

These are stored in
LocalStorage in the
browser

Create a new empty character with random best 3 of 4d6 for each score.

Permanently delete
this character, after
asking for
confirmation.

The "Lock Scores" checkbox will hide the switcher arrows, disallowing switching 2 scores. When checked, the up- and downarrow buttons and the "Reroll" button will disappear.

Level up: add 1d6 to the Max HP and subtract 5 XP from the total.
The player will still need to increase one score by one point.