This was a start I made to a basic Unity tool to allow, for much quick to make and editable scriptable objects that represent Spells, Status Effects, and Traits that I could just plug into AI or a Player to give them different abilities, traits or status effects on the fly and wouldn’t have to spend a ton of time writing out custom scripts for individual abilities if I needed a ton of variation or randomly generated enemies. This project was a success and have been trying it out with my fuzzy logic AI project. Still has bugs but feel free to take this template and work upon it.