

Joe Glass - TC					2-14-0 (1)		Bull Baldino - TC					12-12-1 (10)		Sam Levigne - TC					9-7-0 (3)	
1	Inside	-	Power	1/1	1/1	1	Inside	-	Power	5/6	2/3	1	Outside	-	Power	2/2	1/1			
2	Outside	*	Chin KD	11 (15)	15 (18)	2	Outside	-	Chin KD	7 (11)	10 (14)	2	Inside	*	Chin KD	4 (6)	7 (12)			
3	Outside	-	Chin KO	12	16	3	Inside	*	Chin KO	8	12	3	Outside	-	Chin KO	5	11			
4	Inside	-	Will	7	11	4	Outside	-	Will	5	9	4	Inside	-	Will	6	10			
5	Outside	-	Cut	9	Stamina	5	Inside	-	Cut	7	Stamina	5	Outside	*	Cut	8	Stamina			
6	Inside	-	Foul	3	70/85	6	Outside	-	Foul	12	50/65	6	Inside	-	Foul	6	70/85			
No Traits:					Whiffer: Can be knocked down on counter punches					No Traits:										

Inside	Cut/Swelling chance 19-20				Outside	Inside	Cut/Swelling chance 19-20				Outside	Inside	Cut/Swelling chance 19-20				Outside
-	Light blows from the outside 5 PL				0	0-1	Bangs away with both hands 5 PL				-	0-1	Pummels the head and body 5 PL				0
0-5	Dances in and out firing away 4 PL				1-7	2-7	Lands heavy rights and lefts 4 PL				0-5	2-6	Cross behind awkward Jabs 4 PL				1-5
6-17	Fires the Jab and a double Cross 3 PL				8-21	8-24	Follows a 1-2 with an uppercut 3 PL				6-16	7-23	Right, left and a hard Cross 3 PL				6-18
18-31	Brisk Jabs hit home 2 PL				22-40	25-45	Wild Hook follows an Uppercut 2 PL				17-29	24-43	Wild Cross follows a Hook 2 PL				19-33
32-82	Misses check opponents counter				41-90	46-82	Misses check opponents counter				30-90	44-82	Misses check opponents counter				34-90
83-94	Clinch - No punches land in segment				91-94	83-94	Clinch - No punches land in segment				91-94	83-94	Clinch - No punches land in segment				91-94
95-98	Foul - 1 Punch lands check Foul chart				95-98	95-98	Foul - 1 Punch lands check Foul chart				95-98	95-98	Foul - 1 Punch lands check Foul chart				95-98
99	Check Event Chart				99	99	Check Event Chart				99	99	Check Event Chart				99

Defense	1-2	-1	Cut/Swelling		Defense	1-2	+1	Cut/Swelling		Defense	1-2	-1	Cut/Swelling	
	3-6	+1	1-5	Swelling left eye		3-6	+2	1-5	Swelling left eye		3-5	+1	1-4	Swelling left eye
Counter	1-3	Hook-2	6-9	Swelling right eye	Counter	1-2	Hook-2	6-10	Swelling right eye	Counter	1-2	Hook-2	5-9	Swelling right eye
	4-5	Cross-2	10-12	Cut left eye		3	Cross-2	11-12	Cut left eye		3-4	Cross-2	10-11	Cut left eye
	Fouls		13-14	Cut right eye		Fouls		13-14	Cut right eye		Fouls		12-13	Cut right eye
1-6	Low Blow		15	Gash left eye	1-9	Low Blow		15	Gash left eye	1-6	Low Blow		14	Gash left eye
7-8	Head Butt		16	Gash right eye	10-14	Head Butt		16	Gash right eye	7-10	Head Butt		15	Gash right eye
9-16	Holding		17	Cut left cheek	15	Holding		17-18	Cut left cheek	11-14	Holding		16	Cut left cheek
17-18	Elbows		18	Cut right cheek	16-18	Elbows		19	Cut right cheek	15-17	Elbows		17-18	Cut right cheek
19-20	Rabbit Punch		19-20	Bloody Nose	19-20	Rabbit Punch		20	Bloody Nose	18-20	Rabbit Punch		19-20	Bloody Nose
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Farmer Smith - TC					4-3-0 (2)		Frankie Page - TC					8-11-0 (0)		Sandman Thomas - TC					23-17-1 (18)	
1	Outside	-	Power	2/2	2/2	1	Inside	-	Power	1/1	1/1	1	Outside	*	Power	3/4	2/3			
2	Inside	-	Chin KD	4 (7)	6 (9)	2	Outside	-	Chin KD	2 (6)	8 (15)	2	Outside	-	Chin KD	4 (7)	6 (10)			
3	Inside	**	Chin KO	7	11	3	Inside	-	Chin KO	16	18	3	Inside	*	Chin KO	8	13			
4	Outside	-	Will	6	10	4	Inside	-	Will	6	10	4	Outside	-	Will	4	9			
5	Inside	-	Cut	9	Stamina	5	Outside	*	Cut	5	Stamina	5	Inside	-	Cut	7	Stamina			
6	Outside	-	Foul	8	70/90	6	Outside	-	Foul	4	65/85	6	Inside	-	Foul	6	60/75			
Shrinking violet: Quits if he takes 20 or more punches in a round					No Traits:					Blitzkreig: Fast Starter +1 power for first 2 rounds										

Inside	Cut/Swelling chance 19-20				Outside	Inside	Cut/Swelling chance 19-20				Outside	Inside	Cut/Swelling chance 19-20				Outside
0	Wails away with both hands 5 PL				-	-	Masterful Boxing working levels 5 PL				-	0	Fires a vicious salvo of punches 5 PL				0
1-6	Bludeoning combinations land 4 PL				0-5	0-4	Dances in and out firing away 4 PL				0-6	1-7	Lands heavy rights and lefts 4 PL				1-6
7-20	Works inside behind a push 3 PL				6-18	5-18	Rapid three punch combo 3 PL				7-21	8-25	Double Jab and a blazing Cross 3 PL				7-24
21-38	Wild Hook follows an Uppercut 2 PL				19-32	19-31	Brisk Jabs snap the head back 2 PL				22-38	26-45	Punishing Cross follows a Jab 2 PL				25-43
39-82	Misses check opponents counter				33-90	32-82	Misses check opponents counter				39-90	46-82	Misses check opponents counter				44-90
83-94	Clinch - No punches land in segment				91-94	83-94	Clinch - No punches land in segment				91-94	83-94	Clinch - No punches land in segment				91-94
95-98	Foul - 1 Punch lands check Foul chart				95-98	95-98	Foul - 1 Punch lands check Foul chart				95-98	95-98	Foul - 1 Punch lands check Foul chart				95-98
99	Check Event Chart				99	99	Check Event Chart				99	99	Check Event Chart				99

Defense	1-4	+1	Cut/Swelling		Defense	1-4	-1	Cut/Swelling		Defense	1-5	+1	Cut/Swelling	
	5	+3	1-5	Swelling left eye		5	-2	1-5	Swelling left eye		6-7	+2	1-5	Swelling left eye
Counter	1-2	Hook-2	6-9	Swelling right eye	Counter	1-3	Hook-2	6-10	Swelling right eye	Counter	1-3	Hook-2	6-9	Swelling right eye
	3	Cross-2	10-11	Cut left eye		4-6	Cross-2	11-12	Cut left eye		4-5	Cross-2	10-11	Cut left eye
	Fouls		12-13	Cut right eye		Fouls		13	Cut right eye		Fouls		12-13	Cut right eye
1-6	Low Blow		14	Gash left eye	1-5	Low Blow		14	Gash left eye	1-8	Low Blow		14	Gash left eye
7-11	Head Butt		15	Gash right eye	6-8	Head Butt		15	Gash right eye	9-11	Head Butt		15	Gash right eye
12-15	Holding		16	Cut left cheek	9-16	Holding		16	Cut left cheek	12-15	Holding		16-17	Cut left cheek
16-17	Elbows		17	Cut right cheek	17-18	Elbows		17	Cut right cheek	16-17	Elbows		18	Cut right cheek
18-20	Rabbit Punch		18-20	Bloody Nose	19-20	Rabbit Punch		18-20	Bloody Nose	18-20	Rabbit Punch		19-20	Bloody Nose
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Doc Purdell - TC					17-8-0 (6)		Irish Billy McManus - TC					4-9-1 (3)		Prince Larry Tattoo - TC					3-4-1 (3)				
1	Inside	-	Power	2/2	1/1	1	Inside	-	Power	3/3	1/1	1	Outside	-	Power	3/4	2/2	2	Inside	-	Chin KD	12 (15)	15 (18)
2	Outside	-	Chin KD	3 (6)	5 (8)	2	Outside	-	Chin KD	3 (6)	6 (9)	2	Inside	-	Chin KD	10	13	3	Outside	-	Chin KO	9	14
3	Outside	*	Chin KO	5	7	3	Inside	*	Chin KO	8	12	3	Inside	*	Will	9	Stamina	4	Outside	-	Cut	12	Stamina
4	Inside	-	Will	4	8	4	Outside	-	Will	4	9	4	Inside	*	Will	9	Stamina	5	Outside	-	Cut	12	Stamina
5	Outside	-	Cut	15	Stamina	5	Inside	*	Cut	10	Stamina	5	Outside	-	Cut	12	Stamina	6	Inside	-	Foul	9	55/65
6	Inside	*	Foul	6	65/80	6	Outside	-	Foul	11	65/80	6	Inside	-	Foul	9	55/65						

Bleeder: Cuts easily +1 to range on cut stoppage checks

Chin Check: Opp must have 3 or more power to KD

No Traits:

Inside	Cut/Swelling chance 19-20				Outside	Inside	Cut/Swelling chance 19-20				Outside	Inside	Cut/Swelling chance 19-20				Outside
0	Flurry of blows from all angles 5 PL				0	0	Unleashes a furious onslaught 5 PL				-	0-1	Blistering two handed assault 5 PL				0
1-7	Leaping Cross closes the action 4 PL				1-6	1-7	Double Hook after a combo 4 PL				0-2	2-5	Hard Cross caps the sequence 4 PL				1-4
8-21	Lead Hook and a combination 3 PL				7-20	8-22	Hook and two Crosses land 3 PL				3-18	6-20	Wild Hook finishes the flurry 3 PL				5-20
22-40	A quick 1-2 finds the mark 2 PL				21-37	23-41	Digs the hook to the body 2 PL				19-28	21-38	Lunges in behind a Hook 2 PL				21-35
41-82	Misses check opponents counter				38-90	42-82	Misses check opponents counter				29-90	39-82	Misses check opponents counter				36-90
83-94	Clinch - No punches land in segment				91-94	83-94	Clinch - No punches land in segment				91-94	83-94	Clinch - No punches land in segment				91-94
95-98	Foul - 1 Punch lands check Foul chart				95-98	95-98	Foul - 1 Punch lands check Foul chart				95-98	95-98	Foul - 1 Punch lands check Foul chart				95-98
99	Check Event Chart				99	99	Check Event Chart				99	99	Check Event Chart				99

Defense	1-2	-1	Cut/Swelling		Defense	1-5	+1	Cut/Swelling		Defense	1-4	+1	Cut/Swelling	
	3-5	+1	1-5	Swelling left eye		6-7	+2	1-5	Swelling left eye		5-7	+2	1-5	Swelling left eye
Counter	1-2	Hook-2	6-8	Swelling right eye	Counter	1	Hook-2	6-8	Swelling right eye	Counter	1-2	Hook-2	6-9	Swelling right eye
	3-4	Cross-2	9-11	Cut left eye		2	Cross-2	9-11	Cut left eye		-	Cross-2	10-11	Cut left eye
	Fouls		12-13	Cut right eye		Fouls		12-13	Cut right eye		Fouls		12-13	Cut right eye
	1-6	Low Blow	14-15	Gash left eye		1-8	Low Blow	14	Gash left eye		1-7	Low Blow	14	Gash left eye
	7-10	Head Butt	16	Gash right eye		9-12	Head Butt	15	Gash right eye		8-14	Head Butt	15	Gash right eye
	11-15	Holding	17	Cut left cheek		13-14	Holding	16	Cut left cheek		15-16	Holding	16-17	Cut left cheek
	16-17	Elbows	18	Cut right cheek		15-17	Elbows	17	Cut right cheek		17-18	Elbows	18	Cut right cheek
	18-20	Rabbit Punch	19-20	Bloody Nose		18-20	Rabbit Punch	18-20	Bloody Nose		19-20	Rabbit Punch	19-20	Bloody Nose

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Red Baxter - TC					3-2-0 (1)		Victor Layton - TC					8-5-0 (5)		Granville Lloyd - TC					1-9-1 (1)				
1	Outside	-	Power	2/2	1/1	1	Inside	*	Power	2/2	2/2	1	Outside	-	Power	1/1	1/1	2	Outside	-	Chin KD	10 (14)	14 (19)
2	Inside	-	Chin KD	6 (9)	11 (15)	2	Outside	-	Chin KD	10 (14)	14 (18)	2	Outside	-	Chin KD	8	12	3	Inside	-	Chin KO	9	14
3	Inside	*	Chin KO	12	16	3	Inside	-	Chin KO	7	11	3	Inside	-	Chin KO	7	Stamina	4	Outside	-	Will	7	Stamina
4	Outside	-	Will	7	12	4	Inside	-	Will	6	11	4	Outside	-	Will	9	Stamina	5	Inside	-	Cut	7	Stamina
5	Inside	-	Cut	12	Stamina	5	Outside	*	Cut	8	Stamina	5	Inside	-	Cut	7	Stamina	6	Inside	*	Foul	3	50/65
6	Outside	-	Foul	6	55/70	6	Outside	-	Foul	5	55/70	6	Inside	*	Foul	3	50/65						

No Traits:

Fight or Flight: If hurt or knocked down next segment toe to toe

Survivor: If hurt roll 1D20 clinch on roll of 1-5

Inside	Cut/Swelling chance 19-20				Outside	Inside	Cut/Swelling chance 19-20				Outside	Inside	Cut/Swelling chance 19-20				Outside
0	Wails away with both hands 5 PL				0	0	Slow Jab starts a 5 punch combo 5 PL				0	0	Lackluster two handed assault 5 PL				0
1-6	Stiff Cross caps the sequence 4 PL				1-5	1-5	Connects with several windmill blows 4 PL				1-4	1-4	Charges in and out firing away 4 PL				1-4
7-26	Connects with a 3 piece 3 PL				6-24	6-20	Hook and two Crosses land 3 PL				5-19	5-20	Combo lands behind a Jab 3 PL				5-20
27-45	Snaps a Jab followed by a Cross 2 PL				25-41	21-36	Bores in behind a short Cross 2 PL				20-34	21-35	Wild Jab-Cross combo connects 2 PL				21-35
46-82	Misses check opponents counter				42-90	37-82	Misses check opponents counter				35-90	36-82	Misses check opponents counter				36-90
83-94	Clinch - No punches land in segment				91-94	83-94	Clinch - No punches land in segment				91-94	83-94	Clinch - No punches land in segment				91-94
95-98	Foul - 1 Punch lands check Foul chart				95-98	95-98	Foul - 1 Punch lands check Foul chart				95-98	95-98	Foul - 1 Punch lands check Foul chart				95-98
99	Check Event Chart				99	99	Check Event Chart				99	99	Check Event Chart				99

Defense	1-2	-1	Cut/Swelling		Defense	-	-1	Cut/Swelling		Defense	1-4	+1	Cut/Swelling	
	3-5	+1	1-5	Swelling left eye		1-6	+1	1-5	Swelling left eye		5-6	+2	1-5	Swelling left eye
Counter	1-2	Hook-2	6-9	Swelling right eye	Counter	1	Hook-2	6-9	Swelling right eye	Counter	1	Hook-2	6-8	Swelling right eye
	3-4	Cross-2	10-11	Cut left eye		2	Cross-2	10-11	Cut left eye		2	Cross-2	9-10	Cut left eye
	Fouls		12-13	Cut right eye		Fouls		12-13	Cut right eye		Fouls		11-12	Cut right eye
	1-7	Low Blow	14-15	Gash left eye		1-8	Low Blow	14	Gash left eye		1-7	Low Blow	13	Gash left eye
	8-11	Head Butt	16	Gash right eye		9-11	Head Butt	15	Gash right eye		8-11	Head Butt	14	Gash right eye
	12-15	Holding	17	Cut left cheek		12-16	Holding	16	Cut left cheek		12-15	Holding	15-16	Cut left cheek
	16-18	Elbows	18	Cut right cheek		17-18	Elbows	17	Cut right cheek		16-17	Elbows	17-18	Cut right cheek
	19-20	Rabbit Punch	19-20	Bloody Nose		19-20	Rabbit Punch	18-20	Bloody Nose		18-20	Rabbit Punch	19-20	Bloody Nose

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Yuri Makoff - TC					9-19-1 (3)		Gunner Modell - TC					19-15-0 (14)		Hal Chase - TC				2-18-0 (0)	
1	Inside	*	Power	1/2	1/1	1	Inside	-	Power	4/4	2/2	1	Outside	-	Power	1/1	1/1		
2	Outside	-	Chin KD	3 (8)	6 (11)	2	Outside	-	Chin KD	5 (8)	8 (12)	2	Inside	-	Chin KD	4 (7)	7 (10)		
3	Outside	-	Chin KO	9	12	3	Inside	*	Chin KO	9	13	3	Outside	*	Chin KO	5	8		
4	Inside	-	Will	7	11	4	Outside	-	Will	7	12	4	Inside	-	Will	11	15		
5	Outside	-	Cut	8	Stamina	5	Inside	-	Cut	9	Stamina	5	Outside	-	Cut	6	Stamina		
6	Inside	-	Foul	9	60/80	6	Outside	*	Foul	10	65/80	6	Inside	-	Foul	9	60/80		
No Traits:					No Traits:					Dance Partner: After every miss clinch before opponent can counter									

Inside	Cut/Swelling chance 19-20				Outside	Inside	Cut/Swelling chance 19-20				Outside	Inside	Cut/Swelling chance 19-20				Outside
0	Wails away with both hands 5 PL				0	0	Unleashes a furious onslaught 5 PL				0	0	Lets the hands go from outside 5 PL				-
1-8	Wild Cross finishes the flurry 4 PL				1-6	1-7	Uncorks the hands in tight 4 PL				1-5	1-4	Scampers away after a 4 punch combo 4 PL				0-5
9-24	Charges in behind a lead Cross 3 PL				7-17	8-22	Lead Hook and a combination 3 PL				6-19	5-20	Double Jab and a light Cross 3 PL				6-22
25-45	Wild Hook follows an Uppercut 2 PL				18-33	23-41	Connects with a Jab and a Hook 2 PL				20-35	21-35	Probes with a Jab followed by a Cross 2 PL				23-38
46-82	Misses check opponents counter				34-90	42-82	Misses check opponents counter				36-90	36-82	Misses check opponents counter				39-90
83-94	Clinch - No punches land in segment				91-94	83-94	Clinch - No punches land in segment				91-94	83-94	Clinch - No punches land in segment				91-94
95-98	Foul - 1 Punch lands check Foul chart				95-98	95-98	Foul - 1 Punch lands check Foul chart				95-98	95-98	Foul - 1 Punch lands check Foul chart				95-98
99	Check Event Chart				99	99	Check Event Chart				99	99	Check Event Chart				99

Defense	1-4	+1	Cut/Swelling		Defense	1-2	-1	Cut/Swelling		Defense	1-4	+1	Cut/Swelling	
	5-6	+2	1-5	Swelling left eye		3-5	+1	1-5	Swelling left eye		5-6	+2	1-5	Swelling left eye
Counter	1-2	Hook-2	6-9	Swelling right eye	Counter	1-2	Hook-2	6-9	Swelling right eye	Counter	1	Hook-2	6-9	Swelling right eye
	3	Cross-2	10-11	Cut left eye		3-4	Cross-2	10-11	Cut left eye		2-3	Cross-2	10-11	Cut left eye
	Fouls		12-13	Cut right eye		Fouls		12-13	Cut right eye		Fouls		12-13	Cut right eye
1-8	Low Blow		14-15	Gash left eye	1-6	Low Blow		14	Gash left eye	1-4	Low Blow		14	Gash left eye
9-15	Head Butt		16	Gash right eye	7-11	Head Butt		15	Gash right eye	5-7	Head Butt		15	Gash right eye
16-17	Holding		17	Cut left cheek	12-16	Holding		16	Cut left cheek	8-16	Holding		16	Cut left cheek
18	Elbows		18	Cut right cheek	17-18	Elbows		17	Cut right cheek	17-18	Elbows		17	Cut right cheek
19-20	Rabbit Punch		19-20	Bloody Nose	19-20	Rabbit Punch		18-20	Bloody Nose	19-20	Rabbit Punch		18-20	Bloody Nose
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Ellis Eyeland - TC					5-5-1 (2)		Javier Vargas - TC					15-9-0 (4)		Cyclone Burns - TC				8-10-4 (3)	
1	Outside	-	Power	2/2	1/1	1	Inside	-	Power	1/2	1/1	1	Outside	-	Power	2/3	1/2		
2	Inside	-	Chin KD	3 (6)	5 (8)	2	Outside	-	Chin KD	3 (6)	6 (9)	2	Outside	-	Chin KD	6 (9)	11 (14)		
3	Inside	-	Chin KO	5	7	3	Inside	*	Chin KO	5	8	3	Inside	-	Chin KO	8	11		
4	Outside	*	Will	4	8	4	Inside	*	Will	4	8	4	Outside	-	Will	4	8		
5	Inside	-	Cut	6	Stamina	5	Outside	-	Cut	8	Stamina	5	Inside	**	Cut	8	Stamina		
6	Outside	-	Foul	4	70/85	6	Outside	-	Foul	12	70/85	6	Inside	-	Foul	9	70/90		
No Traits:					Dirty Tricks: Any foul reduces opp stamina by 5 points					No Traits:									

Inside	Cut/Swelling chance 19-20				Outside	Inside	Cut/Swelling chance 19-20				Outside	Inside	Cut/Swelling chance 19-20				Outside
-	Lets the hands go from outside 5 PL				0	0-1	Stiff Jab starts a 5 punch combo 5 PL				0-1	0	Wails away with both hands 5 PL				-
0-5	Circling the ring sniping away 4 PL				1-6	2-11	Uncorks the hands in tight 4 PL				2-10	1-7	Wild Cross closes the action 4 PL				0-5
6-17	Double Jab and a hard Cross 3 PL				7-20	12-29	Rips the jab and a double cross 3 PL				11-27	8-21	Charges in behind a lead Cross 3 PL				6-19
18-31	Lunges in behind the Jab 2 PL				21-37	30-43	Short, hard punches in close 2 PL				28-40	22-40	Short, hard punches in close 2 PL				20-33
32-82	Misses check opponents counter				38-90	44-82	Misses check opponents counter				41-90	41-82	Misses check opponents counter				34-90
83-94	Clinch - No punches land in segment				91-94	83-94	Clinch - No punches land in segment				91-94	83-94	Clinch - No punches land in segment				91-94
95-98	Foul - 1 Punch lands check Foul chart				95-98	95-98	Foul - 1 Punch lands check Foul chart				95-98	95-98	Foul - 1 Punch lands check Foul chart				95-98
99	Check Event Chart				99	99	Check Event Chart				99	99	Check Event Chart				99

Defense	1	-1	Cut/Swelling		Defense	1-2	-1	Cut/Swelling		Defense	1-2	+1	Cut/Swelling	
	2-6	+1	1-4	Swelling left eye		3-5	+1	1-5	Swelling left eye		3-7	+2	1-5	Swelling left eye
Counter	1-2	Hook-2	5-8	Swelling right eye	Counter	1-3	Hook-2	6-9	Swelling right eye	Counter	1-2	Hook-2	6-9	Swelling right eye
	3-4	Cross-2	9-10	Cut left eye		4	Cross-2	10-11	Cut left eye		3	Cross-2	10-11	Cut left eye
	Fouls		11-12	Cut right eye		Fouls		12-13	Cut right eye		Fouls		12-13	Cut right eye
1-3	Low Blow		13	Gash left eye	1-6	Low Blow		14	Gash left eye	1-8	Low Blow		14	Gash left eye
4-7	Head Butt		14	Gash right eye	7-12	Head Butt		15	Gash right eye	9-13	Head Butt		15	Gash right eye
8-15	Holding		15-16	Cut left cheek	13-16	Holding		16	Cut left cheek	14-15	Holding		16-17	Cut left cheek
16-18	Elbows		17	Cut right cheek	17-18	Elbows		17	Cut right cheek	16-18	Elbows		18	Cut right cheek
19-20	Rabbit Punch		18-20	Bloody Nose	19-20	Rabbit Punch		18-20	Bloody Nose	19-20	Rabbit Punch		19-20	Bloody Nose
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Noodles Hass - TC					3-5-0 (0)		James Anson - TC					15-10-2 (5)		Jack Styles - TC				9-6-0 (3)	
1	Inside	-	Power	1/1	1/1	1	Inside	*	Power	2/2	1/2	1	Outside	-	Power	3/3	1/1		
2	Outside	*	Chin KD	2 (6)	4 (8)	2	Outside	-	Chin KD	5 (8)	9 (14)	2	Inside	-	Chin KD	6 (9)	9 (13)		
3	Outside	-	Chin KO	5	7	3	Inside	-	Chin KO	7	10	3	Outside	**	Chin KO	4	8		
4	Inside	-	Will	4	7	4	Outside	*	Will	5	8	4	Inside	-	Will	8	12		
5	Outside	-	Cut	7	Stamina	5	Inside	-	Cut	14	Stamina	5	Outside	-	Cut	7	Stamina		
6	Inside	-	Foul	3	65/80	6	Outside	-	Foul	12	70/85	6	Inside	-	Foul	6	65/85		

Feather Fisted: -2 from opponents Chin KD if knockdown chance

No Traits:

No Traits:

Inside	Cut/Swelling chance 19-20				Outside	Inside	Cut/Swelling chance 19-20				Outside	Inside	Cut/Swelling chance 19-20				Outside
0	Circling the ring sniping away 5 PL				-	0	Launches a smothering attack 5 PL				0	0	Circling the ring sniping away 5 PL				0-1
1-5	Light Jabs and Crosses score 4 PL				0-6	1-5	Wild Cross finishes the flurry 4 PL				1-5	1-6	Looping Cross closes the action 4 PL				2-6
6-19	Soft three punch combo 3 PL				7-24	6-25	Wicked three punch combo 3 PL				6-21	7-22	Hook and two Crosses land 3 PL				7-22
20-35	Rapid fire Jabs connect 2 PL				25-42	26-43	Digs the hook to the body 2 PL				22-37	13-40	Bores in behind a short Cross 2 PL				23-41
36-82	Misses check opponents counter				43-90	44-82	Misses check opponents counter				38-90	41-82	Misses check opponents counter				42-90
83-94	Clinch - No punches land in segment				91-94	83-94	Clinch - No punches land in segment				91-94	83-94	Clinch - No punches land in segment				91-94
95-98	Foul - 1 Punch lands check Foul chart				95-98	95-98	Foul - 1 Punch lands check Foul chart				95-98	95-98	Foul - 1 Punch lands check Foul chart				95-98
99	Check Event Chart				99	99	Check Event Chart				99	99	Check Event Chart				99

Defense	1-4	-1	Cut/Swelling		Defense	-	-1	Cut/Swelling		Defense	1	-1	Cut/Swelling	
5	+1	1-5	Swelling left eye		1-6	+1	1-4	Swelling left eye		2-5	+1	1-5	Swelling left eye	
Counter	1-3	Hook-2	6-9	Swelling right eye	Counter	1-2	Hook-2	5-8	Swelling right eye	Counter	1-2	Hook-2	6-10	Swelling right eye
	4-5	Cross-2	10-11	Cut left eye		3	Cross-2	9-11	Cut left eye		3-4	Cross-2	11-12	Cut left eye
	Fouls		12-13	Cut right eye		Fouls		12-13	Cut right eye		Fouls		13	Cut right eye
1-4	Low Blow		14	Gash left eye	1-7	Low Blow		14-15	Gash left eye	1-6	Low Blow		14	Gash left eye
5-6	Head Butt		15	Gash right eye	8-12	Head Butt		16	Gash right eye	7-10	Head Butt		15	Gash right eye
7-15	Holding		16	Cut left cheek	13-14	Holding		17	Cut left cheek	11-14	Holding		16	Cut left cheek
16-18	Elbows		17	Cut right cheek	15-17	Elbows		18	Cut right cheek	15-18	Elbows		17	Cut right cheek
19-20	Rabbit Punch		18-20	Bloody Nose	18-20	Rabbit Punch		19-20	Bloody Nose	19-20	Rabbit Punch		18-20	Bloody Nose

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Patsy Cragan - TC					1-3-2 (0)		Gus Berger - TC					7-16-0 (4)		Arthur Hammaker - TC				3-3-0 (1)	
1	Outside	-	Power	1/2	1/1	1	Inside	-	Power	2/3	1/2	1	Inside	-	Power	2/2	1/2		
2	Inside	-	Chin KD	4 (8)	9 (14)	2	Outside	-	Chin KD	9 (14)	13 (17)	2	Outside	*	Chin KD	3 (7)	4 (9)		
3	Inside	*	Chin KO	8	11	3	Inside	-	Chin KO	8	13	3	Outside	-	Chin KO	6	9		
4	Outside	-	Will	5	10	4	Outside	*	Will	9	15	4	Outside	-	Will	5	9		
5	Inside	-	Cut	7	Stamina	5	Outside	-	Cut	11	Stamina	5	Inside	-	Cut	8	Stamina		
6	Outside	-	Foul	12	65/80	6	Inside	-	Foul	5	50/65	6	Inside	-	Foul	4	75/90		

No Traits:

Reluctant: Reduce both PL by -1 on toe to toe exchange

Sprinter: Neither fighter lands on outside Toe to Toe

Inside	Cut/Swelling chance 19-20				Outside	Inside	Cut/Swelling chance 19-20				Outside	Inside	Cut/Swelling chance 19-20				Outside
0	Wails away with both hands 5 PL				-	-	Soft Jab starts a 5 punch combo 5 PL				0	0	Feints and backs away 0 PL				0
1-7	Wild shots to the head and body 4 PL				0-3	0-4	Scores with several wild blows 4 PL				1-5	1-4	Dances in and out firing away 4 PL				1-4
8-26	Works inside behind a Hook 3 PL				4-18	5-20	Pushes the Jab and a double Cross 3 PL				6-21	5-17	Quick three punch combo 3 PL				5-19
27-47	Bores in behind a short Cross 2 PL				19-30	21-33	Consecutive Jabs connect 2 PL				22-37	18-29	Crisp Jab-Cross combo connects 2 PL				20-32
48-82	Misses check opponents counter				31-90	34-82	Misses check opponents counter				38-90	30-82	Misses check opponents counter				33-90
83-94	Clinch - No punches land in segment				91-94	83-94	Clinch - No punches land in segment				91-94	83-94	Clinch - No punches land in segment				91-94
95-98	Foul - 1 Punch lands check Foul chart				95-98	95-98	Foul - 1 Punch lands check Foul chart				95-98	95-98	Foul - 1 Punch lands check Foul chart				95-98
99	Check Event Chart				99	99	Check Event Chart				99	99	Check Event Chart				99

Defense	1-4	+1	Cut/Swelling		Defense	1-4	+1	Cut/Swelling		Defense	1-4	-1	Cut/Swelling	
5	+2	1-5	Swelling left eye		5-7	+2	1-5	Swelling left eye		5	-2	1-5	Swelling left eye	
Counter	1-2	Hook-2	6-9	Swelling right eye	Counter	1-2	Hook-2	6-9	Swelling right eye	Counter	1-2	Hook-2	6-9	Swelling right eye
	3-4	Cross-2	10-11	Cut left eye		3	Cross-2	10-11	Cut left eye		3-5	Cross-2	10-11	Cut left eye
	Fouls		12-13	Cut right eye		Fouls		12-13	Cut right eye		Fouls		12-13	Cut right eye
1-7	Low Blow		14-15	Gash left eye	1-8	Low Blow		14	Gash left eye	1-5	Low Blow		14-15	Gash left eye
8-13	Head Butt		16	Gash right eye	9-12	Head Butt		15	Gash right eye	6-7	Head Butt		16	Gash right eye
14-15	Holding		17	Cut left cheek	13-16	Holding		16	Cut left cheek	8-16	Holding		17	Cut left cheek
16-17	Elbows		18	Cut right cheek	17-18	Elbows		17	Cut right cheek	17-18	Elbows		18	Cut right cheek
18-20	Rabbit Punch		19-20	Bloody Nose	19-20	Rabbit Punch		18-20	Bloody Nose	19-20	Rabbit Punch		19-20	Bloody Nose

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Big Ben Taylor					27-21-5 (23)		Studs Purcell - TC					22-25-2 (10)		Hurricane Shida - TC					11-6-0 (4)	
1	Inside	-	Power	4/4	1/2	1	Inside	-	Power	2/2	1/1	1	Outside	-	Power	1/1	1/1			
2	Outside	*	Chin KD	8 (11)	12 (15)	2	Outside	-	Chin KD	5 (9)	11 (16)	2	Inside	*	Chin KD	5 (10)	10 (14)			
3	Outside	-	Chin KO	8	13	3	Inside	*	Chin KO	10	14	3	Outside	-	Chin KO	7	11			
4	Inside	-	Will	7	11	4	Outside	-	Will	5	11	4	Inside	-	Will	6	12			
5	Outside	-	Cut	8	Stamina	5	Inside	-	Cut	7	Stamina	5	Outside	*	Cut	7	Stamina			
6	Inside	-	Foul	6	70/85	6	Outside	-	Foul	9	60/75	6	Inside	-	Foul	5	50/65			

Not so Tough: If less RG stars than opp -2 from Power

No Traits:

No Traits:

Inside	Cut/Swelling chance 19-20				Outside	Inside	Cut/Swelling chance 19-20				Outside	Inside	Cut/Swelling chance 19-20				Outside
0	Flurry of blows in close 5 PL				0	0	Launches a smothering attack 5 PL				-	0	Multiple shots to the head 5 PL				0
1-6	Lands thudding rights and lefts 4 PL				1-5	1-6	Double Hook after a combo 4 PL				0-4	1-4	Series of looping punches land 4L				1-3
7-20	Wicked three punch combo 3 PL				6-18	7-22	Works inside behind a Cross 3 PL				5-17	5-19	Working the head and body 3 PL				4-18
21-37	Connects with a Jab and a Hook 2 PL				19-33	23-40	Lead Hook and a Cross 2 PL				18-30	20-34	Wild Hook follows an Uppercut 2 PL				19-31
38-82	Misses check opponents counter				34-90	41-82	Misses check opponents counter				31-90	35-82	Misses check opponents counter				32-90
83-94	Clinch - No punches land in segment				91-94	83-94	Clinch - No punches land in segment				91-94	83-94	Clinch - No punches land in segment				91-94
95-98	Foul - 1 Punch lands check Foul chart				95-98	95-98	Foul - 1 Punch lands check Foul chart				95-98	95-98	Foul - 1 Punch lands check Foul chart				95-98
99	Check Event Chart				99	99	Check Event Chart				99	99	Check Event Chart				99

Defense	1-3	+1	Cut/Swelling		Defense	-	-1	Cut/Swelling		Defense	1-4	+1	Cut/Swelling	
	4-5	+2	1-5	Swelling left eye		1-5	+1	1-5	Swelling left eye		5-6	+2	1-5	Swelling left eye
Counter	1	Hook-2	6-10	Swelling right eye	Counter	1-2	Hook-2	6-9	Swelling right eye	Counter	1-2	Hook-2	6-9	Swelling right eye
	2	Cross-2	11-12	Cut left eye		3	Cross-2	10-11	Cut left eye		3	Cross-2	10-11	Cut left eye
	Fouls		13-14	Cut right eye		Fouls		12-13	Cut right eye		Fouls		12-13	Cut right eye
1-8	Low Blow		15	Gash left eye	1-9	Low Blow		14	Gash left eye	1-6	Low Blow		14	Gash left eye
9-11	Head Butt		16	Gash right eye	10-12	Head Butt		15	Gash right eye	7-12	Head Butt		15	Gash right eye
12-15	Holding		17	Cut left cheek	14-16	Holding		16-17	Cut left cheek	13-16	Holding		16	Cut left cheek
16-17	Elbows		18	Cut right cheek	17-18	Elbows		18	Cut right cheek	17-18	Elbows		17	Cut right cheek
18-20	Rabbit Punch		19-20	Bloody Nose	19-20	Rabbit Punch		19-20	Bloody Nose	19-20	Rabbit Punch		18-20	Bloody Nose

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Tunney Hunsaker - TC					19-15-0 (10)		Duke Sabegong - TC					16-16-2 (11)		Jimmy Robinson - TC					12-27-0 (5)	
1	Inside	-	Power	2/2	2/2	1	Outside	-	Power	3/3	1/1	1	Outside	-	Power	2/2	1/1			
2	Outside	-	Chin KD	4 (7)	9 (13)	2	Outside	-	Chin KD	4 (7)	7 (12)	2	Inside	-	Chin KD	8 (12)	12 (16)			
3	Outside	-	Chin KO	7	10	3	Inside	*	Chin KO	4	8	3	Inside	*	Chin KO	8	14			
4	Inside	-	Will	6	9	4	Inside	-	Will	4	7	4	Outside	-	Will	7	11			
5	Outside	*	Cut	8	Stamina	5	Outside	*	Cut	8	Stamina	5	Outside	-	Cut	11	Stamina			
6	Inside	-	Foul	3	65/80	6	Inside	-	Foul	10	60/75	6	Inside	-	Foul	6	60/75			

No Traits:

Not so Tough: If less RG stars than opp -1 from Power

Hug it out: If Opp scores 5 PL roll 1D20 clinch on 1-5

Inside	Cut/Swelling chance 19-20				Outside	Inside	Cut/Swelling chance 19-20				Outside	Inside	Cut/Swelling chance 19-20				Outside
-	Series of Jabs and Crosses score 5 PL				0	0	Pummels the head and body 5 PL				-	0	Bangs away with both hands 5 PL				-
0-6	Lands to the head and body 4 PL				1-7	1-6	Uncorks the hands in tight 4 PL				0-5	1-7	Wild Cross caps the sequence 4 PL				0-6
7-20	Rapid fire combinations land 3 PL				8-31	7-23	Charges in behind a lead Cross 3 PL				6-20	8-22	Light Jab and a double Cross 3 PL				7-21
21-36	Snaps a Jab followed by a Cross 2 PL				22-40	24-41	Wild Hook follows an Uppercut 2 PL				21-35	23-42	Connects with a Jab and a Hook 2 PL				22-37
37-82	Misses check opponents counter				41-90	42-82	Misses check opponents counter				36-90	43-82	Misses check opponents counter				38-90
83-94	Clinch - No punches land in segment				91-94	83-94	Clinch - No punches land in segment				91-94	83-94	Clinch - No punches land in segment				91-94
95-98	Foul - 1 Punch lands check Foul chart				95-98	95-98	Foul - 1 Punch lands check Foul chart				95-98	95-98	Foul - 1 Punch lands check Foul chart				95-98
99	Check Event Chart				99	99	Check Event Chart				99	99	Check Event Chart				99

Defense	1-2	-1	Cut/Swelling		Defense	1-5	+1	Cut/Swelling		Defense	1-4	+1	Cut/Swelling	
	3-5	+1	1-5	Swelling left eye		6-7	+2	1-5	Swelling left eye		5	+2	1-5	Swelling left eye
Counter	1-2	Hook-2	6-9	Swelling right eye	Counter	1-2	Hook-2	6-9	Swelling right eye	Counter	1-2	Hook-2	6-9	Swelling right eye
	3-4	Cross-2	10-11	Cut left eye		3	Cross-2	10-11	Cut left eye		3	Cross-2	10-11	Cut left eye
	Fouls		12-13	Cut right eye		Fouls		12-13	Cut right eye		Fouls		12-13	Cut right eye
1-5	Low Blow		14	Gash left eye	1-8	Low Blow		14	Gash left eye	1-7	Low Blow		14-15	Gash left eye
6-9	Head Butt		15	Gash right eye	9-12	Head Butt		15	Gash right eye	8-10	Head Butt		16	Gash right eye
10-16	Holding		16	Cut left cheek	13-14	Holding		16-17	Cut left cheek	11-15	Holding		17	Cut left cheek
17-18	Elbows		17	Cut right cheek	15-17	Elbows		18	Cut right cheek	16-17	Elbows		18	Cut right cheek
19-20	Rabbit Punch		18-20	Bloody Nose	18-20	Rabbit Punch		19-20	Bloody Nose	18-20	Rabbit Punch		19-20	Bloody Nose

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