Hero Stats

Hero’s name is Joe

Hero’s hit points are 10

Hero’s hit chance is 50

Hero’s max damage is 5

Hero’s armor is 2

Hero has low armor but has a greater chance at landing a strike on the enemy.

Enemies’ stats

Villain’s name is Bill

Hit points are 20

Hit chance is 30

Max damage is 5

Armor is 0

Villain has no armor but has more hit points. Has a lower chance to hit than the hero. Both characters have the same max damage.

Hero will go first then villain

Attack damage is between 0 and 5. 0 is a dodge.

If 0 points of damage are caused, then 0 points are taken way from hit points.

If 1 point of damage is caused, then 1 point is taken away from hit points.

If 2 points of damage are caused, then 2 points are taken away from hit points.

If 3 points of damage are caused, then 3 points are taken away from hit points.

If 4 points of damage are caused, then 4 points are taken away from hit points.

If 5 points of damage are caused, then 5 points are taken away from hit points.

Whoever loses their health points first loses.