An adventurer has various statistics

* Magic Points - The fuel used to power spells
* Magic power output.
* Magic recovery speed
* Strength - Physical strength
* Speed -
* Stamina - How long strength and speed can last (Shared). You get weaker as your stamina decreases maximum
* Stamina recovery speed (Constant )
* Hit Point - Defines vitality (injury decreases speed and strength depending on location of injury)
* HP recovery speed

Base stats are determined by race and at character creation.

Strength increases with size.

A player’s statistics increase by forcing these values below their maximum levels. The closer to zero the values go the faster experience is gained.

1 XP = damage \* 10 seconds

Damage = 100 - current value (max 100)

You increase levels based on the golden ratio. 1.618 \* (previous number of hit points

* 1
* 1 + (1.618)
* 1 + (1.618) + (1.618 \* 1.618)
* 1 + (1.618) + (1.618 \* 1.618) + (1.618 \* 1.618 \* 1.618)

Nn  = N(n-1) + 1.618\* N(n-1)

A player’s maximum stats increase 10% for each increase in level.