

General Accepted

WAR	STR	DEX	VIT	HP
MNK	STR	DEX	MND	VIT
THF	DEX	AGI		
WHM	MND	MP		
BLM	INT	MP		
RDM	MND	INT	MP	
BRD	CHR			
BST	STR	CHR		
BLU	STR	INT	MP	

COR	AGI	STR		
DRK	STR	DEX	INT	
DRG	STR	DEX		
NIN	AGI	STR	VIT	
PLD	VIT	HP	AGI	MP
PUP	STR	DEX	CHR	
RNG	AGI	STR		
SAM	STR	DEX		
SMN	MP			

Accuracy (ACC)	A hidden stat that is compared with an enemy's evasion to determine whether or not a character will land their next attack. Accuracy is affected by the character's weapon skill level, their DEX, and any equipment that directly adds to accuracy. At low levels, 1 skill gives 1 accuracy. When the combat skill exceeds 200, 1 skill gives ~0.92 accuracy. 2 points of DEX give 1 accuracy.
---------------------	---

Attack (ATT)	Stat that is compared to the target's Defense to determine the minimum and maximum amount of damage for melee attacks
-------------------	---

Agility (AGI)	Agility also has a direct impact on a character's evasion, shield, parry, and ranged accuracy stats. For every two points of AGI a character has, these stats are raised by one point. In addition, Agility plays a significant role in determining the damage caused by Trick Attack when used by a Thief. +2 AGI = +1 EVA & +1 RA ACC
--------------------	---

Charisma (CHR)	Charisma is a stat that helps determine the effectiveness (and resist rate, where applicable) of many Bard Songs. Charisma also plays a very large role in whether the Beastmaster Job Ability Charm will be effective when used on an enemy. It also helps to resist Charm and bard songs. Lessens chance of Overload in Automaton
---------------------	---

Dexterity (DEX)	Dexterity also has a direct impact on a character's accuracy stat. For every two points of DEX a character has, his/her accuracy is raised by one point. Dexterity also plays a significant role in determining the damage caused by Sneak Attack when used by a Thief +2 DEX = +1 ACC
----------------------	--

Evasion (EVA)	Stat that is compared to an enemy attacker's accuracy to determine the chance that a character has of avoiding an attack. Evasion is directly affected by a character's evasion skill, and AGI. For every two points of AGI a character has, his/her evasion is raised by one point.
--------------------	--

Intelligence (INT)	A stat that helps determine the effectiveness of Elemental Magic spells, Black Magic Enfeebling Magic spells, Black Magic Enhancing Magic spells, Ninjutsu and "magical" Blue Magic. Intelligence also determines the additional effect from Earth Arrows, Water Arrows, and Wind Arrows
-------------------------	--

Mind (MND)	A stat that determines the effectiveness of Healing Magic spells, White Magic Enhancing Magic spells and White Magic Enfeebling Magic spells, and also has a direct impact on a character's Magical Defense & Resistance. Mind also plays a large role in determining the damage of Chi Blast, Banish, and Holy Bolts. Mind also has a slight increase in your overall cure potency. It also affects the formula for Cure V
-----------------	---

Strength (STR)	A stat that is compared with an enemy's vitality to determine the base damage of a character's attacks. This stat is very important to almost all physical damage dealing jobs. Strength also has a direct impact on a character's attack and Ranged Attack. For every 2 points STR increase a character has, his/her attack and Ranged Attack value is raised by 1 point.
---------------------	--

Vitality (VIT)	Vitality is a stat that is compared with an attacker's strength to determine the damage curve and reduces the maximum amount of damage that a character takes from a blow. Tanks, primarily Paladins, raise VIT in order to live longer and make a White Mage's job easier.
---------------------	---