

Name: Grif

Speed – 6 + 6 + 3 = 15
Attack – 5 + 3 = 8
Defense - 5 + 6 = 11
Mana – 5 + 3 = 8
Physical Skill – 8
Accuracy – 10
Charisma – 5
Health – 5

Health: 300/300
Mana: 300/300
Stamina: 310/310
Gold: 120g
Capacity: 65/85kg.

Class: Rogue
XP: 36

Name: Eleven Corran

Speed – 6 + 3 + 3 = 12
Attack – 8 + 3 = 11
Defense - 7 + 3 = 10
Mana – 7 + 6 = 13
Physical Skill – 6
Accuracy – 5
Charisma – 5
Health – 5

Health: 300/300
Mana: 304/304
Stamina: 360/360
Gold: 18g
Capacity: 34.25kg/87kg.

Class: Knave
XP: 31

Name: Raven

Speed – 6 + 6 + 2 = 14
Attack – 7 + 8 = 15
Defense - 7 + 3 = 10
Mana – 6 + 3 = 9
Physical Skill – 7
Accuracy – 6
Charisma – 5
Health – 5

Health: 300/300
Mana: 302/302
Stamina: 350/350
Gold: 5g
Capacity: 87.5/89kg

Class: Mage
XP: 30

Name: Declan Runestone

Speed – 6 + 8 + 1 = 15
Attack – 9 + 2 = 11
Defense - 7 + 10 = 17
Mana – 5 + 2 = 8
Physical Skill – 7
Accuracy – 5
Charisma – 5
Health – 5

Health: 300/300
Mana: 300/300
Stamina: 370/370
Gold: 93g
Capacity: 51kg/79kg

Class: Warrior
XP: 33

For clarity, the extra bonuses from your class is considered to be added onto your base attribute, therefore it affects the other things listed.

If there are any discrepancies which I have calculated and your own calculations, please feel free to mention them and point them out for me to fix.
