

# Flax Merrywish

**Faerie Might:** 5 (Corpus)

**Characteristics:** Int, Per 0, Pre 0, Com 0, Str -20, Sta +1, Dex +3, Qik +10

**Size:** -10

**Virtues and Flaws:** Faerie Sight, Faerie Speech, Humanoid Faerie, Personal Power (Flight); Narrowly Cognizant; 2 x Little, Traditional Ward (folk charms)

**Personality Traits:** Loyal +3

**Combat:**

*Bow:* Init +8, Attack +12, Defense +15, Damage -12

**Soak:** +6 (tiny jerkin)

**Wound Penalties:** Dead (1+)

**Pretenses:** Area Lore (court) 5 (intruders), Athletics 3 (flight), Awareness 5 (intruders), Bow 5 (intruders), Carouse 1 (feasts), Charm 1 (as ambassadors), Etiquette 2 (faerie), Faerie Speech 5, Hunt 1 (humans).

**Powers:**

*Flight:* 0 points, constant, 2 intricacy points reducing Might cost.

**Equipment:** Bow, jerkin with the mark of the burning fern.

**Vis:** 1 pawn Corpus, dead bug.

**Appearance:** A tiny humanoid figure with vibrant brown hair and green eyes. It faintly glows as it flies by pretending to hop to and fro on the rays of light. Flax is a courtly faerie in service of Richard. He tends to be overzealous in the warrior's protection which can get him killed for a while, but the sprite is overall a good little squire who wishes well, even if it dislikes other humans.

Note: Flax's "court" is Richard's current holdings, which can be his room in an inn, a tent, or just a glade in which he rests, provided there are no stronger beings contesting the space.

**Customization Note:** Flax Merrywish was created from Sprite character template (Realms of Power: Faerie p. 85) by removing the Oath of Fealty and Greater Power, rendering the fairy mostly docile. Since fey can technically reform however they wish, other players are free to create their own versions when playing Flax (hopefully someone will..).

When "killed", Flax reforms after some longer time.