



Joe Lakono

Abilities

Agility: 12 (+1) Charisma: 15 (+2/+1) Endurance: 11 Intelligence: 10 Wisdom: 16 (+2/+1) Strength: 15 (+2/+1)	Level: 11 Experience: 58,500 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: 29 OOOOO OOOOO OOOOO OOOOO OOOOO OOOO
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Reactions

Evasion: 10 Fortitude: 11 Health: 10 Reason: 9 Perception: 12 Willpower: 18
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Skills

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

Long Life ten times normal, +1 vs. disease, death Familiar's Eyes/Puppet see through/control Micronesian Kingfisher; 1 round to take effect; manifest spirits; survival/ injuries/unconsciousness shared Spirit Attachment level command words per spirit Spirit Channel see what's happening around an attached spirit when it goes off.

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



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|---|---|
| 1. Tiki-stick staff holy symbol | 6. dagger belt: four daggers |
| 2. magic robe: leather, 2 defense, +2 divine protection, bulk 4 | 7. pouch with spirit foci and Bird of Paradise matchbooks |
| 3. spray paint: red can | 8. Mask of Hina |
| 4. spray paint: white can | 9. The Watch of the Red Ants (see Helter Skelter) |
| 5. drum holy symbol | |



Archetypal Abilities



Calling Points: 67

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

Spirits: Order, Death, Weather, Trickster, Prophet



Micronesian Kingfisher Familiar



level: 6	survival: 19
wisdom: 5	charisma: 5 intelligence: 7

may use Joe's attack bonus, verve, and reactions 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. He may also control it and manifest spirits through it.

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, Death and Dust, Foxfire, Freshen/Putrefy Food, Nauseate, Vermin Call**



Order: **Protection from Chaos**



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



Trickster: Death and Dust, 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: Bless/Curse Crops, Deathmask, **Heal/Deadly Injury**

Order: Branch of Truce



Trickster: Bless/Curse Crops, 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: Aura of Truth, 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

Death: Undead Servant

Eleventh Level Spirit Manifestations

Death: Death Sigil

