

Shadowrun Fast and Dirty Magic Cheat Sheet

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)

N.B. If you cast a spell at a higher force than your Magic Attribute, it does Physical drain damage instead of Stun.

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** (+ Any Spell Pool Dice left over, not higher than **Will**)
V.S.

Force of spell divided by two, rounded down and Modified by *Drain* listed on Spell (**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 (p.178)

Type: Mana or Physical

Physical spells affect physical properties of a target. Only physical spells can harm non-living objects.

Mana spells affect mental physical or emotional things. Only Mana spells can be used against astral forms.

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

Duration: Instantaneous or Sustained or Permanent

Instant spells take effect and then vanish.

Sustained spells can be maintained over time. A caster cannot sustain a spell if unconscious or asleep. A caster who takes damage while sustaining a spell must make **Sorcery** test against the *Force* of the spell (plus injury modifiers) to continue sustaining the spell. Characters sustaining spells have a +2 target modifier per sustained spell applied to all tests, including Drain, (but not normal damage resistance tests). You can sustain a number of spells equal to your Sorcery rating.

Permanent spells must be *Sustained* for a specific amount of time for them to become permanent. Caster can

allocate successes to reduce the base time to become permanent. Time to become permanent is based on the *Drain Level* of the spell.

PERMANENT SPELL BASE TIME			Drain Level	Time Required	
Turns	Moderate	10 Turns	Serious	15 Turns	Light 5
		Turns			Deadly 20

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