- Each possible species of pet struct comes with special characteristics, stats, data, [aynu], [aynu-things], [Rygel], [aynu-power-things], powers, abilities, [aynu-game-structs], [aynu-game-things], [game-structs], [structures], [aynu-data-structures], ..., [more to develop], ..., [and anything else] and things which are partially randomized and are characteristic of each species

- can have special abilities, things, powers, effects, stats, data that allow them to [things]/[aynu-thing]/[aynu-coded-thing]/do/be/have/[aynu] special things in the game/[aynu-game-world]

Ex. data sheet

Draegon::{

[Physical characteristics]:

[Special game characteristics]

[Roleplay data]:

[Flavour description and data]

[Species-specific modifiers]

[Base Stats]::{ Health:

Power:

[thing]:

[aynu-thing]:

}

[Special Game Effects]: { }

[Special Game Powers]:

[Icons]::{

Fire:

[Gaia]:

}

[Game-stat-things]

[Items/Rygel/Equipment/things/possessions/[things it can use in gameplay]]:

[aynu-game-things]

[aynu-game-dev]::

[aynu]::{ }

}