



# BOXING



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## Introduction

Boxing is the art of punching your opponent with the intention of knocking him unconscious. There's a lot more to it than that, of course, but that's the basic tenet. Boxing traditionally takes place inside a ring or arena. This supplement is meant as a quick guide for adding Boxing to your D20 games.

## Matches

A boxing match differs from a normal street fight in that the fighters are more focused on their opponent, and cognizant of various rules that dictate what they can and can't do. To simulate this, the following rules replace normal combat rules when running a boxing match using the D20 system.

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## Boxing Rounds vs Combat Rounds

In a Boxing match, time is measured in Rounds. However these rounds are significantly longer than a normal combat round in D20. Therefore, a Boxing round consists of **five Combat rounds**. A Boxing match can last anywhere from three to fifteen rounds, depending on the skill level of the fighters.

is based solely on his own abilities, natural and trained. A Boxer's DC is equal to 10 + Dexterity Bonus + Base Attack Bonus.

## Defense Class (DC)

Since a Boxer wears no armor, or anything that helps him be harder to hit, his Defense

## Initiative

Since the flow of action in a boxing match can change in an instant, a new initiative is rolled for each **Combat** round. Penalties for Health Categories apply (see below).

## Punches

There are several types of punches. Each one has different rules and effects.

Punch	Action	To Hit	Damage, Head	Damage, Body
Jab	Half	+2	1d2+Str	Str
Cross	Full	+1	1d4+Str	1d4+Str
Hook	Full	0	1d6+Str	1d6+Str
Uppercut	Full	-1	1d8+Str	N/A

A **Jab** is a straight, quick punch from the lead hand. As a half-action, a character may attempt two Jabs in quick succession as a standard action.

A **Hook** is a punch from either hand which travels a circular pattern, gaining momentum.

A **Cross** is a punch with the rear hand, with the weight of the body behind it.

An **Uppercut** is a punch directed at the opponent's jaw, and meant to stun or knock out.



## Damage

Each time damage is taken, the target must make a Fort save (DC 10 + Damage taken). Failure causes the target's Health to be reduced by one category. For every 5 points the target fails his Save, he is reduced another category.

*Example: A boxer takes a Hook for 6 points. He rolls a Fort save vs a DC of 16, with a result of 9. This is a failure, so he is dropped one health category. This failure was more than 5, so he is also dropped an additional health category.*

## Health Categories

Following are the Health Categories and their effects:

Category	Effect
Fresh	No immediate effect
Rocked	-1 to all rolls
Stunned	-2 to all rolls
Dazed	-3 to all rolls
Knocked Down	Fort save (DC 15) to get up; 3 times in a boxing round is a Technical Knockout (TKO)
Knocked Out	Incapacitated, fight is over.

## Critical Hits

When a natural 20 is rolled, the punch automatically lands, and is a Critical hit. However, rather than doing more damage, a Critical Hit automatically reduces the target to the Knocked Down health category.

Roll	Recovery
0-5	No Categories
6-10	1 Category
11-15	2 Categories
16+	3 Categories



## Recovery

At the end of each boxing round, each character makes a Fort save, and consults the following chart to determine how much he recovers. *Note: penalties for Rocked, Stunned and Dazed apply to this roll.*

## Special Punches/Combinations

Aside from throwing basic punches, trained boxers often use combinations and tactics in order to get an advantage over their opponent. Below are the more common maneuvers that are available to any trained boxer.

**"The old one-two"** Allows you to land a jab and a cross with one roll, with a -1 to hit.

**"Haymaker"** An attack made per the standard Power Attack rules.

**"Go for the Sweet Spot"** Allows you to add 1 to the critical threat range for each -2 you take to your to hit roll.



**"Fancy Footwork"** Forego all attacks for a single Combat round, and get a +2 to all rolls in the next Combat round.

**"Feint"** Make an attack roll vs. the opponent's Wisdom score. Successful "hit" allows an immediate normal attack at +4.

**"Tie Him Up!"** (Also referred to as "clinching") This is the technique of grappling with an opponent in order to prevent him from throwing punches. Opponents make opposing attack rolls, with the winner deciding whether they are clinched. When in a clinch, both fighters can recover one health level on a successful Fort save (DC 15). Clinching is a full action.

### **Decisions**

When a match ends with no one out for the count (KOed), the judges (GM) go to the score card and tally up the points. The fighter with the highest score wins.

### **Scoring**

"Knock Downs" = 3 points each.

Successful Hits = 1 point each

KO or TKO is an automatic victory. No scoring required.



### **Adding Boxing to Existing Games**

Traditionally, Boxing matches take place in a modern, or pseudo-modern setting. Games set in the modern day, the Pulp era or even the wild west, could conceivably have Boxing matches.

However, who's to say that something similar to Boxing couldn't exist in a fantasy setting? Perhaps the characters belong to a tribe where disputes are settled in ritual combat, using only the fighter's fists. A science fiction setting would be even easier to add Boxing to. After all, no matter how far technology advances, two fighters battling it out in the ring will always require the same skills and abilities.

### **Different Styles of "Boxing"**

Aside from the standard form of boxing in a ring with gloves, man has developed literally hundreds of ways to pummel each other for sport. Following are two of the most common alternate forms, and how you can add these "styles" to the rules presented here.

**Bare Knuckles** – Before the Queensbury rules required the use of padded gloves and limited rounds, pugilists like John L. Sullivan (who once had a bout last over 70 rounds!) would duke it out until one man could no longer stand. To simulate this, add a +2 to each damage roll. Additionally, the DC for getting up from a Knockdown is 20.

**Kick-Boxing** – The art of the kick has been around nearly as long as the punch. Kicks work basically the same way as punches. When each attack is rolled, declare if it is a Punch or Kick. For Kicks, subtract 2 from the To Hit Modifier of the basic Punch type, and raise each damage dice by a single type (ie: a d4 becomes a d6, a d6 becomes a d8, etc...).



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