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  
  Magic Attack
* Healing Attack
* Physical Defence
* Evasion chance
* Magic Defence
* Speed
* Casting efficiency
* HP
* MP

Refined Stats:

* Physical Attack
* Magic Attack
* Physical Defence
* Magic Defence
* Charisma
* Insight
* Speed
* HP
* MP