

SarcasticDom's Tourney Age Maluses

These maluses are designed to curb the continued high level performance of those past their physical prime, where they are still as if not more competent than those in their prime. This means if a player hosting an event wishes to use these maluses, any sign ups would have to list the character's age, and hopefully a player would self-apply their post-malus bonus.

Maluses are applied to capped bonuses; normally +10 for melees, and +4 for jousts

Table One

Age	Melee Malus	Joust Malus
45	-2	-1
50	-4	-2
55	-6	-3
60*	-10	-5
65	-12	-6
70	-18	-7
75	-22	-8
80+	-28	-12

EXAMPLE: A 55 Year old has a +5 in melees and a bonus of +7 in Jousts, capped at +4. After applying Maluses, he now has a -1 in melees, and +1 in jousts. Meanwhile, a 65 year old has got a bonus of +15 in melees, capped at +10, and a bonus of +3 in jousts. After applying maluses he now -2 melees, and -3 in jousts.

Table Two: Doubled

Age	Melee Malus	Joust Malus
50	-2	-1
55	-4	-2
60*	-8	-4
65	-16	-8
70	-32	-16
75	-62	-32

80+	-124	-62
-----	------	-----

EXAMPLE: A 55 year old has a +5 in melees and a +7 in jousts, capped at +4. After applying maluses, he now has +1 in melees and a +2 in jousts. A 65 year old has a bonus of +15 in melees, capped at +10, and a +3 in jousts. He now has -6 in melees, and -5 in jousts.

Table 3: Hybrid

Age	Melee Malus	Joust Malus
45	N/A	-1
50	-2	-2
55	-4	-3
60*	-8	-5
65	-16	-6
70	-32	-7
75	-64	-8
80	Unable to Participate	-12

OPTIONAL RULE: Any 60+ participant in a joust who suffers a death roll must roll twice and take the lower result