Bareknuckle (or gloved) boxing dice rules

You should use normal roleplay posts, and your posts should be ended with a… yt … so that your opponent knows that you have finished posting. Your posts should be descriptive and realistic. The intention of using the dice is to determine (a) if your punches/moves succeed or not and (b) how much damage they do, and to drive the direction of the roleplay in a fun (non-supering, unexpected) way.

Initialization
In the simplest match case, you both need to set an HP value and a Warnings value, by doing
  !set HP 100
  !set Warnings 0
You can set a slightly more sophisticated HP value if you like using your endurance, conditioning, etc. and a suggested way of calculating an HP value is given below. The Warnings parameter is used for disqualification due to illegal moves, if it is a No-DQ fight then don't use Warnings. As described later if you use an illegal move, you may (or may not) get a Warning, 3 Warnings and you are DQ-ed. You use the Warnings value to keep track of the number of warnings received.

Roleplay posts/turns
You can use an !flip to decide who gets the first move/post or just agree it between yourselves. You should post your roleplay turns as "normal", describing your condition, movement, feelings, etc. But when you post a "Fight Move" such as a punch, e.g. *I drop low and aim a shovelling left uppercut at your abs*, then you break out of your post and type an !punch to see if the punch landed and what damage it did.

The Fight Moves that can be used:
Legal moves: !punch, !clinch, !escape, !recover, !boobshot
Illegal moves: !lowblow

There are some restrictions on how you use Fight Moves in a roleplay turn as follows:

!punch	Max of 3 punches (inc. !lowblow and !boobshot) per turn, but if you get 2 missed (failed) punches in a row you must do a yt and hand over to your opponent.
!clinch	If you go for a clinch and it fails, then you must do a yt and hand over to your opponent. If you go for a clinch and it succeeds, then you can play an !recover to regain some HP and then you do a yt to hand over to your opponent.
!escape (or !recover)	If your opponent has gone for a clinch and succeeded, then the first Fight Move of your turn must be an !escape (to see if you can escape the clinch) or an !recover. If your !escape succeeds, then you can proceed with your punches etc. If it fails, you do a yt and hand back to your opponent. Alternatively, to doing !escape, you can stay in the clinch and do an !recover to regain some HP and then a yt to hand back to your opponent. Note: if you applied a clinch and are "handed back" by your opponent still in the clinch you must either do another !clinch to continue the clinch or roleplay you break the clinch and make other moves.
!recover	If you roleplay that you are trying to get away or turtling up from your opponent to do some recovery then you can do an !recover to increase your HP value and then do a yt.
!boobshot	Is the same as an !punch, but is used when you are aiming at your opponents' tits! There are 2 outcomes, "I go for your breasts! (Roll for boob attack)" means you hit and you do an !damage to find out much it hurt, while "My attack on your bosom misses its mark (roll for HP attack)" means you missed so no damage was done, treated it like a missed punch.
!lowblow	Is (obviously) an illegal punch. If you're allowing DQ's then after the !lowblow you need to do an !flip. If the result is *Heads* then the referee saw your low blow and gave you a warning, add 1 to your Warnings value using !set. For example, if you already had 1 warning, you'd do… !set Warnings 2 … to increase it by 1. If you get to 3 you're DQ-ed. If the !flip result is

	Tails, the ref is *blind* and you got away with it, carry on as though it was a normal punch.
Other illegal moves	For example, you roleplay a headbutt, a kick, a knee, an eye gouge, etc. then just use !lowblow to determine the referee's response and !flip for the warning and DQ.

Knockdowns and Knockouts

If your HP goes below zero, then you have been Knocked Down. Most likely this will occur during your opponent's turn, after for example an !punch, and your opponent should roleplay that they have knocked you down.

They can either roleplay a fair, or unfair, break. If it is a fair break, they roleplay they step away and the referee steps in to issue the count. If they roleplay an unfair break, for example they hit you when you are down, kick you or something, that is an illegal move, and they should do an !lowblow and the Warnings and DQ etc. They should roleplay the referee warning them etc. When you start your roleplay, you can start with a "free" !recover to account for the time the referee takes in warning them etc.

If it is a fair break, or after your free !recover if it was an unfair break, you must roleplay your efforts to get up and beat the 10 count. You get 3 "moves" which can be a combination of !stand and/or !recover to try and beat the 10 count KO. The referee counts 1… 2… 3… and you then either play !stand or !recover. If you play !stand and succeed you have got up. If the !stand failed or you played !recover the referee continues 4… 5… 6… and again you can play !stand or !recover. If the !stand failed or you played !recover then the referee counts 7… 8… 9… and you can only play an !stand now. If the !stand fails, the referee counts 10 OUT! and you have been KO-ed.

If your !stand succeeds, then you can roleplay that the referee checks you over and you can play an !recover to account for the time they take to check you over. However, if your HP value is still *less than zero* at this point, then you roleplay that the referee stops the fight because you are unable to continue. If your HP is *greater than zero*, then the referee calls FIGHT ON to continue the fight. In order to determine who gets the next turn you do an !flip, if the results is *Heads*, then you get the next turn, if the result is *Tails*, your opponent, who knocked you down gets the next turn.

A more complicated initial value for HP

If you'd like to account for differences between the 2 fighters HP values than just setting them equal and 100 then here are a couple of ideas. You could do an… !set stats … which gives you an HP value based on your profile values. Unfortunately, it will also set other values that you probably don't want. If you remember the *value* for HP then you can do an… !reset… to clear everything and then do an… !set HP *value* … where *value* is the number you saw for the HP.

Another approach is to calculate an HP value from the formula

$$\text{Value} = 80 + (20 \times endurance/100) + (20 \times conditioning/100)$$

where *endurance* is a percentage to represent how much punishment you can take (how tough you are) and *conditioning* is a percentage to represent how fit, well-conditioned, you are.

If you have Rounds in the fight

If you decide to have Rounds in the fight then you need to decide on how many turns constitute a round, not too many and not too few, I'd suggest something like 6 turns each. During the round breaks you can use an… !recover… to recover your HP value. Again, not too many, I'd suggest 2 times each.

If you have someone who is happy to roleplay the role of a second during the round break, then they could use the !heal move. For example, they roleplay using smelling salts, giving you some water, massaging your shoulders, or some sort of recovery post, then they could play an… !heal @*yourname* which will increase your HP value.