I am attaching all the files for my web app again. Clear out all other code so you have space for this definitive version.

I want to add to the currently-empty Traits card now. This will require changes to HTML and to one (or more) of the js files. I would like a full report on what you intend to do, in phases, so that I can do it step-by-step.

The traits section should contain the following:

1. A list of traits already applied to the NPC.

2. An area for a new trait. This will comprise 2 inputs: a name and a description, and an 'add trait' button. The 'name' input should be a dropdown menu showing the list of saved traits from point 5 below, but the user should be able to add a new name here (which won't be added to the saved list). If one of the list is chosen, the description should be displayed in the description box.

3. Is it possible to have the trait list draggable to sort it? ie pick up a trait and move it to a new spot on the list? If so, implement this.

4. Add a traits property to the NPC object and the default NPC. The default for new NPCs and healing should be a blank array, assuming you will use an array for the traits.

5. Just as with languages, there should be an icon on the title bar of this card that opens a modal allowing the user to modify a list of traits with the same inputs (name and description), plus the ability to delete traits from the list.

6. If one of the traits in the list is clicked on, its details should be filled into the 'add trait' area for easy editing.

7. If the name of a trait being edited is the same as any trait already in the NPC's list, it is overwritten with whatever is in the description box.

In your plan, make all the edits required to a particular file in one sweep. Only show me the updated lines, and not the entire file.

Update the version number in the metadata to 0.06.00.

Remember, no edits yet - just a plan, phase by phase and file by file.