



Hauzfymm

One of several types of hearth spirits found in Vasgothia, the hauzfymm is a small sprite that resides in the homes of both Empirist and Barrite Vasgothians. For whatever reason, hauzfymm take a special liking to some Vasgothian families and aid them in mundane daily tasks such as cooking, repairing, and craftsmanship. Some families have enjoyed the attention of the same hauzfymm for many generations and tell stories about how their ancestors first encountered the sprite and won its friendship.

Hauzfymm are difficult to spy upon, able to become invisible at will they prefer to keep themselves hidden from view. They do however appear to be fond of children and will sometimes manifest in front of them and perform tricks. Many Vasgothians have fond memories of playing with their family's hauzfymm as children, becoming misty eyed when remembering their childhood friends.

Appearance wise, hauzfymm look a little similar to windlings, except they are roughly half as tall. Their ears are exceptionally long and knife-like and their skin resembles fine metallic scales that cover their whole body, with the exception of the hands and mischievous faces.

Although hauzfymm ask for nothing in return for their favor, Vasgothian families will often leave out baked treats for the sprites before they retire for the evening and some families will even craft small items of clothing for their house spirits as well as tiny items like jewellery and weapons. Some craftsmen in the Bodilla Quarter of New Thera make a living crafting such items for hauzfymm, which include doll-sized houses and furniture.

Lastly, there are legends of Vasgothian families mistreating their hauzfymm or otherwise falling out of their favor. A scorned hauzfymm is known in Vasgothia as a cobold and is cruel reflection of their more typical kind. Cobold's can become a real problem for families that have earned their scorn. Luckily, there is almost always some way for a family member to make amends, though this usually involves undertaking some kind of quest or task for the spirit in question.

Note: A Cobold replaces the *Helping Hands* power for the *Curse* power.





Challenge: Novice (First Circle)

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| DEX: 5 | Initiative: | 5 | Unconsciousness: | N/A |
| STR: 5 | Physical Defense: | 8 | Death Rating: | 30 |
| TOU: 5 | Mystic Defense: | 9 | Wound Threshold: | 8 |
| PER: 5 | Social Defense: | 9 | Knockdown: | 5 |
| WIL: 5 | Physical Armor: | 5 | Recovery Tests: | 2 |
| CHA: 5 | Mystic Armor: | 4 | Karma: | 4 (4) |

Movement: 12 / 16 (Flying)

Actions: 1; Bite 6 (5)

Powers:

Invisibility (6): As the spirit power, *Game Master's Guide*, p.373.

Helping Hands: As a Standard action, the hauzfymm may spend a point of its karma to aid a Namegiver's action. The kinds of actions that a hauzfymm can share its karma on are usually quite mundane and are designed to show the spirit's loyalty to the household it lives with. Any action designed to create something or to maintain the household such as crafting, cooking, and artisan skills are all appropriate. The action must take place within the household where the hauzfymm resides and only one point of karma may be spent on any one Single or Standard action. Sustained actions, such as long-term crafting or artisan projects may benefit from multiple uses of this power (typically one karma point spent on the action every 24 hours).

Karma (4): As the spirit power, *Game Master's Guide*, p.373.

Manifest: As the spirit power, *Game Master's Guide*, p.373.

