I’ve finished most of my animations and have yet to polish them (I still find delays where there shouldn’t be). Also, since the set of sprite images that came for free didn’t come with sets for crouching, I used the ones it did have for blocking, changing my original “crouching” button to a “blocking” one instead.   
  
Character statistics were successfully separated from the characters they applied to within the code. Now it seems easier to reference them and have them be inherited.

I’ve still yet to understand colliders, however I did have a strange issue involving a collider floating around and actively hindering my character’s movement. Somehow that collider seems to no longer do that, so the problem was accidentally solved.