

ERA V HISTORICAL FIGHTERS LIFESTYLE and PRE-FIGHT TRAINING CHART I

BEFORE EACH FIGHT Using Each Fighter's Lifestyle Rating (L/S) Roll 3 6d For Their Pre-Fight Condition.
(IE: Read as 1 and 3 and 2 = 132 not "6")

LS #		PFT. 1	P.F.T. 2	P.F.T. 3	MAFIA	P.F.T. 4	EVENTS CHART
1	Top Shape	112-126	131-166	211-526	441	531-666	111 , 333
2	Good Shape	112-136	141-216	221-536	to	541-665	222, 666
3	Decent Shape	112-146	151-226	231-546	444	551-665	222, 333, 555, 666
4	Fair Shape	112-156	161-236	241-556	check	561-666	111, 222, 333, 555
5	Inconsistent Shape	112-166	211-246	251-566	Mafia Chart	611-665	111, 222, 333, 555, 666

RESULTS RESULTS

PFT. 1 =	Pre- Fight Training Condition Is POOR (Subtract 2 From Fighter's TR Rating * and lower this Fighter's CON Rating by 3 for this fight)
PFT. 2 =	Pre- Fight Training Condition Is DECENT (Subtract 1 From Fighter's TR Rating *)
PFT. 3 =	Pre- Fight Training Condition Is NORMAL (No Change To Fighter's TR Rating)
PFT. 4 =	Pre- Fight Training Condition Is GREAT (Add 1 To Fighter's TR Rating *)
EVENTS CHART =	This Triggers A Roll On The Lifestyle and Pre-Fight Training Chart II Events Chart Roll 2d6 On The Chart Below To Determine Which Events Chart The Fighter Will Use

Roll 2d6	Then Check That Specific Event Chart On Lifestyle and Pre-Fight Training Chart II	
2	C.I. =	Roll On CATASTROPHIC INJURY Chart **
3, 5, 8	M/C.I. =	Roll On MANAGEMENT/CONTRACT ISSUES Chart **
4, 7, 9	S.E. =	Roll On SERIOUS EVENT Chart **
6, 10, 11	T.I. =	Roll On TRAINING INJURY Chart **
12	C.E. =	Roll On CATASTROPHIC EVENT Chart **

*Adjust TR Rating for the Fighters. If Fighter's TR needs to be lowered and he is already a "0" TR, lower his/her CON Rating to "0" for this fight.
If TR needs to be raised and the Fighter's TR is already "14", increase his/her CON Rating +5 for this fight.

**C.I., M/CI., S.E., T.I., and C.E. are on the Lifestyles and Pre-Fight Training Chart 2