

# The Squared Circle Errata V1.00

December 28th 2008

## Aging Rule (Optional)

When the human body ages, the physical abilities of the body begin to deteriorate. This is especially true for professional wrestlers who's body takes an excessive amount of damage throughout the years of wrestling. However it's not all bad, with age comes wisdom and older wrestlers can still be dangerous and should not be underestimated.

The aging rules don't come into play for a wrestler until they celebrate their 30th birthday, from then on every year the wrestler must roll (1D8) on the "Age Penalty" table below. Every 5 years the wrestler will get to roll (1D6) on the "Veteran Bonus" table beginning at age 35.

Age Penalty	
Roll	Penalty
1	-1 Speed
2	-1 Agility
3	No Penalty
4	No Penalty
5	-1 Agility
6	No Penalty
7	-1 Strength
8	-1 Endurance

Veteran Bonus	
Roll	Penalty
1	+2 Charisma
2	+1 Charisma
3	+1 Reversal
4	+1 Submission Break
5	+1 Second Wind
6	+1 Mic Work

If the penalty rolled for the Age Penalty is a negative to the Endurance attribute and it brings your attribute score down to the next level in the Attribute Bonus chart on page 10 then roll 1D6 for Health and Endurance Points and deduct it from the wrestler's Health and Endurance points.