```
Filename: STAT
3→Y←
C Ir Text ←
                   Level:
If List 8[1]=1↓
Then ↓
Locate 1,1,"Warrior"↓
IfEnd↵
If List 8[1]=2↓
Then ↓
Locate 1,1,"Logue"↓
IfEnd↓
If List 8[1]=3↓
Then ↓
Locate 1,1,"Mage"↓
IfEnd↵
If List 8[1]=4↓
Then ↓
Locate 1,1,"Poisoner"↓
IfEnd↵
If List 8[1]=5↓
Then ↓
Locate 1,1,"Druid"↓
IfEnd₄
Locate 9,2,L↓
Locate 8,3,List 8[5]↓
Locate 8,4,List 8[6]↓
Locate 8,5,List 8[7] \downarrow
Locate 8,6,I↓
Do₽
Y→X←
Getkey→R↓
R=28⇒Y-1→Y~
R=37⇒Y+1→Y↓
Y=2⇒3→Y↓
Y=6⇒5→Y↓
If Y≒X↓
Then ↓
Locate 1, Y, "→"↓
Locate 1,X," "↵
IfEnd↓
If R=27 And I≈0↓
Then ↓
If Y=3↓
Then ↓
List 8[5]+1→List 8[5]↓
Locate 8,3,List 8[5] \downarrow
IfEnd↓
If Y=4₄
Then ↓
List 8[6]+1→List 8[6]↓
Locate 8,4,List 8[6]↓
```

⇒Str :

Int:

Dex:

If Y=5↓ Then ↓ List 8[7]+1→List 8[7]↓ Locate 8,5,List 8[7]↓ IfEnd↓ I-1→I↓ "ዺ Locate 8,6," Locate 8,6,I₄ Do↵ Getkey→R↓ LpWhile R×0↓ IfEnd↓ Σ(X,X,0,100)↓ LpWhile R×47↓ Prog "STAT2"

IfEnd↓