

James Trinidad

(a.k.a. Jimmy Fuzz)

"I know what I did, and what I did was wrong. Now, where's the booze?"

Once, you were the lowest of the low: a Satyr who'd given into his darkest desires. You did what you want, whenever you wanted, to whoever you wanted. Which is how you found yourself trying out your latest acid trip on a group of kids barely old enough to understand what you were doing.

You told yourself that you were trying to awaken their faerie soul—to see if you could bring more changelings into the freehold. But really, you just wanted to see what would happen. And what happened is a few of them had their Chrysalis, and then they died. You were run out of your home in Oklahoma, and damn near executed before you managed to make your way out of the city. Since then, you've been wallowing in your own worries and hiding out in Texas.

You've had plenty of time to think since then, and the sobering up that you've done have helped reclaim your Seelie nature. You don't want to see yourself falling into the same vices, but... you are a Satyr after all.

Goals

- The proprietor, Jack, is the only person who knows what you've done, and he's agreed to help you. In return, you should probably do what you can to make sure his party goes well.
- It's only a matter of time before Oklahoma City sends someone to drag you back and answer for your crimes with your head. Find them, and avoid them at all costs.
- It's still a party, and you're still a Satyr. When you're not achieving the above, you should be diving headfirst into food, drink, and women to satiate those needs!
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Faction: Party Crasher

As you weren't technically invited to this party, there's a good chance that someone is out to make sure that you see your way out of it. If asked who you are, be prepared to make up something on the spot about who you are and why you're there!

Seelie Court

The Seelie have a reputation as the guardians of fae traditions. They are the peacekeepers, protectors of the weak, and the ideals of chivalry. Most Seelie seek the reunion between the mortal world and the dreaming, and would like to be back to the time before the realms became divided.

The Seelie Code

- **Death before dishonor:** honor is the most important virtue, the source of all glory.
- **Love Conquers all:** love lies at the heart of the dreaming. True love transcends all and epitomizes what it means to be Seelie.
- **Beauty is life:** beauty is a timeless, objective quality that, while it cannot be defined, is always recognized for itself.
- **Never forget a debt:** one gift deserves another. The recipient of a gift is obliged to return the favor.

Satyr

Satyrs are both wise and horny. They enjoy food, wine, philosophy, and the throws of lust. Passionate to the end, they dive wholeheartedly into all they do, which mostly includes wine and parties. There are those who satiate their desires through the pursuit of knowledge, and indeed the Satyrs can be some of the most intelligent of all Changelings with their debates, poetry, and music. However, theory gets old after a while, and even the most scholarly Satyr eventually gets embroiled with some practice. Strong, uninhibited, and charismatic, the goats live life freely, engage in love freely, and trade intellect and wit freely.

Connections

Nimble Jack – As the only person who knows what you've done, he's probably the closest thing you have to a friend right now.

Tobias Shade – Shade is known as an extremely violent vigilante intent on getting the Bounty on your head. The fact that he doesn't care if you come in dead or alive is probably not a good thing for you.

David Wolfe – This guy works for the Oklahoma City Baron, and is almost certainly here to ensure that you are dragged back to your rightful execution.