

```
import random, os, time
```

```
def rollDice(side):  
    result = random.randint(1, side)  
    return result
```

```
def health():  
    healthStat = ((rollDice(6) * rollDice(12)) / 2) + 10  
    return healthStat
```

```
def strength():  
    strengthStat = ((rollDice(6) * rollDice(8)) / 2) + 12  
    return strengthStat
```

```
print("⚔️ BATTLE TIME ⚔️")  
print()  
c1Name = input("Name your Legend:\n")  
c1Type = input("Character Type (Human, Elf, Wizard, Orc):\n")  
print()  
print(c1Name)  
c1Health = health()  
c1Strength = strength()  
print("HEALTH:", c1Health)  
print("STRENGTH:", c1Strength)  
print()  
print("Who are they battling?")  
print()
```

```
c2Name = input("Name your Legend:\n")  
c2Type = input("Character Type (Human, Elf, Wizard, Orc):\n")  
print()  
print(c2Name)  
c2Health = health()  
c2Strength = strength()  
print("HEALTH:", c2Health)  
print("STRENGTH:", c2Strength)  
print()
```

```
round = 1  
winner = None
```

```

while True:
    time.sleep(1)
    os.system("clear")
    print("⚔️ BATTLE TIME ⚔️")
    print()
    print("The battle begins!")

    c1Dice = rollDice(6)
    c2Dice = rollDice(6)

    difference = abs(c1Strength - c2Strength) + 1

    if c1Dice > c2Dice:
        c2Health -= difference
        if round == 1:
            print(c1Name, "wins the first blow")
        else:
            print(c1Name, "wins round", round)
    elif c2Dice > c1Dice:
        c1Health -= difference
        if round == 1:
            print(c2Name, "wins the first blow")
        else:
            print(c2Name, "wins round", round)
    else:
        print("Their swords clash and they draw round", round)

    print()
    print(c1Name)
    print("HEALTH:", c1Health)
    print()
    print(c2Name)
    print("HEALTH:", c2Health)
    print()

    if c1Health <= 0:
        print(c1Name, "has died!")
        winner = c2Name
        break
    elif c2Health <= 0:
        print(c2Name, "has died!")
        winner = c1Name
        break

```

```
else:  
    print("And they're both standing for the next round")  
    round += 1
```

```
time.sleep(1)  
os.system("clear")  
print("🔪 BATTLE TIME 🔪")  
print()  
print(winner, "has won in", round, "rounds")
```