|  |  |  |
| --- | --- | --- |
| Level | Hit Points | Attack |
| 1 | 100 | rand()%10+1 |
| 2 | 200 | rand()%15+5 |
| 3 | 300 | rand()%20+10 |
| 4 | 400 | rand()%25+15 |
| 5 | 500 | rand()%30+20 |
| 6 | 600 | rand()%35+25 |
| 7 | 700 | rand()%40+30 |
| 8 | 800 | rand()%45+35 |
| 9 | 900 | rand()%50+40 |
| 10 | 1000 | rand()%55+45 |