

# VATEA



Humans think they are smarter than dolphins because we build cars and buildings and start wars etc., and all that dolphins do is swim in the water, eat fish and play around. Dolphins believe that they are smarter for exactly the same reasons.

-Douglas Adams

**Quote:** (In human Form) Play? Make Babies? Eat?

(In dolphin Form) Of course, my only objectives today are both preordained and wonderfully procurable. These are, in no order, breed with a comely mortal, enjoy a nice meal, and of course- to enjoy myself. What else is there to do in these short-short lives of ours? I won't hold my breath waiting for a response, although I certainly could.

Vatea, also known as Atea, Avatea, or Wakea in the Hawaiian Islands, was a creator deity- the Sky Father that brought the light of the sun and the Moon, as well as the fertile rains. Father of Gods and Men, his favorite children were special water-creatures that shared his likeness and his name. Existing well before the creation of Men, and eons before the Changeling Way, the Vatea of today are a strange Kadugo of Adhene, Proto-Huringa nigh unto Gods themselves.

Despite their ancient pedigree, the Vatea are every bit as shallow and flighty as any mortal, with little direction beyond their carnal hungers. Countless lifetimes of frolicking under the sun, with the ocean's bounty to fulfill any desire, there was little concern for anything else. The other things that matter in life are breeding, eating, and having fun - all the great things that existence can provide for.

Of course, with their cousins in the Huringa undertaking the Changeling Way, the Menehune growing quieter and quieter over the seasons, and the return of those ugly little Mū, it was only a matter of time before the Vatea would turn their attention to Land- the domain of *Papa*- the Earth Goddess and complement to their own Father God. The land, while limiting, has a bounty of benefits that might even surpass the water... Food, games, and a bevy of beautiful people. Enough so to keep the Vatea happy for years to come. - *Thanks Dad!*

**Appearance:** The Kino Lau of the Vatea are two each. The Iki Kino Lau (Mortal Mien) have both homid and dolphin visages. The homid visage is that of a long-limbed and handsome mortal of Polynesian blood, with bright eyes and hungry smiles. The dolphin visage is a long and sleek dolphin with intelligent eyes and a hungry smile.

The Nui Kino Lau (Fae Mien) has the same two aspects. The homid visage is that of an unusually tall and long-limbed creature, with the long ears reminiscent of an Elf, skin deeply tanned from a life at sea, and a mouth full of small and shining (though sharp) teeth. They sport tattoos and body marking in styles and symbols long thought lost to antiquity, and few (even among themselves) understand the significance. Their Dolphin Visage is that of a large and sleek dolphin, easily twice the length of a normal dolphin, with colors ranging from deep indigo to silvery purple to a brilliant ivory white. They may have the same markings etched in bright glowing green tattoos across their sleek skin. Their eyes shine bright in all the colors of the rainbow, and sometimes even more.

In addition, the Vatea can assume a great dolphin human hybrid, easily over 10 feet tall and twice that as long. It is the best of both water and land worlds, and puts one in mind of the war-forms of the Changing Breed families

**Lifestyle:** Have fun, eat, play, make babies - That's fun, right? Have some more fun. Fight evil- That's fun, right? Work with mortals- That can be fun. Work with the other Huringa, that can be fun, too. Have babies with the mortals, have babies with the other Huringa. Have some more fun.

**Ariá:** Each of the Vatea enjoy all three beloved cultural activities, but their varied Ariá particularly one of these features more-so than the others and pursue such decisive courses of actions whenever presented the chance.

- **Dionae** like to breed as much as possible, to better promulgate the lines of Kadugo, Shark, or mortal- no telling what form their offspring takes...
- **Araminae** enjoy eating, as much and as often as possible. Human food, fish food - either way, the Vatea isn't picky.
- **Apollaie** like to play and play is all they like to do. They can be convinced that other concepts count as play, manual labor, fighting evil, etc. However, one would be hard-pressed to convince a dolphin that filing taxes counts as playtime.

**Glamour Ways:** The Vatea regain Mana whenever they can participate in their favorite pastime alongside Mortals. Eating, playing games, breeding: a little consensually altruistic engaging goes a long way.

**Unleashing:** Mele cast by the Vatea are rife with bright sunshine, the sweet perfume of clean sea water, and splashing waves that come from nowhere - (real and chimerical) even far inland. In the water, Mele bring euphoric feelings of bliss and patterns of sun-dappled that play across the scene- no matter how far below the waves.

**Affinity:** Time

**Birthrights:**

**Dolphin People (*Tavuto Kai*):** The Vatea can switch back and forth between their different bodies at a cost of one Mana. When

in their Dolphin Form, they gain a +2 to any Mental rolls. When in their Man Form, they gain a +2 to any Physical rolls.

For their Hybrid "Were-dolphin" Form, they gain +2 to all Physical and Mental Rolls, but at a cost of 3 Mana- This form can only be maintained for a set number of hours- equal to their Willpower- Afterwards, they will revert to their Dolphin form at be at a +3 difficulty to all rolls, until they can get a good night's rest.

#### Frailties:

**One of the Other (Digitaka):** While their Dolphin and Man Forms may offer some great blessings, they also come with some caveats. When in Dolphin Form, they are at a -2 to all Physical Rolls, and when they are in Man Form, they are down -2 to all Mental Rolls.

**Hungry (Viakana):** Every Vatea has a favorite pastime based on their Ariá, and every one of their number pursues it whenever possible. Sometimes, however, the timing just isn't right. Whenever the opportunity to pursue such arises, especially when there are others around enjoying it (playing at the beach, barbequing fish, a creepy swinger party, etc...) the Vatea must succeed on a willpower roll starting at difficulty 7 but rising higher with more engaging...

If they succeed on the roll, they can come back later. If they fail, they will run in and join the festivities. If they botch the roll, they will involuntarily switch forms spending the mana and rushing in to overtake the party - much to the detriment of all present.

This is doubly damning as the Vatea can never have a willpower rating higher than 4.

#### **Ka'aukai. in his human guise, answers your questions as best as he's able, considering...**

**Aikanaka:** They sink. It is hard for them to swim. They aren't fun to play with.

**Adaro:** They are fun to play with because they don't know they are playing.

**Aria:** People don't like the Lizard girls. I don't understand. Perhaps it is because they are lizards?

**Fe'e:** They are not fun because they are too serious. But it is fun to steal their treasures. They chase you until they get them back.

**Kakamora:** They are too busy fighting to have fun. But I try anyway.

**Keiki-Pua'a:** They play too hard.

**Mū:** They have cities down deep. Or maybe they once did. If the cities are still there, they are deeper than I like to go.

**Tipua:** Who? I have never seen one.

**Tūrehu:** Who? I have never seen one.

**Veli:** Who? I have never seen one.

**Eshu:** I know what they are! I know a thing!

**Boto:** Rivers? What's that?

**Rokea:** HAH! They are not good for eating, or playing, and breeding with them is not something they enjoy. If you try it, they will eat you... It is hard to escape being eaten by them. They are very fast.

