

Strength

What weapons you can use.
 What armor you can use.
 What perks you can get.

Endurance

How much HP you have.
 How many action surges you have.

Perception

How far you can attack.
 What perks you can get.

Agility

How much AP you have.

Intelligence

How much XP you earn.
 What perks you can get.

Willpower

How much MP you have.

All Possible Stats

5 5 5 1 1 1
 5 5 4 2 1 1
 5 5 3 3 1 1
 5 5 3 2 2 1
 5 5 2 2 2 2
 5 4 4 3 1 1
 5 4 4 2 2 1
 5 4 3 3 2 1
 5 4 3 2 2 2
 5 3 3 3 3 1
 5 3 3 3 2 2
 4 4 4 4 1 1
 4 4 4 3 2 1
 4 4 4 2 2 2
 4 4 3 3 3 1
 4 4 3 3 2 2
 4 3 3 3 3 2
 3 3 3 3 3 3

Uses for MP

Counter spells
 Fueling metamagic
 Casting powerful spells
 Resisting spells – Burn MP instead of HP
 Resisting spells - Burn MP instead of save

Action length	Action example	AP cost
Move	Move 1 sq.	1
Fast	Dagger swing	2
Medium	Most actions	3
Slow	Great club swing	4
Long	Program a robot	5
Epic	Cast great spell	10

Total Agility	Total AP
1	3
2	6
3	9
4	12
5	15

Total Endurance	Total HP
1	20
2	40
3	60
4	80
5	100

Total Intelligence	Total XP gained
1	1
2	2
3	3
4	4
5	5

Total Willpower	Total MP*
1	20
2	40
3	60
4	80
5	100

Specializations with two stat requirements

level	Primary Stat Req.	Secondary Stat Req.
1	1	1
2	2	2
3	3	3
4	4	3
5	5	3

Specializations with one stat requirement

Level	Stat Requirement
1	2
2	3
3	4
4	5
5	5

XP Cost per Level of Perk

Perk Level	XP Cost
1	5
2	10
3	15
4	20
5	25

*Subject to change