

SHADOWRUN

MAGIC CHEAT SHEET

5TH EDITION

Conjuring

Summoning	Binding	Banishing
Choose Spirit Type	(Force) Hours	Banishing + Magic [Astral]
Choose Force	Price = (25 * Force) Drams	vs. Force + Binders Magic
Summoning + Magic [Force] vs. Force	Binding + Magic [Force] vs. 2 * Force	Net Hits Reduce Services
Net Hits = Services owed	Net Hits after first add Services	Drain = Spirits Hits * 2
Drain = Spirits Hits * 2	Drain = Spirits Hits * 2	

Tradition

Combat
Detection
Health
Illusion
Manipulation
Drain

Combat Actions

Free Actions	Note	
Declare Counterspelling	Protect yourself or Ally	
Simple Actions	Note	
Call/Dismiss Spirit	Call or Dismiss a Summoned Spirit	
Reckless Spellcasting	Cast a Spell with +3 Drain	
Reckless Conjuring (SR5:SG)	Summon with -2 Limit and +3 Drain	
Trigger Preparation by Command		
Complex Actions	Note	
Banish	Banish a Summoned Spirit	
Disjoin Preparation	Reduce the Potency of a Touched Preparation	
Dispel	Reduce effective Hits of Sustained Spell	
Manifest	Not same as Materialize	
Remove Astral Signature	Removes 1 hour from fading time	
Spellcasting	Cast a Spell	
Summoning	Summon a single Spirit	
Interrupt Actions	Initiative Cost	Bonus
Declare Counterspelling	5	Defend with Counterspelling

Spellcasting

Step	Note
Choose a Spell	
Choose a Target	
Choose a Force	
Cast Spell	
Determine Effect	
Resist Drain	
Determine Ongoing	
Determine Spell Class	
Combat Direct Physical	
Combat Direct Mana	
Combat Indirect	
Combat Indirect Area	
Detection Active Living Target	
Detection Active Magical Object	
Detection Active Object	
Mana Illusion	
Physical Illusion	
Mental Manipulation	
Physical Manipulation Living Target	
Physical Manipulation Object	
Spell Effect	
Combat Direct DV	
Combat Indirect DV	
Combat Indirect AP	
Detection Range	
Detection Passive Perception	
Manipulation DV	
Manipulation AP	

Alchemy

Step	Note	
Choose a Spell		
Choose Spell Force		
Choose Lynchpin for Preparation		
Choose Preparation Trigger		
Create Preparation		
Resist Drain		
Trigger	Drain	Note
Command		
Contact		
Time		
Potency		
Spellcasting = 2 * Potency [Potency]		
Minutes Spell can be Sustained		
Reduce by 1 every hour after 2 * Potency Hours		

Astral Combat

Astral Combat + Willpower [Astral or Accuracy] vs. Intuition + Logic	
Type	Damage
Magician	
Weapon Focus	
Spirit	
Watcher	

Spirit Services

Unbound	Note
Combat	
Use Power	
Physical Task	
Remote Service	
Bound	Note
Aid Alchemy/Sorcery/Learning	
Spell Binding	
Spell Sustaining	

Common Tests

Test	Pool
Cast Spell	
Use Preparation	
Drain Resistance	
Scavenge Reagents	
Assense	
Notice Magic	
Spot Preparation	
Notice Astral	
Read Signature	
Astral Tracking	
Astral Combat	
Press Through Barrier	

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Reagents

20¥ per Dram
One Hour to Gather Reagents Naturally
Alchemy + Magic [Mental] = 1 Dram per 2 Hits
Neutralizes area for 2 days
Can replace Limit with Drams Spent
Alchemy, Banishing, Counterspelling, Disjoining, Spellcasting, Summoning
Can Create Temporary Lodge that lasts until Sunrise or Sunset
Force = Drams Spent & Hours Required

Object Resistance

Type	Resistance
Natural Objects	3
Manufactured Low-Tech Objects & Materials	6
Manufactured High-Tech Objects & Materials	9
Highly Processed Objects	15+

Counterspelling

Sustained
Counterspelling + Magic [Astral] vs. Force + Magic + Quickening Karma
Resist Drain from Spell
Ritual
Counterspelling + Magic [Astral] vs. Force + Total Magic
Net Hits Reduce Sealing Step
Resist Drain = twice the Hits

Ritual Spellcasting

Step	Note
Choose Ritual Leader	Determines Tradition
Choose Ritual	Only Leader must know
Choose Force	Up to Twice Leaders Magic
Set Up Magic Lodge	At least Spells Force
Give the Offering	Spend (Force) Drams of Reagents
Perform the Ritual	Make Teamwork Tests
Seal the Ritual	Ritual Spellcasting + Magic + Teamwork Hits [Force] vs. 2 * Force
Resist Drain	For each participant Drain = 2 * Defense Hits

Assensing

Assensing + Intuition [Astral]
Hits Information Gained
1 General health (healthy, injured, ill) Emotional State or Impression (happy, angry, sad) Mundane or Awakened
2 Presence and location of Cyberware Magical Class (Fire Elemental, Power Focus, Combat Spell) Possible Aura Recognition
3 Presence and location of Alphaware Essence/Magic/Force compared to yours (Higher, Lower) General Diagnosis (disease or toxin) Astral Signatures
4 Presence and location of Bioware/Betaware Exact Essence/Magic/Force Cause (Combat Spell, Air Spirit, Manipulation Preparation)
5 Presence and location of Deltaware/Genetreatments/Nanotech Accurate Diagnosis (Diseases and Toxins) Technomancer

Artificing

Step	Note
Choose a Formula	Purchase or Arcana + Magic [Astral] (Force*, 1 day) to create
Obtain the Telesma	Item matching the formula
Prepare the Magical Lodge	Lodge Force >= Focus Force
Spend Reagents	(Karma Cost) Drams
Craft the Focus	Requires (Force) Days. Artificing + Magic [Force] vs. Force + Object Resistance
Resist Drain	Drain = 2 * Objects Hits
Assense Focus	
Artificing + Magic [Astral] vs. 2 * Force	

Disenchanting

Action	Test
Deactivate Focus	Disenchanting + Magic [Astral] vs. Force + Owners Magic
Break Down Focus	Disenchanting + Magic [Astral] vs. Force + Magic (if Bonded or not yours) Requires (Force) Hours
Capture Break Down	Alchemy + Magic [Astral] = Hits create Reagents, Max 1/3 originally Spent
Disjoin Preparation	Disenchanting + Magic [Astral] vs. Force + Magic + Fixation Net Hits reduce Potency

Astral Attributes

Physical Attribute	Astral Equivalent
Agility	Logic
Body	Willpower
Reaction	Intuition
Strength	Charisma
Astral Initiative	2 * Intuition
Initiative Dice	+2d6

Formulae Price Guide

Formulae	Availability	Price
Focus	As Focus	0.25 * Focus Price
Spell		
Combat	8R	2,000¥
Detection	4R	500¥
Health	4R	500¥
Illusion	8R	1,000¥
Manipulation	8R	1,500¥

Spirits & Foci Max

Type	Max
Unbound Spirits	One per type
Bound Spirits	Charisma
Foci	Magic
Total Foci Force	5 * Magic

Foci Price Guide

Category	Availability	Price	Karma Cost	Foci
Enchanting	(3 * Force)R	Force * 5,000¥	3 * Force	Alchemical, Disenchanting
Metamagic	(3 * Force)R	Force * 9,000¥	3 * Force	Centering, Flexible Signature, Masking, Spell Shaping
Power	(4 * Force)R	Force * 18,000¥	6 * Force	Power
Qi	(3 * Force)R	Force * 3,000¥	2 * Force	One Adept Power per Qi Focus
Spell	(3 * Force)R	Force * 4,000¥	2 * Force	One Spell Class each Counterspelling, Ritual Spellcasting, Spellcasting, Sustaining
Spirit	(3 * Force)R	Force * 4,000¥	2 * Force	One Spirit Type each
Weapon	(4 * Force)R	Force * 7,000¥	3 * Force	Summoning, Banishing, Binding Weapon