

Indirect Combat Spell Cheat Sheet

SHADOWRUN

What You Need to Know

Attributes

Magic

Willpower

(Drain Resistance Attribute)

Skills

Spellcasting

Options

Spell Cast

Force

Drain DV (per spell description)

Elemental Effect (if any)

Mentor Spirit Bonus

Spellcasting Focus

Wound Modifier

Variables

Your Hits

Actual Hits

Defender's Hits

Your Net Hits

Modified DV



What You Need to Do

1. Choose the spell you wish to cast at the target.
2. Choose a force for the spell, up to twice your Magic.
3. Add your Magic to your pool.
4. Add your Spellcasting to your pool.
5. Add the bonus for your Mentor Spirit to your pool, if applicable.
6. Add the bonus for a Spellcasting Focus to your pool, if it is of the correct type and you do not wish to save it to help resist drain later.
7. Subtract any Wound Modifier from your pool.
8. Roll your pool dice, add up your hits. If you glitch, tell the gamemaster.
9. Take the lesser of your hits and the spell's force; this is your actual hits total.
10. The defender rolls defense pool and subtracts their hits from your actual hits. If your net hits are zero or less, skip to step 13.
11. Add your net hits to the force; this is your modified DV. If this number is greater than half of the defender's Impact armor, the spell causes Physical damage, otherwise it causes Stun damage.
12. Tell the gamemaster your final modified DV, along with any elemental effect of the spell. The defender will attempt to resist the horrible damage you have just caused.
13. Start a new pool, add your Willpower to it.
14. Add the Attribute that you use to resist Drain, according to your tradition.
15. If you did not add your Spellcasting Focus Rating to your spellcasting pool, add it now.
16. Roll your pool dice. Subtract one from the Drain Damage Value for each hit.
17. If you did not reduce the Drain Damage Value to zero, apply the damage to your Condition Monitor: Physical if the Force was greater than your Magic, Stun otherwise.