**ADVANCED TRAITS:**

*Should a trait come into play while using the Advance system, you must select one of the options and only one. Note that a trait can occur multiple times during a bout. You may select the same option as you did previously, or you may choose a different option.*

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| TRAIT | EFFECTS |
| Strong Closer | 1. In the last round of a fight, if the boxer is Fatigued, use the Fresh side of his card. **OR** 2. In the last round of a fight, increase the fighter’s CF by 1. However, a boxer’s CF can’t exceed a maximum of CF 13. |
| Second Wind | 1. In the 7th of a 10 RD bout; or in the 8th of a 12 RD bout; or in the 13th of a 15 RD bout (your choice but this can only be used one time during a bout) increase the fighter’s CF by 1 for the upcoming round. If the fighter wins that round, the CF remains at +1 for the next round, as well. Second Wing is not permanent and returns to the CF’s value before using this Trait. **OR** 2. In any bout after the mid-way point (5th Rd of a 10 RD bout, 6th Rd of a 12 RD bout, or in the 8th round of a 15 RD bout), you can add +10 to the fighter’s fatigue. |
| Absorber | 1. You can reduce all 4-point punches to 2-point punches for rounds 9 and 10. **OR** 2. You can turn a knockdown into a 4-point punch once during the bout. **OR** 3. You can increase a 1 RD TKO requirement to 40, a 2 RD TKO to 60 and a 3 RD TKO to 75. |
| Fights Down to Opp. Level | 1. If the boxer’s opponent overall rating is 3 or lower than the boxer with this Trait, there’s a 1-35 chance the boxer with the higher CF is lowered by 2. **OR** 2. Each round that the boxer wins, lower his CF by 1 for the next round. The CF penalty is NOT accumulative; however, it can occur in any number of consecutive rounds. The CF always returns to what it was before the reduction at the start of the next round. |
| Inconsistent | 1. You never know which fighter will show up from fight to fight. Sometimes he’s at his best; other times he’s off his game. Before the bout, obtain a RN. On a RN 1-30, lower the fighter’s CF by 1 and AGG by 2. **OR** 2. Lower the fighter’s PL by 2 (for example, 30 becomes a 28) and worsen his DEF by adding 2 to it (-4 becomes -2; +2 becomes a +4, etc.) |
| Freezes vs Power Punchers | 1. If the boxer gets hit with a 4-point punch or higher by an opponent with a HP 10 or higher, lower his CF by 2 for the remainder of the round. His CF returns to its original state at the beginning of the next round. However, each time the conditions are met (4-point punch/HP of 10+), the fighter’s CF is lowered by 2. **OR** 2. If the boxer gets hit with a 5-point punch or higher by an opponent with a HP 10 or higher, increase the boxer’s KD1 by 2 for the remainder of the round. His KD1 returns to its original state at the beginning of the next round. Lowering the boxer’s KD1 by 2 for the rest of the round happens every time a 5-point punch lands throughout the bout. The penalty is not cumulative. A fighter who takes two 5-point punches has a CF minus 2, not a CF minus 4, for example. |
| Self-Doubts | 1. Confidence issues and can let pressure get to him. Prior to Round 1, obtain a RN: on a 1-20, **IF** his opponent’s overall rating is one less, even, or higher, reduce the fighter’s CF by -1. If the fighter is AHEAD in the scoring after 3 rounds, his CF returns to the original number. **OR** 2. Each time throughout the bout, if the fighter loses 2 rounds in a row, reduce his CF by -1. The first round that he wins following the reduction restores his CF to its original number. Reductions are NOT Cumulative. If the boxer loses 4 rounds in a row, for example, his CF is not reduced by -2. **OR** 3. Each time throughout the bout, if the fighter loses 2 rounds in a row, reduce his CF by -1. Each time he wins 2 rounds in a row, increase his CF by +1. Both instances **ARE** cumulative. However, the maximum the boxer’s CF can be either reduced or increased is -3 or +3. CF cannot go above 12. |
| Headcase | 1. The boxer is frighteningly erratic. Prior to the start of the bout, obtain a RN. On a 1 or 2, the fighter refuses to come out of his dressing room and loses the fight by DQ; Opponent wins the fight by DQ. **OR** 2. During the bout, if the fighter suffers a knockdown but not a knockout, he spits out his mouthpiece and immediately goes to his corner. On a RN 1-10, he refuses to leave his corner, the referee declares his Opponent the winner by TKO. The fighter himself takes a loss by TKO. **OR** 3. The boxer hits his opponent on the back of his head after the bell sounds, ending Round 3. He loses a point for a flagrant foul (Ex. if the boxer who committed the foul wins the round 10-9, the round is scored 9-9. If the boxer who committed the foul loses the round 10-8, he loses it 10-7); The boxer repeats his actions at the end of Round 6. Once again, he loses a point. The penalized boxer immediately and flagrantly hits on the break. The referee immediately disqualified the offending fighter.. He loses the bout by DQ and his Opponent wins the bout by DQ |
| Anger Issues | No multiple choice here. It should be very rare that this occurs. Boxer loses temper and all self-control. If the boxer is fouled twice in the same round or five times during a bout, the boxer will retaliate by intentionally fouling his opponent. The fouls which anger the fighter must be severe enough to draw a warning from the referee, but a “caution” does NOT count. Immediately after the 2nd foul in a round or the 5th foul during the fight (and, yes, both can occur in the same fight), obtain a random number and apply it to the following: 1-50 the boxer hits his opponent with a low blow; 50-70 the boxer head butts his opponent (check for a possible cut); 71-78 the boxer hits his opponent on the break; 79-80 the boxer bites his opponent. The referee takes a point away from the offending fighter. Make a new CF check to determine who is in Control and resume the bout unless the boxer has been disqualified. |
| Fireplug | Short, pressure fighters like Joe Frazier, Rocky Marciano, and Mike Tyson are at their best when they can work inside on an opponent, but they often have to risk taking punishment on the way in.   1. Against an opponent whose KP is 10 or higher and his ability to Fight Outside is an 8 or higher, the “fireplug” suffers a -2 to his CF (CF 10 becomes CF 8, for example) UNLESS the “fireplug” successfully uses his Fight Inside strategy. Then no change is made. The check is made each time the “fireplug” attempts to move inside. When the “fireplug DOES succeed in getting inside, his PL is increase by 2 (28 becomes 30; 32 becomes 34, etc.) 2. Against all opponents, the boxer’s DEF is worsened by 2 for the remainder of the fight but no other checks or changes are made. 3. Against all opponents who are labeled BOXER and have a FIGHT OUTSIDE rating of 7 or higher, or who selects to box if labeled EITHER, the boxer’s PL is worsened by 1 and DEF is worsened by 2 for the remainder of the bout. No other checks or changes are made. |
| Fast Starter/Burn Out | 1. The boxer comes out fast. Increase his CF by 1 for the first three rounds; lower his original CF by 1 for the last two rounds of the bout. If the boxer has the SECOND WIND trait, it nullifies the penalty **OR** 2. The boxer comes out fast. Increase his CF by 2 for the first round only. **OR** 3. The boxer comes out fast. Increase his CF by 2 for the first two rounds but lower his original CF by one for the last two rounds of the bout. If the boxer has the Second Wind trait, it nullifies the penalty. |
| Slow Starter | 1. This fighter needs to warm up. Lower his CF by 1 for the first two rounds of a bout. **OR** 2. The fighter needs to warm up. For Rounds 1 and 2 lower his PL 3. The fighter hasn’t even broken a sweat. For Rounds 1 and 2, increase his KD1, KD2, and KO by 1. |
| Ring Smarts (previously, Intellect) | 1. Watching films of his opponent, the boxer notices a flaw in his opponent’s defense. Increase the boxer’s PL by 2 for rounds 2 and 3. If his opponent also has the Ring Smarts trait, this selection is unavailable for the bout **OR** 2. By the fifth round, the boxer notices a giveaway tell when his opponent sets himself to throw a punch. Improve the boxer’s DEF by 2 (a 0 = -2, a +4 = +2, etc.) for the remainder of the fight. **OR** 3. Having studied his opponent at length, all of the boxer’s strategies below 8 become 8’s. |
| Showboat  (Previously, Plays to the Crowd) | 1. Think Max Baer or Naseem Hamed. The boxer’s clowning meets with disapproval by the judges. On any 1-6 check, all judges give the round to the boxer’s opponent. **OR** 2. The boxer’s clowning lowers his DEF by 2 ( -2 = 0, +2 = +4, etc.) for Rounds 1, 2, and 3. If there’s a 4th round, the boxer starts to take the fight seriously and his DEF reverts to its original state. **OR** 3. In the 2nd round the boxer receives a warning for clowning around. The boxer continues his antics and in Round 4, the referee halts the bout and deducts a point from the fighter for refusing to obey the referee’s instructions. The boxer reduces his showboating. No further penalties. |
| Clever Fouler  (Stealth Fouler) | Will fight “dirty” but is adroit at choosing how and when, usually getting away with the foul. Any time the boxer with the Clever Fouler Trait is guilty of committing a foul, obtain a RN and on a 1-40, change the foul to NO FOUL. However, if the boxer’s opponent has the Anger Issues Trait, the uncalled foul counts as if it were a warning. |
| Front Runner | The boxer tends to fight his best when he believes he is winning the bout. However, if he is convinced that he is losing the bout, he’ll let up.   1. Anytime the boxer loses three rounds in a row, drop his CF by 2 (0 becomes +2, etc.). If he wins a round, add +1 to his CF until the boxer’s CF is returned to its original rating. The boxer can never exceed his original CF because of this Trait. 2. If the boxer loses two rounds in a row, drop his CF by 1. To regain the lost CF, the boxer must win a round. If a fighter loses four rounds in a row, his CF would be 2 lower than his original CF 3. If the “Front Runner” is knocked down but not out, lower his CF by 1 for the remainder of the fight. This is NOT cumulative. |
| Careless | A young Muhammad Ali (Cassius Clay) is a good example of the careless trait. This trait is exemplified by a boxer with a great chin, who can suffer a surprise knockdown due to his overconfidence and carelessness when fighting an opponent that the boxer feels is clearly inferior.   1. If the boxer’s opponent has an overall rating of three less than the boxer, the boxer’s KD2 rating is increased by 3 until/if a knockdown occurs. When the Careless boxer is knocked down, he stops being careless and his KD2 returns to its original number. 2. If the boxer’s opponent has an overall rating of three less than the boxer, the boxer’s KD1 is increased by 3 from the beginning of the bout until/and if a knockdown occurs. When/If the Careless boxer suffers a knockdown, he stops being careless and his KD2 returns to its original number. 3. If the boxer’s opponent has an overall rating of three less than the boxer, the boxer’s DEF in increase by 2 for the remainder of the bout. |
| Bounce Back | Boxers react in different ways following a knockdown that doesn’t lead to a knockout. Some immediately go into a shell, while others go on the attack. A fighter with the Bounce Back trait attempts to fight back.   1. On the first knockdown suffered by the fighter, he storms back, and his CF is IMPROVED by 2 but his KD2 is doubled. Both changes are for the REMAINDER of the round ONLY. All other rules for a KD stay in effect. On subsequent knockdowns suffered by the fighter during the round, this trait is ignored. 2. On the first knockdown suffered by the boxer, he storms back. His CF is increased by 1, his PL is increased by 2, his DEF is worsened by 2 (-2 becomes 0, 0 becomes a +2) etc. changes are for the REMAINDER of the round ONLY. All other rules for a KD stay in effect. On subsequent knockdowns suffered by the fighter during the round, this trait is ignored. 3. On the first knockdown suffered by the boxer, he attempts to convince his opponent that he’s more hurt than he really is. Obtain a Random Number. On a 1-30, the opponent abandons all defense, attempting to finish off the boxer. Worsen the OPPONENT’S DEF by 2 (-4 becomes -2, +2 becomes +4). Increase the boxer’s PL by 2 (28 becomes 30, 34 becomes 36, etc.). However, increase the boxer’s KD1 and KD2 and KO by 1. Changes are for the REMAINDER of the round ONLY. All other rules for a KD stay in effect. On subsequent knockdowns suffered by the fighter in the round, this trait is ignored. |
| NOTE: | All increases and decreases to a trait can lead to a rating surpassing the normal ceiling. In other words, a Defense that is already a +6 can become a +7, +8 or worse; a defense that is already a -6 can become a -7 or -8. Any exception to this explanation will state “. . . cannot exceed the fighter’s original rating” or “. . . a fighter’s CF cannot exceed a 12”.  Should you find an obvious error or if an explanation is unclear, contact me via the Title Bout II Facebook group. |