**Datasets details:**

1. Dataset: Yu-Gi-Oh! Trading Cards Dataset (6449 unique entries)

Source: Kaggle  
Credit: T.A. THOR   
link: <https://www.kaggle.com/datasets/tathor/yugioh-trading-cards-dataset?resource=download>

Filename: YGO\_cards.csv

Structure:

Name: card’s name

Type: card's type (i.e. Normal Monster, Effect Monster, Trap Card, etc.)

Level: summoning level

Race: card's race (i.e. Warrior, Dragon, Spellcaster, etc.),

Attribute: card's attribute (i.e. Water, Fire, Wind, etc.)

ATK: card's attack points

DEF: card's defense points

1. Dataset: Dungeons and Dragons 5e monsters (324 entries)

Source: Kaggle

Credit: PATRICK GOMES

Link: <https://www.kaggle.com/datasets/patrickgomes/dungeons-and-dragons-5e-monsters>

Filename: Dd5e\_monsters.csv

Structure:

Name: monster’s name  
Size: monster’s size

Race + Alignment: string, splits to two values

Hit Points: “<integer> (<string>+<integer>)”

Armor: string containing an integer and a comment

Speed: string containing integer, measurement units and comments

Challenge Rating: string containing integer (rating) and number of XP’s

1. Dataset: Dungeons & Dragons (5 files, 898 entries in total)

Source: Kaggle

Credit: SHADOWTIME2000

Link: [https://www.kaggle.com/datasets/shadowtime2000/dungeons-dragons](https://www.kaggle.com/datasets/shadowtime2000/dungeons-dragons?select=equipment.csv)

Filenames: DnD\_classes.csv, DnD\_equipment.csv, DnD\_monsters.csv, DnD\_races.csv, DnD\_spells.csv  
  
Structure:

Dd5e\_monsters.csv:

Name: string, unique id

Size: string

Race + alignment: string + string

HP: integer + string

Armor: integer + string

Speed: integer + string [optional: multiples of <integer>+<string>]

Challenge rating (XP): decimal + string

DnD\_races.csv:

\_id: string, unique id

index: string, unique id

name: string

speed: decimal

ability\_bonuses: JSON

alignment: string

age: string

size: string

size\_description: string

starting\_proficiencies: JSON

languages: JSON

language\_desc: string

traits: JSON

trait\_options: JSON

subraces: JSON

url: URL

starting\_proficiency\_options: JSON

ability\_bonus\_options: JSON

language\_options: JSON

DnD\_equipment.csv:

\_id: unique id

index: category of object (string)

name: name of object

equipment\_category: JSON

gear\_category: gear category (string)

cost: JSON

weight: decimal

url: string

desc: JSON

tool\_category: string

vehicle\_category: string

quantity: decimal

weapon\_category: string

weapon\_range: string

category\_range: string

damage: JSON

range: JSON

properties: JSON

2h\_damage: JSON

armor\_category: string

armor\_class: JSON

str\_minimum: decimal

stealth\_disadvantage: boolean (can be empty)

contents: JSON

speed: JSON

capacity: string, ordinal

throw\_range: JSON

special: JSON

DnD\_classes.csv

\_id: unique id

index: class of object

name: name of object

hit\_die: integer

proficiency\_choices: JSON

proficiencies: JSON

saving\_throws: JSON

starting\_equipment: JSON

class\_levels: JSON

subclasses: JSON

url: string

spellcasting: JSON

Other files will probably not be used.

1. Dataset: People of Skyrim (1009 entries)

Source: Kaggle  
Credit: M. AJI PRASETYO   
link: <https://www.kaggle.com/datasets/muhajipra/people-of-skyrim>

Filename: Skyrim\_Named\_Characters.csv  
  
Structure: 40 different attributes describing named NPC’s

Source: url

Name: string, unique id

Home City: string

House: string

Race: string

Gender: string

Level: integer or string

Class: string

RefID: hexadecimal

BaseID: hexadecimal

Health: integer or string

Magicka: integer or string

Stamina: integer or string

Primary Skills: string

Morality: string

Aggression: string

Faction(s): string

Class Details: string

Essential: string

Location: string

Training: string

Merchant: boolean

Gold: integer [optional: integer + string]

Sells: string

Buys: string

Race Details: string

Follower: string (boolean)

Respawns: string (boolean)

Store: string

AdoptHF: string (boolean)

Protected: string (boolean)

Perks: string

Marry: string (boolean)

StewardHF: string (boolean)

Horses: string (boolean)

Added by: string (boolean)

Level (PC=10): decimal

Health (PC=10): decimal

Magicka (PC=10): decimal

Stamina (PC=10): decimal