Stats

* Stats refer to the base strength of a particular character attribute.
* Such attributes include:
  + Attack
  + Defense
  + Popularity
  + Social
  + Judgment
* However, as the game progresses, more in-depth characteristics will be unlocked.
* Stats may be altered through use of weaponry, costume change, or status ailments.
* Stats should be altered in order to best fit the particular task at hand.
* Current attributes can be viewed through accessing the main menu on the world map. Above is a sample stats map—characters and traits, however, vary contingent on progress through the game.