Character Overview

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# Stats

Stats are split into three categories: Body, Soul, and Spirit.

## Body

Strength - damage dealt to a target in a physical attack.

Defense - damage negated from physical attacks.

Speed - dictates the number of tiles you can move.

## Soul

Health - dictates the amount of physical damage you can take and the amount of abilities you can use.

Intelligence - damage dealt to a target in a magical attack.

Resistance - damage negated from magical attacks.

## Spirit

Charisma - damage dealt to a target in a social attack.

Composure - damage negated from social attacks.

Luck - misc modifiers.

# Jobs

There are a variety of jobs in Eternal.

## Warrior

Description:

Stat Table:

|  |  |  |
| --- | --- | --- |
|  | Growth | Maximum |
| Strength | 100% |  |
| Defense | 100% |  |
| Speed | 50% |  |
| Health | 100% |  |
| Intelligence | 25% |  |
| Resistance | 25% |  |
| Charisma | 50% |  |
| Composure | 50% |  |
| Luck | 25% |  |

Equipment Restrictions:

Abilities:

Social Implications:

## Mage

Description:

Stat Table:

|  |  |  |
| --- | --- | --- |
|  | Growth | Maximum |
| Strength | 25% |  |
| Defense | 25% |  |
| Speed | 50% |  |
| Health | 100% |  |
| Intelligence | 100% |  |
| Resistance | 100% |  |
| Charisma | 50% |  |
| Composure | 50% |  |
| Luck | 25% |  |

Equipment Restrictions:

Abilities:

Social Implications: