not just mixed in with the regular units. Most often they'd be attached to a special ops group, or even be in small units composed of 3 or 4 of em to assist a larger force. The GLU isn't stupid, it's just a simple fact a Zeek soldier is worth more than a non-zeek soldier.

Posted 4/04/2088 10:01

>SMOKE_AND_MIRRORS: I'll try to toss in a few notes about some of the other countries out there I know about, I don't know everything of course so make sure to do your own research when you can.

The European Union is much more tolerable to Zeeks than North America. Again, however, they require registration of one's abilities, but beyond that Zeeks are protected from prosecution or discrimination based on their abilities and are afforded all the same rights human beings are. China is of course much more restrictive, Zeeks are required to register and are considered "property" of the State almost. It's kind of the same deal of the NAC, China force Zeeks to work directly for the government, "for their own protection". Japan is strange as Japan always is. Psi's are forced to register for the government but then have several options available to them. They're automatically elevated to the Samurai caste and are allowed to go into the military, the government, or religious services for the country. After a 5 year period of service, the Zeek is free to pursue their own path whatever they wish, but many stay in the field they originally went into. India doesn't require registration or service, Zeeks have it pretty good there. Australia follows the EU model, and Brazil, well they're just like the NAC only in Portuguese.

pens to be. The real uniting point between these two groups is how reality is more or less an illusion or ephemeral, and a distraction from higher pursuits and enlightenment. The presence of Zeeks, people able to manipulate and change reality, didn't faze these groups one bit. In fact, they only saw it as a reaffirmation of their own religious practices. If you ever find yourself on the run from some bad people, typically close minded religious or government types, chances are you can hide with Hindi or Buddhists. Long as you didn't do anything to terribly bad, these groups will give you sanctuary, as you're kinda proof in their eyes of their religious convictions being right. Personally, I dunno, I'm an atheist myself, but hey I'm never one to turn down help when it's offered.

THE REST

The rest of the religious groups around the world are a crapshoot when it comes down to it. The Shinto priests of Japan don't really have a problem with Zeeks, and even have a special cadre of Zeek Miku's who specialize in manipulating individual elements. Yeah, I know, sounds like something out of some crazy Anime but there it is. Mormons don't really like us, unless, again, we're bound to their church and following the strictures of the elders. Those Zeeks who aren't doing as their told are excommunicated. The Caribbean Economic League is the current home to Vodun, and they have a strange way of looking at Zeeks. While they see psions as being blessed by the Loa, it's not so much in a sense of having a supernatural ability, but rather as being gifted just like anyone else with a particular talent. Basically, it means they don't think just because you're a psychic you're automatically talking to the Loa and channeling spirits. The new-agers and crystal wavers see it all as being the divine inspiration of the holy alien archangels who guide earth and save us from the serpent men, or whatever other crazy belief their running with this week. You can claim you're blessed by the Goddess if you ever find yourself with neopagans, wiccans, and druids, and they'll eat the stuff right up. Some of them are currently behind a big push to try and legitimize themselves by arguing the "magic" of the "ancient" druids was psychic ability. Personally, I think they're all a little kooky, but their pro-zeek overall so it works for me. There's always some ismists or crazy cult out there saying Zeeks are either divine or evil depending on which way you swing it, but they come and go like the tides.

BEING ZEEK

So, with religion out of the way, we should talk what it's like to be a Zeek among the different well.. for lack of a better term.. "Races of humanity" running around on Earth, and in the solar system today.

HUMANS

Humans, we're the original evolved monkeys of the planet, and we're also the most numerous when it comes to being Zeeks. Probably something like 70% of the Psions out there are plain ole ordinary Homo sapiens. It means we look and act like just about everyone else. It also means we're more likely to be the Zeeks with some bit of cyberware or bioware inside of us too. Don't believe what the mediaprogs show, if we're a Zeek who has a vocation which puts us in danger, we're going to have some kind of cyberware. The action shows like to portray us as relying completely on our psychic powers, pulling helicopters from the sky, igniting mobs of people, all that crazy stuff. The truth of the matter is, that shit is tiring, and some times I'd rather rely on wired reflexes to smoke some bitches with my Thunderbolt, then rely on my PK to blow their heads up. Some of the cyberware and bioware coming down the pipe is also specifically made for us. Honestly, I can't wait, anything that gives me an edge, I'm interested in.

HYBRIDS

Hybrids are the next most common type of Zeek you're going to see out there. For most of us, when we find out we're a Zeek, the idea of getting genetically modified to add animal DNA to get an edge.. Well it starts to take a back seat. Suddenly the idea of saving up for your first piece of cyberware makes more sense then getting overhauled genetically. That means most Zeek Hybrids come in two varieties. Either they were a Hybrid already and their abilities manifested, or they saw their Zeek abilities as being an affirmation they needed to get hybridized. These are the hard-core Hybrids I'm talking about, the ones that view Hybridization as the next step to take in human evolution. Zeek Hybrids tend to be a little more religious then normal Zeeks because of this. Mostly this is alt religion stuff, totem animals, talking to nature spirits all that Jazz. Either way, many Hybrid Zeeks end up the leaders of the various Hybrid tribes and gangs you find through out the world. The rest of the Hybrids tend to look on their Zeek brethren as being "blessed" somehow, or chosen. Hybrid Zeeks also tend to come mainly in the Freak variety, with a few Peeks. You don't get to many Teeks with them; it kinda lends credit to the theory Zeek powers are shaped by self perception to some degree.

HUMAN 2.0

Next to sim's, these are the rarest of Zeeks out there. As I said earlier, it seems all that playing around with the genetics in utero prevents most of them from ever manifesting. Some of that supposedly "junk" or "undesirable" DNA contains the necessary coding to get you a Zeek. Overall this leads to the majority of Human 2.0's having a very condescending attitude toward Zeeks. They don't like us, because frankly their jealous. Far as I'm concerned, fuck em! Those rich bastards get advantages in every other way; this is one of the areas we have over em. That being said, it doesn't mean there are NO Human 2.0 zeeks. Far from it, it's something like 9-10% of Zeeks are Human 2.0. These guys tend to be the one's that are the worse example of Zeeks out there. Figuring their perfect in every other way, they tend to look down on other Zeeks as being less then they are. The most common power types which pop up with them tend to be Peek abilities. Reading minds, controlling thoughts, it all plays into that domination and superiority aspect. I hate them myself, but then I hate most Human 2.0's so it's moot.

SIMULACRA

Sims, now here's where it gets weird. Sim's make up either 1%, or less then 1% of the Zeek population. You see as I mentioned before, as much as the governments and congloms would LOVE to be able to engineer Zeeks, it's just not happening. Too many factors are unknown, nobodies broken the "Zeek Code" if there's even such a thing as it. This doesn't mean they don't try though! Most of the Psychic Biohorrors that are out there are a result of the congloms experimenting with this kind of stuff. Anyway, every once in awhile, a Corp, Government, or hell even the occasional lone rogue scientist, get's lucky and produces a success. Unfortunately, this success has never been duplicated. Some X factor they didn't account for is always involved. With other Sim's, something happens to the batch being decanted, or some glitch happens in a custom model, somehow the genes get crossed in just the right way, and out pops a Psychic Sim. Hoo boy, let me tell you.. These guys tend to be scary... Sims who go psychic are almost always invariably very powerful. Most of them end up as Teeks, but it's not always the case. Sim Zeeks tend to turn on those who made them, and go out in blazes of glory. A few escape into the underworld and make a living as guns (or

Posted 4/04/2088 11:02

>KITTY_KAT: Hybrid Zeeks almost don't even seem like Zeeks when you meet them. They act more like Shamans, I've gone to one myself when ever I've felt troubled on a spiritual level.

Posted 4/04/2088 11:05

>SMOKE_AND_MIRRORS: That's all just a bunch of hogwash in the end Kat, but if it makes you feel better more power to ya.

Posted 4/04/2088 11:08

>KITTY_KAT: Yaknow Smoke, you can really be an asshole sometimes. What's your beef with religion? How can you be against it when you're capable of doing such unbelievable things?

Posted 4/04/2088 11:11

>SMOKE_AND_MIRRORS: It's entirely because I have these abilities I know hoodoo, god, Santa Claus and all that other stuff just isn't real. I like to focus on the here and now and keep grounded in reality.

Posted 4/04/2088 11:45

>ORION: I went up against a Human 2.0 Zeek awhile back, real piece of work let me tell you. He was a low level exec at a company who shall remain nameless. He'd kidnap women off the streets and brainwash them with his abilities into being his slaves. He got off on the power trip involved. My team ran across him when we were hired to locate a missing run-away daughter. We saved the girl, but she'll need years of therapy to recover from the ordeal.

Posted 4/04/2088 12:00

>2_YEARS_LEFT: Smoke's observations on how we Sim's handle psychic abilities are very astute. I wish I had them myself to see if there is any truth to being able to break the deathlock on our lifecycle with them.

Posted 4/04/2088 12:15

>ANDYDROID: It is not that we fear organics and their ability to perform these feats, after all being non-organic feeling fear is not quite the same for us. It's more how illogical psychic abilities are which makes us reluctant to be around the so called "Zeeks". Reality does not behave the way it should when they are around.

Posted 4/04/2088 12:20

>OFF_WIRED: Couldn't that be classified as being afraid Andy? Sounds like you're scared of em' to me.

Posted 4/04/2088 12:21

>ANDYDROID: Perhaps for those of us who have been programmed or developed a full suite of emotions, but for myself I don't "feel" fear, just a sense of caution which you may interpret as "fear" if that's what you like.

Posted 4/04/2088 12:25

>MOSHI: In other words, yes wired he's afraid of Smoke and I. Poor sensitive robot.

Posted 4/04/2088 12:35

>BILLY_BLACK_EYES: New Frontier Enterprises are one of the world leaders when it comes to this experimental technology like the Reality Stabilizers and QPDD. They're one of the forerunners in space exploration and have several scientific colonies. It's rumored they get most of their breakthroughs by conducting experiments in space where they can violate U.N. protocols all they want.

Posted 4/04/2088 12:35

>MOSHI: They're one of the biggest conglomerates in the world, based out of Australia they created an entire company city in the outback using terraforming nanites and technologies they developed for colonies. Scary guys all around nobody even knows who their executives are since they are not a publically traded company.

rather minds), for hire. Rumors also point to Zeek Sim's breaking their initial death coding too, and living a longer lifespan. I personally think it's just that, a rumor. My theory for why they seem to get so powerful so fast is because they're burning a candle at both ends. Either way, if you encounter a Psychic Sim, be nice.

ANDROIDS AND A.I.

You may think it's weird I'm bringing up our artificially intelligent friends. No, despite what your late night sci-fi progs say, they can't get psychic powers. You need to be organic for that. I bring them up, however, because most A.I and self aware androids have a negative reaction to psychics and psychic powers. They don't like us. We scare them. I'm not talking about dubs here; I'm talking about those A.I.'s who were never human. You see for some reason, to them we "do not compute." It's the one thing we can do which they can never do. Maybe it's a jealousy thing, but I honestly think it's more about fear. While Zeeks have been shown ripping androids apart with their minds, hot wiring their circuits and all other kinds of things, we know physical damage doesn't really scare them all that much. I think their fear is deeper, and existential if you can believe a computer program is capable of existential thought.

If anything, Zeeks show Androids they're not technically superior to their fleshy biological creators. It shows they're still fundamentally a flawed copy of us. Now not every A.I. and android is like this. Some of them don't have any problems, but on average they tend to be cautious around the flesh bags who can twist metal with their minds. Of course, being artificial, most Peek powers don't work on them, and this is why the latest in Anti-Psychic countermeasures are new robots and androids being developed. Mostly this is being done by the NAC, but I hear word China is working on them too. If the latest technology out there on the matter is to be believed, apparently psychic tracking killer robots are being tested right now in various parts of the world. Good times all around!

GAME INFORMATION

In this section you'll find a variety of game rule information designed to help both players and GM's alike in portraying and running Zeeks within your campaigns.

MALMART UPDATES

NEW FRONTIER ENTERPRISES REALITY

STABILIZER CYBERNETICS

Afraid of Psychics using their powers to turn your brain into jelly? Fear no more with the NFE Reality Stabilizer! The cutting edge of Psionic research, the RS functions using the latest principals uncovered in Quantum Dynamic theory! Using a series of small implants placed throughout the body, the RS releases minute pulses of electromagnetic spectrum energy specifically tuned to the Omega wave signals produced by Zeeks! The end result means a Zeek has a much harder time of trying to effect you with their abilities!

- +2 Function Cyberware which duplicates the effects of the Arcane Resistance edge!
- +3 Function version duplicates the effects of the Improved Arcane Resistance edge!

QUANTUM PARTICLE DETECTION DEVICE

The QPDD is a handheld device about the size of an old PDA filled with advanced microtronics and detectors, capable of measuring the influx of Quantum Particles such as Tachyons, Higgs Bosons, Monads, Dark Matter, and other trace particles.

Every time a Zeek uses their abilities these particles linger in the area for upwards of a week. Trace amounts of these particles also linger on the presence of a Zeek or someone who's been affected by Zeek powers for upwards of an hour after Zeek power use. The Character who wishes to use the device makes a Notice roll while scanning the area with the QPDD, success detects the particles, a raise shows the direction the Zeek went in after using their abilities.

- The QPDD has it's own "Notice" dice pool of D6 to detect particles, which a character may use to substitute their own if they wish.
- The QPDD can be built into a pair of cyber eyes as a +1 Function.
- A mere 4,000 Credits!

NEW HINDRANCES

BRIMMING WITH POWER (MINOR/MAJOR)

Your Zeek is simply bubbling over with Psychic power. So much so, every time she exercises her abilities, she can't help but let some of it escape. Your Zeek is incapable of using their abilities in a subtle manner, furthermore, every time they use a power it causes obvious, sometimes damaging effects to the surrounding area.

The Minor version of this hindrance causes only small effects on the environment and on the zeek themselves. Peek abilities cause the characters eyes to glow for instance, or the eyes of the target. Teek abilities cause small items to levitate, minor cracks to appear in fragile items, small whirlwinds around the caster and similar effects. Freak abilities cause the smell of ozone, static electricity discharges, minor temperature drops, and other things.

The Major version of this hindrance causes larger, much more obvious effects. Peek abilities cause the caster to glow with an aura. Freak abilities cause visible manifestations of ball lightning, power to flicker, or dramatic drops/raises in temperature. While Teek abilities cause multiple items up to 10lbs to levitate in the air, cracks to form in masonry and other hard items, fragile items simply shatter. It should be noted, this Hindrance cannot be used in away to give the character an advantage.

RAPID METABOLISM (MINOR)

The use of Zeek powers calls for an intense amount of caloric expenditure to pull off. Because of this, there are very few over weight zeeks, despite being seen constantly stuffing their face. Some Zeeks have it even worse off, however, and have an even higher active metabolism. With this hindrance, the Zeek adds 20% to the cost of their lifestyle thanks to the need to buy additional foodstuffs to keep their weight up. Furthermore, if caught in a situation where starvation occurs, the Zeek adds an additional -1 penalty to the roll to resist gaining fatigue.

NEW EDGES

The Following are a collection of New Edges specifically designed with Zeeks in mind. Unless stated otherwise, a character must be a Zeek to acquire any of these edges.

Posted 4/04/2088 12:39

>ORION: I heard they're board of execs is just called "the circle", and they act as a haven for researchers kicked out of other corps or universities for violating ethics research restrictions. Supposedly they have ties to the artificial country of Mu out in the pacific too.

Posted 4/04/2088 12:44

>BILLY_BLACK_EYES: Which makes sense given their space and hostile environment research projects, but we're getting off topic here. Now I've seen a few Zeeks who were like a walking pyrotechnic light show when they used their abilities, but I'd like to know more about it, since not every Zeek does it.

Posted 4/04/2088 12:48

>MOSHI: Yeah for most of us, we don't show to many obvious signs when using our abilities, which is one reason people get afraid of us. But now and then a Zeek just seems to lack control over themselves, or seems to just throw around more power then they really need to, the result is strange occurrences.

Posted 4/04/2088 12:55

>SMOKE_AND_MIRRORS: Strange occurrences is one thing to call it. Massive property damage and leaving an easy trail to follow is another thing. I won't work with a Zeek who can't even control their own abilities like this, it's just putting up a sign that says "Oh hey Psi-ops come and kidnap me please, here's where I live!"

Posted 4/04/2088 13:03

>PAYN_MAN: My womon be eatin' all the damn time! You tink she's a Zeek?

Posted 4/04/2088 13:09

>LUCIFERON: No Payn, she's just fat.

Posted 4/04/2088 13:40

>CRIMSON_VELVET: Whoa! Look at that security image! Is that what you were talking about, Moshi and Smoke? With the Glowing eyes and floating objects?

Posted 4/04/2088 13:43

>SMOKE_AND_MIRRORS: That's exactly what I'm talking about. Granted I could possibly be persuaded to give up my typical rule to work with the woman there, she seems to have two assets I always appreciate in partners.

Posted 4/04/2088 13:46

>MOSHI: You're just such the charmer Smoke aren't you...

Posted 4/04/2088 14:01

>MOSHI: I make use of Heuristic techniques myself, I'm actually one of those Miku's Smoke mentioned earlier. I don't need the prayer strips or spirit stick or to say the prayers to use my abilities, but doing it all focuses my mind better and I find my effects less tiring when I use them.

Posted: 4/04/2088 14:11

>LUCIFERON: Zeeks able to effect hyper-reality? Now that's just freaky, but I guess it really confirms what Smoke was saying about how Zeek powers work. If it's all a matter of perception there's no reason a Zeek shouldn't be able to effect HR.

Posted: 4/04/2088 14:14

>SMOKE_AND_MIRRORS: Like you said though Lucy, it all comes down to perception which is easier said than done. I can't wrap my head around it, so I can't do it, but I know a few Zeeks who can.

FORTITUDE (BACKGROUND EDGE)

Requirements: Novice, Vigor D8, Spirit D6,

Through great mental will and physical ruggedness your Zeek possess an extra level of fatigue only for the purposes of gaining fatigue from power expenditure effects. This Fatigue level puts your character at -3 for the purposes of actions (-4 if the Gm is already using the optional extra Fatigue level from the Zeeks book)

HEURISTIC TECHNIQUE (PROFESSIONAL EDGE)

Requirements: Seasoned, Psionics d8+

A Heuristic Technique is a mental exercise which allows for the easier recall of information. In this case, it refers to a Zeek's training in terms of their power use. The Zeek has some experience under their belt now, and has some form of training, formal or otherwise in the easier use of their abilities. As long as the Zeek is able to use their powers in rote, ritual fashion, they gain +2 to the power roll, only for the purposes of resisting fatigue. The ritual fashion may range from formal black ops training which requires specific movements and mental states of mind, to religious conventions and trappings. In the end it's all about focusing the Zeek's will.

HYPER REALITY MASTER (BACKGROUND EDGE)

Requirements: Novice, Hacking D8

Most Zeeks are unable to use their powers to interact with Hyper Reality and Hyper Reality entities. The standard reasoning seems to be since it's technically not "real", their powers are unable to effect the virtual world.



A very small percentage of Zeeks, mostly those who considered themselves “hackers” or other computer experts have simply found away around this mental block, and are able to use all of their abilities on Virtual creatures, A.I.’s, and even ghosting characters. The Zeek however loses access to their psychic abilities while ghosting still.

INDOMITABLE (COMBAT EDGE)

Requirements: Seasoned, Vigor D8+, Spirit D8+

The Zeek gains the ability to spend a benny in order to immediately cancel a level of Fatigue gained from the exertion of Psionic powers.

MACHINE EMPATHY (WEIRD EDGE)

Requirements: Seasoned, Hacking D6, Psionics D8

Many Psionic powers seem to fail when directly applied to machine entities such as Androids and A.I.’s. Given the nature of how Psionic powers work, however, this seems to more be a mental block most Psionics have rather than a limitation of their abilities. Your Zeek has found away to break free from those limitations and is now able to use all of their psionic powers on Androids, Robots, and other artificial types. This edge supersedes the “this power does not work on artificial characters” limitation.

PSIONIC MASTERY (COMBAT EDGE)

Requirements: Seasoned, Spirit D8+, Psionics D8+, 1+ level of Power Points Edge

The Zeek has gained new insight into the use of their powers and abilities. A new insight into how they’re able to manipulate the Quantum Strings of reality allows for the improvement of existing abilities by expending a little more mental juice. By increasing the Power Point cost of any power used by 1, the Zeek may do one of the following with the ability: Raise all damage dice by 1 step. Increase Protective effects by +2. Increase touch range increments to Smarts. Increase all numbered range effects by 1.5 increments. Double all non-Instant based durations.

IMPROVED PSIONIC MASTERY (COMBAT EDGE)

Requirements: Veteran, Spirit D10+, Psionics D10+, Psionic Mastery

As per Psionic Mastery, only now the Zeek may raise the cost by 2 Power Points in return for adding 2 regular Psionic Mastery abilities, or 1 of the following abilities: Raise all damage dice by 2 steps. Increase protective effects by +5. Increase all non-self power ranges to sight (or hearing for a blind character). Raise non-instant durations by a time interval increment (rounds become minutes, minutes become hours, hours becomes days) Increase a small burst template to a medium burst template.

TOTAL PSIONIC MASTERY (COMBAT EDGE)

Requirements: Heroic, Spirit D10+, Psionics D12+, Improved Psionic Mastery

As per the previous Mastery edges, only now the Zeek may raise the cost of a power by 3 in return for adding 3 normal mastery effects, 2 Improved Mastery effects, or 1 of the following effects to a power: Raise all damage dice by 3 steps. Increase protective effects by +8. Double the number of targets or templates of an effect. Turn a medium burst template into a large burst template.

ROTE POWER (WEIRD EDGE)

Requirements: Novice, Psionics d8+

Choose one of your characters powers. Your character has mastered the use of this ability so well it’s become rote, they never take fatigue from it’s use as

Posted 4/04/2088 14:34

>WIDOW_MAKER: And this is exactly why the U.N put in the Zeek omega protocols! The Psionic mastery, Zeeks capable of doing it are more dangerous then military vehicles on the battle field!

Posted 4/04/2088 14:36

>SMOKE_AND_MIRRORS: Most Zeeks don’t even attain any level of mastery though, it’s rare, and the one’s who advance through all the levels of it are the rarest of the rare. I’ve gone through some of it myself, but I’m not near the top.

Posted 4/04/2088 14:40

>2_YEARS_LEFT: This is one of those areas where Sim Zeeks tend to excel. They master their abilities quickly, maybe it’s due to the “burning the candle at both ends” like you mentioned before Smoke. Burning away our precious small life force for some extra power.

Posted 4/04/2088 14:43

>ANDYDROID: Organics with the ability to produce omega waves and effect we artificial beings with their abilities are the entire reason why I invested in reality stabilization hardware.

Posted: 04/04/2088 14:57

> SMOKE_AND_MIRRORS: The Zeeks release classified powers as either Teek, Peek, or Freak in conjunction with the effects of certain edges found within that release. We've done the same for the powers found in this book.

- **Freak Powers:** Heavy weapon, Mental transfer, Tulpa
- **Peek Powers:** Combat precognition, Derangement, Neural copying, Psychometry, Psychic therapy,
- **Teek Powers:** Detonation, Pyrokinesis, Thermal manipulation, Rend

Posted 4/04/2088 15:00

>DV-8: The ability to give people psychological disorders that just scares the hell out of me. At least with my TAP I can turn it off if a dangerous virus is going around, or rely on my firewall, but a Zeek just being able to reach in and give me some sort of hang up, that just gives me the creeps.

Posted 4/04/2088 15:03

>KRYOMANCER: It's one of the most subtle and effective weapons. Why kill a rival when you can drive them mad instead? You'll most likely achieve the same effect you wanted in the end, without the problems of a dead body to deal with.

Posted 4/04/2088 15:19

>OFF_WIRED: Oooh, Detonation, if I could have any Zeek ability, that one! Sweet firey Christmas I'm jealous of it! It's save me so much money on detonators.

long as they use the minimum power point cost of the ability, regardless of how the dice come up. This edge may only be taken once

THE SIGHT (BACKGROUND EDGE)

Requirements: Novice

Your Zeek is highly attuned to the quantum particles associated with Zeeks and their abilities. With a successful Notice roll your character can detect if Zeek powers have been used in a general area, in upwards of a week old. Your character also automatically detects any Zeeks they come into a general area equal to their smarts rating. Some Zeeks jokingly refer to this as "Quickening Sense" after an old 2D movie franchise. Needless to say, Zeeks with this ability are HIGHLY sought for induction into the NAC Psi-division.

POWERS

COMBAT PRECOGNITION

Rank: Seasoned

Power Points: 3

Range: Smarts

Duration: 3 (1/round)

Combat Precognition is a peek ability which allows for it's user to predict the movement's and actions of their opponent, before they do it. This allows for a greater advantage in combat. The caster chooses a target and makes their Psionics roll. A success on the roll increases their parry rating against the target by 1, lowers the target's parry rating for the caster by 1 and inflicts a -1 penalty on all ranged attacks from the Target against the Caster for the duration of the effect. A raise increases these numbers by 1.

DERANGEMENT

Rank: Veteran

Power Points: 5

Range: Smarts

Duration: Special

One of the most insidious things a Zeek can do is inflict psychosis on another person. With this power a Zeek simply reaches into the mind of a target and makes things "off". The Zeek chooses a target and makes a Psionics roll, opposed by the targets spirit. The Target is typically unaware of the intrusion despite resisting. If the Target wins the opposed roll, nothing happens, if the Caster wins, however, things get interesting. The Zeek can choose to inflict a minor mental hindrance of their choice on the target, or a major with a raise. The Target makes a spirit roll every 24 hours starting at a -2. A Success removes one minor hindrance, or downgrades a major to a minor. A raise removes two minor hindrances, or completely removes one major. This power may not be used on non-organic characters.

DETONATION

Rank: Seasoned

Power Points: Special

Range: Smarts

Duration: Instant

Detonation is the use of precise telekinesis to excite the molecules found in explosives and ammo and set them off. Note this power can only set off explosives and ammo which require a minimum of energy expenditure to

go off. Bullets, Grenades, Dynamite, and other such conventional forms of explosive are all fair game. Even plastique can be detonated as the Zeek simply sends a charge through the material to detonate it. Complex explosives which require the mixing of two chemicals to become active, or other multiple stages before being “hot” are immune to the effects of Detonation (i.e. no setting off nukes). If the complex explosive has been rendered “hot” however, it is fair game for the use of Detonation. The Power Point cost of Detonation is equal to 1 point per step in die type damage the explosive or ammo has. 1 power point for d4 to d6, 2 for d8, 3 for d10, 4 for d12, and an additional Power Point for each step above d12.

HEAVY WEAPON

Rank: Seasoned

Power Points: 3

Range: touch

Duration: 3(1/round)

This ability allows a Zeek to wrap any weapon they are currently wielding, from ranged to martial, in a destructive layer of Psionic Energy. The resulting effect makes the weapon a Heavy Weapon. If the Weapon is already a Heavy Weapon, it instead gains +4 to AP. A successful raise on the activation roll nets a 1 step increase to the damage dice of the weapon.

MENTAL TRANSFER

Rank: Heroic

Power Points: 7

Range: Smarts

Duration: Permanent

Mental Transfer is one of those abilities largely unknown to the public, and highly terrifying to people in power. With it, a Zeek may completely transfer their very essence into a new body, and force the current body's essence into their old body. To put it another way, the user trades souls and minds with their target. To use it, the Caster must first successfully activate the power. After the power is successfully activated a clash of wills begins. The target and caster each make spirit rolls, trying to accumulate a number of success equal to their opponents steps in spirit die type. (Example, a caster has a Spirit of d10, while the target a d8. The caster must gain 3 successes over the course of several spirit rolls, while the target must gain 4 successes over the course of the rolls) A raise on the caster's initial activation roll earlier provides them with a free success to start with.

The targets continue to roll each turn until one of them meets the required number of successes. If the target accumulates a number of successes equal to the caster's steps in spirit, nothing happens. If the caster accumulates the required number of successes before the target does the power has been successfully used. The Target and Caster switch bodies, with the caster taking over the body of the target and vice versa. All Mental traits, all skills, and edges the caster had, transfer with them to the new body. The caster gains the physical traits, cyberware, and bioware of their new body, as well as physical hindrances. The caster loses any cyberware, bioware, or physical hindrances their old body had, those now all belonging to the target who has switched bodies with the caster.

If the caster wishes, they may decide to psionically overpower the physical form of the body, over the course of a week the new body slowly changes until it completely resembles their original form. Should the caster go bust on any of his rolls with this power, something terrible has happened. The caster dies instantly, and all of their Psionic power transfers to the target instead!

Posted 4/04/2088 16:00

>WIDOW_MAKER: Mental Transfer! Again, this is what I'm talking about! Zeeks are dangerous and registering them isn't a bad idea! I mean its freakin' immortality!

Posted 4/04/2088 16:04

>WORLD_WATCH: This is one of the specific Zeek abilities known to exist because of a Zeek terrorist on StopWatch's list. They're known only as the clockwatcher. They've swapped gender, race, age, multiple times, body from body, the only consistent thing is an old pocket watch they carry around. Rumors say their a former agent who learned some secret StopWatch is keeping from the rest of the world. So far they're responsible for over a hundred deaths, but unlike Vasquez, clockwatcher keeps it subtle and lowkey, it's why the media isn't all over it. If you ever find yourself alone with someone who carries around an old antique pocket watch and is acting very strange, I'd get the hell out of there as a matter of course.

Posted 4/04/2088 16:16

>ORION: Really makes you wonder what Stopwatch could be hiding if this "Clock-Watcher" is going after them.

Posted 4/04/2088 16:33

>SMOKE_AND_MIRRORS: I've used Psychometry numerous times myself to solve problems for people. The key is knowing a general time frame to search in. Just casting your senses back scattershot only leads to you getting tired. But if you can narrow down a smaller time frame to look at, you can really figure things out.

Posted 4/04/2088 16:45

>MOSHI: I use Psychic Therapy myself to help others who are troubled. It's one of the abilities I was trained to learn by my own mentor, if we Zeeks really want to improve the opinions the general public has about us, learning more abilities like this is the way to go.

Posted 4/04/2088 16:55

>DV-8: I'm just happy to know after one Zeek drives me crazy, there's another out there who can put my mind back together again. Well, as back together as my mind usually gets ;-)

Posted 4/04/2088 17:00

>MOSHI: Pyrokinesis is the ability Vasquez mastered, it's an ability I'm quite proficient in as well. You can use it to melt things, burn things, cook your food, or even set off smoke alarms. If you have the ability to make yourself immune to hostile environments as well it's even better. Standing in a pillar of flame while igniting everything around you is quite effective.

The target gains all Psionic Powers, and Edges the caster had, and gains a Psionic skill of d4 (if they do not possess it already) Any Edges or Powers above the characters rank will be automatically gained when the character advances to the required rank. This power does not work on non-organic characters.

NEURAL COPYING

Rank: Seasoned

Power Points: 1 per skill die step/ 2 per edge.

Range: Smarts

Duration: 3 (1/round)

With the use of telepathy, the Zeek may temporarily copy any skill or edge a target has waiving the requirements,(within reason, GM's use your judgment here, i.e. it's most likely impossible to copy "Noble" but "Woodsmen", "Quick" or "Two Fisted" would not be out of the question) up to the value of the target. Success allows for the duplication of one skill or edge, a raise allows for the copying of any combination of 2 skills or edges. This power cannot be used on non-organic characters.

PSYCHOMETRY

Rank: Novice

Power Points: Special

Range: Large Burst Template

Duration: 10 minutes (1 minute)

Psychometry allows the psychic to pull their senses back through Tachyon fields and observe the effects of the past in an area. The distance on how far back a Zeek can perceive is based on the cost of the power. Tapping, 1 Power Point allows for 1 hour into the past. 2 Power points for a day. 3 for a week. 4 for up to a month. 5 for a year. 6 for a Decade. The character specifies a specific time frame they are sending their senses back into (i.e. 20 minutes ago, 4 hours ago, 3 days ago at 3:14pm), and rolls to successfully send their senses back. The character may only send 1 sense into the past on a successful roll, which typically means either sight or hearing is sent. From there the character is free to perceive the events in question at any point within the area of the casting.

On a successful raise, the character may include 1 extra sense to go back into the past, including the ability to perceive Hyper reality! Note this is the only way the character may perceive Hyper Reality in the past.

PSYCHIC-THERAPY

Rank: Novice

Power Points: 3

Range: Touch

Duration: 1 week.

While most people are more familiar with Zeeks causing harm, Zeeks have just as much ability to heal, including healing the mind as well as the body. Psychic Therapy allows the Zeek to reach into the mind of a target, and fix mental defects which are found. In this way Zeeks speed up the process of what typically takes Psychologists months and years to accomplish in a matter of minutes. These results are not permanent, however, but are a powerful tool for allowing a Zeek Psychologist to remove mental blocks from a target rapidly increasing the rate of therapy. It takes 10 minutes to use this power, and only may be used on a target once a week. A success downgrades a mental hindrance of the casters choice from a Major to a minor, or removes a minor for the duration of the power. A raise on the roll removes two minor mental hindrances, or removes 1 major. If these hindrances were temporary in nature (given due to target through use of derangement, or through attack programs and intrusion countermeasures) the hindrances are removed permanently. This power may not be used on non-organic characters.

PYROKINESIS

Rank: Novice**Power Points:** 1 point to activate/special**Range:** Smarts**Duration:** 5 (1/round)

The Ability to control and manipulate flame is a power ascribed to psychics for a very long time. With this ability, a Zeek is capable of psychically feeding, controlling, or snuffing flame. For each power point tapped, the Zeek may build the size of an existing flame. The character activates the power and makes a psionics roll, a success and each raise increases the size of an existing fire. Starting from the size of a match flame, the flame may grow to a small burst template, then to a medium, then to a large. Each additional success beyond a Large Burst Template creates another large burst template. The character is free to make new psionic rolls each additional round to further increase the size of the fire. The fire remains at the size the pyrokinetic raises it to each round without any need to maintain it, as long as the power's duration lasts. After the power's duration is up, the fire will stay at it's current size as long as it has fuel to maintain itself, acting in all ways as a natural fire.

The character may also increase the intensity and temperature of the flame to flare up each round, tapping a power point for each step raise to the damage dice of the flame (for example raising a D6 to a D8) or to add additional dice of damage to the flame to a total maximum damage value of 5d12. The Zeek must continue to tap the same level of points each round in order to maintain the damage value of the flame, otherwise it degrades by 1 step, and loses 1 dice of damage each round until it returns to it's starting damage value.

The character may also control and shape all of the flame they perceive in an area, able to move 1 large burst template worth of flame a round at a distance equal to their smarts x 3. The character is free to shape the flame in anyway they desire, cause it to float through the air, or follow unnatural pathways. The character may conversely decide to snuff out flame rather than raise it, making a psionic roll to decrease the size of a flame each round, degrading an existing flame by a size category for each success and raise on their roll. The Zeek is free to make additional rolls each round to decrease the size of the flame.

REND

Rank: Veteran**Power Points:** 5**Range:** 24/48/96**Duration:** Instant

Rend allows the Zeek to unleash complete molecular destruction on non-organic matter. The Zeek simply unravels it's target molecule by molecule through advanced applications of telekinesis. The Zeek targets any non-organic object in the form of a Vehicle, Golemmech, or Android. Success on the roll inflicts 4d10 dice of damage which completely bypasses any and all armor the target possesses or is wearing, allowing the damage to be applied directly to the toughness of the target. This power may only be used on non-organic targets. A raise adds an additional d10 of damage.

THERMAL MANIPULATION

Rank: Veteran**Power Points:** Special**Range:** Large Burst Template**Duration:** 3 (1/round)

Thermal Manipulation allows a character to excite or slow down the mol-

Posted 4/04/2088 17:24

>BILLY_BLACK_EYES: I remember being on an op a few years back, everything was going fine until we were out of our target location. Suddenly Golem-mechs were swarming us, and we were out of heavy explosives. The Zeek in our group though just calmly looked at them and began to rip them apart with her gaze. Was one of the most amazing things I've ever seen. The Pilots inside were untouched and simply looked shocked as their mechs were unraveled into long strips of metal all around them.

Posted 4/04/2088 17:34

>MOSHI: It's all about realizing there is no spoon ☹ Sorry, old flatscreen movie joke.

Posted 4/04/2088 17:40

>SMOKE_AND_MIRRORS: I have a Tulpa, and beyond just being back up in a fight Tulpas are wonderful for training yourself and well honestly trying to be a better person. As a Higher version of you they point the way to being a better person and often have great insight into your own feelings you might be hiding from yourself. Then again, I also saw a Zeek serial killer's Tulpa once, and it was one of the most evil and frightening beings I'd ever encountered.

TULPA

Attributes: Agility (Same as Zeek's Smarts), Smarts (Same as Zeek's Smarts), Spirit (Same as Zeek's Spirit), Strength (Same as Zeek's Smarts), Vigor (Same as Zeek's Spirit)

Skills: The Tulpa possess all of the same skills the Zeek does, however the Tulpa uses the Zeek's Psionics skill level for all of them.

Charisma:+0; **Pace:** (Equal to Zeek's Psionics skill die); **Parry:** (use Zeek's Psionic skill die as Fighting); **Toughness:** (Derived normally)

Edges: The Tulpa possess all edges the Zeek does.

Hindrances: As the higher self, the Tulpa is not burdened by any hindrances.

Special Abilities:

- **Construct:** The Tulpa does not suffer wound penalties, is immune to poison and disease, does not take additional damage from called shots, adds +2 to recover from being shaken, nor needs to breathe.

- **Flight:** The Tulpa is not bound by gravity and may move in any direction equal to it's pace.

- **Mental Sensing:** The Tulpa ignores environmental penalties for perception and can "see" perfectly well in the dark, fog, or rain.

- **Stoic:** The Tulpa is completely Fearless and immune to Taunt and intimidation.

- **Spiritually Tough:** The Tulpa gains +1 Toughness for every Rank the Zeek achieves.

- **Wild Card:** When the Zeek reaches Heroic Rank, the Tulpa automatically becomes a Wild Card.

Advancement: At every rank (including Novice) The Zeek may choose one of the following abilities to give to their Tulpa. Each may only be taken once. After Legendary Rank, Tulpa's advance at the GM's discretion.

- **Armor:** The Tulpa gains +4 Armor to all attacks, all of which cannot be negated by AP.

- **Extra Power:** The Tulpa gains a power the Zeek does not have, up to 1 rank higher than the Zeek currently is. While the Tulpa is summoned, the Zeek also has access to this power. If the Zeek ever acquires the power the Tulpa possesses, they are free to choose a new power for the Tulpa.

- **Hard Target:** The Tulpa subtracts 2 from all rolls to hit it with ranged attacks which are not Psionic in nature.

- **Increased Attributes:** The Player may choose two of the Tulpa's attributes. When manifesting these two attributes are raised one step higher. Once the two attributes are chosen they may not be changed.

- **Mental Weapons:** The Tulpa gains psionic weapons which do D6 damage, ignore the armor of targets, but can only deal non-lethal damage. This ability has no effect on non-organic targets unless the Zeek also has the "Machine Domination" edge.

- **Semi-Solid:** The Tulpa gains the ability to phase through walls, floors, and the ground.

ecules and particles in a large area, either increasing or decreasing the temperature respectively. Every Power Point tapped allows for the raising of the temperature by 20 degree's Fahrenheit (11 C), or the plunging of the temperature by 20 degree's Fahrenheit. At 32 degree's (0 C) characters caught in the flash freeze must make an immediate vigor roll not to gain a level of Fatigue, with a -1 to their roll for every 20 degree's below freezing. Instant freezing may wreak havoc on equipment and the surroundings, the effects are left up to the GM's imagination. Once the duration is up, the temperature begins to stabilize rapidly, increasing 10 degree's every round.

Increasing the temperature past 90 (32 C) degree's causes those caught within to make a vigor roll from the effects of the flash boil. Each 10 degree's past 90 inflicts a -1 to this roll. Failure results in a fatigue level being gained by those inside. Effects on equipment, characters, or surroundings from sudden intense heat waves are left to the GM's discretion.

A successful raise on the activation roll allows for the movement of the temperature by one more increment. This power may be used in smaller area for a more intense effect. Every Template size lower the character chooses to use, doubles the temperature differential. Meaning a medium burst template allows for 40 degree's per power point, while a small burst template allows for 60 degree's per power point. Focused use of this power may result in smaller areas melting, combusting, or being covered in a thick layer of ice.

TULPA

Rank: Novice

Power Points: 5

Range: Self

Duration: 5 (1/round)

Tulpa is the Tibetan tradition of the dream self, or higher being within. The Zeek is capable of reaching into their own higher conscience and draw forth a thought form construct and make it solid within the real world. The Tulpa then acts as an npc under control of the Zeek. The Tulpa has access to every Psychic power the Zeek has, and the same level of Power the Zeek does. The player may expend bennies for their Tulpa, and it may range as far from the Zeek as the character wishes. Furthermore everything the Tulpa perceives and experiences are known to the character as well. However, should the Tulpa be slain in combat, the character automatically takes a level of Fatigue and is shaken.

The Tulpa is then unable to be summoned for 24 hours. The Tulpa may look however the Zeek wishes, but it clearly appears other worldly. Since the Tulpa has no TAP, it's incapable of being perceived by, or interacting with the deep. (Unless the Zeek possess the Hyper Reality Master Edge, in which case the Zeek may choose to have the Tulpa capable of interacting with the Deep or not when it's created). The Tulpa grows stronger with the Zeek; for every new rank the character achieves, the player may give the Tulpa more abilities. The player may advance the Tulpa how they choose. The base stats of the Tulpa are found below and most of it's abilities are based off of the Zeek's own. The Tulpa does not possess any cyberware or bioware and does not reflect character stats which have been increased by such, instead defaulting to the natural base. As a final note, just to be clear to GM's, if any of your players ask if their Tulpa is capable of summoning a Tulpa of their own, you are free to beat them in the head repeatedly.

NEW ANTAGONISTS

CENTURION MODEL ANTI-ZEEK UNIT

The current trend in Anti-Zeek personal is to use other Zeek's loyal to the government or corporation which hires them. This is of course far from ideal for those corporations and governments involved. The fear is always Zeeks will eventually band together rather than fight against one another at the behest of others. This is soon to change. The latest advances in anti-zeek personal are robots and drones which have been equipped with the latest in Anti-Zeek technology. Programmed to be completely loyal, with no sympathy, these latest models are slowly replacing Zeek personal out in the field.

The Centurion model presented in the side bar is the current cutting edge in Anti-Zeek units. Appearing as an imposing metallic gun metal humanoid that is faceless beyond a speaker where its mouth should be with two arms capable of alternating between several functions. The Centurion is not bright, but is efficient in it's duties in relentlessly tracking down Zeeks and either capturing or terminating them depending on it's pre-programmed mission parameters. Centurions possess a limited A.I. which allows them to operate independently and interrogate individuals as necessary. However they don't happen to be very bright and tend to take things quite literally at times. They also tend to react with violence toward non-cooperation.

The Centurion also comes equipped with a top of the line anti-hacking suite to prevent it's capture and exploitation by Hackers. Needless to say, the Government and Corporations which employ Centurions and robots like it, are relentless in tracking down missing units.



CENTURION MODEL ANTI-ZEEK UNIT.

Attributes: Agility D8, Smarts D4, Spirit D6, Strength D12+2, Vigor D12+2

Skills: Climbing D6, Driving D8, Fighting D10, Hacking D8, Intimidation D8, Investigation D6, Notice D8, Repair D6, Shooting D8, Stealth D4, Tracking D6

Pace:12; **Parry:**7; **Toughness:** 15 (10)

Cyberware: Level 3 Tap (Pace 8, DR+2, Firewall-4, Toughness 7) Attack Program level 3. Alarm Program level 2.

Special Abilities

- **Armor:** The Centurions inherent defensive plates give it a +4 Armor value with an AP resistance of 3.

- **Construct:** The Centurion is a construct.

- **Dodge:** The Centurion possess the Dodge Edge, all ranged attacks against the Centurion are at a -1.

- **Fearless:** The Centurion knows no fear.

- **Multi Arm Weapon:** The Centurion's arms are both capable of switching between several functions. The Right arm is capable of switching between a manipulator or Chain gun. The left Arm switches between a manipulator or Tazer.

- **Built in Chain Gun:** Range 30/60/120, Damage 2D8+1 AP:3, RoF:3, Shots 360.

- **Built in hand Tazer:** Str+D6, subject must make a vigor roll at -2 or become shaken.

- **Built in Reality Stabilizer:** The Centurion possesses the Improved Arcane Resistance edge.

- **Built in Quantum Particle Detection Device:** The Centurion is capable of detecting psionic activity, it's QPDD follows the rules presented in the Equipment section.

- **Quick:** The Centurion possess the Quick Edge. It's robotic brain is capable of calculating at an astounding rate allowing it to discard all action cards under a 5.

- **Rock and Roll:** The Centurion possess the Rock and Roll edge, ignoring recoil penalties while shooting on fully automatic if it does not move.

- **Steady Hands:** The Centurion possess the Steady Hands edge, ignoring unstable platform penalties.