

The Stone (75 points)

Long ago magic imbued sentience into an inanimate object...creating an intelligent, telepathic rock. Having been in existence for millions of years and sentient for over 200 years, this creature has a unique perspective on life. Having communicated with dozens of sentient beings, it has learned from us. The stone has been a companion, a victim, a manipulator...and a murderer. Is it evil? Perhaps. Is it insane? Maybe. One thing is certain. It now wants what we have: sight, hearing and most of all... mobility.

The stone can telepathically detect, through a passive radar-like sense, other brainwaves in its nearby area. Although it cannot read minds, it is empathetic, and can sense the general nature and emotion of the brains that it detects.

When the time is right, sometimes while the subject within range is sleeping, the stone can make contact telepathically, careful not to reveal its true nature. The stone often tries to disguise its telepathic communications by impersonating dreams and usually gains knowledge of its subjects in this manner first. Biding its time until the subject is ready to receive full communication, the patient stone approaches another mind with the skill of a brilliant social manipulator. The stone often selects the weak minded and gullible to do its bidding, those who are open-minded to voices in their heads: drunks, children, grieving relatives, religious zealots and of course, the insane. Only once a creature is under its sway will the stone dare reveal its true nature, that this telepathic mind speaking to you is just a simple, gray, rough-looking rock.

The stone is severely disadvantaged by its complete lack of self-mobility and inability to sense the physical world around it. The stone only knows it is a stone because other creatures with eyes have told it so! It is also keenly aware of its own vulnerabilities. If the stone ever got near a blacksmith hammer or a active volcano, it would have no way of knowing its dangerous situation unless it could sense the fear (or murderous hatred) of another mind. Nevertheless the stone has travelled hundreds of miles, either in the backpack of a friendly, drunk sailor or in a merchant's junk-wagon that unknowingly carries an amazing lifeform to its next destination.

The stone needs no language; its telepathy is universal. The stone can even communicate rudimentarily with animals, although it abhors spending its time babbling with lesser life forms.

The stone tries to nurture and maintain contact with several minds at once, in case one of these pathways to the physical world rejects it or leaves the area. The stone is callous and its respect for human life is lessened by its enormous wealth of experience it has gained in 200 years as well as its physical limitations - in some ways it simply can't imagine what it is to be human nor fully understand what something "looks" or "sounds" like. People have come to simply represent tools to the stone.

Long ago, the stone was captured by a mage and made to do the bidding of its master. The wizard was planning to embed the stone into a magical "Crown of Knowledge", locking the stone's epic memories into a slave-mind state. The stone began manipulating and terrorizing his captor mentally, until finally the stone drove him to insanity and suicide.

Several human lifetimes ago, the stone thoroughly brainwashed a greedy, simple-minded nobleman into running an economic con-game and had the man deposit the profits in the royal bank. The stone's henchman attached to the money a series of hundreds of cryptic codes created by the stone and left careful instructions with the banking office. Then the stone bent another man's mind to kill his noble lackey, leaving all the gold in the possession of the bank. The only known codes left to access the money are in the stone's perfect, eidetic memory. Decades later, the money in the bank has grown to a sizeable sum. The stone can transmit one code at a time to the mind of its future minions, and each code authorizes the bank to release a small portion of the funds to whomever gives them the code.

Having escaped several unpleasant fates, the stone is cautious in its interactions and acts largely out of self-preservation, but it is not an inherently bad creature. The stone only knows what it has learned from the intelligent minds it has communicated with. Often when the stone reaches out to another being, it receives back rejection, confusion, and fear. Sometimes people who understand what the stone is simply want to possess it for their own ends. Consequently the stone views the world from this perspective and is distrustful and scared itself. It comprehends complex verbal concepts, loves poetry and literature, and enjoys having a scholarly mind read to it like a parent would read a bedtime story to a child. The stone has emotions - it is often afraid and occasionally lonely. Good conversation (telepathically) pleases the stone just as it would any other intellectual.

The stone's memories are perfect, yet are as brittle as the stone itself. Should the stone be damaged and even the tiniest piece of it crumble off, the stone will lose a small portion of its vast knowledge. Who knows what would happen were the stone ever split in half?

ST 0 [-100]; DX 0 [-200]; IQ 14 [80]; HT 10 [0].

Damage 1d-6/1d-5; BL 0 gr; HP 7 [14]; Will 13 [-5]; Per 11 [-15]; FP 10 [0].

Basic Speed 0.00 [-50]; Basic Move 0 [0]; Dodge -1*.

4"; 7lbs (SM -4).

Social Background

TL: 3 [0].

Templates and Meta-Traits

Body of Stone (p. B262) [140].

Advantages

Doesn't Eat or Drink [10]; Doesn't Sleep [20]; Empathy [15]; Improved G-Tolerance (10G) [25]; Independent Income 10 (Bank Savings) [10]; Mind Shield 2 [8]; Para-Radar (Area Effect (128 yd); Only Detects Brain Waves; Penetrating; Telepathic) [176]; Photographic Memory [10]; Telecommunication (Telesend; Reduced Range (x1/2); Universal) [42]; Telepathy Talent 2 [10]; Temperature Tolerance 50 [50]; Unaging [15]; Wealth (Wealthy) [20].

Disadvantages

Blindness [-50]; Callous [-5]; Cannot Speak [-15]; Cowardice (12 or less) [-10]; Deafness [-20]; Loses Memories If Bits of the Rock Fall Or Are Chipped Off [-5]; No Legs (Sessile) [-50]; No Manipulators [-50]; No Sense of Smell/Taste [-5]; Numb [-20]; Phobia (Volcano; 12 or less) [-5]; Selfish (12 or less) [-5]; Unhealing (Total) [-30]; Vow (To Build A Mobile Body; Great) [-15].

Quirks: Cannot Float; Careful; Dislikes Animals; Sexless; Slightly Condescending. [-5]

Skills

Acting (A) IQ+3 [12]-17; Area Knowledge (Country/Region) (E) IQ+1 [2]-15; Brainwashing/TL3 (H) IQ [4]-14; Cryptography/TL3 (H) IQ-1 [2]-13; Diplomacy (H) IQ+2 [12]-16; Economics (H) IQ [4]-14; Fast-Talk (A) IQ+3 [12]-17; Hidden Lore (Spirit Lore) (A) IQ-1 [1]-13; History (Regional) (H) IQ+2 [12]-16; Interrogation (A) IQ-1 [1]-13†; Intimidation (A) Will+1 [1]-14†; Literature (H) IQ+2 [12]-16; Mathematics/TL3 (Applied) (H) IQ-1 [2]-13; Meditation (H) Will-1 [2]-12; Merchant (A) IQ-1 [1]-13; Mimicry (Dreams) (H) IQ-2 [1]-12; Occultism (A) IQ-1 [1]-13; Poetry (A) IQ+1 [4]-15; Savoir-Faire (High Society) (E) IQ [1]-14; Strategy (Land) (H) IQ-2 [1]-12; Thaumatology (VH) IQ-2 [2]-12.

* Includes -4 from 'Blindness'.

† Conditional +1 from 'Callous' when you use threats or torture.