

# Shadowrun Fast and Dirty Guide to Magic

## Casting Spells

### **Casting Roll**

Sorcery Skill Dice + Spell Pool Dice (No more spell pool dice than the level of the skill may be used) V.S. TN# listed on spell or Target's attribute listed on spell (NB. Plus any stun/physical wound modifiers).

### **Target's Resistance Roll**

Target's appropriate Attribute V.S. Force of Spell (NB. Plus any stun/physical wound modifiers).

(Each spell can be cast at the force that the Mage has learned it at or lower; the higher the force it is cast at, the more difficult to resist and the more draining it is on the Mage to cast)

### **Stage Damage**

Every two successes above the opponents roll, allows the owner of the successes to stage the Damage one level up or down.

### **Drain Resistance Test**

Roll Willpower V.S. Force of spell divided by two rounded down (NB. Plus any stun/physical wound modifiers). Every two successes allows the caster to stage the Drain Damage down one level, down to below light, after which it performs no drain. Any remaining damage is taken as Stun damage. Overflowing Stun Damage becomes physical damage.

## Spells

**Type:** Mana or Physical

**Target:** Attribute of target to beat or a set number if non-living target, use (OR) Object Resistance table (p183).

**Duration:** Instantaneous or Sustained

**Drain:** Modifier to damage level of spell that indicates the amount of drain (in stun) that the caster must resist.

### **Combat Spells (p191 SR3; p140 MITS)**

#### **Death Touch (SR3)**

**Type:** M - **Target:** W - **Duration:** I - **Drain:** (Damage Level -1)

Requires Caster to touch target.

#### **Powerbolt (SR3)**

**Type:** P - **Target:** B - **Duration:** I - **Drain:** +1(Damage Level)

Ranged. Affects single target. Can affect non-living targets.

#### **Powerball (SR3)**

**Type:** P - **Target:** B - **Duration:** I - **Drain:** +1(Damage Level +1)

Ranged. Area of Effect. Can affect non-living target.

#### **Shattershield (MITS)**

**Type:** M - **Target:** F - **Duration:** I - **Drain:** (M)

Does Deadly Damage to Astral Barriers. Caster must touch targets physical component. Barrier resists by rolling it's force in dice V.S.

The force of the spell.

#### **Spiritbolt (MITS)**

**Type:** M - **Target:** I - **Duration:** I - **Drain:** -1 (Damage Level)

#### **Spiritblast (MITS)**

**Type: M - Target: F - Duration: I - Drain: -1** (Damage Level +1)  
Like manabolt and manaball but only against spirits.

**Wreck (Object) (MITS)**

**Type: P - Target: OR - Duration: I - Drain: +1**(Damage Level -1)

**Ram (Object) (MITS)**

**Type: P - Target: OR - Duration: I - Drain: +1**(Damage Level -2) **Manabolt (SR3)**

**Type: M - Target: W - Duration: I - Drain: (Damage Level)**

Ranged, Affects single target

**Manaball (SR3)**

**Type: M - Target: W - Duration: I - Drain: (Damage Level +1)**

Ranged. Area of effect.

**Stunbolt (SR3)**

**Type: M - Target: W - Duration: I - Drain: -1**(Damage Level)

Ranged. One target. Causes Stun damage.

**Stunball (SR3)**

**Type: M - Target: W - Duration: I - Drain: -1**(Damage Level +1)

Ranged. Area of effect. Causes Stun damage

**Slay (Race/Species) (MITS)**

**Type: M - Target: W - Duration: I - Drain: -1**(D)

**Slaughter (Race/Species) (MITS)**

**Type: M - Target: W - Duration: I - Drain: +1**(D)

Does Deadly damage. Caster must have spell for each race/species e.g. Slay Human, Slay Western Dragon.

**Stun Touch (MITS)**

**Type: M - Target: W - Duration: I - Drain: -1** (Damage Level -1)

Caster must touch target. Causes Stun Damage.

**Detection Spells (p192 SR3; p140 MITS)**

**Analyse Device (SR3)**

**Type: P - Target: OR - Duration: S - Drain: +1**(M)

**Animal (Sense) (MITS)**

**Type: M - Target: W - Duration: S - Drain: (M)**

Range touch. Gains ANIMALS sense not own. Cannot influence Animal. May switch to another animal of same type while

sustaining spell as a Simple action. Perception tests made using spell are limited to no. of successes rolled on spell.

**Catalog (MITS)**

**Type: P - Target: 6 - Duration: S - Drain: +1**(M)

Range Touch. Lists non-living items in area. Number and Description. Any unrecognised items by caster are Unknown. Once Spell is dropped caster forgets number and description.

**Enhance Aim (MITS)**

**Type: M - Target: 6 - Duration: S - Drain: (M)**

Range Touch. Every 2 Successes = -1 to Target number of Subject. Cumulative with non-cyber devices and optical-based cyberware not electronic (smartlinks)

**Night Vision (MITS)**

**Type: P - Target: 6 - Duration: S - Drain: +1**(M)

Range Touch. Voluntary subject. Provides Low Light vision = to cybernetic enhancement (SR3, p.300)

**Analyse Magic (MITS)**

**Type: M - Target: F - Duration: S - Drain: (L)**

Range is touch. Table SR3 (p172) Aura reading may NOT complement the spell.

**Astral Window (MITS)****Type:** M - **Target:** F - **Duration:** S - **Drain:** (L)

Range – touch. Caster must be astrally active. Sees through Astral barriers. Each success sees through one point of force of barrier. Successes only count up to force of spell. Does not alert owner of barrier.

**Diagnose (MITS)****Type:** M - **Target:** W - **Duration:** I - **Drain:** -1(L)

Range Touch. One success – Healthy or Ill, whether essence is high or low. Three - Specific illness or injury. Five – Specific Virus and internal injuries. Max Successes = Force of spell.

**Eyes of the Pack (MITS)****Type:** M - **Target:** 6 - **Duration:** S - **Drain:** (M)

Range Touch. Subject must be willing. Caster can see through the eyes of subject. Max no of successes on perception tests using sight = no of successes rolled to cast spell.

**Translate (MITS)****Type:** M - **Target:** 4 - **Duration:** S - **Drain:** (M)

Range Touch. Subject Voluntary. Sets up low level telepathic link

**Health Spells (p SR3; p141 MITS)****Alleviate Allergy (MITS)****Type:** P - **Target:** 10 - Essence - **Duration:** S**Drain:** (Allergy Level)

Every 2 successes reduce allergy level by one.

Nuisance (L) ; Mild (M); Moderate (S); Severe (D)

**Cause Allergy (MITS)****Type:** P - **Target:** 10 - Essence - **Duration:** S**Drain:** +2(Allergy Level + 1)

Target resists with body. Every 2 successes Stages Severity.

Severe (D) Can kill

**Awaken (MITS)****Type:** M - **Target:** 4 - **Duration:** I - **Drain:** -2(Stun Level)

Target gains consciousness for (Force x Successes of spell)minutes

Target suffers half Stun damage modifiers.