

If you roll 4 higher than the target, you score a “raise”!

Scoring a raise on an attack roll lets you deal +1d6 damage

TN	4	5	6	7	8	9
Raise	8	9	10	11	12	13



Attack Option	Effect
Aim	+2 Shooting/Throwing if character does not move
Called Shot	Limb: -2 Attack Head or Vitals: -4 Attack, +4 Damage Small Target: -4 Attack, +4 Damage Tiny Target: -6 Attack, +4 Damage
Cover	Attacker takes penalty to hit: Light -1; Medium -2; Heavy -4
Ganging Up	+1 Fighting per ally adjacent to target; maximum of +4
Grappling	Opposed Fighting roll, Shaken on raise. Each side chooses Str or Agility to break free
Tests of Wills	Taunt vs. Smarts or Intimidation vs. Spirit; +2 to character's next action with a success, also Shaken with a raise
Trick	Opposed Agility or Smarts; target -2 Parry with a success, also Shaken with a raise
Wild Attack	+2 Fighting; +2 Damage; -2 Parry until next action

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