**Godot Skills**

This system allows for skills and their associated algorithms to be designed in a compositional manner and saved as scenes. As a result, procedural generation of characters' abilities is greatly simplified.

The use of Filters and Conditions allow for traditional "Perks" whereby Skills sent/received by a SkillUser are modified automatically (Filter) or where certain status changes grant passive bonuses to the SkillUser (Condition).

Use Targeters to locate SkillUsers in the world.
Use Effects to make a modification to another node.
Use Skills to apply modifications to specific SkillUsers.
Use Filters to modify Skills as they are sent and received by SkillUsers.
Use Conditions to create passive or re-occurring modifications relative to or related to a SkillUser.
Compose Targeters using other Targeters.
Compose Effects using other Effects.
Compose Skills using Effects and Targeters.
Compose Filters' modifications using Effects.
  - Effects, not Skills, because they only target 1 Skill.
Compose Conditions' modifications using Skills.