Current Stats:

* Strength
  + Defines the bonus damage dealt by melee weapons
* Dexterity
  + Defined the bonus damage for ranged weaponry and daggers
  + Influenced speed
  + Directly influences dodge
* Vitality
  + Assists with health and defence
* Intelligence
  + Directly effects Magic Attack, comprehension of languages, and understanding of spell books
* Mind
  + Directly effects Healing Damage
* Charisma
  + Helps recruit and maintain allies
* Physical Attack
  + Determines how much damage an attack does
* Magic Attack
* Determines how much damage a spell does
* Healing Attack
* Physical Defence
* Evasion chance
* Magic Defence
* Speed
* Casting efficiency
  + Increases the speed that spells are cast at
* HP
  + Health Points
  + Governs how alive and conscious the character is
  + If a character is knocked out during combat, the player has three turns to revive that character.
  + If they do not, the character is killed and lost for good.
* MP
  + Magic Points
  + Is expending to cast spells

Refined Stats:

* Physical Attack
  + Determines how much damage an attack does
* Magic Attack
  + Determines how much damage a spell does
    - Also determines how much healing damage is caused
* Physical Defence
  + Determines how much damage can be mitigated from physical attacks
* Magic Defence
  + Determines how much damage can be mitigated from magical attacks
* Charisma
  + Used to gain members
  + Helps with negotiating prices and rewards for quests
* Insight
  + Assist with crafting and research
  + Helps with language
* Speed
  + Determines how fast a character acts in combat
* HP
  + Health Points
  + Governs how alive and conscious the character is
  + If a character is knocked out during combat, the player has three turns to revive that character.
  + If they do not, the character is killed and lost for good.
* Evasion
  + It allows the character to dodge
* MP
  + Magic Points
  + Is expending to cast spells

How am I going to handle?

* Weapon Accuracy
  + Current train of thought is weapon proficiency
* Spell Accuracy
  + Current train of though is the level of the spell