



Joe Lakono

Abilities

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| Agility: 12 (+1) Charisma: 15 (+2/+1) Endurance: 11 Intelligence: 10 Wisdom: 16 (+2/+1) Strength: 15 (+2/+1) | Level: 10 Experience: 50,500 Moral Code: Ordered Evil Archetype: Prophet Movement: 12 Injuries: Carry: 10 Money: | Species: Human Height: 5' 7" Weight: 126 lbs Age: 380 Home: Oceania Defense: +1/+5 Hand Attack: +5/+1 Thrown Attack: +4/+1 Propelled Attack: +4/+0 Survival: 26 OOOOO OOOOO OOOOO OOOOO OOOOO O |
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Reactions

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| Evasion: 10 Fortitude: 11 Health: 10 Reason: 9 Perception: 12 Willpower: 17 |
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Skills

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| Native Culture: 2 Polynesian, island etiquette, canoes, navigation Language Science: 1 read/write, latin, english, elvish, angwat Gambling Art: 2 poker, craps, sic bo, mah jong Personality Art: 4 carousing, persuasion, contacts, demagoguery, Highland etiquette, Angwat etiquette Survival Craft: 2 hunting, tracking, fishing, ropes Fighting Art: 5 dagger, staff, spear, axe |
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Specialties

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| Long Life ten times normal, +1 vs. disease, death Familiar Micronesian Kingfisher Familiar's Eyes see through familiar, nudge familiar. One round to take effect. Spirit Attachment level command words per spirit Spirit Channel see what's happening around an attached spirit when it goes off. |
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Weapons

| | damage | fire | range | bulk |
|-------------|--------|------|-------|------|
| dagger: | d4 | 1 | 3 | 2 |
| tiki-stick: | d6 | 1 | 1 | 8 |
| 4 daggers: | OOOO | | | |

Armor

| | defense | agility | bulk |
|---------------|---------|---------|------|
| leather robe: | +2+2 | 0 | 4 |





Equipment



1. Tiki-stick staff holy symbol
2. magic robe: leather, 2 defense, +2 divine protection, bulk 4

6. dagger belt: four daggers
7. pouch with spirit foci and Bird of Paradise matchbooks



3. spray paint: red can
4. spray paint: white can
5. drum holy symbol

8. Mask of Hina



Archetypal Abilities

Calling Points: 56

Symbols: tiki-stick bound in cord (staff), small drum of human skin

Spirits: Order, Death, Weather, Trickster, Prophet



Micronesian Ringfisher Familiar

level: 6

survival: 19

wisdom: 5

charisma: 5 intelligence: 7

may use from Joe's attack bonus and saving rolls when near or under Joe's control.

Joe may use its survival.

May pass the last days' knowledge to Joe

Joe may sense through the familiar's senses instead of his own after one round, and nudge the familiar.

each knows the general direction of the other



The Mask of Hina

The Mask of Hina, whose pustulent womb births all things, is a small gnarled wooden mask carved with Polynesian lines and whorls. See item card. Joe has these forms set:

Orlando Fontaine

The grey goblin mage (3'6").

8 foot tall Saurian



Information and Goals

Aliases: Orlando Fontaine, The Goblin Mage, The Hooded Traveler

Notes: His father is the crocodile. He eats raw fish, shellfish, and insects.

Goals: Joe serves Tawhiri, and wishes to preside over the destruction and rebirth of the universe, in a more ordered form with himself at the top. Maui retrieved the world by fishing it from the abyss. Tawhiri wants to throw it back; it's too small. It isn't ready yet, and mankind isn't ready for it. With his tools and magic and science mankind is destroying this wonderful world of the gods.





First Level Spirit Manifestations



Death: **Darkness, Foxfire, Freshen/Putrefy Food, Nauseate, Vermin Call**

Order: **Protection from Chaos**

Prophet: Bless/Defile, Divine Guidance, **Faithful Action**

Trickster: Divine Disfavor

Weather: Endure Extreme Temperature, Know Weather



Second Level Spirit Manifestations



Death: **Foul Air, Infestation, Restore/Deplete Vitality**

Order: Command

Prophet: Divine Presence, **Rebuke Spirit**

Trickster: Fiendish Custody, Helpful/Unhelpful Hemp

Weather: **Fresh/Foul Air**, Hidden Pool/Dry Water, Obscuring Mist, **Sheet Lightning**



Third Level Spirit Manifestations



Death: Flower/Deflower, Protection from Undead, Stillness, Water of Life

Prophet: Divine Greatness

Trickster: **Indecision**, Unravel

Weather: Fair Weather Faith, Stillness, **Windswept**



Fourth Level Spirit Manifestations



Death: Locate Disease, **Spiritual Hold**

Order: Invisibility to Good or Chaos

Trickster: Aversion, Home Rule

Weather: Dust Devil, Fog



Fifth Level Spirit Manifestations



Death: Deathmask, **Heal/Deadly Injury**

Order: Branch of Truce

Trickster: Deathmask, Dissension, Divine Service, Moral Veneer

Weather: **Lightning**, Lightning Sigil, **Watery Rebuke**





Sixth Level Spirit Manifestations



Death: Bloodbath, **Spiritual Torpor**

Order: Divine Contract

Trickster: **Unravel Spell**, Wisdom/Foolishness

Weather: Calm/Raging Storm, Cyclone Sigil



Seventh Level Spirit Manifestations



Order: Ritualize

Trickster: Pierce the Veil

Weather: **Icy Prison**, **Windy Rebuke**



Eighth Level Spirit Manifestations



Trickster: Fantastic Servant, Night Road

Weather: Snow Guardian



Ninth Level Spirit Manifestations



Death: Glory Days/Decadence, Paths of the Dead

Prophet: Quest



Tenth Level Spirit Manifestations



Order: Major Contract

