

Faerie Magic

Assigning Grades of Success to Changeling Cantrips¹

WTF? Help! I'm an ST for another genre, and the Changeling player wants me to assign Grades of Success! What should I do?

Basics of Casting Cantrips

The character's traits for the challenge are equal to her permanent glamour + the realm appropriate to the target + her level in the art with a -1 penalty for each Realm used beyond the first.

The player throws RPS with their Glamour + Art + Realm vs. their target's Banality + Willpower. If the cantrip is not vs. a target, it's vs. the banality of the area.

- *Successful casting gives +1 Grade of Success*
- *The caster may spend a Glamour for an additional Grade of Success (only 1)*
- *If the target falls under the character's Realm Affinity, that's another +1 Grade of Success*
- *If the bunk traits would carry over 5 Grades, they are instead added to the cantrip challenge.*

Assigning Bunk Traits

"Jester's Rules" - from Shining Host players Guide, p. 203

For each question you answer "yes" to, you receive one bunk trait up to a max of five.

1. *Did you perform a bunk?*
2. *Did you use a prop?*
3. *Did your bunk have some special connection to the target?*
4. *Did you act out the Bunks in character?*
5. *Did your Bunk take longer than a minute?*
6. *Did it take longer than an hour?*
7. *Was your bunk especially unique to your kith or character?*

Offensive Retests on Casting

1. *If you've Called Upon the Wyrd for the scene, you may spend a Glamour for a retest*
1. *Overbid*
2. *Luck*
3. *Oracular Ability*
4. *Fate Retests provided by a prior casting of Soothsay 5: Fate Fire*

¹ OWBN C20 Conversions, p. 12

5. *Foreknowledge* Retests provided by a prior casting of Chronos 4: Deja Vu.
6. Take a point of Nightmare for a Retest

Defensive Retests for the Target

While the defensive attribute does involve willpower, it is not a willpower challenge, does not allow the spending of a willpower to retest and cannot be influenced by powers that typically influence willpower challenges.

1. If you've Called Upon the Wyrd for the scene, you may spend a Glamour for a retest
2. Overbid
3. Luck
4. Oracular Ability
5. *Fate* Retests provided by a prior casting of Soothsay 5: Fate Fire
6. *Foreknowledge* Retests provided by a prior casting of Chronos 4: Deja Vu.

Banality

What's Your Banality? Figuring out a non-Changeling target's Banality - from p. 13-14 the 2018 Changeling Packet

- *Base Banality for most PCs before modifications: 7 (max 10)*
- *Most spirits and animals: Banality Score of 4*
- *Marauders: Banality score of 1*

Things That Make you Less Banal (Start at 7)

Things That Make you More Banal (Start at 7)

At least one Perform or Expression ability at 5: -1

15 or more levels in Bureaucracy, Finance, Legal or Health influences or abilities: +1

Child Flaw: -1

Vampire: +1 (except for listed clans)

Fairy Affinity Merit: -1

Technocratic Tradition: +2

Malkavian, Ravnos, Fianna, Black Spiral Dancer, Uktena, Dreamspeaker, Cult of Ecstasy: -1

Virtual Adept, Son of Ether, Glasswalker, Ananasi: +1

Kiasyd, Ceilican: -2

Generation: +1 for 9th or lower, +2 for 7th or lower.

Currently drunk/high sufficient to warrant at least a non-negated -2 penalty on all challenges: -1

Married to a Changeling: -1

Banality Chart for Places/Things:	
10	Office buildings, banks, DMVs. Tax forms
9	Walmart, traffic jams, factories, Elysium. Money
8	Police departments, fast food places, slums/trailer parks. Homework
7	Default for most places and objects
6	Public pools, strip clubs, graveyards, parks, museums, concerts. Toys, expressive clothes
5	Birthday parties, murder scenes, weak caerns, deep forests. Journals, musical instruments, swords
4	Moderate caerns, weak freeholds, the Umbra, places of historical importance. Blood, family heirlooms, minor fetishes or wonders
3	Powerful caerns, moderate freeholds, the Near Dreaming, the Deep Umbra, Stonehenge. Powerful fetishes or wonders, minor treasures, the crown jewels
2-1	Most of the Dreaming, the Arcadian Gateway, Powerful Freeholds. Powerful treasures, unique items

Cantrips. How do they work?

Changeling magic is structured a bit like a sentence. You must have the art (aka, the verb - “What you’re doing”) and at least one realm (or the noun - “What you’re doing it to”). Cantrips must contain one art, and at least one realm - otherwise the cantrip doesn’t actually ‘target’ anything and cannot function. However, just like we can have complex sentences, Changelings can modify cantrips by adding realms for additional effects. Casting a cantrip on its own costs 1 glamour. Any realm added after the first realm costs one additional glamour per realm level. Adding one realm at 5 does not get you all other levels of that realm for free.

With that, let’s break down a multi-realm cantrip and see how it works. Callie the Red Cap is casting **Dragon’s Ire 3: Dragonscales** on herself (**Fae 1: Hearty Commoner**). She’d also like to protect her Knight friend, so she adds **Fae 2: Lofty Noble** for one additional glamour. Callie can include **Scene 1: Chamber** to cover all Fae under Fae 1 and Fae 2 in the immediate room, at the cost of another Glamour. She can also “hang” a cantrip by adding **Time 3: Fateful Trigger** to go off at a predetermined time. (Common options here include “When I snap my fingers” or “When I enter combat tonight”.) She decides that she would also like to extend the duration, so she adds **Time 1: Three-fold** to extend its duration by... you guessed it, three times.

She successfully casts the cantrip with 4 grades of success, and now all commoner and noble fae in that room have 2 damage reduction (except vs. cold iron), timed to go off when they enter combat, with a duration of 12 rounds ([Grades of Success in Rounds] x3). All for the low price of... 5 glamour, half of her max pool of 10 glamour!

I’ve also included a chart below to provide the breakdown in a different way.

Cantrip Components	Cost
Base Cantrip: Art (Dragon Ire’s 3: Dragonscales) + Realm (Fae 1: Hearty Commoner)	1 Glamour
Adding Realm Fae 2: Lofty Noble	1 Glamour
Adding Scene 1: Chamber	1 Glamour
Adding Time 3: Fateful Trigger	1 Glamour
Adding Time 1: Three-fold	1 Glamour
Total:	5 Glamour