

Stamina	Agility	Critical	Attack	Armor
Determine the amount of health a fighter has.	Combined with armor to primarily determines the rate at which a fighter attacks. (speed)	Combined with Agility to determine max damage possible.	Primarily Determines the range of damage that can be dealt.	Used to determine the amount of damage resistance.
	Combined with Critical to determine max damage possible.			Used combined with Agility to determine the rate at which a fighter can attack.
Fitness:	Fitness:	Fitness:	Fitness:	Fitness:
100% - Maximum health.	100% - Attacks executed in battle.	100% - Max damage dealt.	100% - Average damage dealt.	100% - Total damage resisted.