



## ORB OF EMOTIONAL INTELLIGENCE

**Genres:** fantasy, science-fantasy



*"How does one control others? Through emotions, of course. Reason can be circumvented with enough effort, but emotion circumvents reason by its very nature"*

*- Osnadian Observian, Politician and Warlock*



Less "intelligent" than the name would imply, though The Orb was originally designed to allow its holder to expertly read someone's emotional

state, it is most often used for its secondary and tertiary abilities: directly changing the emotion of another and throwing one into a cacophony of conflicting emotions. Little more than a medium-sized marble with a tumultuous magical thunderstorm eternally broiling in its center, The Orb's greatest utility may well be the fact that it can be easily employed covertly simply by clenching it in the hand.

- **Read Emotion**

Use an Open Action Time to read the emotions of an Engaged or Disengaged Target until your next turn.

- **Control Emotion**

Use an Action Time to alter the emotions of an Engaged or Disengaged Target to any emotion you desire until your next turn. If this emotion would normally be directed at another character or Thing, you can choose a second Target that is Engaged or Disengaged from the first Target for the first Target's new emotion to be directed towards.

- **Emotion Storm**

Use an Action Time to cause an Engaged or Disengaged Target to fly into a random storm of emotions. Every round on the Target's turn, roll a dice on the Emotion Storm table below to determine the Target's emotion this round. If this emotion would normally be directed at another character or Thing, you can choose a second Target that is Engaged or Disengaged from the first Target for the first Target's new emotion to be directed towards. The Orb cannot be used again until the Target's Emotion Storm ends with a roll of 6 or if the Target is no longer capable of experiencing emotions for any reason.

Emotion Storm Random Emotions Table		
Roll	Emotion	Result
1	Anger	The target is overcome with anger and flies into a violent rage toward the secondary target.
2	Fear	The target is filled with fear and either flees or cowers from the secondary target.
3	Joy	The target is filled with joy.
4	Sadness	The target is bombarded by overwhelming sadness.
5	Boredom	The target feels completely detached as they experience total boredom with the current situation.
6	End	The Emotion Storm ends and the target returns to normal. They remember everything they said, did, and felt during the Emotion Storm.

- **Special: Hold your Emotions**

The Orb requires the person using it to maintain flesh contact with it for its abilities to work. If contact is broken, any ongoing effects of The Orb immediately end.