Characters:

* Player (any race)
* Elf
* Troll
* Human
* Wizard

Elf: [1]

* High agility (75+)
* Good IQ (50+)
* Attack (~45), WITH BOW (+60)
* Low Strength (30)
* Average Defence (50)
* Low-ish Charisma (40)
* Special - Dodge

Troll: [3]

* Very low agility (~20)
* Low IQ (~30)
* Low Charisma (~30)
* Very High Strength (+85)
* High Attack (+70)
* High Defence (+60)
* Special - Ironskin

Human: [2]

* Average Agility (50)
* Average Strength (50)
* Average Attack (50)
* Average Defend (50)
* High-ish IQ (+60)
* High Charisma (+80)
* Special - Scavenger

Wizard: [4]

* Very High IQ (80)
* Low agility (40)
* Average charisma (40)
* Low Strength (20)
* Average Defence (50)
* Good attack (55)
* Special – MAGIC

Can name character.

Always choice:

* Fight
* Talk

If human, always chance to find random item from list

At end (die or win), print out character details, gold, items, score.