

	<p><b>Orb 69-76</b> Orbs are floating metallic, slightly glowy balls, of unknown origin, with just enough telekinesis to operate as hands.</p> <p>Specialties: Dodge, Direction, Aim, Jump</p> <p>Racial Ability: Float (Strength). The orb moves essentially as walking, relative to surfaces although without touching them; the roll is required only for extra effort beyond walking or trotting speed; flying beyond these parameters uses the Run or Jump rules.</p>
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Agility 11	Dexterity 2	Mechanical 9
Alertness 8	Fate 12	Nature 4
Charm 3	Intelligence 6	Stamina 13
Cunning 5	Knowledge 10	Strength 7

Orb Background					
2x Diameter Str +d6	Build Stam +d6	Background Fate +d6	Wealth	Free	Specialties
9 Very short	15 Fragile	14 Yard Ornament	Pathetic	3	Carry On, Intuition
10 Very short	16 Delicate	15 Lamp	Pathetic	3	Will, Sanity
11 Very short	17 Delicate	16 Bath Heater	Feeble	3	Empathy, Entertain
12 Short	18 Standard	17 Generator	Inferior	2	Repair, Memory
13 Short	19 Standard	18 House Alarm	Inferior	2	Wake Up, Quickness
14 Short	20 Standard	19 Body Servant	Passable	2	Customs, Evade
15 Average	21 Standard	20 Library Archive	Passable	2	Literacy, Search
16 Average	22 Sturdy	21 Religious Icon	Good	1	Theology, Carry On
17 Average	23 Sturdy	22 Temple Assistant	Good	1	Entertain, Preach
18 Tall	24 Solid	23 Spy	Good	1	Stealth, Listen
19 Tall	25 Solid	24 Apprentice	Good	1	Legends, Knowing*

Age: Intelligence + Knowledge – 2 years

What are they, anyway? No one knows where orbs come from or why they are considered people, or how they work, or why they do what they do. They're just here, being weird, or being normal, which is even weirder. For example, despite being completely nonhuman, they feature almost all casual human functions: voice, senses, immediate actions, injury ... Even their floating is almost entirely analogous to human movement, and their telekinesis is to human actions. Therefore they use weapons and other implements, or wear armor customized for their form, to the same effect as a person. They present no special issues with communication, expression of emotions, including Sincerity and Lie, or range of behavior and social functions. True, they do not seem to eat or drink, but what this means is not clear. Especially since they do not seem to breathe or sleep either, but an orb dies when deprived of air, and they need downtime in ways that parallel sleep.

Everything else depends on whether an orb adopts or absorbs the culture it's living among, or devotes itself to orb-centric reflection. Roll 1d6:

- 1-4: Assimilated, roll for race and all subdivisions of the religion
- 5-6: Inward Bound, extreme contemplation and weirdness

Assimilated orbs are located wherever that rolled race may be, and typically remain active in their background, apparently liking their job and identifying with it. They have names and often gender identity appropriate for this ethnic context, and they participate in its religious practices, rituals, relics, holy places, etc, and are treated as full members. Therefore their religious Lifeline pertains to the faith and rolled sect for that race. Individuals' takes vary just like anyone else's might. Everyone behaves toward them and expects things from them as if they weren't, you know, floating metallic orbs.

Their own associations arise from their social functions, so that a "family" of orbs is a bit like a horizontal labor union across many different social institutions, in which all sorts of extended parent and sibling relations develop. Although a lot of orbs seem content merely to be what they do, sometimes these groups, or alliances among parts of them, involve themselves in whatever

larger culture they're in, enthusiastically. They typically amplify and organize existing sides of any issue into fervent blocs, led by individuals or committees whom the larger society's agents of power and influence are well-advised to accept.

Other orbs begin a journey of self-discovery called Inward Bound, which is simultaneously deeply individual in content and processes, but which they also consider to be utterly universal in its presumed conclusions. Such orbs don't use names and are nongendered, and although they may form strong emotional attachments, it's not too clear whether they make new orbs that way. They may be found anywhere that orbs are, and either always thought this way or changed their ways to begin it.

What is the meaning? Is there a meaning? What is the message? Is there a message? Are there goals, and what are they? Is a new perspective to be had, and does it lead to happiness, or, should it have to? What purpose is served by conclusions, if indeed purpose there be? Should one withdraw? Set forth? Hold to what one is already doing? Is the answer an answer, or does it lie in the asking? What even is the question?

Instead of becoming anxious or bored by such ruminations, as others might, Inward Bound orbs reflect upon them mightily. They conduct eclectic rituals, either learned an idiosyncratic mentor or self-authored, and they consider relics, historical events, and holy places most seriously. According to them, such things are all around and very extensive, but so far, any explanation has been nigh-incomprehensible. It all seems to mean something to them, though: although no particular ethic or rubric for behavior may be identified for this practice, and although these orbs don't necessarily rebel from their "jobs," they may eventually say or do *anything* based on whatever it is they have concluded recently.

Furthermore, they are quite chatty about their endless processing; for something called "inward," orbs are eager to share their insights and to criticize how another Inward Bound adherent may have fallen into error. Groups and factions form from discussions, creating local communities and action groups, which swiftly escalate into politics of the larger society they happen to live in. Once some Inward Bound orbs get committed to something, their social impact rivals any fanatic faith-based sect you care to name.

In all cases: Enforcement and excommunication: severe because all orbs know about it, somehow, and even if it's about some other faith or outlook, the very strife or questionable commitment involved is frowned upon in principle