Casting a direct combat spell (area or single target)

Step	Who	Description	Notes
1	You	Choose a spell	Choose a direct combat spell. (Damage type should be physical (not mana) for non-living targets. Note that electricity counts as physical against vehicles, aircraft and drones)
2	You	Choose Force for the spell	Maximum Force is 2 x Magic.
3	You	Roll dice in Spellcasting Pool	Spellcasting + Magic. Modifiers include bonuses from Foci, bonus from Mentor Spirit, penalty from wounds and penalties from sustained spells.
4	You	Determine total hits	Lesser value of Spellcasting Pool check (3), the spell's force (2) and your mental limit.
5	Target	Roll opposed Resist check	*Living targets:* Body if the spell's damage type is physical, Willpower if it is mana. Modifiers penalties from sustained spells and bonus from Counterspelling. Note that wound penalties are excluded. *Non-living targets:* Body for vehicles, aircrafts and drones (p.463). Structure for everything else (p.197).
6	Target	Determine net hits	Subtract the result from the opposed Resist check (5) from the total hits (4).
7	Target	Register damage	If net hits (6) is positive the spell inflicts this number of boxes of damage.
8	You	Determine Drain type	If the total hits (4) is higher than your Magic, drain will be physical, else it will be stun.
9	You	Determine Drain value	Use the Force of the spell (2) and the formula given by the spell to determine Drain value. This can never be lower than 2.
10	You	Roll dice in Resist Drain Pool	Willpower + Attribute to resist drain (as dictated by tradition). Modifiers include penalties from sustained spells. Note that wound penalties are excluded.
11	You	Determine net hits	Subtract the result from the Resist Drain check (10) from the Drain value (9).
12	You	Register Drain	If net hits (11) is positive the drain inflicts a number of boxes of damage of the type determined in (8).

Casting a direct combat spell (area or single target), using reagents

Step	Who	Description	Notes
1	You	Choose a spell	Choose a direct combat spell. (Damage type should be physical (not mana) for non-living targets. Note that electricity counts as physical against vehicles, aircraft and drones)
2	You	Choose Force for the spell	Maximum Force is 2 x Magic.
3	You	Choose Reagents	Choose the number of reagents (20 nuyen per reagent) you want to use as the spell's Spellcasting Pool limit.
4	You	Roll dice in Spellcasting Pool	Spellcasting + Magic. Modifiers include bonuses from Foci, bonus from Mentor Spirit, penalty from wounds and penalties from sustained spells.
5	You	Determine total hits	Lesser value of Spellcasting Pool check (4), the number of reagents (3) and your mental limit.
6	Target	Roll opposed Resist check	*Living targets:* Body if the spell's damage type is physical, Willpower if it is mana. Modifiers penalties from sustained spells and bonus from Counterspelling. Note that wound penalties are excluded. *Non-living targets:* Body for vehicles, aircrafts and drones (p.463). Structure for everything else (p.197).
7	Target	Determine net hits	Subtract the result from the opposed Resist check (6) from the total hits (5).
8	Target	Register damage	If net hits (7) is positive the spell inflicts this number of boxes of damage.
9	You	Determine Drain type	If the total hits (5) is higher than your Magic, drain will be physical, else it will be stun.
10	You	Determine Drain value	Use the Force of the spell (2) and the formula given by the spell to determine Drain value. This can never be lower than 2.
11	You	Roll dice in Resist Drain Pool	Willpower + Attribute to resist drain (as dictated by tradition). Modifiers include penalties from sustained spells. Note that wound penalties are excluded.
12	You	Determine net hits	Subtract the result from the Resist Drain check (11) from the Drain value (10).
13	You	Register Drain	If net hits (12) is positive the drain inflicts a number of boxes of damage of the type determined in (9).

Casting an indirect combat spell, single target (not area spell)

Step	Who	Description	Notes
1	You	Choose a spell	Choose a direct combat spell. (Damage type should be physical (not mana) for non-living targets)
2	You	Choose Force for the spell	Maximum Force is 2 x Magic.
3	You	Roll dice in Spellcasting Pool	Spellcasting + Magic. Modifiers include bonuses from Foci, bonus from Mentor Spirit, penalty from wounds and penalties from sustained spells.
4	You	Determine total hits	Lesser value of Spellcasting Pool check (3), the spell's force (2) and your mental limit.
5	Target	Roll Defense check	*Living or vehicle driving by living:* Reaction + Intuition. Modifiers include penalties from wounds or sustained spells and bonus from Counterspelling. *Drones:* Pilot + Autosoft [Handling]
6	Target	Determine net hits	Subtract the result from the Defense check (5) from the total hits (4).
7	Target	Determine if hit	If net hits (6) is higher than 0 the target was hit, else it was not (and no need to continue to the next steps).
8	You	Determine Damage Value	The Force of the spell (2) + the Defense net hits (6).
9	You	Determine Armor Penetration	This equals the Force of the spell (2).
10	Target	Determine Armor Value	Armor - Armor Penetration (9).
11	Target	Determine Damage type	If the Damage Value (8) is higher or equal to the Armor Value (10), the damage type will be physical – else it will be stun. For non-living targets the damage is always physical if the spell's damage type is physical.
12	Target	Roll Armor check	*Living targets:* Body + Armor Value (10). Modifiers include penalties from sustained spells. Note that wound penalties are excluded. *Non-living targets:* Body + Armor for vehicles, aircrafts and drones (p.463). Structure + Armor for everything else (p.197).
13	Target	Determine net hits	Subtract the result from the Armor check (12) from the Damage Value (8)
14	Target	Register damage	If net hits (13) is positive the spell inflicts a number of boxes of damage of the type determined in (11).
15	You	Determine Drain type	If the total hits (4) is higher than your Magic, drain will be physical, else it will be stun.
16	You	Determine Drain value	Use the Force of the spell (2) and the formula given by the spell to determine Drain value. This can never be lower than 2.
17	You	Roll dice in Resist Drain Pool	Willpower + Attribute to resist drain (as dictated by tradition). Modifiers include penalties from sustained spells. Note that wound penalties are excluded.
18	You	Determine net hits	Subtract the result from the Resist Drain check (17) from the Drain value (16).
19	You	Register Drain	If net hits (18) is positive the drain inflicts a number of boxes of damage of the type determined in (15).

Casting an indirect combat spell, area spell

Step	Who	Description	Notes
1	You	Choose a spell	Choose a direct combat spell. (Damage type should be physical (not mana) for non-living targets)
2	You	Choose Force for the spell	Maximum Force is 2 x Magic.
3	You	Roll dice in Spellcasting Pool	Spellcasting + Magic. Modifiers include bonuses from Foci, bonus from Mentor Spirit, penalty from wounds and penalties from sustained spells.
4	You	Determine total hits	Lesser value of Spellcasting Pool check (3), the spell's force (2) and your mental limit.
5	You	Determine Scatter	If the Spellcasting check (4) has less than 3 hits the spell scatters (1d6 meters if 2 hits, 2d6 meters if only 1 hit). Use the scatter rules for grenades (p. 182), in order to determine scatter for the spell.
6	You	Determine Bonus Damage	If the Spellcasting check (4) has more than 3 hits, subtract 3 from the number of hits, and note this number to be added to the Damage value later.
7	Target	Roll Counterspelling check	*Living targets:* If the target is using or an allied mage is aiding the target with Counterspelling, the target may roll the Counterspelling dice pool. Modifiers include penalty from wounds and penalties from sustained spells.
8	Target	Determine net hits	Subtract the result from the Counterspelling check (7) from the total hits (4).
9	Target	Determine if hit	If net hits (8) is higher than 0 the target was hit, else it was not (and no need to continue to the next steps).
10	You	Determine Damage Value	The Force of the spell (2) + Bonus Damage (6).
11	You	Determine Armor Penetration	This equals the Force of the spell (2).
12	Target	Determine Armor Value	Armor - Armor Penetration (11).
13	Target	Determine Damage type	If the Damage Value (10) is higher or equal to the Armor Value (12), the damage type will be physical – else it will be stun. For non-living targets the damage is always physical if the spell's damage type is physical.
14	Target	Roll Armor check	*Living targets:* Body + Armor Value (12). Modifiers include penalties from sustained spells. Note that wound penalties are excluded. *Non-living targets:* Body + Armor for vehicles, aircrafts and drones (p.463). Structure + Armor for everything else (p.197).
15	Target	Determine net hits	Subtract the result from the Armor check (14) from the Damage Value (10)
16	Target	Register damage	If net hits (15) is positive the spell inflicts a number of boxes of damage of the type determined in (13).
17	You	Determine Drain type	If the total hits (4) is higher than your Magic, drain will be physical, else it will be stun.
18	You	Determine Drain value	Use the Force of the spell (2) and the formula given by the spell to determine Drain value. This can never be lower than 2.
19	You	Roll dice in Resist Drain Pool	Willpower + Attribute to resist drain (as dictated by tradition). Modifiers include penalties from sustained spells. Note that wound penalties are excluded.
20	You	Determine net hits	Subtract the result from the Resist Drain check (19) from the Drain value (18).
21	You	Register Drain	If net hits (20) is positive the drain inflicts a number of boxes of damage of the type determined in (17).

Casting an indirect combat spell, single target (not area spell), using reagents

Step	Who	Description	Notes
1	You	Choose a spell	Choose a direct combat spell. (Damage type should be physical (not mana) for non-living targets)
2	You	Choose Force for the spell	Maximum Force is 2 x Magic.
3	You	Choose Reagents	Choose the number of reagents (20 nuyen per reagent) you want to use as the spell's Spellcasting Pool limit.
4	You	Roll dice in Spellcasting Pool	Spellcasting + Magic. Modifiers include bonuses from Foci, bonus from Mentor Spirit, penalty from wounds and penalties from sustained spells.
5	You	Determine total hits	Lesser value of Spellcasting Pool check (4), the number of reagents (3) and your mental limit.
6	Target	Roll Defense check	*Living or vehicle driving by living:* Reaction + Intuition. Modifiers include penalties from wounds or sustained spells and bonus from Counterspelling. *Drones:* Pilot + Autosoft [Handling]
7	Target	Determine net hits	Subtract the result from the Defense check (6) from the total hits (5).
8	Target	Determine if hit	If net hits (7) is higher than 0 the target was hit, else it was not (and no need to continue to the next steps).
9	You	Determine Damage Value	The Force of the spell (2) + the Defense net hits (7).
10	You	Determine Armor Penetration	This equals the Force of the spell (2).
11	Target	Determine Armor Value	Armor - Armor Penetration (10).
12	Target	Determine Damage type	If the Damage Value (9) is higher or equal to the Armor Value (11), the damage type will be physical – else it will be stun. For non-living targets the damage is always physical if the spell's damage type is physical.
13	Target	Roll Armor check	*Living targets:* Body + Armor Value (11). Modifiers include penalties from sustained spells. Note that wound penalties are excluded. *Non-living targets:* Body + Armor for vehicles, aircrafts and drones (p.463). Structure + Armor for everything else (p.197).
14	Target	Determine net hits	Subtract the result from the Armor check (13) from the Damage Value (9)
15	Target	Register damage	If net hits (14) is positive the spell inflicts a number of boxes of damage of the type determined in (12).
16	You	Determine Drain type	If the total hits (5) is higher than your Magic, drain will be physical, else it will be stun.
17	You	Determine Drain value	Use the Force of the spell (2) and the formula given by the spell to determine Drain value. This can never be lower than 2.
18	You	Roll dice in Resist Drain Pool	Willpower + Attribute to resist drain (as dictated by tradition). Modifiers include penalties from sustained spells. Note that wound penalties are excluded.
19	You	Determine net hits	Subtract the result from the Resist Drain check (18) from the Drain value (17).
20	You	Register Drain	If net hits (19) is positive the drain inflicts a number of boxes of damage of the type determined in (16).

Casting an indirect combat spell, area spell, using reagents

Step	Who	Description	Notes
1	You	Choose a spell	Choose a direct combat spell. (Damage type should be physical (not mana) for non-living targets)
2	You	Choose Force for the spell	Maximum Force is 2 x Magic.
3	You	Choose Reagents	Choose the number of reagents (20 nuyen per reagent) you want to use as the spell's Spellcasting Pool limit.
4	You	Roll dice in Spellcasting Pool	Spellcasting + Magic. Modifiers include bonuses from Foci, bonus from Mentor Spirit, penalty from wounds and penalties from sustained spells.
5	You	Determine total hits	Lesser value of Spellcasting Pool check (4), the number of reagents (3) and your mental limit.
6	You	Determine Scatter	If the Spellcasting check (5) has less than 3 hits the spell scatters (1d6 meters if 2 hits, 2d6 meters if only 1 hit). Use the scatter rules for grenades (p. 182), in order to determine scatter for the spell.
7	You	Determine Bonus Damage	If the Spellcasting check (5) has more than 3 hits, subtract 3 from the number of hits, and note this number to be added to the Damage value later.
8	Target	Roll Counterspelling check	*Living targets:* If the target is using or an allied mage is aiding the target with Counterspelling, the target may roll the Counterspelling dice pool. Modifiers include penalty from wounds and penalties from sustained spells.
9	Target	Determine net hits	Subtract the result from the Counterspelling check (8) from the total hits (5).
10	Target	Determine if hit	If net hits (9) is higher than 0 the target was hit, else it was not (and no need to continue to the next steps).
11	You	Determine Damage Value	The Force of the spell (2) + Bonus Damage (7).
12	You	Determine Armor Penetration	This equals the Force of the spell (2).
13	Target	Determine Armor Value	Armor - Armor Penetration (12).
14	Target	Determine Damage type	If the Damage Value (11) is higher or equal to the Armor Value (13), the damage type will be physical – else it will be stun. For non-living targets the damage is always physical if the spell's damage type is physical.
15	Target	Roll Armor check	*Living targets:* Body + Armor Value (13). Modifiers include penalties from sustained spells. Note that wound penalties are excluded. *Non-living targets:* Body + Armor for vehicles, aircrafts and drones (p.463). Structure + Armor for everything else (p.197).
16	Target	Determine net hits	Subtract the result from the Armor check (15) from the Damage Value (11)
17	Target	Register damage	If net hits (16) is positive the spell inflicts a number of boxes of damage of the type determined in (14).
18	You	Determine Drain type	If the total hits (5) is higher than your Magic, drain will be physical, else it will be stun.
19	You	Determine Drain value	Use the Force of the spell (2) and the formula given by the spell to determine Drain value. This can never be lower than 2.
20	You	Roll dice in Resist Drain Pool	Willpower + Attribute to resist drain (as dictated by tradition). Modifiers include penalties from sustained spells. Note that wound penalties are excluded.
21	You	Determine net hits	Subtract the result from the Resist Drain check (20) from the Drain value (19).
22	You	Register Drain	If net hits (21) is positive the drain inflicts a number of boxes of damage of the type determined in (18).