

Character: \_\_\_\_\_

### Step by step

### Attributes

| Level | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|-------|---|---|---|---|---|---|---|---|---|----|
| STR   |   |   |   |   |   |   |   |   |   |    |
| DEX   |   |   |   |   |   |   |   |   |   |    |
| AGI   |   |   |   |   |   |   |   |   |   |    |
| LUK   |   |   |   |   |   |   |   |   |   |    |

### Properties

| Level   | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---------|---|---|---|---|---|---|---|---|---|----|
| HP      |   |   |   |   |   |   |   |   |   |    |
| HIT     |   |   |   |   |   |   |   |   |   |    |
| DODGE   |   |   |   |   |   |   |   |   |   |    |
| CRIT    |   |   |   |   |   |   |   |   |   |    |
| HITRATE |   |   |   |   |   |   |   |   |   |    |

### Formula

|                      |                            |
|----------------------|----------------------------|
| HP                   | $30 + STR * 5$             |
| HIT                  | $50 + DEX * 5$             |
| DODGE                | $10 + LUK + AGI * 3$       |
| CRIT                 | $10 + LUK * 3$             |
| HITRATE              | $100 - HIT + ENEMYDODGE$   |
| DAMAGE<br>(min; max) | $(level; level * 2 + STR)$ |

1. Distribute a total of 14 stats with a minimum of 1 in each attribute.
2. Calculate properties
3. Compare both your and your opponent's *AGI*. The player with the higher *AGI* begins. In case they are equal, flip a coin.
4. The battle begins.
5. Generate a random number (X) in-between 1-100.
6. If your *hitrate* is **less or equal** than X ( $hitrate \leq X$ ), you will hit. Otherwise, you will miss.
7. In case you hit, check if you will attack critically. Generate X in-between 1-100 and check if X is **greater or equal** than your *CRIT* ( $CRIT \geq X$ ). If so, you will multiply damage by 3.
8. Generate X in-between your *mindmg* and *maxdmg*. Remember to multiply damage by 3 if you hit a critical attack. Decrease the *HP* of villain by the amount of damage. When a player's *HP* reaches 0 or below, the remaining player wins (see step 10).
9. It is now Player B's turn (return to step 5).
10. Both players level up. You can now add 3 more stats to your attributes. You are not allowed to redistribute stats.