many different kinds of stat/data structures that can be used in a variety of game-things/scenarios/situations

Numerical:

lore

luck: [Luck improves the probability of receiving positive/good random events [can also control the type somewhat], and increases the likelihood that the outcomes of random events/variables are in your favour]

speed

stamina

magna

Aynu-value:

[Arnor]

[Lindon]

Structure:

[High-skills]:: { [thing]: |

[thing]: -- |