Current State: Level Health Inventory: Strength 0 +2 +6 +6 +8 +10 Strength 0 +2 +0 +6 +8 +10 Luck 0 +2 +0 +6 +8 +10 Mount 0 +2 +4 +6 +8 +10 Description: 0 +2 +4 +6 +8 +10			Name:					
Strongth 0 +2 +4 +6 +8 +10 Luck 0 +2 +4 +6 +8 +10 Agility 0 +2 +4 +6 +8 +10 Persuasion 0 +2 +4 +6 +8 +10 Disservation 0 +2 +4 +6 +8 +10 Focus 0 +2 +4 +6 +8 +10			Current	State:				
Luck 0 +2 +4 +6 +8 +10 Aggility 0 +2 +4 +6 +8 +10 Persuasion 0 +2 +4 +6 +8 +10 Deservation 0 +2 +4 +6 +8 +10 Disservation 0 +2 +4 +6 +8 +10 Focus 0 +2 +4 +6 +8 +10	Level	Health	Invento	ry:				
Luck 0 +2 +4 +6 +8 +10 Aggility 0 +2 +4 +6 +8 +10 Persuasion 0 +2 +4 +6 +8 +10 Deservation 0 +2 +4 +6 +8 +10 Disservation 0 +2 +4 +6 +8 +10 Focus 0 +2 +4 +6 +8 +10								
Agility0+2+4+6+3+10Persuasion0+2+4+6+3+10Creativity0+2+4+6+6+3+10Observation0+2+4+6+6+8+10Doservation0+2+4+6+6+8+10Focus0+2+4+6+8+10	Str	ength		+2	+4	+6	+8	+10
Image:	L	uck		+2	+4	+6	+8	+10
Persuasion()(+2)(+4)(+0)(+0)Creativity()(+2)(+4)(+6)(+8)(+10)Deservation()(+2)(+4)(+6)(+8)(+10)Focus()(+2)(+4)(+6)(+8)(+10)	A	yility		(+2)	(+4)	+6	+8	+10
Image: Dispersation Image: O +2 +4 +6 +8 +10 Image: Dispersation Image: O +2 +4 +6 +8 +10 Image: Dispersation Image: O +2 +4 +6 +8 +10 Image: Dispersation Image: O +2 +4 +6 +8 +10	Pers	uasion			+4	+6	(+8)	
Description \bigcirc \leftrightarrow	Gre	ativity		+2	+4	+6	+8	+10
				+2	+4	+6	+8	+10
Description:	Fa	DCUS		+2	+4	+6	+8	+10
	Descrip	otion:						

LOG					
Event:	Effect:				