--- stats are functioning, however the variables in the formula for each stat needs to be tweaked for desired results.

for instance the formula for speed is :

speed = defaultSpeed \* playerstats.speed \* speedModifier

this is a fairly common approach to stat calculation in games. You just tweak the modifier until you get desired results.

I added a tool that you can adjust in-game to test for desired results. If you need more complexity, we can always add a curve.

