

Total Hits = _____

Injuries
L M S

00000	00000	00000	00000	00000	00000	00000	00000	00000	00000	00000	-0	0	0	0
00000	00000	00000	00000	00000	00000	00000	00000	00000	00000	00000	-10	0	0	0
00000	00000	00000	00000	00000	00000	00000	00000	00000	00000	00000	-20	0	0	0
00000	00000	00000	00000	00000	00000	00000	00000	00000	00000	00000	-30	0	0	0
-----											0	0	0	
00000	00000	00000	00000	00000	00000	00000	00000	00000	00000	00000	unc	0	0	0
00000	00000	00000	00000	00000	00000	00000	00000	00000	00000	00000	unc	0	0	0
00000	00000	00000	00000	00000	00000	00000	00000	00000	00000	00000	unc	0	0	0

Bleeding per Round - 00000 00000 00000 00000 00000 00000 00000 00000 00000 00000

Round Number	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Stunned	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Must Parry	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

Penalty _____

Round Number	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Stunned	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
Must Parry	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

Penalty _____

Adjusted Attack _____

Adjusted DB
