

**Failure:** Still Shaken.  
Only free actions.  
**Success:** Not Shaken.  
Only free actions.  
**Raise:** No longer Shaken.

Don't forget to soak!  
-1

Don't forget to soak!  
-2

Don't forget to soak!  
-3

**Shaken**  
(Spirit Roll)

**Wounds**  
-1 to Pace and all Trait rolls per Wound

**Failure:** Still Shaken.  
Only free actions.  
**Success:** Not Shaken.  
Only free actions.  
**Raise:** No longer Shaken.

Don't forget to soak!  
-1

Don't forget to soak!  
-2

Don't forget to soak!  
-3

**Shaken**  
(Spirit Roll)

**Wounds**  
-1 to Pace and all Trait rolls per Wound

(More than 3 Wounds)  
**Success:** Roll again next round.  
**Raise:** Stabilized!  
**Failure:** Dead!

-1 to Trait rolls

-2 to Trait rolls

**Bleeding Out**  
(Vigor Roll)

**Fatigued**

**Exhausted**

(More than 3 Wounds)  
**Success:** Roll again next round.  
**Raise:** Stabilized!  
**Failure:** Dead!

-1 to Trait rolls

-2 to Trait rolls

**Bleeding Out**  
(Vigor Roll)

**Fatigued**

**Exhausted**

-2 Parry  
-2 Fighting  
-2 to be hit

**Half Pace.**  
Ranged attacks against you suffer -1

+2 Shoot if you don't move for one turn

+2 Parry until your next action.  
No running.

**Prone**

**Crouching**

**Aim**

**Defend**

-2 Parry  
-2 Fighting  
-2 to be hit

**Half Pace.**  
Ranged attacks against you suffer -1

+2 Shoot if you don't move for one turn

+2 Parry until your next action.  
No running.

**Prone**

**Crouching**

**Aim**

**Defend**

**Cover**

-1 to be hit

-2 to be hit

-4 to be hit

Light

Medium

Heavy

**Cover**

-1 to be hit

-2 to be hit

-4 to be hit

Light

Medium

Heavy

**Illumination:** Dim (-2), Dark (-4), Pitch Black (-6)  
**Range:** Medium (-2), Long (-4), Extreme (-8, *must Aim first*)

(Deluxe Edition)

**Illumination:** Dim (-2), Dark (-4), Pitch Black (-6)  
**Range:** Medium (-2), Long (-4), Extreme (-8, *must Aim first*)

(Deluxe Edition)