Stats and attributes... Statributes! Ok sorry...  
  
Primary Combat Stats  
Intelligence-your combat level.  
  
Logic-your other combat level  
  
Brain Power-similar to power points in Pokémon. Will drain in combat based on moves used. Restored by food sleep or slowly over time.  
  
  
Life Stats-these should relate to combat effectiveness.  
  
Bladder - fills up over time and with beverages. Relieved by toilet. If filled player wets their pants. -500 dignity.  
  
Stamina-how awake you are. Will determine effectiveness in combat and movement speed. Restored by certain foods, coffee, sleeping. Will drain from certain foods, walking. If empty player will collapse on floor and respawn in health center.  
  
Hunger-restored by food. If empty player will pass out and wake up in health office. Will encourage player to eat and experiment with food.  
  
  
Random Stats - these come from certain items and events and may or may not effect gameplay  
  
School Spirit - from wearing Stevens stuff  
  
Style - from dressing awesome  
  
Professionalism - from wearing a suit  
  
Street cred  
  
Dignity - from not embarrassing yourself. Will only go down.  
  
Self-importance  
  
Speed  
  
Lung capacity  
  
Sobriety  
  
Burn - making a good insult