

KAKAMORA

"Murdering little pirates. Wonder what they're here for?"

—Maui in *Moana*.

Quote: *None- just whispered giggling*

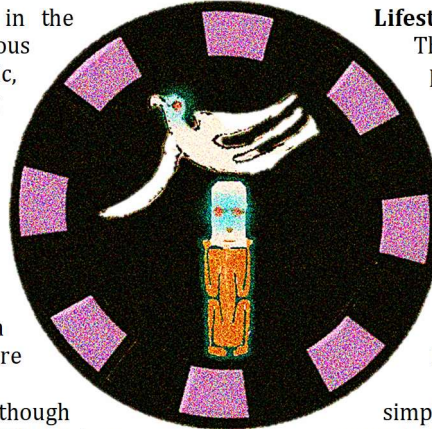
While most of their number are in the Solomon Islands, the infamously vicious Kakamora can be found all over the Pacific, with just about every small Island having a name for them. They are Kakangora, the Tutulangi, Mumu, Dodore, Lalibohibohi and the Nopitu in Vanuatu. This is just their home Chain of Islands, and there are a score of other names in the rest of the Sea of Islands. They are as feared as they are famous, and every Huringa (Changelings) has a scary story to tell -whether the stories are true or not.

Kühiki (Unseelie) to a one of them, though not overtly Thallain, these tiny beasts sail the water as the worst of pirates. They have secret ports in every Whenua (Oceanic Dreaming Kingdom), and their ships can get in and out of any port with none being the wiser. Perhaps it is due to their small size, or their skill at seamanship. The truth, however, probably lies in how carefully sneaky they are out. Though this is due to their fear of something seemingly innocuous.

The color white, especially when flapping in the breeze – such as in the form of a clean towel or a blank t-shirt, can drive the beasts away. This may be due to a primal fear of the Poukai – large violent birds serving the wind-gods (See Page XXX), or the clean sails of missionary ships come to proselytize. It may be a fear based on something even more mysterious. The Sea of Islands owes nobody answers, and the Kakamora are under no jurisdiction to explain themselves.

Those informed few who feel themselves safe because they know this Achilles Heel shouldn't get too arrogant... the Kakamora are notorious for their stealth, and they attack with warning, and always in groups. No amount of a target's shirt-flapping can save them when the Kakamora come in the dead of night.

Appearance: The Kakamora's Kino Lau (Mien) are always smaller, thinner, and googlier-eyed than the others. Even their Iki Kino Lau (Mortal Mien) highlights this – with the tallest of them never reaching above 5ft. The Nui Kino Lau (Fae Mien) is even smaller, rarely topping 3 feet. They have large staring eyes, and small mouths-though many wear helmets or masks, so it is hard to tell. The most telling sign of a Kakamora, however, is their long sharp claws, which click and clack expectantly while a Kakamora is standing still....



Lifestyle: The Kakamora tend to keep to their own. They rarely interact with others save for raids or pillaging. Most mortals are beneath their notice save for the occasional attack on land by a bored solitary Kakamora (and they are almost never solitary).

Most of their time they are out to sea whether as small Whanau raiding parties, or even the odd floating Island with dozens of packs. These Islands are cities they constructed themselves in Water-World-Esque piles of debris the envy of any Nocker.

It should be stressed that no Kakamora is simply a mindless Thug, and while they don't communicate readily with others outside of their own Kadugo- they can make their wishes known. Any Huringa with something to trade can have dealings with a Whanau. However, the trade should be worth the Kakamora's time.

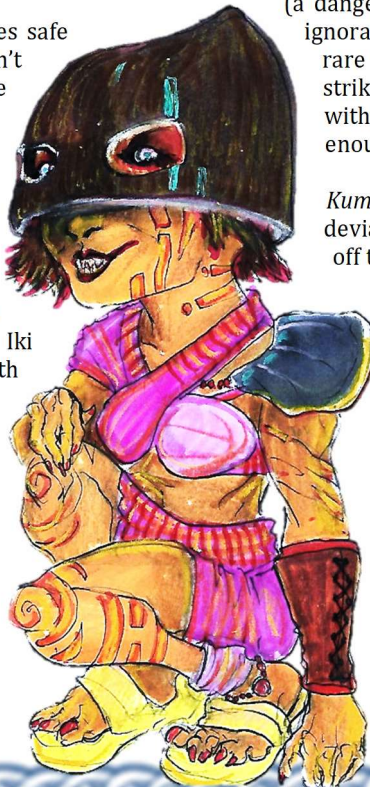
Keiki Kakamora Even pre-chrysalis the little buggers were quiet types. They watched their peers with wide-staring eyes, and the only real interaction was to attack. Most assumed them slow- they were wrong. The Kakamora are very very quick... and far sharper than they let on. When the time comes, they are quickly found by their fellows and whisked away to their new families.

Kanaka Kakamora strive to make a name for themselves. This is hard to imagine considering their perceived lack of individuality (a dangerous misconception that has claimed many an ignorant outsider caught unawares). This is one of the rare times in a Kakamora's life when they consider striking out on their own for a bit, perhaps joining with another or Whanau – or even Motley is there is enough incentive.

Kumu Kakamora are the smartest, quickest, and most deviant of their Tribe. To piss off an Elder is to piss off their whole Kadugo (Kith).

Glamour Ways: The Kakamora regain their Mana from the sudden realization that it is too late. This may be the moment of surprise that a mortal feels before they are ganked- or simply sneaking up on the oblivious for a quick jump-scare.

Unleashing: Mele cast by the Kakamora are just as inconspicuous as they themselves are. There may be a hushed whispering coming from somewhere else, or slight greenish shadows across the scene, or even a wafting sea-smell when on land. Few know how to recognize it.



Affinity: Actor

Birthrights:

Hidden Strength: The Kakamora's small size affords them the luxury of being underestimated, especially considering that there is a lot of muscle packed into their little limbs. Every one of them gains a +3 at Character Creation, even if above 5.

Claws: Long-Black, and hard-as-nails, the fingers of the Kakamora end in wicked claws. They deal Str+2 damage whenever they hit, and with a point of Mana spent, they can change this damage to Lethal. This lasts one scene, and is usually only used as a last resort- you have to let your victims live until next time, hey?

Frailties:

White-Hot Fear: The origins of their Fear is a Mo'ot subject, what really matters is how well they can avoid it. Whenever faced with something flapping and white, they must make a successful willpower roll, or else run screaming. The difficulty is set by how big the flapping and white is. An ivory-colored hanky waved defiantly at one of their number isn't going to matter much at a difficulty 6 or so, but a gleaming-white large sheet flapping in a strong-breeze might be a 9 or 10. The wings of a Poukai bird, however, are always at a difficulty 11 (at least two 10's). Perhaps this is why so many of their number attack at night?

Butt-Spot: Besides the fear of White, every Kakamora has a secret spot on their left-hip, a hard-to-hit pressure-point that weakens them considerably. If the area is struck (which takes a successful Dexterity + Melee/Firearms roll difficulty 9), they lose access to their birthrights for a number of weeks equal to how much damage they received from the hit. Their claws will be brittle and flake off, taking weeks to grow back, and their strength will drop by 3 dice until they heal.

If a Kakamora ever allows this secret loose into the world, even accidentally, they instantly gain a permanent point of *He Tukino (Banality)* that can never be removed. That, and the whole of their Tribe may have something to say about it...

In a rare instance, Ada highlights the weaknesses of her Kadugo Cousin Tribes, and a few choice others.

Aikanaka: Tall, slow, preoccupied. Easy to outmaneuver.

Adaro: Quick, clever, but close cousins. Use that.

Aria: Needy, clingy, overeager to please.

Fe'e: Proud, zealous, daddy issues.

Keiki-Pua'a: Horny, boisterous, loud; effective at what they do.

Tipua: Never to be underestimated, always be vigilant.

Tūrehu: Old Kings, Old throne, Old rules. Change up the forms of battle, leave them confused and vulnerable.

Veli: Small, easily overlooked, quick, they use this to their advantage. Be quicker.

Pooka: Not a bellybutton, animal changers. More astute than the Western Kithain realize. Dangerous.

Rokea: Act small, convince them of blood-ties, direct them to a greater shared threat, pray to the Christian God that they'll buy it.