



## 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	Fourth Months
10	Complete Blank	N/A

## 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

## 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

## 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.
Banalities 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	Banalities (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.

## INVOKING AUTUMN

INFO	DESC
Test	Glam+Will (2)
Duration	End of scene.
Fading	Invoking Hits x2.

## 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

Roll Banality to defend against Wyrd Cantrips	
Immune to Chim Cantrips	Not Dual Natured
Fee Mien suppressed.	Ignore Chim Damage.

### BENEFITS

Spend Glam to reroll Hits	6s Explode
+1 Edge vs Mundanes	Chimera/voile become real
Fee mien visible.	No Glamour for Wyrd cantrips

## 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 alphasware 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 deltaxware 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.

## 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 plagued 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. The test that triggered the nightmare has a reversed effect.
3	Widdershins	
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.

## 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 rnds. Mod DV > Armor: Rating -1.
Fire	If unsoaked DV - Burning.

## ACTIONS

NAME	TYPE	WHEN	CATEGORY	REF	DESCRIPTION
Activate/Deactivate Focus	Minor	I	Magic	SR6 40	Activate/deactivate a carried bonded focus.
Avoid Incoming	Minor	A	Combat	SR6 41	If no other Avd Incoming, Move or Spring this rnd: Rx+Ath-Dodge Penalty. Move #Hits m. >2m:Prone.
Block	Minor	A	Combat	SR6 41	Add Close Combat to a single Defense test in melee.
Call a Shot	Minor	I	Combat	SR6 41	Increase DV +2, -4 dice pool penalty. Must be combined with Attack action.
Change Device Mode	Minor	A	General	SR6 41	Activate/deactivate/change mode on any device linked by DNI, wired or wireless.
Command Drone	Minor	I	Rigger	SR6 41	Command a controlled drone. Can issue same command to every drone on RCC.
Command Spirit	Minor	I	Magic	SR6 41	Issue a command to a single controlled spirit or group of spirits, or dismiss them.
Dodge	Minor	A	Combat	SR6 41	Add Athletics skill to a single Defense test in combat.
Drop Object	Minor	A	General	SR6 41	Drop a handheld object.
Drop Prone	Minor	I	Combat	SR6 41	Gain the Prone status.
Hit the Dirt	Minor	A	Combat	SR6 41	+2 dice on Defense test of an incoming attack. Gain Prone status. -2 DP on active skills until they stand up.
Intercept	Minor	A	Combat	SR6 41	Attack an opponent moving into Close attack range. Must have a Major action still available. Melee only.
Move	Minor	I	General	SR6 42	Move 10 meters. Only one Move action per player turn.
Multiple Attacks	Minor	I	Combat	SR6 42	Attack multiple targets. Split pool evenly among targets, or divide normal pool by targets if different attacks.
Quick Draw	Minor	I	Combat	SR6 42	Draw a pistol or similar sized weapon. In conjunction with Attack action. Must have gear/quality/aug to do this.
Reload Smartgun	Minor	I	Combat	SR6 42	Eject a clip while sliding in a new one.
Shift Perception	Minor	I	Magic	SR6 42	Shift perception to/from astral space.
Stand Up	Minor	I	Combat	SR6 42	Remove the Prone status.
Take Aim	Minor	I	Combat	SR6 42	+1 DP bonus. 1 per combat round. Can chain if continuous. Max bonus of Will. Use image mag or scope on 1st.
Take Cover	Minor	I	Combat	SR6 42	Gain Cover 1, 2, 3, or 4 status.
Trip	Minor	I	Combat	SR6 42	Use melee weapon to trip. DV -2P. If attack hits, target rolls Ath + Agil with TH of Adjusted DV. Prone on fail.
Assist	Major	A	General	SR6 42	Help on a teamwork test.
Astral Projection	Major	I	Magic	SR6 42	Shift consciousness to and from the Astral Plane. Shift happens immediately.
Attack	Major	A	Combat	SR6 42	Perform an attack.
Banish Spirit	Major	I	Magic	SR6 43	Banish a spirit. SR6 147
Cast Spell	Major	I	Magic	SR6 43	Cast a spell. SR6 130
Cleanse	Major	I	Magic	SR6 43	Cleans magical traces. SR6 160
Counterspell	Major	A	Magic	SR6 43	Counterspell. SR6 143
Full Defense	Major	A	Combat	SR6 43	Add Willpower to all defense tests until their next combat round.
Manifest	Major	I	Magic	SR6 43	Astrally projecting characters can appear in ghostly form on the physical plane. SR6 160
Observe in Detail	Major	I	General	SR6 43	Allows a Perception or Assensing test.
Pick Up/Put Down Object	Major	I	General	SR6 43	Pick up/put down an object carefully. If a weapon, counts as readying the weapon.
Ready Weapon	Major	I	Combat	SR6 43	Get a weapon ready to use - draw from holster/sheath/belt. Can ready Agility small weapons at once.
Reload Weapon	Major	I	Combat	SR6 44	Reload a non-smart weapon.
Rigger Jump In	Major	I	Rigger	SR6 44	Jump into a vehicle connected to their RRC.
Sprint	Major	I	General	SR6 44	Move Sprint (15m). +1 m/hit on Ath+Agil test. Only 1 per turn. Cannot be same turn as a Move.
Summon Spirit	Major	I	Magic	SR6 44	Summon a spirit.
Use Simple Device	Major	I	General	SR6 44	Use a simple device without DNI - press button, flip a switch, tap an icon.
Use Skill	Major	I	General	SR6 44	Use a skill.

## EDGE BOOSTS (SR6 46)

NAME	WHEN	COST	REF	DESCRIPTION
Reroll One Die	Post	1	SR6 46	Pick any die & reroll it. Including opponent.
Boost Initiative	Any	1	SR6 46	Add +3 to your Initiative Score.
Emergency Boost	Matrix	1	SR6 175	Increase a Matrix attribute by 1 for one test.
+1 to Single Die	Any	2	SR6 46	Add 1 to a single die.
Give Ally 2 Edge	Any	2	SR6 46	Give an ally 1 edge.
Negate 1 Edge	Pre	2	SR6 46	Negate 1 edge from an opponent.
Hog	Matrix	2	SR6 175	Lower DP by 2; prog slots by 1 for AR rnds.
Signal Scream	Matrix	2	SR6 175	Ignore penalty from noise for next action
Technobable	Matrix	2	SR6 175	TM only. Cha for Logic next Matrix action.
Buy 1 Auto Hit	Any	3	SR6 47	Add a hit to your total.
Heal 1 Stun	Any	3	SR6 47	Heal 1 box of stun damage.
Under the Radar	Matrix	3	SR6 175	Next illegal action does not increase OS.
Add Edge to DP	Pre	4	SR6 47	Add Edge as DP bonus. 6's Explode.
Heal 1 Phys	Any	4	SR6 47	Heal 1 box of physical damage.
Reroll Failed	Post	4	SR6 47	Reroll all failed. Cannot on glitch/crit glitch.
Count 2s as Glitch	Pre	5	SR6 47	All 2s count as 1's for glitches.
Create Special Eff.	Any	5	SR6 47	Something fortuitous happens.
Use an Edge Action	Pre	1-5	SR6 47	Use an edge action.
Smackdown	Any	1 Perm	SR6 48	Auto success.
Not Dead yet	Any	1 Perm	SR6 48	Survive miraculously.
Wild Die	Any	-	SR6 48	5 or 6: 3 hits. 1 cancels all 5s.

## EDGE ACTIONS (SR6 47)

NAME	CST	ACT	REF	DESCRIPTION
Anticipation	4	Multi Rng Att	SR6 47	Roll full dice pool for each target.
Big Speech	4	Influence	SR6 47	Inf + Cha. Hits from first add to DP of second.
Bring the Drama	2	Con	SR6 47	200% from quick con. +20% on asking price.
Called: Disarm	5	Attack	SR6 47	No damage, but lose weapon.
Called: Vitals	5	Attack	SR6 47	+3 DV
Fire From Cover	2	Rng Att	SR6 47	Att. from cover made w/o Minor Action.
Knockout Blow	2	Melee Att	SR6 47	If dmg > target Will, fill stun condition monitor.
Shank	1	Melee Att	SR6 48	Blade only. Reduce Call Shot penalty to -2.
Sudden Insight	1	Any	SR6 48	No penalty for untrained skill.
Tactical Roll	1	Hit the Dirt	SR6 48	No penalty from hit the dirt/prone for next rnd.
Tumble	1	Melee Att	SR6 48	If dmg > Bod, target gains Prone status.
Wrest	2	Block	SR6 48	On Block, CC+Agil(Target Str) to take. Tie drop.

## STATUSES (SR6 51)

STATUS	REF	DESCRIPTION
Blinded 1-3	SR6 51	1, 2: -3 DP penalty to all visibility-related tests. 3: Auto fail.
Burning #	SR6 51	Resist # DV damage each rnd. Major Agil+Rx(2) to remove.
Chilled	SR6 51	-4 to Init Score, -1 to all DP except Dmg Resist. Burning cancels.
Confused #	SR6 51	# DP penalty on all actions.
Corrosive #	SR6 52	Resist # DV dmg each rnd. Wet may remove.
Cover 1-4	SR6 52	+# to DR, +# to Def Tests. Minor to att. 4: -2 D; No edge on att.
Dazed	SR6 52	-4 to Init Score. Cannot gain/spend edge.
Deafened 1-3	SR6 52	1, 2: -3 DP penalty to all hearing-related tests. 3: Auto fail.
Fatigued 1-3	SR6 52	-2 DP/level on all tests except Dmg Resist. Move 5m, Sprint 10m.
Frightened	SR6 52	-4 DP on tests directed to or defending against source of fear.
Hazed	SR6 52	Cannot astrally project or manifest. Stuck if projecting.
Hobbled	SR6 52	Any movement is halved (round up).
Immobilized	SR6 52	Cannot move. AR -3. -3 DP on all attacks. No Rx on Def tests.
Invisible #	SR6 52	TH to perceive on Perception test. Cameras unaffected.
Nauseated	SR6 52	Bod+Will (2) at start of rnd. Fail: no action. Succeed: Lose Minor.
Panicked	SR6 52	Cannot act except to avoid the condition causing effect.
Petrified	SR6 53	Turned solid. No actions. +10 armor. All other statuses cancelled.
Poisoned #	SR6 53	At end of each rnd, resist # DV (P or S) with Bod. -1 DV each rnd.
Prone	SR6 53	Med: +2 Def DP; Close/Near:-2. -4 DP melee/bow. +2 AR mg.
Silent #	SR6 53	TH to perceive on Perception test. Microphones unaffected.
Stilled	SR6 53	-10 to DR. Aware. No Def tests. No dmg from ongoing effects.
Wet	SR6 53	-6 to Damage Resistance tests against electricity and cold.
Zapped	SR6 53	-2 to Init Score. No Sprint actions. DP -1 on all actions.

## COMBAT ROUND

STEP	DETAILS
Duration	3 Seconds
Major Actions	1 Major Actions
Minor Actions	1+1/Init Die, 5 Max
Actions	4 Minor -> 1 Major
Surprise	Rx+Int(3), No Actions/Edge

## RANGES

RANGE METERS	
Close	0-3
Near	4-50
Medium	51-250
Far	251-500
Extreme	501+

## COMBAT FLOW

STEP	DETAILS
Grab Dice	Skill + Agil vs. Rx + Int
Dist. Edge	AR vs DR (>4 gets edge)
Roll Dice	Count hits. Use edge.
Soak Dmg	Body. Hits cancel damage.
Bring Pain	Take the damage.

## SHOT MODES (SR6 108)

MODE	RNDS	EFFECT
Single Shot (SS)	1	No change.
Semi-Auto (SA)	2	AR +2, DV +1
Narrow Burst (BF)	4	AR +4/DV +2
Wide Burst (BF)	4	Split DP: 2 SA
Full Auto (FA)	10	Split DP: AR -6