

## Diggin Deep Boxing - Check the Deck Chart

Roll	Name	Description
901 - 902	<b>Power Check: A+</b>	If passed, the boxer lands a Solid Hit, and does not lose one fatigue for the round. If failed, the boxer rolls No Offense and loses two fatigue for the round.
903 - 904	<b>Power Check: A</b>	If passed, the boxer lands a Solid Hit, and does not lose one fatigue for the round. If failed, the boxer rolls No Offense and loses two fatigue for the round.
905 - 906	<b>Power Check: A-</b>	If passed, the boxer lands a Solid Hit, and does not lose one fatigue for the round. If failed, the boxer rolls No Offense and loses two fatigue for the round.
907 - 908	<b>Power Check: B+</b>	If passed, the boxer lands a Solid Hit, and does not lose one fatigue for the round. If failed, the boxer rolls No Offense and loses two fatigue for the round.
909 - 910	<b>Power Check: B</b>	If passed, the boxer lands a Solid Hit, and does not lose one fatigue for the round. If failed, the boxer rolls No Offense and loses two fatigue for the round.
911 - 912	<b>Power Check: B-</b>	If passed, the boxer lands a Solid Hit, and does not lose one fatigue for the round. If failed, the boxer rolls No Offense and loses two fatigue for the round.
913 - 914	<b>Power Check: C+</b>	If passed, the boxer lands a Solid Hit, and does not lose one fatigue for the round. If failed, the boxer rolls No Offense and loses two fatigue for the round.
915 - 916	<b>Power Check: C</b>	If passed, the boxer lands a Solid Hit, and does not lose one fatigue for the round. If failed, the boxer rolls No Offense and loses two fatigue for the round.
917 - 918	<b>Power Check: C-</b>	If passed, the boxer lands a Solid Hit, and does not lose one fatigue for the round. If failed, the boxer rolls No Offense and loses two fatigue for the round. If the boxer passes an A+ check, he knocks his opponent down.
919 - 920	<b>Power Check: D+</b>	If passed, the boxer lands a Solid Hit, and does not lose one fatigue for the round. If failed, the boxer rolls No Offense and loses two fatigue for the round. If the boxer passes an A check, he knocks his opponent down.
921 - 922	<b>Power Check: D</b>	If passed, the boxer lands a Solid Hit, and does not lose one fatigue for the round. If failed, the boxer rolls No Offense and loses two fatigue for the round. If the boxer passes an A- check, he knocks his opponent down.
923 - 924	<b>Power Check: D-</b>	If passed, the boxer lands a Solid Hit, and does not lose one fatigue for the round. If failed, the boxer rolls No Offense and loses two fatigue for the round. If the boxer passes a B+ check, he knocks his opponent down.
925 - 926	<b>Finesse Check: A+</b>	If passed, the boxer lands a Solid Hit, and does not lose one fatigue for the round. If failed, the boxer rolls No Offense and loses two fatigue for the round. If the boxer fails a C- check, he is knocked down by the opponent.
927 - 928	<b>Finesse Check: A</b>	If passed, the boxer lands a Solid Hit, and does not lose one fatigue for the round. If failed, the boxer rolls No Offense and loses two fatigue for the round. If the boxer fails a D+ check, he is knocked down by the opponent.
929 - 930	<b>Finesse Check: A-</b>	If passed, the boxer lands a Solid Hit, and does not lose one fatigue for the round. If failed, the boxer rolls No Offense and loses two fatigue for the round. If the boxer fails a D check, he is knocked down by the opponent.
931 - 932	<b>Finesse Check: B+</b>	If passed, the boxer lands a Solid Hit, and does not lose one fatigue for the round. If failed, the boxer rolls No Offense and loses two fatigue for the round. If the boxer fails a D- check, he is knocked down by the opponent.
933 - 934	<b>Finesse Check: B</b>	If passed, the boxer lands a Solid Hit, and does not lose one fatigue for the round. If failed, the boxer rolls No Offense and loses two fatigue for the round.
935 - 936	<b>Finesse Check: B-</b>	If passed, the boxer lands a Solid Hit, and does not lose one fatigue for the round. If failed, the boxer rolls No Offense and loses two fatigue for the round.
937 - 938	<b>Finesse Check: C+</b>	If passed, the boxer lands a Solid Hit, and does not lose one fatigue for the round. If failed, the boxer rolls No Offense and loses two fatigue for the round.
939 - 940	<b>Finesse Check: C</b>	If passed, the boxer lands a Solid Hit, and does not lose one fatigue for the round. If failed, the boxer rolls No Offense and loses two fatigue for the round.
941 - 942	<b>Finesse Check: C-</b>	If passed, the boxer lands a Solid Hit, and does not lose one fatigue for the round. If failed, the boxer rolls No Offense and loses two fatigue for the round.
943 - 944	<b>Finesse Check: D+</b>	If passed, the boxer lands a Solid Hit, and does not lose one fatigue for the round. If failed, the boxer rolls No Offense and loses two fatigue for the round.
945 - 946	<b>Finesse Check: D</b>	If passed, the boxer lands a Solid Hit, and does not lose one fatigue for the round. If failed, the boxer rolls No Offense and loses two fatigue for the round.
947 - 948	<b>Finesse Check: D-</b>	If passed, the boxer lands a Solid Hit, and does not lose one fatigue for the round. If failed, the boxer rolls No Offense and loses two fatigue for the round.

Roll	Name	Description
949 - 950	<b>Major Bolstered Confidence</b>	This boxer gains two diggin deep opportunities which can be used in any round. These opportunities effect both offense and defense.
951 - 952	<b>Minor Bolstered Confidence</b>	This boxer gains one diggin deep opportunity which can be used in any round. This opportunity effects both offense and defense.
953 - 954	<b>Major Deflated Confidence</b>	This boxer loses two diggin deep opportunities. A boxer's DD number cannot go below zero.
955 - 956	<b>Minor Deflated Confidence</b>	This boxer loses one diggin deep opportunity. A boxer's DD number cannot go below zero.
957 - 958	<b>The Meek shall Inherit the Earth</b>	If this boxer has a natural zero listed in his diggin deep box, he gains three diggin deep opportunities that can be used in any round (Bonus given to offense and defense). This boxer also has a Power, Finesse, and Injury rating of A+ for the remainder of the bout.
959 - 962	<b>Throwing in the Towel</b>	When this result is rolled, mark the boxer who rolled this result with 'Towel'. If this boxer gets cut or knocked down while marked with 'Towel', this boxer's manager has seen enough and throws in the towel. Thus, ending the bout.
963 - 966	<b>Rope a Dope</b>	Make an extra Toe to Toe (Finesse) check this round. If this boxer wins, the opposing boxer loses three fatigue this round (instead of the normal one). If you lose, this boxer loses one extra fatigue. Afterwards, Re-roll the round.
967 - 968	<b>Never Saw it Coming</b>	This boxer gets one free roll. If KO or Kd comes up, he knocks his opponent down with a vicious uppercut. He ain't getting up any time soon. Everybody can go home!
969 - 970	<b>Not Getting a Chance to Heal</b>	This boxer is given a vicious cut over his eye by his opponent. Roll as normal on the cut chart, and double any ratings penalties if any are given.
971 - 975	<b>Don't Forget, He's a Lefty</b>	This card only applies if this boxer is fighting against a southpaw. For the remainder of the bout, re-read any result of Solid Blow from YOUR defense chart to Glancing Blow.
976 - 980	<b>I Forgot, He's a Lefty</b>	This card only applies if this boxer is a southpaw. For the remainder of the bout, re-read any result of Glancing Blow from YOUR attack chart to Solid Hit.
981 - 982	<b>Below the Belt</b>	This boxer lands a punch below the belt of his opponent by accident. However, the referee deemed it intentional and penalizes you one point for this round.
983 - 986	<b>Everyone Loves and Underdog</b>	If this boxer is the challenger, he gains two diggin deep opportunities to be used in any round. Consider the bonus given to both Offense and Defense.
987 - 988	<b>Biased Judge (Challenger)</b>	One of the judges may or may not be paying off a gambling debt. He is biased in favor of the challenger. Unless the challenger was knocked down or knocked out this round, automatically score this round 10-8 in favor of the challenger.
989 - 990	<b>Biased Judge (Champion)</b>	One of the judges may or may not be paying off a gambling debt. He is biased in favor of the champion. Unless the champion was knocked down or knocked out this round, automatically score this round 10-8 in favor of the challenger.
991 - 992	<b>Backed into the Corner</b>	This boxer is backed into the corner by his opponent and he is fighting for his life. Make an extra Toe to Toe (Power) check. If this boxer loses, he must make an injury check. If this boxer wins, he works his way back into the middle of the ring, and re-roll this round. Count this exchange as a knockdown for scoring purposes only.
993 - 994	<b>Swing and a Miss</b>	This boxer over commits on a right hook and leaves himself defenseless. His opponent, however, does not miss. This boxer must make an injury check.
995 - 997	<b>Gaining Momentum</b>	Gain one diggin deep opportunity for each time this boxer has knocked his opponent down. Going forward, gain one diggin deep opportunity every time this boxer knocks his opponent down.
998 - 1,000	<b>Losing Momentum</b>	Lose one diggin deep opportunity for each time this boxer has been knocked down by his opponent. Going forward, lose one diggin deep opportunity every time this boxer is knocked down by his opponent.