

Jajuok

Bwana Capo Boli Menuk Joala

EARTH

Brawling:	Cm(0)(6)	Reputation:	Ou(+3)(20)
Agility:	Cm(0)(6)		
Strength:	Gd(+1)(10)	Health Points:	32
Endurance:	Gd(+1)(10)		
Willpower:	Ou(+3)(20)	Story Points:	60
Intelligence:	Ou(+3)(20)		
Perception:	Gd(+1)(10)		
Resourcefulness:	Gd(+1)(10)		

Powers

Magic: Ex(+4)(30)

Capo Joala is a Jajuok (mage) on the path of Bakul Magic. All his spells tap into The Source Beyond, specifically calling on the spirits of Bakul elders for wisdom and protection. His repertoire of spells includes:

- **Beast Mastery** (Mental Control, animals only)
- **Spew Beast**
Create a magical version of a real animal with no trait higher than Ex, which obeys the mage's commands.
- **Eyes of Night** (Night Sight)
- **Fists of Stone** (Blunt Attack)
- **Chameleon**
- **Shapeshift**
- **Precognition**
- **Postcognition**
- **Jump**

Features of this path include:

- Mages always can opt to cast a weaker (but faster) spell.
- (+1) bonus to spells when used to gain knowledge.
- (+1) bonus to spells when used to protect others.
- (-1) penalty to spells when used to retreat.
- (-3) penalty to spells when used to retreat while the mage's charges are in still in danger.

Skills

Language: Dholuo, Kiswahili (Kingare), Arabic (Gulf), English (Canadian), French (Quebec).

Charm: (+1) bonus in social situations.

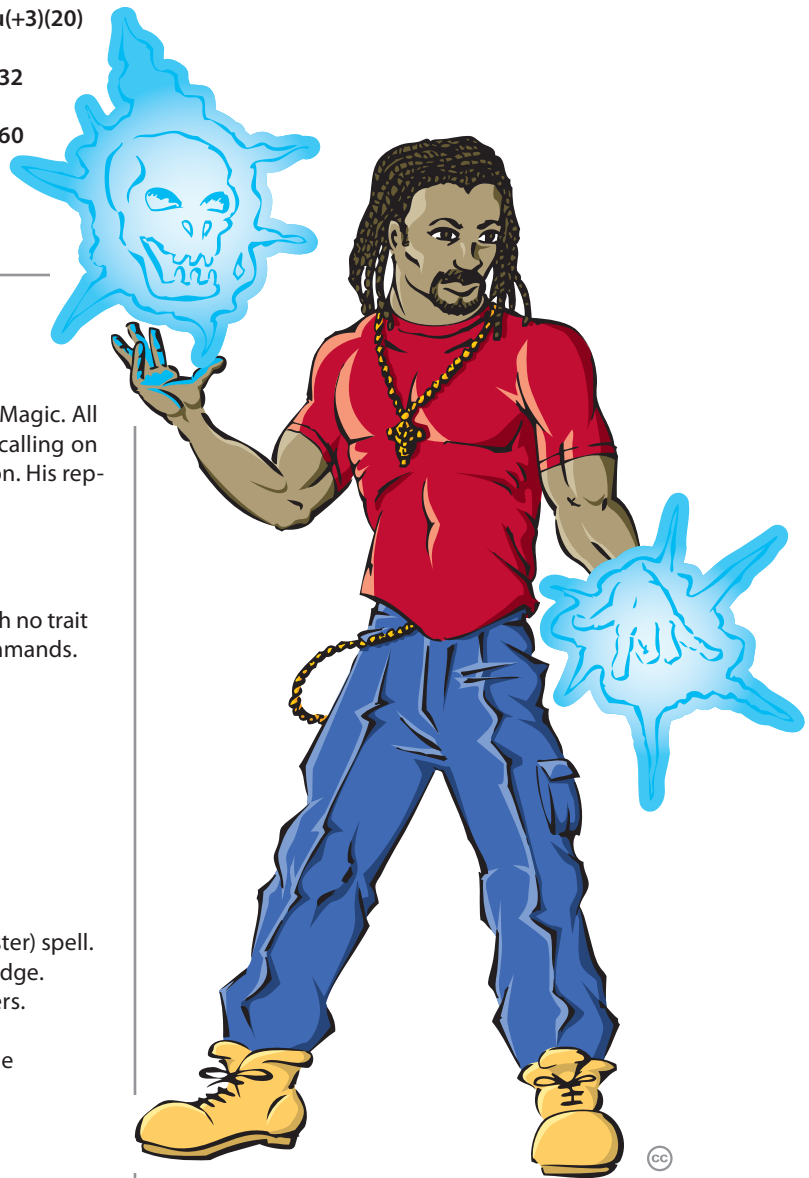
Negotiation: (+1) bonus in social situations.

Survival: Savanna, Urban.

Profession: Shipping.

Navigation: (+1) bonus to Intelligence.

Vehicle: Large Boat, Sailboat.



Contacts

Spirits of the Bakul Elders: spells

A spell backlash from the Elders causes the mage's Magic power to drop a level until he spends a number of days (equal to the original modifier of his Magic power) meditating on his responsibilities and then makes a sacrifice (equal in Price to the original level of his Magic power) of rare herbs, fine beer, and incense.

David Jason Hendrickson: Ph

Capo's former captain from his days on the Ice Princess.

Description

Appearance

Capo Joala is human male in his early 20's who stands about 168 cm (5 ft 6 in) tall, weighs about 66 kg (145 lbs), and has a long-limbed build that is slender but well-defined. Braids rain down his shoulders to frame a handsome face filled with the seriousness and hardness of a much older man.

Background

Capo Joala is a Kenyan national and a member of the mysterious Bakul tribe. As a young boy, he wandered off tribal lands when the last members of his immediate family were struck down by AIDS, miraculously surviving long enough to stagger into Mombasa. There, he joined several street children living by their wits in the Port Kilindini area. As soon as he could convince the dockmasters that he was old enough, Capo worked odd jobs at the port in exchange for meals.

One night, his timely intervention and fast talking bought enough time for a Canadian crew to escape a band of smugglers whom they'd witnessed at work. They didn't forget that, and their next time in port, offered him a paying job onboard the *Ice Princess*, working for the Northern Lights Cargo Line. On their ship, he learned the ins and outs of the cargo business, and the cook even helped him learn to read in exchange for extra help.

The crew of the *Princess* had numerous adventures all across the Indian Ocean. But while the rest of his older friends spent most of their paychecks on fun, he enrolled in company sponsored correspondence courses, lying about his age on the enrollment forms. One by one, he conquered his courses, qualifying for better and better positions. When their ship came home to Victoria, he applied for a position on land and almost got it—until they saw how young he was at the job interview. It took all his persuasiveness and testimony from his entire ship's crew to convince the company to give him a chance. They weren't disappointed, and Capo came full circle, eventually handling company affairs in Port Kilindini.

Six months later, his world turned inside-out. A vision came to Capo, informing him that: (1) He belonged to a tribe, (2) Their jajuok had just died, (3) Capo was the jajuok's "spiritual descendant", which meant that: (4) He was now responsible for the spiritual lives and well-being of a group of strangers he had to defend from all manner of magical—yes, magical—threats. Deciding that it was just too much to swallow, he ignored the vision every time it came. Then during his next vacation in British Columbia, a supernatural entity tried to kill off the untrained jajuok. It nearly succeeded, when he ran into a sea-side cave and encountered the spirits of all the past Bakul jajuoks. Using him as a conduit, they defeated the entity; then calmly, but firmly insisted that he take up his required role.

Capo spent what he thought was five years of spiritual ordeals; in meditation, fasting, and purification; encountering all manner of wonders and dangers as he learned the Bakul way of magic. When he stepped out of the cave, Joala found himself on the slopes of Mount Kilimanjaro—and only a day had passed. He climbed down from the mountain and finally reunited with his long-lost tribe.

Notes

Home Base: Capo works in Mombasa, but keeps a home on Lake Victoria's Homa Bay that he gets to whenever he can; it's where he practices his magic.

Story: Joala is a protector, so if he sees the heroes ending up on the losing side of a fight, he might give them a bit of unseen assistance, and then come up to them later with advice on how to stay out of fights in the first place. If the heroes get a mission in Kenya, they won't get far without his blessing.

Character points: (1,565 - 0 in limitations =) 1,565

Unused character points: 35 (built with 1,600 points)

The Cave of Elders

The skulls of untold generations of Bakul jajuoks line the walls of the Cave of Elders, their spirits reinforcing its mystic power. The cave is really a pocket dimension that can be entered through any natural cave opening; that is, if the spirits want to speak with someone. Anyone entering a cave on one side of the world could find themselves in the Cave of Elders, then leave, only to find themselves outside a different cave somewhere else, having lost almost no time in the outside world. On very rare occasions, one or two spirits will allow their skulls to be pulled down off the wall so they can give advice and render aid outside the cave in the world of the living. Each removed skull is considered to be constructed from **M1 \ Wondrous** mystic materials, is capable of casting **Phenomenal** spells, and has **Fantastic** arcane knowledge. A spirit of an old jajuok would only consider doing so for a worthy jajuok under dire need, such as when the Bakul are in danger and Capo is outgunned. The spirits, working in concert, have demonstrated the power to send messages through dreams, to create magical weapons, to move the entrance of their cave, and to selectively allow some and not others to enter the cave.

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I chose to release this work in this way so you can adjust it to suit the needs of you and your friends, and so you can create your own characters and stories based on this game and still own them yourself —which is as it should be. I do ask that you give me credit when you make something based on this work (preferably by linking to www.TenThousandWorlds.org) and I ask that you not try to make any money off of it.

This should go without saying, but this work is a supplement to a *game*, **Ten Thousand Worlds**, and is meant to make a rainy afternoon more enjoyable for you and a few friends. This game requires you to use your imagination. If you have trouble telling the difference between fantasy and reality, then this game is not for you.