

CHANGELING

The Occurring

Goals

1. Find and capture Jimmy Fuzz
2. Find a bidder for who to turn Fuzz over to.
3. Set up a patsy and escape plan.

Brawl
 ● ● ○ ○ ○

Gremayre
 ● ● ● ○ ○

Willpower
 ● ● ○ ○ ○

Glamour
 ● ● ○ ○ ○

Dreams

Kith	<i>Machine</i>	<i>Diligence</i>	<i>Fire</i>	<i>Cunning</i>
Court	<i>Change</i>	<i>Discord</i>	<i>Passion</i>	<i>Hate</i>
Personal	<i>Traps</i>	<i>Pain</i>	<i>Prey</i>	<i>Blade</i>