

# Cheat Sheet

## Spellcasting

# Shadowrun

## 5<sup>th</sup> Edition

### What You Need to Know

#### Attributes

Magic  
Willpower  
(Drain Resistance Attribute)

#### Skills

Spellcasting

#### Options

Spell Cast  
Force  
Drain DV  
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.
2. Choose a force for the spell, up to twice your Magic.
3. Add your Magic Attribute to your pool.
4. Add your Spellcasting Skill 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.
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, the spell's force and your mental limit; this is your actual hits total.
10. If the spell is resisted and your target is living, the gamemaster will roll resistance pool and subtract from your actual hits. If your target is non-living, the gamemaster will compare your actual hits to the threshold. If your actual hits is reduced to zero or less (in the former case), or if your actual hits falls short of the threshold (in the latter case), skip to step 12.
11. Tell the gamemaster your actual hits and the force of the spell. Your gamemaster will determine the effect of the spell.
12. Start a new pool, add your Willpower to it.
13. Add the Attribute that you use to resist Drain, according to your tradition.
14. Roll your pool dice. Subtract one from the Drain Damage Value for each hit.
15. 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.

# Cheat Sheet

## Indirect Combat Spell

# Shadowrun

## 5<sup>th</sup> Edition

### What You Need to Know

#### Attributes

Magic

Willpower

(Drain Resistance Attribute)

#### Skills

Spellcasting

#### Options

Spell Cast

Force

Drain DV

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.
2. Choose a force for the spell, up to twice your Magic.
3. Add your Magic Attribute to your pool.
4. Add your Spellcasting Skill 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.
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, the spell's force and your mental limit; this is your actual hits total.
10. The defender rolls defese 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 armor, the spell causes Physical damage, otherwise it is 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. Roll your pool dice. Subtract one from the Drain Damage Value for each hit.
16. 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.

# Cheat Sheet

## Summoning

# Shadowrun

## 5<sup>th</sup> Edition

### What You Need to Know

#### Attributes

Magic  
Willpower  
(Drain Resistance Attribute)

#### Skills

Summoning

#### Options

Spirit Type  
Desired Force  
Mentor Spirit Bonus  
Summoning Focus  
Wound Modifier

#### Variables

Your Hits  
Spirit's Hits  
Drain Damage Value

### What you Need to Do

1. Choose a type of spirit to summon and the Force you want it to have.
2. Add your Magic Attribute to your pool.
3. Add your Summoning Skill to your pool.
4. Add your Mentor Spirit modifier to your pool, if applicable.
5. Add the Rating of a Summoning Focus to your pool, if it is of the right type.
6. Subtract any Wound Modifier from your pool.
7. Roll your pool dice, add up the hits. If you glitch, tell the gamemaster.
8. The gamemaster rolls the spirit's Force and adds up the hits.
9. Subtract the spirit's hits from your hits. If you have zero or fewer hits, no spirit appears. If you have hits left over, each hit counts as a service the spirit owes you.
10. Multiply the spirit's hit by two. This is the Damage Value of the Drain, minimum 2.
11. Start a new pool, add your Willpower Attribute to it.
12. Add the Attribute that you use to resist Drain, according to your tradition.
13. Roll your pool dice. Subtract one from the Drain Damage Value for each hit.
14. 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 Attribute, Stun otherwise.

# Cheat Sheet

## Banishing

# Shadowrun

## 5<sup>th</sup> Edition

### What You Need to Know

#### Attributes

Magic  
Willpower  
(Drain Resistance Attribute)

#### Skills

Banishing

#### Options

Target Spirit's Force  
Target Spirit's Summoner's Magic  
Mentor Spirit Bonus  
Banishing Focus  
Wound Modifier

#### Variables

Your Hits  
Spirit's Hits  
Drain Damage Value

### What you Need to Do

1. Choose a target spirit and find its force, along with its type, and whether it has been bound.
2. Add your Magic Attribute to your pool.
3. Add your Banishing Skill to your pool.
4. Add your Mentor Spirit modifier to your pool, if applicable.
5. Add the Rating of a Banishing Focus to your pool, if it is of the right type.
6. Subtract any Wound Modifiers from your pool.
7. Roll your pool dice, add up the hits. If you glitch, tell the gamemaster.
8. The gamemaster rolls the target spirit's Force and adds up the hits. If the target is a bound spirit, the gamemaster also rolls its summoner's Magic Attribute and adds those hits.
9. Subtract the spirit's hits from your hits. If you have zero or fewer hits, nothing happens. If you have hits left over, each hit reduces the target spirit's owed services. If the owed services are reduced to zero, it will leave on its next action, but any magician may attempt to summon it before it leaves.
10. Multiply the spirit's hits by two. This is the Drain Damage Value of the Drain, minimum 2.
11. Start a new pool, add your Willpower Attribute to it.
12. Add the Attribute that you use to resist Drain, according to your tradition.
13. Roll your pool dice. Subtract one from the Drain Damage Value for each hit.
14. 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.

# Cheat Sheet

## Astral Combat

# Shadowrun

## 5<sup>th</sup> Edition

### What You Need to Know

#### Attributes

Logic  
Willpower  
Charisma

#### Skills

Astral Combat

#### Options

Weapon Focus Used (if any)  
Weapon Focus DV  
Weapon Rating  
Your Reach  
Weapon Reach  
Wound Modifier

#### Variables

Defender's Reach  
Your Hits  
Defender's Hits  
Your Net Hits  
Modified DV

### What you Need to Do

1. Choose the weapon focus you want to use, and note its DV. If unarmed, the DV is half your Charisma Attribute, rounded up.
2. If you are astrally perceiving (or dual-natured), add your Willpower Attribute to your pool. If you are astrally projecting, add your Logic to your pool.
3. Add your Astral Combat Skill to your pool.
4. Add your reach and your weapon's reach together, and compare them to the defender's total reach. The higher reach subtracts the difference from their opponent's pool.
5. Add the Weapon Focus Rating if you are using one.
6. Subtract any Wound Modifiers from your pool.
7. Roll your pool dice, note your hits.
8. The defender rolls defense pool and subtracts their hits from your hits. If your net hits are zero or less, stop now.
9. Add your net hits to your weapon DV; this is your modified DV.
10. Decide whether your attack will cause Stun damage or Physical damage, and tell the gamemaster.
11. Tell the gamemaster your final modified DV. The defender will attempt to resist the horrible damage you have just caused.

# Cheat Sheet

## Ranged Combat

# Shadowrun

## 5<sup>th</sup> Edition

### What You Need to Know

#### Attributes

Agility

#### Skills

(Weapon Skill)

#### Options

Weapon Used

Ammo Used

Weapon + Ammo DV

Weapon + Ammo AP

Weapon Fire Mode

Recoil Compensation

Laser Sight/Smartlink Bonus

Wound Modifier

#### Variables

Number of rounds fired this Action Phase  
(including this attack)

Recoil Modifier

Your Hits

Defender's Hits

Your Net Hits

Modified DV

### What you Need to Do

1. Choose the weapon and ammo you want to use, and note their DV and AP.
2. Choose a fire mode that you want to use.
3. Add your Agility Attribute to your pool.
4. Add the correct weapon skill to your pool.
5. Add the bonus for laser sight or smartlink to your pool.
6. Subtract any Wound Modifiers from your pool.
7. Subtract the number of rounds fired this Phase from the Progressive Recoil Compensation total. If this number is below zero, that's your recoil modifier.
8. If the recoil modifier is less than zero, subtract it from your pool.
9. Roll your pool dice, note your hits.
10. If your attack is from a shot gun, tell the gamemaster; the defender loses defense pool.
11. The defender rolls defense pool and subtracts their hits from your hits. If your net hits are zero or less, stop now.
12. Add your net hits to your weapon + ammo DV; this is your modified DV. If this number is greater than the defender's armor (modified by your weapon AP), it causes Physical damage, otherwise it causes Stun damage.
13. Tell the gamemaster your final modified DV. The defender will attempt to resist the horrible damage you have just caused.

# Cheat Sheet

## Melee Combat

# Shadowrun

## 5<sup>th</sup> Edition

### What You Need to Know

#### Attributes

Agility  
Strength

#### Skills

(Weapon Skill)

#### Options

Weapon Used  
Weapon DV  
Weapon AP  
Your Reach  
Weapon Reach  
Weapon Modifier

#### Variables

Defender's Reach  
Your Hits  
Defender's Hits  
Your Net Hits  
Modified DV

### What you Need to Do

1. Choose the weapon you want to use, and note its DV and AP.
2. Add your Agility Attribute to your pool.
3. Add the correct weapon skill to your pool.
4. Add your reach and your weapon's reach together, and compare them to the defender's total reach. The higher reach subtracts this number from their opponent's pool.
5. Subtract any Wound Modifiers from your pool.
6. Roll your pool dice, note your hits.
7. The defender rolls defense pool and subtracts their hits from your hits. If your net hits are zero or less, stop now.
8. Add your net hits to your weapon DV; this is your modified DV. If this number is greater than the defender's armor modified by your weapon AP, it causes Physical damage, otherwise it causes Stun damage.
9. Tell the gamemaster your final modified DV. The defender will attempt to resist the horrible damage you have just caused.

# Cheat Sheet

## Defense

# Shadowrun

## 5<sup>th</sup> Edition

### What You Need to Know

#### Attributes

Reaction  
Intuition  
Body  
Willpower

#### Skills

Gymnastics  
(Melee Skill)

#### Options

Wound Modifier  
Full Defense Used?  
Dodge Used?  
Parry Used?  
Block Used?  
Your Armor Rating

#### Variables

Attacker's Weapon DV  
Attacker's Weapon AP  
Attacker's Hits  
Your Hits  
Attacker's Net Hits  
Modified DV

### What you Need to Do

1. For Ranged Defense, Choose whether to use the Full Defense (decreasing Initiative score by 10 and add Willpower Attribute to the defense test for the whole Combat Turn).
2. For Melee Defense; choose whether to use one of the following defense actions:
  - a. Parry (requires melee weapon in hand; decrease Initiative Score by 5, add (Melee Weapon Skill)[Physical] to the pool.)
  - b. Block (requires empty hands; decrease Initiative Score by 5, add Unarmed Combat [Physical] to the pool.)
  - c. Dodge (decrease Initiative Score by 5, add Gymnastics[Physical] to the pool.)
3. Add your Reaction Attribute and Intuition Attribute to the pool.
4. Subtract any Wound Modifiers from your pool.
5. Roll your pool dice, note your hits.
6. Subtract your hits from the attacker's hits. If the net hits are zero or less, you avoided the attack; stop now.
7. Add the attacker's net hits to the attacker's weapon DV; this is the modified DV. If this number is greater than your armor rating (modified by the weapon AP), it causes Physical damage, otherwise it causes Stun damage.
8. Start a new pool, add your Body Attribute to it.
9. Add your Armor Rating, modified by the weapon AP to your pool.
10. Roll your pool dice, and subtract the hits from the modified DV. If the difference is greater than zero, apply that number of boxes to the appropriate damage track, Physical or Stun.



# Cheat Sheet

## Matrix Combat (Decker Version)

### What You Need to Know

#### Attributes

Logic

#### Skills

Cybercombat

#### Options

Wound Modifier

#### Variables

Your Attack Rating

Defender's Willpower

Defender's Intuition

Defender's Firewall Rating

Your Hits

Defender's Hits

Your Net Hits

Modified DV

Your Running Programs

Defender's Running Programs

Marks

# Shadowrun

## 5<sup>th</sup> Edition

### What you Need to Do

1. Choose the style of attack and inform your gamemaster. Also inform your gamemaster if you are running a Biofeedback program.
  - a. Brute Force
  - b. Data Spike
2. Add your Cybercombat rating to your pool.
3. Add your Logic rating to your pool.
4. Subtract any Damage Modifiers from your pool if you are a Technomancer.
5. Roll your dice, note your hits.
6. The defender rolls defense pool and subtracts their hits from your hits. If your net hits are zero or less, stop now.
  - 7a. If you choose for your Brute Force to do damage, you do 1 DV for every 2 full net hits.
  - 7b. Add your net hits to your Attack Rating.
- 8b. Data Spike: Add 2 DV for every Mark you have on the target.
9. Add any bonuses from running programs to your modified DV. The defender will attempt to resist the horrible damage you have just caused.

# Cheat Sheet

## Matrix Defense

### (Decker Version)

## What You Need to Know

### Attributes

Willpower  
Intuition

### Options

Wound Modifier

### Variables

Your Firewall Rating  
Your Running Programs  
Defender's Running Programs  
Modified DV  
Marks

# Shadowrun

## 5<sup>th</sup> Edition

## What you Need to Do

1. The gamemaster will inform you of the method of the attack, the DV (and how much comes from Marks), and if you are taking Biofeedback damage.
  - a. Brute Force
  - b. Data Spike
  - c. IC (skip 2 and 3 for IC, refer to how you resist the attack for IC (pg. 248-249)).
- 2a. Brute Force: Add your Willpower to your pool.
- 2b. Data Spike: Add your Intuition to your pool.
3. Add your Firewall rating to your pool.
4. Roll your dice, note your hits.
5. Subtract your hits from the attacker's hits. If the net hits are zero or less, you avoided the attack; stop now.
6. Start a new pool, add your device rating to it.
7. Add your Firewall rating to your pool.
8. Add any relevant programs to your dice pool to resist Matrix damage (Armor, Shell, Guard).
9. Roll your dice, and subtract the hits from the modified DV. If the difference is greater than zero, apply that number of boxes to the Matrix damage track of your device.
10. If the attack was laced with Biofeedback damage that your device was not able to block, start a new pool. Add your Willpower and Firewall to the pool.
11. Add any program's bonuses that help resist Biofeedback damage to the pool.
12. Roll your dice, note your hits. Reduce the remaining damage by your hits.
13. Apply the remaining damage to the appropriate damage track. Stun track if you are running cold-sim, Physical track if you are running hot-sim.

# Cheat Sheet

## Drone Combat

# Shadowrun

## 5<sup>th</sup> Edition

### What You Need to Know

#### Attributes

Drone's Pilot

#### Autosoft

Targeting

#### Options

Weapon Used

Ammo Used

Weapon + Ammo DV

Weapon + Ammo AP

Weapon Fire Mode

Recoil Compensation

Damage Modifier

#### Variables

Number of rounds fired this Action Phase  
(including this attack)

Recoil Modifier

Your Hits

Defender's Hits

Your Net Hits

Modified DV

### What you Need to Do

1. Choose the weapon and ammo you want to use, and note their DV and AP.
2. Choose a fire mode that you want to use.
3. Add your Drone's Pilot rating to your pool.
4. Add the Targeting Autosoft rating to your pool.
5. Subtract any Damage Modifiers from your pool.
6. Subtract the number of rounds fired this Phase from the Progressive Recoil Compensation total. If this number is below zero, that's your recoil modifier.
7. If the recoil modifier is less than zero, subtract it from your pool.
8. Roll your pool dice, note your hits.
9. If your attack is from a shotgun, tell the gamemaster; the defender loses defense pool.
10. The defender rolls defense pool and subtracts their hits from your hits. If your net hits are zero or less, stop now.
11. Add your net hits to your weapon + ammo DV; this is your modified DV. If this number is greater than the defender's armor (modified by your weapon AP), it causes Physical damage, otherwise it causes Stun damage.
12. Tell the gamemaster your final modified DV. The defender will attempt to resist the horrible damage you have just caused.

# Cheat Sheet

## Compiling

# Shadowrun

## 5<sup>th</sup> Edition

### What You Need to Know

#### Attributes

Resonance  
Willpower

#### Autosoft

Compiling

#### Options

Sprite Type  
Desired Rating  
Wound Modifier

#### Variables

Your Hits  
Sprite's Hits  
Fading Damage Value

### What you Need to Do

1. Choose a type of sprite to compile and the Rating you want it to have.
2. Add your Resonance Attribute to your pool.
3. Add your Compiling Skill to your pool.
4. Subtract any Wound Modifiers from your pool.
5. Roll your pool dice, add up the hits. If you glitch, tell the gamemaster.
6. The gamemaster rolls the sprite's Rating and adds up the hits.
7. Subtract the sprite's hits from your hits. If you have zero or fewer hits, no sprite appears. If you have hits left over, each hit counts as a task the sprite owes you.
8. Multiply the sprite's hits by two. This is the Fading Damage Value, minimum 2.
9. Start a new pool, add your Willpower to it.
10. Add your Resonance to the new pool.
11. Roll your pool dice. Subtract one from the Fading Damage Value for each hit.
12. If you did not reduce the Fading Damage Value to zero, apply the damage to your Condition Monitor: Physical if the Rating was greater than your Resonance, Stun otherwise.

# Cheat Sheet

## Alchemy

# Shadowrun

## 5<sup>th</sup> Edition

### What You Need to Know

#### Attributes

Magic

Willpower

(Drain Resistance Attribute)

#### Skills

Alchemy

#### Options

Preparation Cast

Force

Drain DV

Mentor Spirit Bonus

Alchemy Focus

Wound Modifier

Preparation Trigger

Preparation Lynchpin

#### Variables

Your Hits

Actual Hits

Force Hits

Your Net Hits

### What you Need to Do

1. Choose the preparation you wish to cast.
2. Choose a force for the preparation, up to twice your Magic.
3. Choose the Lynchpin for the preparation.
4. Choose the trigger for your preparation.
5. Add your Magic Attribute to your pool.
6. Add your Alchemy Skill to your pool.
7. Add the bonus for your Mentor Spirit to your pool, if applicable.
8. Add the bonus for an Alchemy Focus to your pool, if it is of the correct type and you do not wish to save it to help resist drain later.
9. Subtract any Wound Modifier from your pool.
10. Roll your pool dice, add up your hits. If you glitch, tell the gamemaster.
11. Roll dice equal to the preparation's force.
12. Subtract the preparation's hits from your hits. The result is the potency of the preparation.
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 Alchemy Focus Rating to your alchemy pool, add it now.
14. Add in the trigger type's Drain Damage Value.  
Command: +2  
Contact: +1  
Time: +2
15. Roll your pool dice. Subtract one from the Drain Damage Value for each hit.
16. 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.