

CIRCUMSTANCE	ACTION	MELEE		RANGED		NOTES
		ATTACKER	DEFENDER	ATTACKER	DEFENDER	
MOVEMENT/STANCE						
Standing	+0	+0	+0	+0	+0	
Sitting/Kneeling	(-1)	-1	-1	+0	+1	a
Prone	(-2)	-2	-3	+0	+2	Either on stomach or on back a
Not Moving	+0	+0	+0	+0	-1	Staying in one place, but not immobile
Walking	-1	-1	+0	-1	+0	1/3 Sprinting Speed b c
Jogging	-2	-2	+0	-2	+1	1/2 Sprinting Speed b c
Running	-3	-3	+1	-3	+2	2/3 Sprinting Speed b c
Sprinting	-5	-5	+2	-5	+3	Sprinting Speed b d
Acrobatics	-3	-3	+4	-4	+4	Flips, tumbles, trapeeze c
Crawling	(-1)	-1	-2	-1	+1	1/5 Sprinting Speed a
Wading	-1	-1	-1	-1	+0	Mid-waist deep in water
Swimming	-2	-2	-2	-3	+1	Feet off surface under water d
Climbing	-4	-4	-2	-2	-2	On a vertical surface (>60° incline) d
Dropping Prone	-2	-2	--	-2	--	Falling to prone position from standing
CIRCUMSTANCE						
Pinned	N/A	N/A	-4	N/A	N/A	Being held by another person or restraints
Offhand	-1	-1	-1	-1	--	Using the non-primary hand i
Firing 2 Weapons	--	--	--	-2	--	One weapon in each hand
Folding Stock not Used	--	--	--	-1d	--	
Snap Shot/Poor Firing Stance	--	--	--	-2d	--	Quick shots, awkward shots, etc
Looking through Mask	(-1)	-1	-1	-1	-1	Gas masks, night vision goggles a
Facing Opponent	--	--	-0	--	-0	In front of opponent
Flanking Opponent	--	--	-1	--	-1	To the side or rear 3/4 of opponent
Behind Opponent	--	--	-2	--	-2	Directly behind opponent
Multiple Opponents	--	--	-1	--	-1	See Rules for additional penalties h
Higher Ground	--	--	-1	--	+0	Stairs, hills, walls, tables
CONDITION						
Stunned/Cover/Off Balance	N/A	N/A	-2	N/A	-2	Dazed, woozy, mid-fall
Surprised	*	*	*	*	*	See Rules for unaware targets h
Mildly Intoxicated	-1	-1	-1	-1	-1	Few drinks i
Moderately Intoxicated	-2	-2	-2	-2	-2	Heavy drinking i
Heavily Intoxicated	-3	-3	-3	-3	-3	Under medication i
LIGHTING/CONDITIONS						
Looking into Light, Overbright	-1d	--	+1d	--	+1d	Sunlight, high-yield lights e
Poor Lighting, Night Full Moon	-1d	--	+1d	--	+1d	Dim lighting e
Very Poor Lighting, Half Moon	-2d	--	+2d	--	+2d	Candle light e
Barely Lit, No Moon	-3d	--	+3d	--	+3d	Single Candle, Starlight, Indirect light e
Completely Dark	-4d	--	+4d	--	+4d	No Illumination at all e
Target Silhouetted	--	--	--	--	-2d	Target highlighted by backlighting e
Light Obscurement	-1d	--	+1d	--	+1d	Minor Duststorm, 20' e
Moderate Obscurement	-2d	--	+2d	--	+2d	Light Fog, 20' e
Heavy Obscurement	-3d	--	+3d	--	+3d	Heavy Fog, 20' e
Total Obscurement	-4d	--	+4d	--	+4d	Black Smoke, 5' e
COVER/CONCEALMENT						
Partially Concealed	--	--	+1d	--	+1d	Light Plants g
Mostly Concealed	--	--	+2d	--	+2d	Shoji Screen g
All But Concealed	--	--	+3d	--	+3d	Jungle g
Fully Concealed	--	--	+4d	--	+4d	Heavily Frosted Glass g
Partially under Cover	--	-2d	--	-2d	--	Standing behind armoured Car g
Mostly Under Cover	--	-3d	--	-3d	--	Behind Another Person g
All But Under Cover	--	-4d	--	-4d	--	Hiding behind boulder, peeking over g
Fully Under Cover	--	N/A	--	N/A	--	Fully behind solid wall g
RANGE						
Point Blank	--	--	--	1	--	Up to CPX metres away
Short Range	--	--	--	0	--	BR
Medium Range	--	--	--	-1	--	BRx2
Long Range	--	--	--	-2	--	BRx4
Extreme Range	--	--	--	-3	--	BRx8
AIMING						
Aim at torso size	--	-1d	-1	-1d	-1	h k
Aim at limb size	--	-2d	-1	-2d	-1	h k
Aim at head size	--	-3d	-1	-3d	-1	h k
Aim at finger size	--	-4d	-1	-4d	-1	h k
Braced	--	--	-2	+1d	-2	k
Using Bipod	--	--	-2	+2d	-2	Already includes Braced bonus k
Scope	--	--	*	*	*	Reduces ranged modifiers f k
No Sights	--	--	--	-2d	--	Jerry-rigged gun of sorts, damage k

NOTES:

a - The Action penalty applies only in circumstances the GM decides it has relevance. For example, fixing a car while prone (underneath the car) wouldn't necessarily suffer a negative penalty.

b - Modifier for Close Combat Defender represents a case where defender is moving past the attacker. In cases where both attacker and defender are moving together (a running battle), apply equal modifiers. Additionally, a character may attack at the end of movement (a charge) without penalty.

c - A character may require an Athletics roll for performing actions while performing this movement; see Movement rules.

d - Characters must make an appropriate skill roll before they can attack or perform an action. Failure indicates a possible movement mishap.

e - If both characters are in close combat, ignore all penalties for lighting and obscurity, for they are affected equally. Remember that the defender may only defend if aware of the attack -- in cases of obscurity, a surprise attack is much more likely.

f - A scope reduces range modifiers. Divide the actual range by the times rating (x-rating) of the scope to get the effective range to apply to the shot. Characters using a scope are considered immobile (Defence base of 1, no roll)

g - If both characters are engaged in a toe-to-toe close combat, these modifiers generally do not apply. These modifiers would apply in close combat if one character were attacking the other through a rice-paper wall, or if both characters are facing each other around a bush, or something similar.

h - See the Silhouette Core rulebook for further information.

i - These modifiers can be replaced by specific modifiers based on the type of toxin or illness; see the Silhouette Core rulebook for further information.

j - Offhand modifier could apply for defender if forced to defend a close attack with their off-hand.

k - Character's aiming or similar are subject to defender penalties due to their lack of mobility and concentration on a target.