

Killer Instinct Chart

HAYMAKER: A Fighter with a KI Rating of 6 or Higher can choose to throw a HAYMAKER instead of rolling on the regular KI Chart. The HAYMAKER gives a greater chance for KO, but it will decrease the Fighter's CON and TR Rating by "2" for the next two Rounds if the HAYMAKER misses! After the two Round "Penalty" the Fighter who misses has his/her Con and TR return to normal.

COVER UP

4 = best
0 = worst

1

2

3

4

5

6

7

8

9

10+

4

AUTOMATIC FS

2-11 = FS

12 = TKO

3

2-11 = FS

12 = TKO

2

2-11 = FS

12 = TKO

1

2-11 = FS

12 = TKO

0

2-10 = FS

11-12 = TKO

2-11 = FS

2-11 = FS

2-11 = FS

2-10 = FS

2-10 = FS

2-10 = FS

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2-8 = FS

2-7 = FS

2-6 = FS

AUTOMATIC KO

12 = TKO

12 = TKO

12 = TKO

11-12 = TKO

11-12 = TKO

11-12 = TKO

11-12 = TKO

10-12 = TKO

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10 is the best, 1 is the worst

Roll 2d6

FS = FIGHTER SURVIVES Knock Down Occurred. The Leading Fighter dominated the Round. The Fighter Losing the Round loses 2 Punches for the Next Round!

KO = The Fight is Over! The Fighter is Knocked Out!