



CHANGELING IN THE 6TH WORLD

Version 1.1
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INTRODUCTION

This is a writeup on how to use the old WhiteWolf Changeling setting and characters in Shadowrun. This writeup is updated for Shadowrun 6th Edition. I have often thought that the themes of Changeling, my favorite World of Darkness game, corresponded quite well with the Shadowrun campaign setting - faerie tales, ancient magics returned, corrupted innocence, struggling against an oppressive world. The Court of Shadows book, while an interesting attempt to bring more faerie tale elements into Shadowrun, didn't quite do enough for me. After some experiments in my own games, I have found that bringing Changeling into can work quite well. Inspired by the release of the Changeling 20th Anniversary Edition, I have decided to revise and codify my house rules for bringing kithain into the 6th World. This writeup attempts to give some guidance on how to do it, and give ideas for addressing the technical questions. I suspect that there aren't a lot of people who know and love both games, but for those of you that do, hopefully this will be useful to you. This is aimed at SR 6th Edition. I will be updating frequently as I get used to how 6th edition works, and have some practical experience in my games.

Many thanks to the folks that put together the Changeling 20th Anniversary Edition (C20) - it's a fantastic book, and a great compilation of all that has been put together for Changeling over the years, with some good updates. Some of it I have ignored, and stuck to things from Changeling 2nd Edition (C2E), mostly in the interests of making it easier to mix in with Shadowrun.

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GENERAL ADVICE

A couple of pieces of advice about incorporating Changeling into Shadowrun:

1. I recommend keeping the Changeling element "light" in the Shadowrun game, rather than being the focus of the campaign. It can provide an element of mystery, weirdness, and the surreal, but a little bit goes a long way. It can be fun when the sluagh detective starts talking to the doorknobs (indeed, it's the inspiration for this whole thing), but if the entire run devolves into the sluagh talking to the furniture, it tends to be boring for everyone else. An occasional trip down a Trod can make for a fun change of pace (and seriously freak the hell out of any mages), but I don't recommend going into the Deep Dreaming on a regular basis.
2. I recommend having only one player be a Changeling shadowrunner. You might be able to pull off an entire team of changeling runners, but it would be *very* weird. The character should be a runner that is a changeling, and not the other way around. Some kiths work better than others - a Troll isn't too exciting, when there are trolls around. A sidhe is an elf turned up to 11 and would make an excellent face. And a redcap is an ork turned up to 12...and could make for a truly disturbing hand-to-hand fighter.
3. The player of the changeling character (and the GM, for that matter) needs to be very flexible, and willing to go along with the concept, while at the same time not being too disruptive to the game. They need to be okay with the GM saying, "No, you can't take that Art," or whatever is needed to keep the game on track.
4. This document tries to address most of the big rules questions, and reconcile the different rules systems, but it isn't meant to replicate the Changeling books, or address all potential issues. There are probably places where the World of Darkness and the 6th World are simply incompatible. I recommend you err on the side of the 6th World, and let the Mists and the Dreaming paper over the cracks.

HISTORY - THE SNOW-FALL WARS

Concordia is dead. The Parliament of Dreams has not been convened for over fifty years. The Awakening may be the end of Winter, or the start of the Final Winter.

The troubles began at the turn of the century. High King David vanished 2001, and was missing for nearly four years. During his absence, suspicion, fear and paranoia began to take hold. Factionalism and distrust nearly started a civil war before he reappeared. His return stopped the bloodshed, but the damage was already done. He was able to restore order, but he could not bind the Kingdoms back together as they had been. The nunnehi became increasingly restive, and the inanimae stirred in greater and greater numbers. As the balefires started to slowly fade, paranoia and fear took hold of

the hearts of the fae. VITAS struck, and as the dread plague wiped out mortals by the millions, the fae watched in horror as their dreamers suffered and died with the rest. Winter, it was feared, was finally here.

And then the Awakening hit.

The Awakening was something of a disappointment to the kithain. Some thought it heralded the end of Winter, only to find their hope's dashed. The dwindling of balefires around the world subsided, but the returned magic was not the stuff of Dreams that all had hoped for, even though it was clearly related. The rise of dispassionate hermetic magic was anything but Glamourous, and many view the Awakening as a net loss. At best, it was a Change, and nobody is sure if it was a good change, or a fell one.

When High King David died in 2015 - rumors persist that he was assassinated - the Parliament of Dreams was only able to maintain order for a few months, before any semblance of unity disappeared as squabbling for succession broke out into open conflict.

The Ghost Dance War is known as the Snowfall War amongst the fae, and it was a vicious group of multi-front wars and insurrections, remembered for the blankets of chimerical snow across the continent, and the amount of blood spilled on them. The leaders of Concordia were preparing to vie for the vacant throne of Concordia, and were completely unprepared for the uprising by the nunnehi. Inspired by, and inspiring, Daniel Howling Coyote and the resurgent Native American nations, and granted unheard of power by the Great Ghost Dance, the nunnehi seized the chance to take back control of their lands from the hated sidhe. The rulers of the Kingdom of the Burning sun fled into exile - those few that survived at least. The Kingdom of Pacifica removed to California, greatly diminished in power. The nobility of the Kingdom of the Grass was slaughtered to the last childling by fanatics, with only one baron surviving to flee. The commoners were treated somewhat better, in that most were allowed to live. Many of the European changelings were driven from the newly created countries - those that remain are second class citizens at best. Relations are strained to this day. The Nunnehi, and Gallain in general, are viewed by the fae of the UCAS and CAS as ungrateful rebellious traitors, and are viewed with suspicion.

The assault by the nunnehi broke the alliances that held the old kingdoms together, leading to wars between neighbors and former friends. Much territory changed hands, and much blood was shed in the course of the conflict. The only positive thing was that the war was short, lasting just a few years before peace was agreed to, shortly after the signing of the Treaty of Denver. The Ghost Accords, as they are called, have maintained an uneasy peace since.

The kingdoms that remain are weaker than they were - their power spent and prestige eroded by the Snowfall Wars. In the NAN, the nunnehi are in near absolute control, only in the Pueblo Corporate Council are the few remaining European fae allowed some semblance of freedom.

The Queen Faerilyth's grip on the Kingdom of Willows is weak. Emotionally shattered by the death of her husband, High King David, and the devastation of the Snowfall Wars,

she is rarely seen in public. In her rare public appearances she wears a silver mask, marked only with obsidian tears. Dark rumors persist that her father, King Meilge, was responsible for the death of High King David - and even darker rumors hold that Faerilyth killed him for it. She never remarried following the death of the High King, and she has no declared heir. Worries of a succession crisis swirl amongst the great and powerful in the Kingdom of Willows.

The Kingdom of Apples came out of the Snowfall Wars with its territory expanded, but at great price. It seized the remains of the Kingdom of Grass that the Nunnehi were not able to secure, and seized much of the Kingdom of Northern Ice. But to finance it, the King racked up tremendous debts, and was forced to cede much power to the duchies and counties that supported him. They now pay only the barest lip-service to his rule - save for the Duchy of Evergreen, in Seattle, which is fiercely loyal. The Duchy of Many Rivers (Quebec), stirs restlessly and still resents its annexation during the Snowfall Wars. It's only a matter of time before Duchess Eloyse declares independence, and restores the Kingdom of Northern Ice.

Something has gone terribly wrong in the Kingdom of the Feathered Serpent (formerly the Kingdom of the Feathered Snake). Nobody is really certain what is going on in the former Mexico, but rumors of blood magic, corruption and worse abound. In darker corners, it is rumored that thallain or even the ancient enemies of the Tuatha de Danaan - the Fomorians - have taken over. It is widely accepted that it was a Serpent assassin that killed High King David and triggered the Snowfall Wars. The fae that come out of Aztlan are seriously warped, many with their seelie natures entirely removed.

Of the other former Kingdoms of Concordia, Pacifica is a shell of its former self, and is in a state of near constant siege, resisting incursions from the Kingdom of the Feathered Snake, the United Pueblo Tribes and the strange fae of Japan. The Queen resides in Tir Tairngire, but the revolutions there have made her hold tenuous. The Kingdom of the White Sands broke apart, was partially absorbed by the Kingdom of Willows, and the rest joined the Fiefs of the Bright Paradise.

The Snowfall Wars have left their mark all across North America. In the Native American Nations, the nunnehi are ascendent, kithain commoners tolerated at best, and sidhe actively hunted. Outside of the Native American Nations, the Kingdoms of Concordia are weakened, with the lesser nobility stepping into the gap, seizing power and authority. In a rare fit of flexibility, the sidhe have increasingly allowed other kiths to join the nobility - adding their strength to the Houses. The net result being that there are fewer independent freeholds left, with most belonging if not to a sidhe lord or lady, then to an ennobled commoner bound to one of the Noble Houses.

SETTING OVERVIEW

- The storyline of Changeling is unaffected - the sidhe returned in 1969, took over, and ruled for many years.

- The Awakening in 2011 was completely unexpected, though some have tried to say that the Red Star was a portent of the return of magic.
- Nobody knows what to make of the dragons. They should be chimera, based on everything that the kithain believe, but they clearly are not. It's not even clear if the dragons know that Changelings exist. No changeling has asked and lived to talk about it, or at least nobody is willing to admit it.
- The Mists have become much more...active since the Awakening. Rather than simply a force that gradually wipes the memories of the mundane, it even extends to electronic devices and digital records. Even stranger, the Mists seem to actively strike back against uses of Glamour in the mundane world. The effect is not strong, but it is deeply worrying to fae scholars.
- The coming of Winter is still very much of concern to Changelings, though there is much debate as to how the Awakening figures into Winter. Some optimists believe that Spring is here, just not what they expected. Others believe that Winter is here, and hold out hope that Spring is just around the corner. Still others view the Awakening as a failed last effort of the Dreaming to reform the world, with Winter inevitably coming as the Dreaming's last strength fades away.
- The Awakening has made some things easier for fae - they can manifest their natures a little more easily without running into too many problems. Basically, it's a lot easier for people to rationalize and forget about fae magics than before. This is good as it makes it easier to do things, and calling upon the Wyrd is a lot less straining, but bad as it makes it that much harder to inspire people.
- Essentially, the Astral Space of Shadowrun is the Dreaming of Changeling, it's just that Changelings see it very differently than everybody else. The kithain are always seeing this view of astral space layered on top of and intertwined with the mundane world.
- Glamour is a very special, rarified form of mana. All Glamour is mana, but not all mana is Glamour. Essentially, Glamour is mana that has been "flavored" with human emotion. This can make things tricky as the freeholds and balefires that changelings need to survive are also good places for SR mages to do things. Freeholds are roughly synonymous with lodges.
- Changelings are dual-natured - they are (almost always) active on the Astral Plane. This means that astral barriers and wards affect changelings, and spirits can interact with them without materializing or manifesting. On the positive side, Changelings do not look like they are dual natured to normal wizards, and the Mists serve to Mask them. It's not strong, but tends to keep prying eyes looking elsewhere.
- Chimerical things (spells, critters, etc.) are Astral constructs. Wyrd things are on the physical plane. Chimerical critters are the equivalent of spirits, chimerical items the equivalent of foci.
- SR mages, by and large, don't realize that things of the fae (their magics, glamour, balefires, etc.) are that unusu-

al. To them, it's just plain old mana and magic, maybe a little more emotionally vibrant than normal. Only with careful observation will they see anything truly strange.

- Changelings, in turn, look upon standard mages as rather pathetic things - too focused on the practical and the useful, and not the wondrous and fun. Hermetic mages are particularly reviled, alternatively pitied or hated depending on who you talk to. Shamans are more often pitied, as they are soooo close to seeing things as they really are.
- Regular spirits and the like do not seem to recognize changelings as anything special, but they do tend to become a bit more whimsical when changelings are around, and often take on characteristics of any nearby kithain. Chimera likewise appear like regular spirits in Astral space.
- Technomancers are a source of fascination to changelings, with some going so far as to consider them a new Kith, the Dreaming attempting to adapt to the digital world. Others scoff at this idea, and point out that the Mists seem to effect them too. But all agree that technomancers do seem to be unusually resistant to banality.
- Banality is a serious problem, as it tends to accumulate, and can make things very bad for you. It's particularly easy to pick up banality in the SR world, as a lot of the joy and life has gone out of it.
- Essence and Banality are closely tied. In general, the lower the essence, the higher the banality - nothing very wondrous about people lopping off limbs to get "more efficient" ones.

ON THE COURT OF SHADOWS

My advice is to ignore the Court of Shadows book, and just run with Changelings filling in that same role. If you want to include it as "canon", here are some suggestions:

- The kithain of Changeling were initially thrilled that the Court had appeared, thinking that Arcadia had been found at last. They quickly realized that this was nothing of the sort - the Seelie Court of Queen Brane Deigh is nothing but a sham. Oh, they may believe they are the Seelie Court, but they most definitely are *not*. Most assume it is just the result of some elves getting lost in some pocket of the Dreaming and getting delusions of grandeur. The nobles of the Kingdom of Apples and the Kingdom of Willows are certainly not amused, and do not recognize them as legitimate. Judging from how Sovereign has been working, neither does the Dreaming. The Seelie Court, for its part, has no clue that changelings exist, and should they learn of them, would view them as the victims of the Era of the Corpse Lily - to be pitied, and then brought to heel.
- Alternatively, the Seelie Court really is Arcadia returned, and the divergence of the Seelie Court from the Arcadia of lore is a sign of how much damage the Shattering did, and indicates that Arcadia may have been terribly cor-

rupted by some hidden force. What happened to the noble houses is a mystery, and their replacement by the Tarot factions implies that there was some sort of purge in the distant past. (About the only way I think you can make this work is if the time distortion is severe - with thousands of years passing in the Seelie Court since the Resurgence.)

CHANGELING RUNNER CREATION

Building a changeling character is per the normal rules for character creation, using the priority system. Following the system in SR6:

STEP 1: CHOOSE THE CONCEPT

Come up with the basic concept of the character. You also need to decide on some of the foundational aspects of a Kithain character:

- Kith
- Seeming - Childling, Wilder or Grump (Childlings should probably be avoided)
 - Childling: +1 to Glamour, Banality 3
 - Wilder: +1 to Glamour or Willpower, Banality 4
 - Grump: +1 to Willpower, Banality 5
- Court - Seelie or Unseal
- Legacies: Select a Seelie and an Unseelie Legacy
- Select House: Required if you take any background points in Title.

STEP 2: SET YOUR PRIORITIES

Your metatype is determined by the Kith you selected, which determines what priority you need to set for Metatype.

- Boggans - Dwarf
- Clurichaun - Human or Ork
- Eshu - Human or Elf
- Knockers - Human or Dwarf
- Piskies - Human or Elf
- Pooka - Human
- Redcaps - Ork
- Satyrs - Human
- Selkies - Human
- Sidhe (Arcadian or Autumn) - Elf
- Sluagh - Human
- Trolls - Trolls.

You must select "Magic" as your priority of at least C entry to be a changeling. For that, you get a Glamour rating of 2, and a Banality rating based on your Seeming (see above). B - Glamour 3. A - Glamour 4.

STEP 3: ATTRIBUTES

Assign attribute ratings per the usual rules, with the minimums set by your metatype. There is a new Special Attribute, Glamour, which you can increase by using any special attribute points from your metatype and priority ranking

to increase their Glamour rating, exactly like Magic or Resonance.

Note: Your Seeming may also provide a bonus to your attributes.

STEP 4: PURCHASE SKILLS

As per the usual rules, except there three new Active Skills:

- **Kenning:** The kithain version of the Astral skill - how well a changeling can sense and understand glamour. Most typically used as Intuition + Kenning.
- **Gremayre:** The kithain version of the Sorcery Skill - it covers all aspects of cantrips and Oaths. This isn't used to cast cantrips, but it is used to counterweave and dispel them.
- **Enchanting:** This skill is also available to kithain, and is used for crafting Treasures and the like.

Knowledge skills can include Changeling specific items, such as Changeling Local Politics, Fae History, etc.

STEP 5: PURCHASE QUALITIES

Characters can purchase qualities per the normal restrictions. There are a couple of new guidelines, however:

- You can't purchase a quality that echoes or cancels out your kith's birthrights or your kith's frailty.
- Some qualities simply do not apply to changeling characters, and the GM has full discretion to not allow them.

STEP 6: PURCHASE MERITS AND FLAWS

Changeling characters can also purchase merits and flaws from C20 (or C2E). Each point of flaw/advantage corresponds to 4 karma points. There are a couple of restrictions:

- You can't purchase merits and flaws that have SR6 equivalents.
- The 20 pt limit on positive qualities and on negative qualities includes merits and flaws purchased at this step.

STEP 7: PURCHASE ARTS AND REALMS

You start with 3 levels of Art, that can be spent on one or more Arts. You also start with 5 points of Realms to allocate, amongst one or more Realms.

STEP 8: SELECT BACKGROUNDS

You start with 4 levels of background, which can be allocated as you wish amongst the C20 backgrounds. Contacts and Resources are not allowed, as that is covered by the SR6 contacts and resources systems.

STEP 9: FREEBIE POINTS

You also get 5 Freebie points to allocate to Merits, Flaws, Arts, Realms:

- Merits - 1 Freebie point per merit rating
- Backgrounds - 1 Freebie point per level
- Realms - 2 Freebie points per level
- Arts - 5 Freebie points per level

You can also spend any excess Karma from Qualities to get more Freebie Points, at 4 Karma Points per Freebie point.

STEP 10: THRESHOLD & ANTITHESIS

Select your Musing/Ravaging Threshold, and select an antithesis.

STEP 11: SPEND YOUR RESOURCES

STEP 12: SPEND EXCESS KARMA

Starting SR6 characters get 50 karma at start, and any leftover at the end can be used for advancing the character using the normal advancement costs.

STEP 12: FINAL CALCULATIONS

RULES AND SYSTEMS

GENERAL RULES

Chimerical Damage

Chimerical damage is tracked on the standard condition monitors. Chimerical stun damage is treated just like real stun damage, applied to the stun condition monitor. Chimerical physical damage is treated a bit differently - damage can be tracked on a separate condition monitor, or in the regular physical condition monitor using a separate color. The damage modifiers from Chimerical Physical damage do not stack with regular physical damage - only the worst modifier applies. So, if the changeling has taken 7 boxes of chimerical physical damage, and only 5 regular physical, only the modifier from the 7 boxes of chimerical physical damage is applied. Damage overflow from stun damage is applied to the physical damage track per the source of the damage.

Taking lethal amounts of chimerical damage results in Chimerical Death, and the character's permanent Banality score increases by 1.

Willpower

In C20, Willpower is an expendable and limited resource, while in SR6, it's an attribute. Where spending a point of Willpower is called for, unless otherwise stated, make a Glamour + Will (3) test.

Banality Ratings

Banality runs from 1-10, but due to the difference in statistical models, whenever a test is against a banality rating (or against a glamour rating), the test is a contested roll against the Banality. E.g. if the C20 requires a test with a difficulty of the target's Banality, instead the test is a contested roll with the GM rolling a number of dice equal to the Target's Banality.

Botches

A botch is roughly equivalent to a critical glitch, partially overlapping with a glitch. If a botch is prevented by a power or ability, it applies to glitches and critical glitches. If a botch is forced as an effect, it is a critical glitch.

Mapping C20 to SR6

The core mechanic is C20 is different than SR6, so mapping isn't one-to-one, but the following are the general rules:

- Perception Attribute ⇒ Intuition
- Kenning ⇒ Assensing
- Gremayre ⇔ Sorcery Skill
- Summoning has no equivalent for Changelings.
- Wits ⇒ Intuition
- Spend Willpower ⇒ Glamour + Willpower (3) test.
- Bonus Willpower ⇒ +1 Edge
- Lose Willpower ⇒ Cannot gain/use Edge until sunrise/sunset
- Difficulty 7 Test ⇒ Test With Threshold (1)
- Difficulty 8 Test ⇒ Test With Threshold (1)
- Difficulty 9 Test ⇒ Test With Threshold (2)
- Dot ⇒ Skill Point, Attribute Point or Force Point
- +1 Action ⇒ +1 Initiative Die and +1 initiative
- +2 Difficulty penalty ⇒ -3 dice to DP
- +3 Difficulty ⇒ -4 dice to DP
- -2 Difficulty bonus ⇒ +3 dice to DP
- 1 Damage ⇒ 2 boxes
- Bashing Damage ⇒ Stun
- Lethal Damage ⇒ Physical
- Aggravated Damage ⇒ +1 to DV (no real equivalent, but it's the closest I can get).
- Duration of effects: Where duration of effects is based on number of successes, the player can allocate hits to the duration from the pool of total hits.

THE ASTRAL PLANE

Changelings are always dual natured - except when they are sleeping in chimerical death, or have Invoked Autumn. However, the Mists mean that it is generally difficult for Awakened to perceive that the changeling is dual-natured (see below). Their perception of the Astral Plane is much more emotionally tinged than it is for "normal" wizards, and they tend to see it as a much more colorful, vibrant place.

BANALITY

Banal Areas

Much like with Background counts, banality can infuse an area, making things much harder for changelings. The rating ranges from 0 to 9, and generally corresponds to negative background count ÷ 2. There are banal areas that do not correspond to background counts, but they are relatively rare.

All glamour-based actions are at a dice pool penalty of the area rating. Any area with a banality rating over your current glamour score will create a Banality Trigger every hour you spend in the area.

Banality Score

Banality is tracked with a temporary Banality Score, and a permanent Banality Rating. When the Banality Score goes over 10, it resets to 0, and the Banality Rating of the character goes up by 1.

Banality Score points can be eliminated any time you would gain glamour. Removing permanent banality points require completion of a Quest, as per C20, pg. 271.

If the permanent Banality Rating of a kithain reaches 10, the changeling's fae aspect is completely suppressed. Chimerical death at that point turns the character completely mortal, and their fae soul departs.

Gaining Banality – Triggers

Changeling gain Banality Score from Triggers. Anytime a Trigger is experienced, the character must make a Glamour (2) test. If they receive no hits, they gain a banality point.

- Spending time in highly banal areas or around extremely banal people.
- Invoking Autumn to resist a cantrip or chimerical effect
- Failing to overcome Banality to enchant someone.
- Willfully destroying a Treasure or other irreplaceable artifact of the fae.
- Killing a changeling's chimerical self (wilders are immune to this in most cases)
- End a changeling's mortal life.
- Killing one of the enchanted, a mortal Dreamer, or Kithain.
- Wielding cold iron.
- Breaking an oath.
- By mien (childlings - denies a novel idea; wilders - denies opportunity for adventure; grumps - fails to provide aid to someone in their care)
- Antithesis (specific to the character)

Banality Rating

Most people typically have a Banality Rating somewhere between 4-6, with the following modifiers:

- +1 for every two full points of essence lost.
- +1 for hermetic mages
- -1 for shamans/physical adepts
- -2 for children
- -2 for technomancers
- -1 for metahumans
- +1 for corporate types

BEDLAM

Bedlam is entirely at the GM's discretion (like Changeling 2nd edition). Bedlam is rarely a risk for kithain operating in the shadows - banality is a far bigger threat. However, there are various triggers that can cause Bedlam:

- Your Glamour is higher than your Willpower and Banality added together.
- You spend more nights in freeholds than in the real world.
- You have more than one faerie treasure.
- You interact with more than three chimera on a regular basis.
- You have no mortal friends.
- You are a constant Ravager.

- You have no mortal job (or other attachment, such as school).
- You are almost exclusively nocturnal.
- You drink alcohol, use drugs or have sex to excess.
- You spend more than half of your waking time creating art of some kind.
- You have no mortal family.
- You have no mortal possessions.
- You are in a state of unrequited love.

If you check off five or of these items, Bedlam becomes a real risk.

There are commonly three stages of Bedlam:

The First Threshold

At the first threshold, the changeling's grip on reality slips a bit. It's annoying, but tolerable. They can be cured by immersing them in banality for a time. Willpower is reduced by 1 during this stage.

- **Color Change:** Everything changes color, either randomly or in patterns.
- **Whispers:** The changeling "hears" telepathic or audible whispers that impart secrets or prophecies, or that spew unintelligible gibberish.
- **Dread:** A feeling of complete and utter dread engulfs the changeling; shadows distort into monstrous shapes.
- **Lights:** Bright lights flash in and out of existence, surrounding people with nimbi or other illuminations.
- **Broken veil:** The character's mortal seeming slips, and always appears in their fae mien

The Second Threshold

At the second threshold, things become more intrusive, and other changelings can see that there is a serious problem. Willpower is reduced by 2. Some manifestations include:

- **Don Quixote Syndrome:** The changeling believes everything to be from an ancient time or fantasy realm.
- **Delusions of Grandeur:** The character sees everyone as an underling, fit only to serve him. NO matter what utter nonsense he spouts, he expects others to laud his ideas and cater to his insane visions.
- **Social Darwinism:** The character sees everyone as either predator or prey - and herself as a predator of great strength and skill. This is one of the more insidious manifestations, as it can remain undetected for a long time.
- **The Walls Have Ears:** The character believes that everything has a personality and is alive. Manifestations of this madness range from a changeling holding a quiet conversation with fence posts (which, to be fair, is something some changelings can do anyway), to uttering apologies every time he takes a step on the street.
- **Crippled by Dreams:** The character takes a -2 penalty to one of their attributes.

Treating bedlam at this stage takes immersion in banality, and careful applications of healing arts. Serious therapy is in order. With a Willpower (reduced) + Charisma (4) test, the character can suppress the madness, for a scene.

The Third Threshold:

Madness has taken control. Additional manifestations appear.

- **Berserker:** The character attacks all around her with whatever weapons are nearby.
- **Autism:** The character withdraws into himself, not recognizing the outside world at all.
- **Feral Cunning:** The character reverses to an animalism state; not a frenzied attacker. But a cunning, predatory animal.
- **Perversity:** The character descends into the depths of her psyche and performs inhuman acts barely conceivable by even the most depraved soul.

No known cure is available at this stage, save for rumored dragon magic, and the legendary Cup of Dreams. After some time, the changeling simply vanishes into the dreaming.

CANTRIPS

Casting a cantrip counts as a Major Action. The process for casting a cantrip is:

- Determine the threshold
- Determine the dice pool
- Assign edge
- Perform a bunk (optional)
- Spend glamour (wyrd)
- Roll casting test
- Defender rolls defense dice
- Determine effect
- Resist fading

Determine the Threshold

In order to succeed at the cantrip, you must get Threshold hits on your casting test. Hits above the threshold are net hits. The threshold is determined by a number of factors:

- Base threshold: 0
- Using Scene Realm: +1
- Using Time Realm: +1

Determine Dice Pool Modifiers

The dice pool rolled is Glamour + Attribute Linked to the Art being used (see Arts and Attributes table). Additional modifiers apply:

ARTS AND ATTRIBUTES

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

- Damage modifiers (physical and stun)
- Bunk: +1 to +5 dice, depending on the bunk

- Dross: +1 for each dross consumed, up to the level of the Art used.
- Banality of Area: -1 to -9 dice

Assign Edge

- Cantrip cast in a freehold: +1 Edge
- Using Kith's affinity realm: +1 Edge
- Glamour exceeds target's banality by 4: +1 Edge
- Target's banality exceeds caster's Glamour by 4: +1 Edge to target
- Targets a Changeling With Higher Title Without Their Consent: +1 Edge to target

Perform a Bunk (Optional)

Bunks can be used to either provide extra dice on the casting of the cantrip, or in resisting Fading from casting the cantrip.

The bunk examples in C20 (page 195) are a good guide. As a general rule, a bunk performed as a Minor action is going to be worth 1 die, while a Major action is worth 2 dice. A bunk must be performed immediately before the cantrip is cast. More involved bunks such as "Leading an army into war" (WTF?) must be completed during the scene in which the cantrip is cast.

Spend Glamour (Wyrd Only)

If the cantrip is Wyrd, the changeling must spend a point of Glamour to power the spell. If the cantrip is chimerical, the caster does not have to spend a point of glamour. However, a chimerical cantrip cannot affect mundanes, unless they Invoke the Wyrd.

Roll Casting Test

Roll the dice pool determined above and count the hits above the threshold to determine net hits. If the hits do not exceed the threshold, the cantrip fails.

- Glitches on casting test: Fading increased by +2.
- Critical Glitch: All sorts of things can go wrong - the cantrip goes awry, it gets reversed, a different form of the Art gets invoked. The GM gets to have fun.

Roll Defense Test

Non-fae target (mundane humans, normal objects, critters, etc.) typically roll their Banality to resist most cantrips, in place of Willpower. Fae targets roll the linked Attribute of the Art used against them and/or Willpower. Hits rolled in the test cancel hits rolled on the casting test. If the Net Hits is reduced below the threshold, the spell fails.

Defending Against Cantrips

A fae can defend themselves against a cantrip by Invoking Autumn, or attempting a counterweaving. See below. Boosted Defense dice can be used by a normal Awakened magician to defend against cantrips, but the first hit is lost (per Magic and the Mists). Likewise, the first hit on a counterspelling test (from a normal Awakened spellcaster) is lost.

Determine Effect

The cantrip takes effect if there are any net hits. See the individual art description for the effect.

Resist Fading

The cantrip causes fading, equal to the level of the Art employed plus the threshold for casting the cantrip. Fading is resisted by rolling Glamour + Willpower. Each hit reduces the Stun damage taken by 1. Dross can be used to provide additional dice on the fading test, up to the level of the Art used.

COUNTERWEAVING

Counterweaving is the kithain version of Counter-spelling, and works almost exactly like Boosted Defense. To counterweave, the changeling must take a Major Action, and then roll Glamour + Gremayre. The action affects a sphere in the caster's LOS with a two-meter radius (can be increased by 1 meter for each dross or glamour spent). Each hit is added to the dice pool of anyone in the area targeted by a cantrip. Boosted defenses from a kithain can be used to counter "normal" magic (and vice versa) but the number of dice added to the defense test is reduced by 1.

DROSS

Dross is available, and is a rarefied form of a standard reagent. There is much hostility directed at mages for harvesting dross for their own use. Dross can be used in several ways:

- To add dice when casting cantrips
- To reduce fading damage (1 box per point of dross)
- Whenever a temporary point of glamour is used.

Dross can be purchased at kithain markets, with prices typically of about ¥500.

ENCHANTING

Enchanting a mortal requires expenditure of a lot of glamour - 1 per the Banality Rating of the target, putting it into a token that the target must take voluntarily. The Enchantment lasts until the next sunrise. Each extra point of glamour extends the duration 1 day. Dross can be used to power the enchantment. The target becomes dual natured, and can perceive the Dreaming. Hermetic mages tend to find this experience extremely disturbing, and very much like tripping on LSD.

Enchanting causes Fading when the Enchantment ends, with a DV to the enchanter of the Banality Rating of the enchanted. The changeling also gains 1 Nightmare point.

ESSENCE LOSS

Changelings are sensitive to essence loss due to cyberware/bioware or having their essence drained by critters, similar to mages and technomancers. For each point of essence lost (or fraction of a point), the changeling loses a permanent point from their Glamour rating, and gains a permanent point of Banality.

Note: Members of House Dougal do not take the Glamour or Banality penalty for essence loss from cyberware that matches their artificial component. Only replacement cyberware such as cyberlimbs, eyeware and earware are exempt, and must correspond to the Smith's Flaw.

FADING

Any time a Changeling uses Glamour, the Mists strike back, actively pressing Banality to counterbalance the use of Glamour. This functions much like Drain does for mages and wizards – most any action using Glamour or your Glamour attribute induces Fading. A DV value will be given, which is resisted by rolling Glamour + Willpower. Unresisted boxes accrue as Stun Damage. Damage penalties do not apply to this test.

The benefits from Bunks can be applied to the Fading test as extra dice.

Fading can also be caused by spending too long around intensely Banal areas.

If Fading causes the Stun Condition Monitor to fill up, additional damage is applied to the Chimerical Condition Monitor.

GLAMOUR

Glamour is a special attribute, like Magic or Resonance. Like Edge, you can spend temporary points of glamour to power effects, or burn a permanent point as a panic-measure. Your base (unreduced) Glamour score is the base attribute used in a number of tests.

Using Glamour

Glamour is used in the following ways:

- You must spend a point of Glamour each time your character casts a Wyrd cantrip.
- You can spend Glamour to enchant a mortal.
- You can also use glamour like SR6 Edge, for the purposes of Glamour-related tests. Each point of Glamour counts as 2 points of Edge - so Adding Edge to Your Dice Pool (for example) costs 2 Glamour. Such uses of Glamour tend to be rather spectacular, and tied closely to the character's kith.

Gaining Glamour

- Sleep in a freehold to gain 1 point of glamour per rating of the freehold.
- Epiphany via Ravaging, Rapture, Reverie, Revelry and Rhapsody (per C20 - 260-264).

INVOKING AUTUMN [MAJOR ACTION] (ANYTIME)

Changelings can invoke the Mists to protect them from chimerical reality (cantrips, chimera, etc.). This has become increasingly dangerous since the Awakening, as the Mists respond very aggressively. To Invoke Autumn, the kithain must make a Glamour + Willpower (2) test. On a glitch, the Fading at the end of the scene is at +2 DV. On a critical glitch, the changeling instead Invokes the Wyrd - with the Fading DV determined by the numbers of 1s rolled.

Benefits of Invoking Autumn:

- Immune to all chimerical cantrips
- The invoker gets to roll Banality to defend against Wyrd cantrips (including the one that is being defended against) - each hit counters a hit on the cantrip test. This is in addition to the normal defense dice pool.

- The changeling is no longer dual natured.
- Their fae mien is suppressed - they are no longer constrained by their Frailty, but neither do they have access to their Birthrights.
- Chimerical damage is ignored.

Once the scene ends, the changeling must resist Fading equal to the number of hits rolled when invoking the Autumn x2.

INVOKING THE WYRD [MAJOR ACTION] (INITIATIVE)

This requires the spending of a point of Glamour, and making a contested Glamour + Willpower vs Your Banality/ Area Banality test. Any successes mean the Wyrd is invoked successfully until the end of the scene. On a glitch, the Fading at the end of the scene is at +2 DV. On a critical glitch, the changeling instead Invokes Autumn - with the Fading DV determined by the numbers of 1s rolled.

Benefits of Invoking the Wyrd:

- Can spend a point of glamour to reroll any failing dice on any test
- 6s explode on all tests (you become really awesome)
- Gain Edge on all tests against mundane targets.
- All chimera and voile become solid and visible, and can affect mundanes.
- Cantrips no longer require any glamour to cast, even if they are Wyrd.
- The fae mien becomes fully visible to all observers.

Once the scene ends, the changeling must resist Fading equal to the number of hits rolled when invoking the Wyrd x2. The changeling also gains 1 Nightmare die.

KARMA AND ADVANCEMENT

Changelings spend Karma to increase their arts, realms, etc. The costs are as follows:

- Add a level to an art: New rating x5
- New Art: 5
- Add a level to a realm: New rating x3
- New Realm: 3
- Add a Glamour Point: New rating x5

LEGACIES

Fulfilling the Quest associated with a Legacy (Seelie or Unseelie) grants a bonus Edge.

MAGIC AND THE MISTS

While mages of the normal traditions can interact with the magics of the changelings, and changelings can interact with regular magic, neither are particularly good at it. Each view the magic of the other as alien and strange, behaving unpredictably. Even worse, the Mists seem to actively interfere with attempts to mix the two forms. Any tests that go "over the divide" must overcome a +1 hit threshold to have an effect - this includes counterspelling, dispelling, astral combat, Assensing, and the like.

In general, Gremayre is used where the Sorcery Skill is used and Enchanting (the Changeling version of the skill) is used where the Enchanting skill is used. There is no equiva-

lent to Conjuring to the fae - the very concept is a bit barbaric to them.

In any case where an action would produce Drain to the changeling or Fading to a magician, the DV of the Drain or Fading is increased by +2.

THE MISTS

The Mists still do their job of cloaking the actions of Glamour. Remarkably, the Mists also affect digital recordings as well, with digital transmissions, recordings and data files becoming corrupted. The corruption is localized, with the elements associated with the actions of glamour being out focus, scrambled or otherwise distorted.

The Mists also provide a limited form of Masking to changelings and their chimerical items. Changelings appear mundane, any chimerical items as normal items, etc. To pierce this masking, the Assensing test is opposed by the Glamour of the changeling, or the rating of the chimera.

THE MISTS

BANALITY	RECALL	CHIMERICAL DEATH DURATION
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

NIGHTMARES

Changelings can accumulate Nightmare points. The two primary ways are Unleashing, and choosing to take a point of Nightmare rather than taking a point of Fading damage.

NIGHTMARES

# OF ONES	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 mild, common phobia for the next month. -1 DP to all actions when exposed to the phobia.
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.

Anytime you roll a test based on Glamour, replace a number of dice with Nightmare dice equal to your current Nightmare score. The nightmare dice should be dice of a different color. For each 1 rolled on the Nightmare dice, you gain a Nightmare effect, and you reduce your Nightmare score the same amount.

Possible Nightmares (C2E, pg. 207):

(The C20 system for Nightmares is crazy complicated and tied to Bedlam. In the interests of speed, I'm changing things around a bit to be more like the C2E.)

SPIRITS

Spirits are viewed as particular types of chimera. Changelings have no analogue to summoning, binding and banishing. Spirits that have been summoned and bound are viewed with pity by most changelings, and the practice of summoning itself is considered barbaric. Things like insect spirits, shadow spirits and toxic spirits are viewed as gallain, nervosa or other dangerous chimera. (See Realms for a discussion of what realms to use to effect spirits.)

OATHS

Oaths are a big deal to changelings. Breaking them results in an aggressive assault by the Mists.

UNLEASHING

Unleashing costs 2 points of glamour, gains a nightmare, and requires a Glamour + Charisma (2) test. If the number of successes is less than the rating of the Art unleashed, then the unleashing is controlled. You automatically Invoke the Wyrd for 1 round/hit, and the result is (roughly) as desired. If the number of hits exceeds the rating in the art, you automatically invoke the wyrd for the remainder of the scene, and the art is uncontrolled.

Unleashing causes fading equal to the number of hits you rolled. The changeling also gains 1 Nightmare.

Glitching on an Unleashing test grants an additional nightmare. Critically glitching is very bad.

ARTS

The following section provides details on individual arts. It is obviously not complete, and is subject to being updated at any time.

AUTUMN

1. Creeping Shadows: Grant Edge bonus to social tests (chimerical). Or add a dice pool bonus of Net Hits to stealth checks of the target (wyrd).
2. Autumn Eyes: As written.
3. The Poisoned Apple: Grants poisoned status, with a DV equal to the Net Hits. Mundane targets (those without a Magic, Resonance or Glamour attribute) DV +2.
4. Withering: As written, but penalty is -1 to all physical attributes per 2 net hits.
5. Shivers: As written. Healing rates halved in affected area.

CHICANERY

1. Trick of the Light: Hits become the threshold to any perception tests to examine the object. The illusion is visible in Astral Space, and an Assensing Test will pierce the illusion with a single hit.
2. Veiled Eyes: Functions as the critter Concealment power. Hits on the test can be used to extend the duration for increase the strength of the Concealment, at the caster's discretion. Piercing the veil requires hits on a perception test equal to the Concealment strength. Kithain roll Intuition + Kenning or Intuition + Perception (whichever is higher).
3. Dream Logic: -4 DP penalty to tests. Duration is from the number of hits allocated by the caster. To resist, the target can roll Willpower with a TH of the number of hits allocated to the strength of the effect.
4. Veiled Mind: Hits allocated to strength become the TH for memory tests to remember the target.
5. Lost in the Mists: Target rolls Intuition + Kenning (2) test to notice the invasion. Will (1) test to resist.

CHRONOS

1. Backward Glance: As written.
2. Effect and Cause: As written.
3. Set in Stone: As written.
4. Deja Vu: As written.
5. Time Dilation: As written.

CONTRACT

1. Done Deal: As written, save only 1s and 2s count for glitches (not 3s...that'd be awful).
2. Liar's Bell: As written.
3. Castigate: As written.
4. Casual Contract: As written.
5. Sanctified Words: As written.

DRAGON'S IRE

1. Burning Thew: As written. Boosts Strength or adds to DV of a weapon.
2. Confounding Coils: Grants Edge for all Defense tests of target. 1 bonus Hit on all defense tests.
3. Dragonscales: Grants Edge for all Damage Resistance tests of target. 1 bonus hit on all Damage Resistance tests.
4. Holly-Strike: Functions as an Indirect Combat, with a base damage of 4. Caster rolls Body + Glamour opposed by Reaction + Banality (mundane targets) or Reaction + Willower (fae targets). Can be Amped Up per the normal rules. Often with an elemental effect, per the situation, environment and kith involved.
5. Tripping the Ire: As per the spell description, plus the target gains 1 Edge that they can use on their attack roll.

LEGERDEMAIN

1. Ensnares: -4 DP modifier for all physical actions. 1/2 movement. Hits give number of combat turns target is affected.

2. Mooch: As written. Test is Intuition + Perception (Net Hits) to detect swap.
3. Effigy: As written.
4. Gimmix: Resistance test is Strength + Agility (1), typically.
5. Smoke and Mirrors: As written.

PRIMAL

1. Willow Whisper: As written, except the Realm describes what is being talked too (as per C2E). Additional Realms give the target being talked to better comprehension of relevant topics. E.g. if talking to a door, Fae realm would let the door be able to recognize and describe fae more accurately.
2. Eldritch Prime: As written.
3. Oakenshield: Grants additional boxes on their stun or physical condition monitors, one per hit. Caster determines which condition monitor each box is allocated to. Damage "erases" those boxes first.
4. Elder Form: As written, but Dexterity ⇒ Agility. Stamina ⇒ Body. Earth ⇒ +1 Edge and +1 Hit on Damage Resistance tests.
5. Dance of the Five Kings: As written.

WAYFARE

1. Hopscotch: As written – number of hits determines effect as per table. Rx + Athletics skill against hits to try and stop/catch the item.
2. Quicksilver: Hits can be allocated to double the movement rate for the next combat turn per allocated hit, or grant an extra minor action for the next turn per allocated hit (max of 5 total minor actions).
3. Portal Passage: As written.
4. Wind Runner: As written.
5. Flicker Flash: As written, with "turns" being "combat turns".

CHIMERA

Chimera are treated as Spirits by non-Changelings, with the usual -1 hit penalty for interacting with glamour for normal Awakened. Chimerical companions share Edge with their master.

BUILDING

Use the rules given in C20 as written, with the following tweaks:

- Attributes and skills are purchased at a rate of 3 per CP. SR Attributes and Skills are used, not the C20 list.
- Ignore Health Levels - use the standard condition monitor calculations.
- Physical Attacks: Agil + Appropriate Skill. AR and damage per Unarmed attack (usually).

REDES

- Aggravated Damage - Nope. No real equivalent.
- Armor: Increase Defense Rating by 2 per Chimera Point spent.

- Befuddle: As per Confusion Critter Power, using Glamour for Magic.
- Dreamform: Exists as a pure spirit, even to other Changelings.
- Enchantment: As written.
- Ensnare: To break free of the snare it is a Strength + Athletics (Glamour ÷ 3 (round up)).
- Fear: As Critter Power, using Glamour for Magic.
- Fester: As per Venom Critter Power, using Glamour for Magic.
- Flight: 5 meters per round per point of Agility.
- Glamour Pact: As written.
- Gulp: Inflicts Strength boxes of Stun damage per round.
- Healing: Can cast a Heal spell. -1 hit when targeting mundanes. Uses 1 Glamour per box healed. Fading applies.
- Hide: As per Concealment Critter Power.
- Possession: Glamour + Will vs Glamour + Will.
- Scuttle: Glamour can be allocated to double the movement rate for the next combat turn per allocated hit, or grant an extra minor action for the next turn per allocated hit (max of 5 total minor actions).
- Sense Banality: As written.
- Shapeshift: As written.
- Steal Glamour: Glamour + Will vs Glamour + Will.
- Traverse Dreaming: As written.
- Venom: As per Venom Critter Power.
- Weaponry: +2 to AR, +1 to DV per Chimera Point.
- Wyrd: Can call upon the Wyrd, per normal rules.

HOUSES

HOUSE AILIL

Boon: +1 to to Con. +1 Edge on all Con tests to manipulate the target. No critical glitches on Con tests.

Flaw: Will + Cha (3) tests to admit error, or let someone else have the last word. If they do, cannot gain/spend edge until honor is restored.

HOUSE BEAUMAYN

Boon: +1 to Perception skill. When using Kenning to Assense fae and chimera, +1 DP. +2 DP if the target is a Thallain. No critical glitches on Kenning tests. Visions/prophecies at GM's discretion. Interpretation is a Int + Log + Remembrance test, number of hits gives additional clarity.

Flaw: All Thallain, Shadow Court members, Shadow Spirits, and Shedim can detect a Dark Star within Glamour x 10 meters on a Kenning + Intuition (1) test.

HOUSE EILUNED

Boon: Int + Kenning (2) test to identify Art and Realm of a cantrip or unleashing. +1 Gremayre.

Flaw: As written - gain a Nightmare if avoid chasing down a secret.

HOUSE FIONA

Boon: Never affected by Fear based attacks.

Flaw: Unable to gain/spend edge until next sunrise/sunset if they back down from a challenge.

KITHS

BOGGANS

Craftwork: Interval for crafting-related extended tests is cut by 1/2, as long as they are unobserved.

Social Dynamics: Can Make a Intuition + Perception (or Influence) test to discern a group's dynamics. The threshold can range from 1 (for a small dinner party) to 5 (a ducal freehold or large office party). If successful, the boggan gains +1 Edge, +1 Dice Pool on all Influence and Con checks at the gathering.

Call of the Needy: Composure (Will + Cha) (3) test to resist helping anyone in need (save for sworn enemies).

CLURICHAUN

Vanishing: Like the Critter Power, unless constrained by Cold Iron, they can vanish from the Physical and Astral Planes at will. They reappear up to 100 meters away per point of Glamour. Note, this does not allow the clurichain to reappear in otherwise inaccessible locations – the location must be a “public” one, accessible without special keys or codes. You can get out of a Mitsuhamas Zero Zone with this power, but you can't skip past it. Costs 1 Glamour if being restrained or touched.

Fighting Words: Can provoke someone into starting a fight, requiring a Composure (Will + Cha) (3) test to avoid starting a fight, either with the clurichain, or with a third party.

Hoard: Spending more than week away from their treasure collection is a Banality Trigger.

ESHU

Note: Eshu are difficult to integrate into SR. Caution advised.

Serendipity: As written. Use carefully.

Talecraft: +1 Karma from each session that is “taleworthy”. Can never critical glitch a test associated with a performance, Interrogation or Etiquette.

Recklessness: As written.

NOCKERS

Make it Work: As written, with the test being Logic + Engineering or Electronics.

Fix-It: Can fix bricked or broken devices by kicking it (Logic + Engineering or Electronics) or yelling at it (Cha + Influence [Intimidation]) test, adjusted by the damage modifier of the device. Each hit restores one box of functionality. If the device is “real” (such as a commlink or deck), the knocker must spend a point of karma.

Perfect is the Enemy of the Done: Tests with nocker-made devices, one of the dice must be a Wild Die (SR6 pg. 48).

PISKIES

Nimble: +1 Agility.

Blending In: Test is Intuition + Kenning (2) test to penetrate illusion. "Normal" Awakened can Assense the piskie, but the threshold is increased by 1, for a total of 3.

Light-Fingers: Composure (Will + Cha) (2) test to resist the urge steal something.

POOKA

Shapechanging: As written. Note: Cannot shapeshift if being observed by a camera.

Confidante: Test is Intuition + Perception vs. Willpower + Cha (a composure test). Net hits is the number of questions. A fae target can resist answering a specific question by making a Will + Glamour (3) test.

Untruths: Must make a Composure (Will + Cha) (2) test to tell the truth.

REDCAPS

Dark Appetite: As written. In combat, it functions as Cyberjaw: Unarmed, DV 5P, AR Str+2/-/-/-/. Cannot sever limbs.

Bully Browbeat: +2 dice to Influence (Intimidate) checks. Can never critically glitch an Intimidate check.

Bad Attitude: -2 dice on all other Charisma-linked skill checks.

SATYRS

Gift of Pan: Composure (Will + Cha) (2) test to avoid letting your hair down.

Physical Prowess: +1 Body. Can never critically glitch an Athletics test.

Passion's Curse: Resisting temptation is a Banality trigger.

SELKIES

Seal Form: As written.

Ocean's Grace: +1 Edge to all checks when in the water. +2 DP to swim checks. Can never critically glitch a swimming test.

Seal Coat: The test to rip apart the coat is straight Strength, requiring 5 successes in a single test. Using weapons such as swords or axes can add additional dice, at the GMs discretion.

SIDHE (ARCADIAN)

Unearthly Beauty: +1 to Charisma. +1 Edge on all Influence and Con tests. Composure (Will + Cha) test (3) to not be awestruck by their beauty if in the Wyrd.

Noble Bearing: Immune to Accident power, and all spells effects or powers that might embarrass or humiliate them. Cannot critically glitch Influence tests.

Curse of Banality: Gain two points of banality instead of one.

SIDHE (AUTUMN)

Unearthly Beauty: +1 to Charisma. Composure (Will + Cha) test (3) to not be awestruck by their beauty if in the Wyrd.

Noble Bearing: Immune to Accident power, and all spells effects or powers that might embarrass or humiliate them. Cannot critically glitch Influence tests.

Adoration: Anytime an Autumn sidhe enchants or succeeds in an Influence or Con test against a target, the target must make a Composure test (Will + Cha) against a Threshold of the sidhe's Glamour ÷ 2 (rounded up). If they fail, they become extra interested in the sidhe. On a critical glitch, they become obsessed.

SLUAGH

Squirm – As per the Double-Jointed Positive Quality in SR6. -1 to threshold for all Escape tests (per Athletics – Escaping, SR6 pg 93).

Sharpened Senses: +1 Perception. -1 to the Threshold for all Perception tests, per Perception table (SR6 pg 98). On a successful Willpower + Glamour (3) test against a given Illusion spell or Illusion-related power (e.g. Concealment), an additional -1 to the Threshold is applied, for a total of -2. Spirits of Kin (or other "ghost" spirits such as Shedim or Shadow Spirits) can be detected and interacted with on a successful Intuition + Kenning (1) test, even if the spirit is in not materialized and on the Astral Plane. Spending a Glamour point allows the sluagh to converse with the Spirit... though the Spirit may not want to talk.

Sharpened senses does have a downside, though - all Deafening or Blinding status effects have their strength increased by 1 level.

Curse of Silence: Cannot speak above a whisper. Even voice-amplification technologies can barely increase the volume above a normal speaking voice. +1 Edge to the target in any Con or Influence tests against non-sluagh.

TROLLS

Titan's Power: 1 additional physical condition monitor box (in addition to the 2 SR troll's already get) and +1 Strength or Body on their first oath. +1 Strength and +1 Body on their Second Oath, and 1 additional physical condition monitor box.

Strong of Will: +2 to Dice Pools and +1 Edge to any tests to resist being seduced, persuaded or otherwise be commanded away from their cause. Cannot critical glitch Athletics tests. The test to avoid surprise is Reaction + Intuition (1).

Bond of Duty: As written. Composure (Will + Cha) (2) test to avoid going ballistic when betrayed. Can re-attempt the Composure test every Glamour combat rounds. (Note - this is why fae trolls are probably not the most ideal shadowrunners).

REALMS

The only change from baseline C20 is in regards to various spirits, Awakened critters and the like. In general, the

Realm is tied to their current form. In many cases, a changeling can “default” to the Fae Realm, but doing so incurs the -1 hit penalty for “going over the wall”.

- Astral Spirits: Fae 3 (Manifold Chimera), -1 hit.
- Awakened Critters: Nature 4 (Feral Animal); or Fae 4 (Elusive Gallain), -1 hit.
- Foci: Prop as per item (usually), or Fae 5 (Dweomer of Glamour), -1 hit in either case.
- Insect Spirits: Materialized True Form bugs fall under Nature 4 (Feral Animal). Hybrids count as Fae 4 (Elusive Gallain), -1 hit. Flesh Forms fall under the Actor realm, or use Fae 4, with -1 hit.
- Materialized Spirits: Materialized Spirits of Air, Earth, Fire and Water fall under the Nature 1 (Base Element). Spirits of Beasts are Nature 4 (Feral Animals). Spirits of Kin are covered by Actor.
- Mundane Critters: Nature 4 (Feral Animal)
- Shadow Spirits: Fae 4 (Elusive Gallain), no -1 hit penalty.
- Spells: Fae 5 (Dweomer of Glamour), -1 hit penalty
- Technocritters: Fae 4 (Elusive Gallain), no -1 hit penalty
- Technomancers: Fae 4 (Elusive Gallain), no -1 hit penalty.
- Sprites: Fae 4 (Elusive Gallain), no -1 hit penalty.s
- Wards: Fae 5 (Dweomer of Glamour), -1 hit penalty