

# CHANGELING

The Overmire

## Goals

1. Gain permission to be at the party.
2. Find Jimmy Fuzz and offer him a deal to return.
3. Investigate rumors of the Shadow Court.

## Brawl

● ● ● ○ ○

## Gremayre

● ● ○ ○ ○

## Willpower

● ● ○ ○ ○

## Glamour

● ● ○ ○ ○

## Dreams

Kith	<i>Service</i>	<i>Honesty</i>	<i>Rock</i>	<i>Strength</i>
Court	<i>Honor</i>	<i>Love</i>	<i>Beauty</i>	<i>Tradition</i>
Personal	<i>Bindings</i>	<i>Truth</i>	<i>Scent</i>	<i>Shield</i>