



BANALITY RATINGS

RATING	DESCRIPTION
4-6	Normal Person
+1	Per 2 Full Points of Ess Lost
+1	Hermetic Mage
-1	Shaman/Physical Adept
-2	Children
-2	Technomancer
-1	Metahumans
+1	Corporate Typers

TRIGGERS

DESCRIPTION
Glamour (2) test to avoid.
1 hour in highly banal areas.
Invoke Autumn
Failing to Enchant someone.
Willfully destroy a Treasure.
Kill a changeling's Chimerical self.
End a changeling's mortal life
Kill Enchanted, Dreamer or Kinain.
Wield cold iron.
Break an oath.
By mien/antithesis.

THE MISTS

BANALITY	RECALL	CHIM DEATH DUR
0	Perfect Recall	One Minute
1	Clarity	One Hour
2	Partial Memory	Six Hours
3	Disoriented	12 Hours
4	Uncertain Memory	One Day
5	Hazy Memory	Three Days
6	Vivid Flashbacks	One Week
7	Dreamlike Memory	Two Weeks
8	Distant Dream	One Month
9	Denial	Four Months
10	Complete Blank	N/A

GENERAL MAPPING

C20	SR6 EQUIVALENT
Perception Attribute	Intuition Attribute
Kenning	Assensing
Gremayre	Sorcery Skill
Wits Attribute	Intuition Attribute
Spend Willpower	Glamour + Willpower (3) test
Difficulty 7 Test	Test with Threshold 1.
Difficulty 8 Test	Test with Threshold 1.
Difficulty 9 Test	Test with Threshold 2.
Dot	Skill, Attribute or Force Point
+1 Action	+1 Initiative Die, +1 Init, +1 Minor
+2 Difficulty Penalty	-3 dice to DP
+3 Difficulty Penalty	-4 dice to DP
-2 Difficulty Bonus	+3 dice to DP
1 Damage	2 Boxes of Damage
Bashing Damage	Stun Damage
Lethal Damage	Physical Damage
Aggravated Damage	Stun & Physical Damage

ART ATTR

ART	ATTR
Autumn	Willpower
Chicanery	Charisma
Chronos	Willpower
Contract	Logic
Dragon's Ire	Body
Legerdemain	Agility
Metamorphosis	Agility
Naming	Intuition
Oneiromancy	Reaction
Primal	Body
Pyretics	Charisma
Skycraft	Reaction
Soothsay	Intuition
Sovereign	Charisma
Spring	Body
Summer	Strength
Wayfare	Reaction
Winter	Strength

ASSESSING/KENNING (SR6 159)

NH	INFORMATION LEARNED
0	None
1	General state of the subject's health (healthy, ill, etc.). General emotional state or impression (happy, angry, etc.). Whether the subject is mundane or Awakened.
2	Presence/location of any standard-grade cyberware implants General class/type of magic that is active (fire spirit, health spell, etc.) Recognize aura if perceived before, with a Memory test (SR6 67)
3	Presence and location of alphaware implants Whether Ess/Mag/Force are >, <, or = to viewer's Magic General diagnosis of maladies, such as illness or toxin Any astral signatures present on the subject
4	Presence and location of bioware and betaware implants Exact Ess/Mag/Force General cause of astral signature (combat spell, air spirit, etc.)
5	Presence & location of deltaware implants, gene treatments, & nanotech Accurate diagnosis of any disease or toxins affecting the subject Subject is a technomancer or a Monad
+1	Going "over the wall" between Fae and "Normal" magic.

INVOKING THE WYRD

INFO	DESC
Glamour	Spend 1 Glamour
Test	Glam+Will vs Banality
Duration	End of scene.
Fading	Invoking Hits x2.
Nightmare	Gain 1 Nightmare.
BENEFITS	
Spend Glam to reroll Hits	6s Explode
+1 Edge vs Mundanes	Chimera/voile become real
Fee mien visible.	No Glamour for Wyrd cantrips

INVOKING AUTUMN

INFO	DESC
Test	Glam+Will (2)
Duration	End of scene.
Fading	Invoking Hits x2.
BENEFITS	
Roll Banality to defend against Wyrd Cantrips	
Immune to Chim Cantrips	Not Dual Natured
Fee Mien suppressed.	Ignore Chim Damage.

CANTRIPS

STEP	DETAIL
Determine TH	Base 0; +1 Scene; +1 Time
Determine Dice Pool	Glamour + Linked Attr
Bunks	+1 to +5 dice
Dross	+1/consumed, up to Art level.
Banality of Area	-1 to -9 dice.
Glamour vs Banality	+1 Edge if Exceeds by ≥4
In Freehold	+1 Edge
Affinity Realm	+1 Edge
Higher Title	+1 Edge to target.
Perform Bunk	Minor: +1, Major: +2
Spend Glamour	Wyrd only.
Roll Casting Test	Glitch: +2 to Fading
Defense Test	Banality (in General), Linked Attr
Resist Fading	Art Lvl + Th, Glamour + Will
Unleashing	Glam+Cha (2). 2 Glam.
Unleashing Fade	Number of hits.

COUNTERWEAVING

INFO	DETAIL
Action	Major Action
Test	Glam+Gremayre
Area	2m sphere +1m/glamour
Effect	Hits added to Defense test.

UNLEASHING

STEP	DETAIL
Test	Glam+Cha (2). 2 Glam.
Fading	Number of hits.
Invoke Wyrd	1 round per hit
Hits > Art	Wyrd for scene. Uncontrolled.
Nightmare	Gain 1 Nightmare.

ENCHANTING

INFO	DETAIL
Glamour	1 per Banality
Duration	Next sunrise.
Extra	1 day/glamour
Fading	At end. DV Banality of target.
Nightmare	Gain 1 Nightmare

ELEMENTAL EFFECTS (SR6 109)

TYPE	EFFECT
Electricity	If unsoaked DV - Zapped 2 rounds.
Chemical	Add Corrosive status. Mod DV > Armor: Rating -1.
Cold	Unsoaked: Chill 3 mds. Mod DV > Armor: Rating -1.
Fire	If unsoaked DV - Burning.

NIGHTMARES

# 1S	NIGHTMARE	DESCRIPTION
1	Horrid Dreams	You suffer horrid dreams for the next five nights. -1 to all social tests.
1	Freezing Wind	For a month, Everywhere you go, you are followed by a chilling breeze or wind.
2	Clumsiness	All agility linked tests -2 DP the next combat encounter.
2	Headaches	You are placed by terrible migraines for the next month. -1 DP to all social tests.
3	Bad Luck	You glitch on one less 1 than normal during the next combat encounter.
3	Recurring Nightmare	You develop a common phobia for 1 month. -1 DP to actions when exposed.
3	Widdershins	The test that triggered the nightmare has a reversed effect.
4	Lose Important Item	Most important item sucked into the Dreaming, never to be seen again. Maybe
4	Wracked With Pain	For a full month, whenever you exert yourself, take 6 boxes of stun damage.
5	Lose All Glamour	All of your temporary glamour is stripped away.