

Limits: characters are limited to the number of successes equal to their physical, mental, or social limit, depending on their skill check, or the associated gear's limit if using gear. Example: using accuracy of a weapon instead of physical limit.

Using Edge:

Push the limit	Add Edge attribute to roll before or after test. May use rule of six. Ignores limit
Second chance	Reroll fails. May not negate glitch or critical glitch. No rule of six
Seize the Initiative Score	Move to the top of the Initiative Score
Blitz	Roll the maximum of dice (5) for one combat turn
Close call	Negate the effects of a glitch or turn a critical glitch to a glitch
Dead man's trigger	May roll Body + Willpower (3) test to make a single action before falling unconscious

Burning Edge:

Smackdown	Automatically succeed a test with four Net Hits
Not dead yet	Survive.

Regaining Edge:

- Good role-playing
- Heroic acts of self-sacrifice
- Achievement of important personal goals
- Enduring a critical glitch without using a close call (you get a point of Edge back to balance the scales a bit; this should be used judiciously, though, so as not to always let the players off the hook when they roll a critical glitch).
- Succeeding in an important objective.
- Being particularly brave or smart.
- Pushing the storyline forward.
- Having the right skills in the right place at the right time.
- Impressing the group with humor or drama.

Conceal table

Modifier	Items/size
-6	RFID tag, bug slap patch, microdrone, contact lenses
-4	Hold-out pistol, monowhip, ammo clip, credstick, chips/softs, sequencer/passkey, autopicker, lockpick set, commlink, glasses
-2	Light pistol, knife, sap, minidrone, microgrenade, flash-pack, jammer, cyberdeck, rigger command console
0	Heavy pistol, machine pistol with folding stock collapsed, grenade, goggles, ammo belt/drum, club, extendable baton (collapsed)
+2	SMG, machine pistol with folding stock extended, medkit, small drone, extendable baton (extended), stun baton
+4	Sword, stun baton, sawed-off shotgun, bull pup assault rifle
+6	Katana, monosword, shotgun, assault rifle, sport rifle, crossbow
+8	Sniper rifle, bow, grenade launcher, medium drone
+10/just give up	Machine gun, rocket launcher, missile launcher, staff, claymore, metahuman Body

SIN & License Checks: Device Rating x2 (rating of SIN/License) v. License Rating. Success burns a SIN & all licenses tied to that name or just the license that was checked. A tie results in a something fishy showing up to the checker. The device rating is the commlink, grid, or other device.

Fire: Armor Rating + Fire Resistance - Fire Armor Penetration (hits scored on attack). If test passes; target not on fire. DV of fire starts at 3, but increases for every combat turn target is on fire. Agility + Intuition test reduces fire DV by each hit.

- Open flame: -2 AP; spell: Force; flame-based weapon: -6

Electrical damage: -1 penalty to all rolls, except damage resistance, and loses 5 Initiative Score for 1 combat turn. Stun damage is treated as physical damage against electrical equipment.

Armor penalties: only the max armor rating can be used. For items (shields, helmets) that provide +Armor Rating, the bonus is limited to the character's Strength attribute; however, for every 2 the full value is over the character's Strength, they receive a -1 to their Agility and Reaction.

Lift/carry limits: Strength x 10 limit. Every 15 kilos in excess -1 to physical limit, minimum 1.

Noticing hidden gear: intuition + perception - gear concealability modifiers. To actively hide gear, make a Palming + Agility v. Perception + Intuition test. Modifiers are found on (SR5 p. 420).

COMBAT

Attack: Weapon Skill + Agility v. Reaction + Intuition (plus any special modifiers and actions)

- May only attack once per Initiative Score phase, regardless of simple or complex action.
- May take a free action at any point of the Initiative Score pass.
- Defense tests still have the related stat limits if a skill is introduced.
- Defending is a Reaction + Intuition test.
- Soaking damage is Body + Armor, unless Armor is reduced to 0. Damage is Physical if DV is greater than armor, Stun if less than or equal to armor.
- If there are not enough bullets to complete a burst, reduce modifiers on recoil and defense penalty by the number of bullets missing.

Interrupt Actions

Block	-5 Initiative Score. Block melee attack using unarmed combat skill. Add unarmed skill to defense test. Used once
Dodge	-5 Initiative Score. + Gymnastics to defense tests. Used once
Full defense	-10 Initiative Score. + willpower to defense tests during entire combat turn
Hit the dirt	-5 Initiative Score. Drop prone to avoid suppressive fire instead of making normal test.
Intercept	-5 Initiative Score. Attempt to intercept moving character within 1 + Reach distance. Allows a melee attack outside of own turn.
Parry	-5 Initiative Score. Block melee attack using armed melee weapon and its related skill. Add melee weapon skill to defense test. Used once

Free actions

Call a shot	-4 to dice pool. May knock an item out of hands, -4 to target's dice pool on next action, turn a s attack to p, knock a target down with Strength + Net Hits v. target's physical limit, drop a target's Initiative Score by 5 even if all damage is resisted, do a trick shot, or add +2 to DV.
Change linked device mode	Via DNI, character can change the mode of a device
Drop object	Obvious
Drop prone	Obvious
Eject smartgun clip	Obvious
Multiple attacks	May attack multiple targets by splitting dice pool
Run	-2 to all actions, +4 for charging, and 2 to dice pool of ranged attack towards a running target.
Speak/text/transmit phrase or gesture	Obvious

Simple actions

Activate focus	May activate a focus that is on the user
Call spirit	Call an already summoned spirit that was placed on standby
Change device mode	Change device mode of non-DNI device.
Command spirit	Issue command to single or multiple spirits under character's control
Dismiss spirit	Frees spirit from character's control. Does not leave the physical world, it now can do whatever it wants.
Fire bow/throw weapon	Obvious. May not take any other attack action this pass
Fire weapon (SS, SA, BF, FA)	Fire a weapon. See recoil table. May not make any other attack action this pass
Insert clip	Load a weapon with a new clip. Weapon must be without clip.
Observe in detail	Make a perception test
Pick up/put down object	Obvious
Quick draw	Attempt to draw and fire in the same simple action. Make a Weapon Skill + Reaction (3) test. Pass: may fire. Fail: drawn but may not shoot. Glitch: gun is stuck in holster. Quick draw holster reduces the threshold by 2. Target may draw weapons for each hand splitting the pool and off hand penalties apply.
Ready/draw weapon	Obvious. May ready a number of small throwing weapons equal to half Agility rounded up
Reckless spellcasting	Cast a spell as a simply action with +3 drain. Can cast 2 spells a pass this way
Reload weapon	See reload table
Remove clip	Remove clip from weapon
Shift perception	May shift perception to astral if capable
Take aim	+1 to weapon accuracy or dice pool. May stack over multiple passes and turns. Bonus limited to half willpower rounded up.
Take cover	Get behind cover to use as bonus to defense tests. May not use this if surprised.
Use simple device	Obvious

Complex actions

Astral projection	May shift to astral plane if capable
Banish spirit	Conduct a banish contest versus target spirit.
Cast spell	Obvious
Fire weapon (FA)	Obvious see recoil table
Fire long or semi-auto burst	Obvious see recoil table
Fire mounted or vehicle weapon	Obvious see recoil table
Melee attack	Obvious
Reload weapon	See reload table
Rigger jump in	A character with a RCC and a rigger adapted vehicle may jump into the vehicle
Sprint	Increase running rate by making a running check
Summoning	Summon a spirit via complex action
Use skill	Obvious

Reload table

Method	Result	Action
Removable clip (c)	Remove or insert clip	Simple
Speed loader	Use speed loader to completely load gun	Complex
Fill clip	Insert (Agility) rounds into clip	Complex
Break action (b)	Insert 2 rounds	Complex
Belt fed (belt)	Remove or insert belt	Complex
Fill belt/drum	Insert (Agility) rounds into belt/drum	Complex
Internal magazine (m)	Insert (Agility) rounds	Complex
Muzzle loader (ml)	Load 1 muzzle tube	Complex
Cylinder (cy)	Insert (Agility) rounds	Complex
Drum (d)	Remove or insert drum	Complex
Bow	Knock 1 arrow	Simple

Recoil table

Type	Defense modifier	Rounds used	Notes
Single shot (s)	0	1	No recoil
Semi-auto (s)	0	1	
Semi-auto burst (c)	-2	3	
Short burst (s)	-2	3	
Full auto (s)	-5	6	
Full auto (c)	-9	10	
Long burst (c)	-5	6	
Suppressive fire (c)	Duck or cover	20	No recoil

Surprise: based on a character-to-character basis. Make a Reaction + Intuition (3) test. If characters are informed of the surprise, they get a +3 to pool. There is no limit. If failed, lose 10 to Initiative Score, may not act, and may not make a defense test when attacked. Edge can be used to remove defense test penalty. Players may set up an ambush. They get a +6 to pool to rest for surprise.

Weapon special rules:

- Machine guns double the uncompensated recoil.
- Throwing knives/shurikens: for every item thrown at the target, +1 accuracy

Special Actions

Surprise!	All participants roll Reaction + Intuition (3). +3 Dice for players who are alerted in any fashion. -10 Initiative Score if failed. Surprised characters get NO defense test when attacked. Edge may be spent to avoid surprise
Interception	Reduce Initiative Score by 5 and make a melee attack (weapons can be used as clubs). If damage is equal to opponent's Body score, movement stops. Prone characters cannot intercept. Complex Action may be spent to roll Agility + Gymnastics (1) [Physical]. Any hit above threshold allows movement past one opponent.
Knockdown	If character takes damage equal to Physical limit, he is knocked down. Any character who takes 10+ damage after a Resistance Test is knocked down.
Subduing	Resolve melee combat as normal, if attacker's Strength + Net Hits exceeds defender's Physical limit, opponent is grappled. Escape test (Complex) = Unarmed Combat + Strength [Physical]. Threshold = Attacker's Net Hits. Grappler needs to spend Complex Action to maintain hold. <ul style="list-style-type: none"> • Attacker can make additional Unarmed Combat Test to get better grip. Add Superior Position bonus (+2). Add hits to previous amount of Net Hits; subtract defender hits if defender scores more. • Inflict Stun damage (DV = Strength); defender is allowed Resistance Test. • Use Knockdown

Called Shots: All Called Shots incur -4 dice penalty.

Blast out of Hands	Defender rolls as normal. Item can be sent flying (net hits – 1) meters from defender.
Dirty Trick	Single net hit = -4 dice pool modifier on defender’s NEXT action. Attacker should describe the dirty trick.
Harder Knock	Changes Stun Damage to Physical Damage
Knock Down	Melee only during the Declare phase. Compare Strength + Net Hits v. Defender’s Physical limit. If limit is exceeded, defender is knocked down. Attack may drop prone for free or stay on his feet. Critical Glitch = Attacker falls down instead.
Shake Up	Defender loses -5 Initiative Score. Can reduce Initiative Score to below 0.
Splitting the Damage	Target must be wearing armor and attacker’s AP must be lower than the armor value. If the attack is successful the damage is split between the two condition monitors; if the damage was an odd number, make the Stun Damage the higher value. If the modified total Damage Value of the attack is less than the modified Armor Value of the defense, the attack ends up doing only half damage, all of it applied to Stun.
Trick Shot	Successful attack = Attacker gets bonus to Intimidation roll equal to Net Hits.
Vitals	+2 DV to attack. Assuming attacker is aiming for brain, organs or major artery.

Object Resistance

Object Type	Dice Pool
Natural Objects (Trees, soil, unprocessed water, hand-carved wood, metal cold-worked by hand)	3
Manufactured Low-Tech Objects and Materials (Brick, leather, simple plastics)	6
Manufactured High-Tech Objects and Materials (Advanced plastics, alloys, electronic equipment, sensors)	9
Highly Processed Objects (Computers, complex toxic wastes, drones, vehicles)	15+

Barrier rules

Barriers have a condition monitor equal to the structure rating of the object and have a new condition monitor for every 10 square meters.

Barrier	Structure	Armor
Fragile: standard glass	1	2
Cheap material: drywall, plaster, door, regular tire	2	4
Average material: furniture, plastiboard, bulletproof glass	4	6
Heavy material: tree, hardwood, dataterm, lightpost, chain link	6	8
Reinforced material: densiplast, security door, armored glass, Kevlar wallboard	8	12
Structural material: brick, plascrete	10	16
Heavy structural material: concrete, metal beam	12	20
Armored material: reinforced concrete	14	24
Hardened material: blast bunkers	16+	32+

Barrier damage modifiers

Melee/unarmed	No change
Projectiles and bullets	See penetration rules
Explosion in contact with barrier	Base DV x 2
Av rocket/missile	Base DV x 2
Combat spell	No change

Damaging

Barriers are immune to stun. To damage a barrier, roll attack as normal. All hits are Net Hits to damage. Barriers soak via Structure + Armor, if armor applies. Once the damage has been soaked, if the resulting damage is more than the structure rating of the barrier, a 2 square meter hole will be made. Add +1 DV of un-resisted damage to the structure for every attack over the first (ex. +2 DV un-resisted when firing 3 bullets).

Shooting through

-6 to attack due to blind fire. Roll structure v. armor to soak. If result is greater than structure, then the attack has penetrated the barrier.

Using people

The structure rating of a Body is equal to the Body rating. All other situations apply.

MATRIX

Matrix Damage Resistance = Device Rating + Firewall

Action	Test	Notes
Brute Force (Complex) No Marks	Cybercombat + Logic [Attack] v. Willpower + Firewall	Two Marks = -4 Three Marks = -10 1 DV of Matrix every two Net Hits
Change Icon (Simple) Owner	Data Processing Action	Does not change Matrix Perception results
Check Overwatch Score (Simple)	Electronic Warfare + Logic [Sleaze] v. 6 Dice	Add defending hits to current OS
Control Device (Variable)	[Data Processing (or special)] v. (as action) or Electronic Warfare + Intuition [Sleaze] v. Intuition + Firewall	1 Mark = Free 2 Marks = Simple 3 Marks = Complex Sleaze Limit can apply
Crack File (Complex) 1 Mark	Hacking + Logic [Attack] v. Protection Rating x 2	
Crash Program (Complex) 1 Mark	Cybercombat + Logic [Attack] v. Intuition + Firewall	Must specify which program (discovered through Matrix Perception). Program must be rebooted to be functional
Data Spike (Complex)	Cybercombat + Logic [Attack] v. Intuition + Firewall	DV = Attack Program Rating + 1 per net hit. 2 per net hit for every mark on target
Disarm Data Bomb (Complex)	Software + Intuition [Firewall] v. Data Bomb Rating x 2	ANY Net Hits = Disarmed NO Net Hits = Data Bomb explodes
Edit File (Complex) 1 Mark	Computer + Logic [Data Processing] v. Intuition + Firewall	Alter ONE detail per test. To protect a file, make a Simple Computer + Logic [Data Processing] test. Hits = Protection Rating. A protected file cannot be read, changed, deleted, or copied until its protection is broken.
Enter/Exit Host (Complex) 1 Mark		Leaving a host puts you back on the grid you started on.

Erase Mark (Complex) Variable Marks	Computer + Logic [Attack] v. Willpower + Firewall	Need 3 Marks on the icon on which you want to erase from. 2 Marks = -4 3 Marks = -10
Erase Matrix Signature (Complex)	Computer + Resonance [Attack] v. (Signature Rating) x 2	
Format Device (Complex) 3 Marks	Computer + Logic [Sleaze] v. Willpower + Firewall	Software Replacement Extended Software + Logic [Mental] (12, 1 Hour) Test. Devices loses all Wireless modifiers, but can still operate as normal.
Full Matrix Defense (Interrupt) Owner		Reduce Initiative Score by 10; add Willpower to Defense Test.
Grid Hop (Complex)	Data Processing Action Hack on the Fly OR Brute Force v. 4 Dice (Local Grid) or 6 Dice (Global Grid)	Must have access to destination grid or must Hack on the Fly or Brute Force.
Hack on the Fly (Complex)	Hacking + Logic [Sleaze] v. Intuition + Firewall	Target Icon = 1 Mark placed (every two Net Hits = one hit on Matrix Perception)
Hide (Complex)	Electronic Warfare + Intuition [Sleaze] v. Intuition + Data Processing	Cannot Hide from icon that has a mark on you.
Invite Mark (Simple) Owner		May choose number of marks to allow.
Jack Out (Simple) Owner	Hardware + Willpower [Firewall] v. Logic + Attack	Character suffers dumpshock. Defense only applies if character is link-locked.
Jam Signals (Complex) Owner	Electronic Warfare + Logic [Attack]	Turns device into local jammer; cannot use device for further Matrix actions. Hits = Noise Rating within 100 meters.
Jump Into Rigged Device (Complex) 3 Marks	Electronic Warfare + Logic [Data Processing] v. Willpower + Firewall	Must be in VR; device must have rigger adaptation. Cannot jump into devices currently occupied.
Matrix Perception (Complex)	Computer + Intuition [Data Processing] (v. Logic + Sleaze)	(SR5, p. 235 for example info) 1 hit = 1 piece of information. Character Running Silent uses Opposed Test
Matrix Search (Special)	Simple Computer + Intuition [Data Processing]	(SR5, p. 241 for Thresholds and Times)

Reboot Device (Complex) 3 Marks	Computer + Logic [Data Processing] v. Willpower + Firewall	Device is online next combat turn. Erases OS and marks if persona is on when rebooted. Target may delay amount of time for reboot. Only works on devices.
Send Message (Simple) (1 mark)	Data Processing	If DNI or AR, longer and/or complicated messages may be sent. Used to open live feed to recording devices.
Set Data Bomb (Complex) 1 Mark	Software + Logic [Sleaze] v. (Device Rating x 2)	Rating of bomb = up to Net Hits. Must choose if file will be deleted upon detonation. Triggered when someone attempts to read, edit, copy, protect, delete, or put another Data Bomb on the file. Damage = (Rating)d6 Matrix Damage. Data Bomb is deleted if disarmed
Snoop (Complex) 1 Mark	Electronic Warfare + Intuition [Sleaze] v. Logic + Firewall	Intercept Matrix traffic. Listen/view/read live data feeds. Can save if device is able to.
Spoof Command (Complex) 1 Mark	Hacking + Intuition [Sleaze] v. Logic + Firewall	One mark required on the icon and not the device. Only works on devices and agents.
Switch Interface Mode (Simple) Owner	Data Processing Action	Switches from AR to VR and vice versa. Entering VR renders body helpless.
Trace Icon (Complex) 2 Marks	Computer + Intuition [Data Processing] v. Willpower + Sleaze	Find physical location of device or persona. Know location as long as there is 1 Mark on target.

Failing a Matrix Brute Force or Sleaze: if a character fails a Brute Force action, the target's security software rejects your code, corrupting it and sending it back where it came from. If it was normal data, then your system could check it for errors, but in this case it's some pretty vicious stuff designed to avoid firewalls. For every net hit the target got on its defense test, you take 1 box of Matrix damage, which you can't resist. If you fail a sleaze action, the target's firewall software detects the intrusion and places a mark on you. A device immediately informs its owner, a host launches IC. If the target already has three marks on you, it doesn't get another, but it still does the informing and launching.

MAGIC

Reckless Spellcasting: Cast as Simple Action; add +3 Drain Value. If casting two spells, add +3 Drain Value to both spells.

Casting Spells: Choose Target opponent, choose Force (limit of spell). If Spell's Force is greater than Magic rating, then Drain Value is physical, not stun.

Direct – Resist Spellcasting Test; no damage resistance	Spellcasting + Magic [Force] v. Body (Physical Spell) or Willpower (Mana Spell)
Indirect - Resist with Body + Armor (Use Grenade Scatter for AoE: Spellcasting + Magic (3))	Spellcasting + Magic [Force] v. Reaction + Intuition. Damage = Force + Net Hits (AP = - (Force))
Illusion	Spellcasting + Magic [Force] v. Logic + Willpower (Mana Spells) OR Intuition + Logic (Physical Spells). Non-living objects resist using object resistance (SR5, p. 295)
Health	Simple Spellcasting + Magic [Force]; if Target has low Essence, dice pool modifier = actual Essence minus maximum Essence (0 or negative number rounded up)
Manipulation	Spellcasting + Magic [Force] v. Logic + Willpower (Mental) or Body + Strength (Physical). Object resistance applicable. Spell lasts (number of Net Hits)

Detection Spells: The standard range of the sense a Detection spell grants is the spell's Force x caster's Magic in meters as a radius from the target of the spell. Extended range detection spells have a Force x Magic x 10 meter range. The more Net Hits you get when casting the spell, the more detailed information you receive. Multiple opponents = One Spellcasting Test; multiple resistance tests

- **Active:** Opposed Test between the caster's Spellcasting + Magic [Force] and either Willpower + Logic (+ Counterspelling if available) [Mental] for living things with auras, (Force x 2) for magical objects, or the object resistance for mundane objects (p. 295). Counterspelling may be used to defend against active detection spells, even if the target is unaware of them being cast.

Counterspelling (Free OR Interrupt Action (-5 Initiative Score))	Choose number of dice up to Counterspelling skill and can disseminate throughout party members.
Dispelling	Counterspelling + Magic [Astral] v. spell's Force + caster's Magic (+Karma used to quicken spell). Net hit = Reduces caster's hits. 0 = spell fizzles; Drain still applies.

Summoning: Choose Force (for every 3 Force, spirits have 1 power). Summon summoning + Magic [Force] v. Spirit's Force x2. Number of Net Hits = number of services. Spirits arrive through astral space. Drain is equal to twice the number of hits from the spirits defense to a minimum of 2. If the spirits Force is more than Magic rating, then the drain is physical. Spirit stays until next sunrise or sunset, whichever is earlier.

Binding: takes 1 hour per Force and Force x 25 drams of reagents. Opposed Summoning + Magic [Force] v. Spirit's Force x2. Drain is double hits from spirit's test to a minimum of 2. Spirit now stays until all services are completed.

Banishing: Banishing + Magic [astral] v. Force (+ Magic if bound to a mage). For every net hit, the number of services is reduced by one. If reduce to zero, the spirit is returned to its own plane. Drain is equal to twice the number of hits on the defense test, minimum of 2. If the spirits Force is more than Magic rating, then the drain is physical.

Spirits: dual natured, meaning it can be attack both in physical and astral world. Spirits start in astral form. Power based off of starting Force and type of spirit summoned. Spirit types are found on (SR5 p. 303). They have a mental link to their summoner and may speak to them telepathically. Spirit must stay within summoner's Magic x 100 meters of summoner. May be sent beyond this range, but has to use a service to do so.

Alchemy:

Creation: may use a spell to cast Magic at a later time, but the spell must be specifically alchemical, not standard spell. Choose the Force of the spell, which will be the limit of the preparation. Target may use reagents as a replacement to this limit. May choose a Force up to double the Magic. Standard drain rules apply. Then choose a lynchpin. Lynchpins cannot have a Magical aura and must be transportable on a person. Choose a trigger. Choose now if you are going to reagents to replace limit. Takes a number of minutes equal to Force of preparation. Roll Alchemy + Magic [Force] v. Force of preparation. If no Net Hits, preparation fails, but you still take drain. Drain is equal to spell's Force plus any associated additions to drain. The Net Hits equal the potency of the preparation.

Triggers:

Command	Triggered by you and you must be in the physical plane and have line of sight to the preparation. Simple action and must have some form of control on the target's preparation. +2 drain to creation.
Contact	The next living being that touches the preparation activates the spell. +1 drain.
Time	Choose an amount of time before completing the preparation. Countdown starts at completion. The time limit is restricted to the potency of the preparation. If time is greater than potency, it will go off prematurely at the time limit. +2 drain.

Potency: potency is Net Hits on test x 2 hours. For every hour after that, the preparation loses 1 potency. After potency is lost, the preparation loses its Magical properties.

Reagents: Magical objects that help Magic users do their thing.

Alchemical preparations	You can spend reagents to set the limit for alchemy when making a preparation. Rather than the spell's Force, the limit becomes the number of drams spent on the limit.
Artificing	You need to spend reagents to create foci.
Banishing	You can spend reagents to set the limit for banishing. Rather than your astral limit, the limit becomes the number of drams of reagents spent. You can spend reagents to change the limit for banishing.
Binding	You have to spend reagents in order to bind a spirit.
Counterspelling	You can spend reagents to set the limit for Counterspelling. Rather than your astral limit, the limit becomes the number of drams of reagents spent.
Disjoining	You can spend reagents to set the limit for disjoining. Rather than your astral limit, the limit becomes the number of drams of reagents spent.
Ritual spellcasting	As part of the offering step, you can spend reagents to offset drain in ritual spellcasting
Spellcasting	In a pinch, you can spend reagents to set the limit for spellcasting. Rather than using the spell's Force as the limit, use the number of drams of reagents spent.
Summoning	You can spend reagents to set the limit for summoning. Rather than the spirit's Force, the limit becomes the number of drams of reagents spent.
Temporary Magical lodge	You can create a temporary Magical lodge by spending a number of drams of reagents equal to Force of the lodge. The lodge takes one hour per point of Force to create and thereafter lasts until sunrise or sunset, whichever comes first.