

Boxing Mechanics

Each side starts with 50 hit points. Each round each side rolls 1d10. This is their damage taken and is taken off their hp. One side wins by taking away the other side's entire hp.

On a difference of 7, the lesser side gets knocked down but hops straight up, malus -1 for further rolls this match.

On a difference of 8 they are knocked down and take their time getting back up, -2 malus for further rolls.

A difference of 9 is a knockout.

If a player gets above a -5 malus, they are too tired to continue and lose.

If a player has a personal combat bonus they halve their bonus (rounded up if needed) and add it to their hp.

Winners get a 1hp bonus per win when boxing.

Examples:

Ordinary Fight

https://www.reddit.com/r/CenturyOfBlood/comments/g4ao7d/event_that_wedding_that_was_meant_to_happen_a_few/fo7q4ok/

Fight with personal combat bonus of +5

https://www.reddit.com/r/CenturyOfBlood/comments/g4ao7d/event_that_wedding_that_was_meant_to_happen_a_few/fo7usgp/

Knockout example

https://www.reddit.com/r/CenturyOfBlood/comments/g4ao7d/event_that_wedding_that_was_meant_to_happen_a_few/fo7ubxs/