

Sustaining +2 per spell

Spell Stacking +2 per spell

Circle/Lodge/Mana Barrier

+1/2 Force

				l				
Clear	+0	+0/+0	+0/+0					
Partial Light	+2	+1/+0	+2/+1					
Minimal Light	+6	+4/+2	+4/+2					
Full Darfkness	+8	+8/+8	+4/+2	Ŀ				
Glare	+2	+4/+2	+4/+2	Ľ				
Mist	+2	+2/+0	+0/+0					
Smoke L	+4	+4/+2	+0/+0					
Smoke H	+6	+6/+4	+1/+0					
<u> </u>								
Melee								
Reach Difference (+/-X)								
Friends Difference (Max +/-4)								
Superior Position (-1)								

		Position (Range = S for Manip Spells)											
	y	Range				Range			Range				
	Jan'	S	M	L	E	S	M	L	E	S	M	L	E
	Stationary	+3	+4	+5	+8	+4	+5	+6	+9	+3	+4	+5	+8
		Cover			Cover			Cover					
	S	+7	+8	+9	+12	+8	+9	+10	+13	+7	+8	+9	+12
		Range			Range			Range					
	Walking	S	M	L	E	S	M	L	E	S	M	L	E
	IIKi	+4	+5	+6	+9	+5	+6	+7	+10	+7	+8	+9	+12
	Wa	Cover			Cover			Cover					
Ī	·	+8	+9	+10	+13	+9	+10	+11	+14	+11	+12	+13	+16
		Range			Range			Range					
	ing	S	M	L	E	S	M	L	E	S	M	L	E
	u u	+7	+8	+9	+12	+8	+9	+10	+13	+10	+11	+12	+15
1	Running	Cover				Cover			Cover				
1		+11	+12	+13	+16	+12	+13	+14	+17	+14	+15	+16	+19
-	Target Stationary				Tai	rget V	Valki	ng	Ta	rget F	Runni	ng	



Recoil & Targets

- +1 TN for each bullet fired before the current shot/burst this turn above any Recoil Compensation
- +2 TN for each previous target this turn

Gadgets

Laser Sight -1

Smart Goggles -1

Smart Link -2

Opponent Prone (-2)

Multiple Targets

+2 per previous melee combat this action