```cpp
 1  #include <iostream>
 2  #include <memory>//for pointers
 3  #include "Mage.h"
 4  #include "Rogue.h"
 5  #include "Warrior.h"
 6  using namespace std;
 7
 8  int main()
 9  {
10      int choice;//variable for choice to heal or attack
11      cout << "You are now Knight Timmy, a ferocious Warrior." << endl;
12      cout << "A Mage named Wizard Gandolfo appears and is ready to battle!" <<
          endl;
13      cout << endl;
14      //players with overwritten name, health, armor with the class it belongs to
15      shared_ptr<Warrior> Knight_Timmy = make_shared<Warrior>("Knight Timmy", 20,
          5);
16      shared_ptr<Mage> Wizard_Gandolfo = make_shared<Mage>("Wizard Gandolfo", 15,
          2);
17      shared_ptr<Rogue> Assassin_Jim = make_shared<Rogue>("Assassin Jim", 10, 3);
18
19      Knight_Timmy->printStats();//prints stats of the player(user)
20      cout << endl;
21      Wizard_Gandolfo->printStats();//prints stats of enemy 1(mage)
22      cout << endl;
23      while (Knight_Timmy->getHealth() > 0)
24      {
25          do//do-while runs code as long as enemy player is above 0
26          {
27              cout << "You rolled one dice (1-20): Initiative score of " <<
                  Knight_Timmy->getInitRoll();//gets a value between 1-20
28              cout << " + a speed modifier of " << Knight_Timmy-
                  >getInitiativeModifier();//gets modifier
29              cout << " for a total of " << Knight_Timmy->initiativeRoll() <<
                  endl;//calculates both numbers for a total roll
30
31              cout << "The Mage rolled one dice (1-20): Initiative score of " <<
                  Wizard_Gandolfo->initiativeRoll();
32              cout << " and has no bonus speed modifier" << endl;//rolls 1-20 but
                  has no modifier so the roll is final
33              cout << endl;
34              //if the user rolls a higher number, then it will go first and choose
                  between attack and heal
35              if (Knight_Timmy->initiativeRoll() > Wizard_Gandolfo->initiativeRoll
                  ())
36              {
37                  Knight_Timmy->move();//user chooses from the two option
38                  cin >> choice;//user input
39                  if (choice == 1)//option to attack
40                  {
41                      cout << endl;
42                      cout << "You rolled one dice(1-6): Damage score of " <<
```

```cpp
                        Knight_Timmy->getAttack();//gets a value from 1-6
43                      cout << " + a strength modifier of " << Knight_Timmy-
                        >getAttackModifer() << " for a total of ";//gets modifier and
                         calculates total
44                      cout << Knight_Timmy->makeAttack();//user atttacks the mage
                         for the total attack damage
45                      cout << endl;
46                      Wizard_Gandolfo->receiveDamage(Knight_Timmy->makeAttack());//
                         the mage receives the damage from the player
47                      cout << "Wizard Gandolfo's Move:" << endl;
48                      cout << "Wizard Gandolfo rolled one dice(1-4): Damage score
                         of " << Wizard_Gandolfo->getAttack();//gets a values from 1-4
49                      cout << " + an intellect modifier of " << Wizard_Gandolfo-
                        >getAttackModifier() << " for a total of ";//gets modifier
                         and calculates total
50                      cout << Wizard_Gandolfo->makeAttack();//mage attacks the user
                          for the total damage dealt
51                      cout << endl;
52                      Knight_Timmy->receiveDamage(Wizard_Gandolfo->makeAttack());//
                         user receives the damage from the mage
53                      cout << endl << endl;
54                  }
55              else if (choice == 2)//option to heal
56              {
57                      cout << endl;
58                      cout << "You heal yourself for " << Knight_Timmy->getHeal()
                         << " hit points!" << endl;//user heals for 2-10 values
59                      cout << "Total HP now at: " << Knight_Timmy->getNewHealth()
                          << endl << endl;//calculates new health from heal and current
                          health
60                  }
61          }//if the mage rolls a higher number than the user, then the mage
             moves first and attacks
62          else if (Knight_Timmy->initiativeRoll() < Wizard_Gandolfo-
             >initiativeRoll())
63          {
64              cout << endl;
65              cout << "Wizard Gandolfo's Move:" << endl;
66              cout << "Wizard Gandolfo rolled one dice(1-4): Damage score of "
                 << Wizard_Gandolfo->getAttack();//gets value from 1-4
67              cout << " + an intellect modifier of " << Wizard_Gandolfo-
                 >getAttackModifier() << " for a total of ";//gets modifier and
                 calculates total
68              cout << Wizard_Gandolfo->makeAttack();//makes attack for the
                 calculated damage
69              cout << endl;
70              Knight_Timmy->receiveDamage(Wizard_Gandolfo->makeAttack());//user
                 receives the damage from the mage's attack
71              cout << endl;
72              Knight_Timmy->move();//player chooses it option of heal or attack
73              cin >> choice;
74              if (choice == 1)//player attacks
```

```cpp
75                        {
76                                cout << "You rolled one dice(1-6): Damage score of " <<
                                 Knight_Timmy->getAttack();//gets value from 1-6
77                                cout << " + a strength modifier of " << Knight_Timmy-
                                 >getAttackModifer() << " for a total of ";//gets modifier and
                                  calculates total
78                                cout << Knight_Timmy->makeAttack();//player attacks the enemy
                                 for total calculated damage
79                                cout << endl;
80                                Wizard_Gandolfo->receiveDamage(Knight_Timmy->makeAttack());//
                                 mage receives damage from the user
81                                cout << endl << endl;
82                        }
83                    else if (choice == 2)//player heals
84                    {
85                                cout << endl;
86                                cout << "You heal yourself for " << Knight_Timmy->getHeal()
                                 << " hit points!" << endl;//user heals for 2-10 values
87                                cout << "Total HP now at: " << Knight_Timmy->getNewHealth()
                                 << endl << endl;//calculates new health from heal and current
                                  health
88                        }
89            }//if the rolls are equal to each other then they roll again
90            else if (Knight_Timmy->initiativeRoll() == Wizard_Gandolfo-
                >initiativeRoll())
91            {
92                cout << "Rolling again..." << endl;
93                cout << "You rolled one dice (1-20): Initiative score of " <<
                    Knight_Timmy->getInitRoll();//gets a value between 1-20
94                cout << " + a speed modifier of " << Knight_Timmy-
                    >getInitiativeModifier();//gets modifier
95                cout << " for a total of " << Knight_Timmy->initiativeRoll() <<
                    endl;//calculates both numbers for a total roll
96
97                cout << "The Mage rolled one dice (1-20): Initiative score of "
                    << Wizard_Gandolfo->initiativeRoll();
98                cout << " and has no bonus speed modifier" << endl;//rolls 1-20
                    but has no modifier so the roll is final
99                cout << endl;
100           }
101      } while (Wizard_Gandolfo->getHealth() > 0);//code executes as long as
            their health is over 0
102
103      if (Wizard_Gandolfo->getHealth() < 0)//when mage reaches below 0 health,
            the fight is over and it will fight a new enemy
104      {
105          Knight_Timmy = make_shared<Warrior>("Knight Timmy", 20, 5);
106          cout << "The Mage has been slain!" << endl << endl;
107          cout << "A magical fairy visits ou, health has been reset to 20!" <<
                endl;
108          cout << "A Rogue named Assassin Jim appears and is ready to battle!"
                << endl << endl;
```

```cpp
109              Knight_Timmy->printStats();//prints reset stats of the user
110              cout << endl;
111              Assassin_Jim->printStats();//prints enemy 2 stats(rogue)
112              cout << endl;
113          }
114
115          do
116          {
117              cout << "You rolled one dice (1-20): Initiative score of " <<
                   Knight_Timmy->getInitRoll();//gets a value from 1-20
118              cout << " + a speed modifier of " << Knight_Timmy-
                   >getInitiativeModifier();//gets modifier
119              cout << " for a total of " << Knight_Timmy->initiativeRoll() <<
                   endl;//calculates both numbers for a total roll
120
121              cout << "The Rogue rolled one dice (1-20): Initiative score of " <<
                   Assassin_Jim->getInitRoll();//gets a value from 1-20
122              cout << " + a speed modifier of " << Assassin_Jim-
                   >getInitiativeModifier();//gets modifier
123              cout << " for a total of " << Assassin_Jim->initiativeRoll() <<
                   endl;//calculates both numbers for a total roll
124              //if user rolls a greater number than the rogue, then it chooses
                   between heal and attack
125              if (Knight_Timmy->initiativeRoll() > Assassin_Jim->initiativeRoll())
126              {
127                  Knight_Timmy->move();//user chooses from heal or attack
128                  cin >> choice;
129                  if (choice == 1)//option to attack
130                  {
131                      cout << endl;
132                      cout << "You rolled one dice(1-6): Damage score of " <<
                           Knight_Timmy->getAttack();//gets value from 1-6
133                      cout << " + a strength modifier of " << Knight_Timmy-
                           >getAttackModifer() << " for a total of ";//gets modifier and
                            calculates total
134                      cout << Assassin_Jim->makeAttack() << endl;//rogue makes
                            attack for total damage done
135                      Assassin_Jim->getDodge();//50% chance for rogue to dodge the
                            attack
136                      if (Assassin_Jim->getDodge() == 1)//50% to dodge
137                      {
138                          cout << endl << "Assassin Jim dodged the attack!" <<
                            endl;
139                      }
140                      else if (Assassin_Jim->getDodge() == 2)//50% to be attacked
141                      {
142                          cout << endl;
143                          Assassin_Jim->receiveDamage(Knight_Timmy->makeAttack
                            ());//rogue receives damage
144                          cout << "Assassin Jim's Move:" << endl;
145                          cout << "Assassin Jim rolled two dice(1-4): Damage score
                            of " << Assassin_Jim->getAttack();//gets values from 2-8
```

```
              damage
146               cout << " + an agility modifier of " << Assassin_Jim-      ⏎
              >getAttackModifier() << " for a total of ";//gets modifier      ⏎
              value
147               cout << Assassin_Jim->makeAttack();//calculates total for ⏎
               its attack
148               cout << endl;
149               Knight_Timmy->receiveDamage(Assassin_Jim->makeAttack      ⏎
              ());//user receives damage from the rogue
150               cout << endl << endl;
151           }
152       }
153       else if (choice == 2)//option to heal
154       {
155           cout << endl;
156           cout << "You heal yourself for " << Knight_Timmy->getHeal()   ⏎
               << " hit points!" << endl;//gets heal value from 2-10
157           cout << "Total HP now at: " << Knight_Timmy->getNewHealth()   ⏎
               << endl << endl;//adds generated health to current health
158       }
159   }//if rogue rolls a higher number than user, then it attacks first
160   else if (Knight_Timmy->initiativeRoll() < Assassin_Jim-           ⏎
       >initiativeRoll())
161   {
162       cout << endl;
163       cout << "Assassin Jim's Move:" << endl;
164       cout << "Assassin Jim rolled two dice(1-4): Damage score of " << ⏎
         Wizard_Gandolfo->getAttack();//attacks from 2-8
165       cout << " + an agility modifier of " << Wizard_Gandolfo-        ⏎
         >getAttackModifier() << " for a total of ";//gets modifier
166       cout << Wizard_Gandolfo->makeAttack();//calculates total and     ⏎
         attacks user for total damage generated
167       cout << endl;
168       Knight_Timmy->receiveDamage(Assassin_Jim->makeAttack());//user   ⏎
         receives the damage from rogue
169       cout << endl;
170       Knight_Timmy->move();//user chooses from heal or attack
171       cin >> choice;
172       if (choice == 1)//option to attack
173       {
174           cout << "You rolled one dice(1-6): Damage score of " <<      ⏎
             Knight_Timmy->getAttack();//attacks from 1-6
175           cout << " + a strength modifier of " << Knight_Timmy-        ⏎
             >getAttackModifer() << " for a total of ";//gets modifier
176           cout << Assassin_Jim->makeAttack() << endl;//calculates and  ⏎
             attacks for total damage generated
177           Assassin_Jim->getDodge();//rogue has 50% chance to Dodge     ⏎
             attack from user
178           if (Assassin_Jim->getDodge() == 1)//50% to Dodge
179           {
180               cout << endl << "Assassin Jim Dodged the attack!" <<     ⏎
             endl;
```

```cpp
181                         }
182                     else if (Assassin_Jim->getDodge() == 2)//50% chance to be
                          attacked
183                     {
184                         cout << endl;
185                         Assassin_Jim->receiveDamage(Knight_Timmy->makeAttack
                          ());//receives damage from attack value generated
186                         cout << "Assassin Jim's Move:" << endl;
187                         cout << "Assassin Jim rolled two dice(1-4): Damage score
                          of " << Assassin_Jim->getAttack();//gets values from 2-8
188                         cout << " + an agility modifier of " << Assassin_Jim-
                          >getAttackModifier() << " for a total of ";//gets modifier
189                         cout << Assassin_Jim->makeAttack();//calculates total
                          attack to give to user
190                         cout << endl;
191                         Knight_Timmy->receiveDamage(Assassin_Jim->makeAttack
                          ());//user receives damage from rogue
192                         cout << endl << endl;
193                     }
194                 }
195             else if (choice == 2)
196             {
197                 cout << endl;
198                 cout << "You heal yourself for " << Knight_Timmy->getHeal()
                      << " hit points!" << endl;//gets heal values from 2-10
199                 cout << "Total HP now at: " << Knight_Timmy->getNewHealth()
                      << endl << endl;//adds heal generated to current health
200             }
201         }
202         else if (Knight_Timmy->initiativeRoll() == Assassin_Jim-
               >initiativeRoll())
203         {
204             cout << "You rolled one dice (1-20): Initiative score of " <<
                   Knight_Timmy->getInitRoll();//gets a value from 1-20
205             cout << " + a speed modifier of " << Knight_Timmy-
                   >getInitiativeModifier();//gets modifier
206             cout << " for a total of " << Knight_Timmy->initiativeRoll() <<
                   endl;//calculates both numbers for a total roll
207
208             cout << "The Rogue rolled one dice (1-20): Initiative score of "
                   << Assassin_Jim->getInitRoll();//gets a value from 1-20
209             cout << " + a speed modifier of " << Assassin_Jim-
                   >getInitiativeModifier();//gets modifier
210             cout << " for a total of " << Assassin_Jim->initiativeRoll() <<
                   endl;//calculates both numbers for a total roll
211         }
212     } while (Assassin_Jim->getHealth() > 0);//executes code as long as rogue
           is still alive
213     {
214         if (Assassin_Jim->getHealth() < 0)//if rogue dies then the player has
               won the game
215         {
```

```
216                         cout << "The Rogue has been slain!" << endl;
217                         cout << "You won the video game" << endl;
218                     }
219             }//entire code will continue to execute as long as the player is above 0 ⮡
                         health
220             if (Knight_Timmy->getHealth() < 0)
221             {
222                 cout << "You died..." << endl;//once the user reaches under 0, the   ⮡
                         game is over
223             }
224         }
225
226     system("pause>nul");
227     return 0;
228 }
```

```cpp
 1  #ifndef COMMONSTATISTICS_H
 2  #define COMMONSTATISTICS_H
 3  #include <iostream>
 4  #include <time.h>
 5  #include <string>
 6  using namespace std;
 7
 8  class CommonStatistics
 9  {
10  protected:
11      string name;//player names
12      int health;//health is fixed respectively but all shared
13      int armor;//armor is unique but they share the common stat
14  public:
15      CommonStatistics(string n, int h, int ar);//overloaded constructor the other
          classes can use
16      string getName();//gets player name
17      int getHealth();//gets player health
18      int getArmor();//gets player armor
19      virtual void printStats() = 0;//function to test for abstraction
20      void receiveDamage(int damageTaken);//function to deal with damage taking
21  };
22  CommonStatistics::CommonStatistics(string n, int h, int ar)//overwritten arguments
      are set
23  {//equal to their respective variable in each class
24      name = n;//1st
25      health = h;//2nd
26      armor = ar;//3rd
27  }
28  string CommonStatistics::getName()
29  {
30      return name;//gets name of the desired player
31  }
32  int CommonStatistics::getHealth()
33  {
34      return health;//gets health of the desired player
35  }
36  int CommonStatistics::getArmor()
37  {
38      return armor;//gets armor of the desired player
39  }
40  void CommonStatistics::receiveDamage(int damageTaken)//receives the enemy's attack
41  {//the attack value is then taken away from the current player receiving the
      damage
42      health = (health - (damageTaken - armor));//health is subtracted with armor as
          well
43      cout << name << " has taken " << damageTaken << " damage and is now at ";
44      cout << health << " HP" << endl;//hp left after attack
45  }
46  #endif // !COMMONSTATISTICS_H
```

```cpp
1  #ifndef WARRIOR_H//Knight
2  #define WARRIOR_H//Knight
3  #include "CommonStatistics.h"
4  class Warrior : public CommonStatistics
5  {
6  private:
7      int attack;//value the player attacks
8      int heal;//value to heal with
9      int attackModifier;//Strength
10     int initiativeModifier;//Speed
11     int initRoll = rand() % 20 + 1;//roll of 1-20
12 public:
13     Warrior(string n, int hlth, int ar);//3 parameters that can be overwritten
14     virtual void printStats();//prints user stats
15     void move();//option to heal or attack
16     int initiativeRoll();//calculates final intitiative
17     int getInitRoll();//gets value from 1-20
18     int makeAttack();//makes attack from the attack and its modifier
19     int getAttack();//gets value from 1-6
20     int getHeal();//gets value from 2-10
21     int getNewHealth();//adds generated value to current health
22     int getAttackModifer();//gets value of 3
23     int getInitiativeModifier();//gets value of 4
24
25 };
26 Warrior::Warrior(string n, int hlth, int ar) : CommonStatistics(n, hlth, ar)
27 {//inherits 3 parameters of name, health, and armor
28     srand(time(0));//to seed a random number
29     heal = ((rand() % 5 + 1) + (rand() % 5 + 1));//2-10
30     attack = rand() % 6 + 1;//1-6
31     attackModifier = 3;
32     initiativeModifier = 4;
33 }
34 void Warrior::printStats()
35 {//function to print stats
36     cout << "Warrior " << name << "'s current stats:" << endl;
37     cout << "Health: " << health << endl;
38     cout << "Healing Die : 2 D5" << endl;
39     cout << "Base Attack Die : 1 D6" << endl;
40     cout << "Armor : " << armor << endl;
41     cout << "Attack Modifier (Strength) : " << attackModifier << endl;
42     cout << "Initiative Modifier (Speed) : " << initiativeModifier << endl;
43 }
44 int Warrior::getInitRoll()
45 {
46     return initRoll;//returns the roll of 1-20
47 }
48 int Warrior::initiativeRoll()
49 {
50     return (initRoll + initiativeModifier);//adds final initiative roll number
51 }
52 void Warrior::move()
```

```cpp
53  {//function for the user to choose between healing or attacking
54      cout << "Your Move:" << endl;
55      cout << "What will you do?" << endl;
56      cout << "1. Attack" << endl;
57      cout << "2. Heal" << endl;
58  }
59  int Warrior::makeAttack()
60  {
61      return (attack + attackModifier);//returns final damaging going to be dealt
62  }
63  int Warrior::getAttack()
64  {
65      return attack;//gets attack value from 1-6
66  }
67  int Warrior::getHeal()
68  {
69      return heal;//gets heal from 2-10
70  }
71  int Warrior::getNewHealth()
72  {//function to return new health
73      if ((heal + health) > 20)//if the new health goes over 20
74      {//then health is set to 20
75          health = 20;
76          return health;
77      }
78      else//if not, it returns the value under 20 or less
79      {
80          return (heal + health);
81      }
82  }
83  int Warrior::getAttackModifer()
84  {
85      return attackModifier;//gets value of 3
86  }
87  int Warrior::getInitiativeModifier()
88  {
89      return initiativeModifier;//gets value of 4
90  }
91  #endif // !WARRIOR_H
```

```cpp
 1  #ifndef MAGE_H
 2  #define MAGE_H
 3  #include "CommonStatistics.h"
 4
 5  class Mage : public CommonStatistics
 6  {
 7  private:
 8      int attack;
 9      int attackModifier;//Intellect
10      int initRoll = rand() % 20 + 1;//roll of 1-20
11  public:
12      Mage(string n, int hth, int ar);
13      virtual void printStats();
14      int initiativeRoll();//gets roll of 1-20
15      int makeAttack();//makes attack of 1-4
16      int getAttack();//gets attack value
17      int getAttackModifier();//gets modifier value of 7
18  };
19  Mage::Mage(string n, int hlth, int ar) : CommonStatistics(n, hlth, ar)
20  {//inheritance overloaded constructor
21      srand(time(0));
22      attack = rand() % 4 + 1;//1-4
23      attackModifier = 7;
24  }
25  void Mage::printStats()
26  {//function to print stats
27      cout << "Mage " << name <<"'s current stats:" << endl;
28      cout << "Health: " << health << endl;
29      cout << "Base Attack Die : 1 D4" << endl;
30      cout << "Armor : " << armor << endl;
31      cout << "Attack Modifier (Intellect) : " << attackModifier << endl;
32  }
33  int Mage::initiativeRoll()
34  {
35      return initRoll;//value of 1-20
36  }
37  int Mage::makeAttack()
38  {
39      return (attack + attackModifier);//calculates for a total of 8-11
40  }
41  int Mage::getAttack()
42  {
43      return attack;//value of 1-4
44  }
45  int Mage::getAttackModifier()
46  {
47      return attackModifier;//value of 7
48  }
49  #endif // !MAGE_H
```

```cpp
1  #ifndef ROGUE_H
2  #define ROGUE_H
3  #include "CommonStatistics.h"
4
5  class Rogue : public CommonStatistics
6  {
7  private:
8      int attack;
9      int attackModifier;//Agility
10     int initiativeModifier;//Speed
11     int dodge;//50% chance to dodge
12     int initRoll = rand() % 20 + 1;//roll of 1-20
13 public:
14     Rogue(string n, int hlth, int ar);//overloaded constructor
15     virtual void printStats();//prints stats
16     int initiativeRoll();//value of 1-20
17     int makeAttack();//to attack
18     int getInitRoll();//return value of 1-20
19     int getAttack();//gets 2-8 value
20     int getAttackModifier();//4
21     int getInitiativeModifier();//5
22     int getDodge();//1 or 2 value
23 };
24 Rogue::Rogue(string n, int hlth, int ar) : CommonStatistics(n, hlth, ar)
25 {//function that inherits from bas class
26     srand(time(0));
27     attack = ((rand() % 4 + 1) + (rand() % 4 + 1));//2-8
28     attackModifier = 4;
29     initiativeModifier = 5;
30     dodge = rand() % 2 + 1;//1 or 2
31 }
32 void Rogue::printStats()
33 {//function that prints stats
34     cout << "Rogue " << name << "'s current stats:" << endl;
35     cout << "Health: " << health << endl;
36     cout << "Base Attack Die: 2 D4" << endl;
37     cout << "Armor: " << armor << endl;
38     cout << "Attack Modifier (Agility): " << attackModifier << endl;
39     cout << "Initiative Modifier (Speed): " << initiativeModifier << endl;
40     cout << "Dodge: 50% chance to dodge an incoming attack" << endl;
41 }
42 int Rogue::initiativeRoll()
43 {
44     return (initRoll + initiativeModifier);//adds roll + modifier
45 }
46 int Rogue::makeAttack()
47 {
48     return (attack + attackModifier);//adds attack + modifier
49 }
50 int Rogue::getInitRoll()
51 {
52     return initRoll;//value of 1-20
```

```
53  }
54  int Rogue::getAttack()
55  {
56      return attack;//2-8 values
57  }
58  int Rogue::getAttackModifier()
59  {
60      return attackModifier;//value of 4
61  }
62  int Rogue::getInitiativeModifier()
63  {
64      return initiativeModifier;//value of 5
65  }
66  int Rogue::getDodge()
67  {
68      return dodge;//value of 1 or 2
69  }
70  #endif // !ROGUE_H
```

```
You are now Knight Timmy, a ferocious Warrior.
A Mage named Wizard Gandolfo appears and is ready to battle!

Warrior Knight Timmy's current stats:
Health: 20
Healing Die : 2 D5
Base Attack Die : 1 D6
Armor : 5
Attack Modifier (Strength) : 3
Initiative Modifier (Speed) : 4

Mage Wizard Gandolfo's current stats:
Health: 15
Base Attack Die : 1 D4
Armor : 2
Attack Modifier (Intellect) : 7

You rolled one dice (1-20): Initiative score of 2 + a speed modifier of 4 for a total of 6
The Mage rolled one dice (1-20): Initiative score of 15 and has no bonus speed modifier


Wizard Gandolfo's Move:
Wizard Gandolfo rolled one dice(1-4): Damage score of 3 + an intellect modifier of 7 for a total of 10
Knight Timmy has taken 10 damage and is now at 15 HP

Your Move:
What will you do?
1. Attack
2. Heal
1
You rolled one dice(1-6): Damage score of 2 + a strength modifier of 3 for a total of 5
Wizard Gandolfo has taken 5 damage and is now at 12 HP


You rolled one dice (1-20): Initiative score of 2 + a speed modifier of 4 for a total of 6
The Mage rolled one dice (1-20): Initiative score of 15 and has no bonus speed modifier


Wizard Gandolfo's Move:
Wizard Gandolfo rolled one dice(1-4): Damage score of 3 + an intellect modifier of 7 for a total of 10
Knight Timmy has taken 10 damage and is now at 10 HP

Your Move:
What will you do?
1. Attack
2. Heal
2

You heal yourself for 5 hit points!
Total HP now at: 15

You rolled one dice (1-20): Initiative score of 2 + a speed modifier of 4 for a total of 6
The Mage rolled one dice (1-20): Initiative score of 15 and has no bonus speed modifier


Wizard Gandolfo's Move:
Wizard Gandolfo rolled one dice(1-4): Damage score of 3 + an intellect modifier of 7 for a total of 10
Knight Timmy has taken 10 damage and is now at 5 HP

Your Move:
What will you do?
1. Attack
2. Heal
```

```
1
You rolled one dice(1-6): Damage score of 2 + a strength modifier of 3 for a total of 5
Wizard Gandolfo has taken 5 damage and is now at 9 HP


You rolled one dice (1-20): Initiative score of 2 + a speed modifier of 4 for a total of 6
The Mage rolled one dice (1-20): Initiative score of 15 and has no bonus speed modifier


Wizard Gandolfo's Move:
Wizard Gandolfo rolled one dice(1-4): Damage score of 3 + an intellect modifier of 7 for a total of 10
Knight Timmy has taken 10 damage and is now at 0 HP

Your Move:
What will you do?
1. Attack
2. Heal
1
You rolled one dice(1-6): Damage score of 2 + a strength modifier of 3 for a total of 5
Wizard Gandolfo has taken 5 damage and is now at 6 HP


You rolled one dice (1-20): Initiative score of 2 + a speed modifier of 4 for a total of 6
The Mage rolled one dice (1-20): Initiative score of 15 and has no bonus speed modifier


Wizard Gandolfo's Move:
Wizard Gandolfo rolled one dice(1-4): Damage score of 3 + an intellect modifier of 7 for a total of 10
Knight Timmy has taken 10 damage and is now at -5 HP

Your Move:
What will you do?
1. Attack
2. Heal
1
You rolled one dice(1-6): Damage score of 2 + a strength modifier of 3 for a total of 5
Wizard Gandolfo has taken 5 damage and is now at 3 HP


You rolled one dice (1-20): Initiative score of 2 + a speed modifier of 4 for a total of 6
The Mage rolled one dice (1-20): Initiative score of 15 and has no bonus speed modifier


Wizard Gandolfo's Move:
Wizard Gandolfo rolled one dice(1-4): Damage score of 3 + an intellect modifier of 7 for a total of 10
Knight Timmy has taken 10 damage and is now at -10 HP

Your Move:
What will you do?
1. Attack
2. Heal
1
You rolled one dice(1-6): Damage score of 2 + a strength modifier of 3 for a total of 5
Wizard Gandolfo has taken 5 damage and is now at 0 HP


You rolled one dice (1-20): Initiative score of 2 + a speed modifier of 4 for a total of 6
The Rogue rolled one dice (1-20): Initiative score of 18 + a speed modifier of 5 for a total of 23

Assassin Jim's Move:
Assassin Jim rolled two dice(1-4): Damage score of 3 + an agility modifier of 7 for a total of 10
Knight Timmy has taken 9 damage and is now at -14 HP
```

```
Your Move:
What will you do?
1. Attack
2. Heal
2

You heal yourself for 5 hit points!
Total HP now at: -9

You rolled one dice (1-20): Initiative score of 2 + a speed modifier of 4 for a total of 6
The Rogue rolled one dice (1-20): Initiative score of 18 + a speed modifier of 5 for a total of 23

Assassin Jim's Move:
Assassin Jim rolled two dice(1-4): Damage score of 3 + an agility modifier of 7 for a total of 10
Knight Timmy has taken 9 damage and is now at -18 HP

Your Move:
What will you do?
1. Attack
2. Heal
2

You heal yourself for 5 hit points!
Total HP now at: -13

You rolled one dice (1-20): Initiative score of 2 + a speed modifier of 4 for a total of 6
The Rogue rolled one dice (1-20): Initiative score of 18 + a speed modifier of 5 for a total of 23

Assassin Jim's Move:
Assassin Jim rolled two dice(1-4): Damage score of 3 + an agility modifier of 7 for a total of 10
Knight Timmy has taken 9 damage and is now at -22 HP

Your Move:
What will you do?
1. Attack
2. Heal
1
You rolled one dice(1-6): Damage score of 2 + a strength modifier of 3 for a total of 9

Assassin Jim has taken 5 damage and is now at 8 HP
Assassin Jim's Move:
Assassin Jim rolled two dice(1-4): Damage score of 5 + an agility modifier of 4 for a total of 9
Knight Timmy has taken 9 damage and is now at -26 HP


You rolled one dice (1-20): Initiative score of 2 + a speed modifier of 4 for a total of 6
The Rogue rolled one dice (1-20): Initiative score of 18 + a speed modifier of 5 for a total of 23

Assassin Jim's Move:
Assassin Jim rolled two dice(1-4): Damage score of 3 + an agility modifier of 7 for a total of 10
Knight Timmy has taken 9 damage and is now at -30 HP

Your Move:
What will you do?
1. Attack
2. Heal
2

You heal yourself for 5 hit points!
Total HP now at: -25

You rolled one dice (1-20): Initiative score of 2 + a speed modifier of 4 for a total of 6
The Rogue rolled one dice (1-20): Initiative score of 18 + a speed modifier of 5 for a total of 23
```

```
Assassin Jim's Move:
Assassin Jim rolled two dice(1-4): Damage score of 3 + an agility modifier of 7 for a total of 10
Knight Timmy has taken 9 damage and is now at -34 HP

Your Move:
What will you do?
1. Attack
2. Heal
1
You rolled one dice(1-6): Damage score of 2 + a strength modifier of 3 for a total of 9

Assassin Jim has taken 5 damage and is now at 6 HP
Assassin Jim's Move:
Assassin Jim rolled two dice(1-4): Damage score of 5 + an agility modifier of 4 for a total of 9
Knight Timmy has taken 9 damage and is now at -38 HP


You rolled one dice (1-20): Initiative score of 2 + a speed modifier of 4 for a total of 6
The Rogue rolled one dice (1-20): Initiative score of 18 + a speed modifier of 5 for a total of 23

Assassin Jim's Move:
Assassin Jim rolled two dice(1-4): Damage score of 3 + an agility modifier of 7 for a total of 10
Knight Timmy has taken 9 damage and is now at -42 HP

Your Move:
What will you do?
1. Attack
2. Heal
2

You heal yourself for 5 hit points!
Total HP now at: -37

You rolled one dice (1-20): Initiative score of 2 + a speed modifier of 4 for a total of 6
The Rogue rolled one dice (1-20): Initiative score of 18 + a speed modifier of 5 for a total of 23

Assassin Jim's Move:
Assassin Jim rolled two dice(1-4): Damage score of 3 + an agility modifier of 7 for a total of 10
Knight Timmy has taken 9 damage and is now at -46 HP

Your Move:
What will you do?
1. Attack
2. Heal
1
You rolled one dice(1-6): Damage score of 2 + a strength modifier of 3 for a total of 9

Assassin Jim has taken 5 damage and is now at 4 HP
Assassin Jim's Move:
Assassin Jim rolled two dice(1-4): Damage score of 5 + an agility modifier of 4 for a total of 9
Knight Timmy has taken 9 damage and is now at -50 HP


You rolled one dice (1-20): Initiative score of 2 + a speed modifier of 4 for a total of 6
The Rogue rolled one dice (1-20): Initiative score of 18 + a speed modifier of 5 for a total of 23

Assassin Jim's Move:
Assassin Jim rolled two dice(1-4): Damage score of 3 + an agility modifier of 7 for a total of 10
Knight Timmy has taken 9 damage and is now at -54 HP
```

```
Your Move:
What will you do?
1. Attack
2. Heal
1
You rolled one dice(1-6): Damage score of 2 + a strength modifier of 3 for a total of 9

Assassin Jim has taken 5 damage and is now at 2 HP
Assassin Jim's Move:
Assassin Jim rolled two dice(1-4): Damage score of 5 + an agility modifier of 4 for a total of 9
Knight Timmy has taken 9 damage and is now at -58 HP


You rolled one dice (1-20): Initiative score of 2 + a speed modifier of 4 for a total of 6
The Rogue rolled one dice (1-20): Initiative score of 18 + a speed modifier of 5 for a total of 23

Assassin Jim's Move:
Assassin Jim rolled two dice(1-4): Damage score of 3 + an agility modifier of 7 for a total of 10
Knight Timmy has taken 9 damage and is now at -62 HP

Your Move:
What will you do?
1. Attack
2. Heal
1
You rolled one dice(1-6): Damage score of 2 + a strength modifier of 3 for a total of 9

Assassin Jim has taken 5 damage and is now at 0 HP
Assassin Jim's Move:
Assassin Jim rolled two dice(1-4): Damage score of 5 + an agility modifier of 4 for a total of 9
Knight Timmy has taken 9 damage and is now at -66 HP


You died...
```