**Stats**

Attributes of the unit. Most stats default to 1.

* maxHP: Maximum hit points.
* HP: Current hit points. Cannot be greater than maxHP. Death occurs at 0. Defaults to maxHP.
* tempHP: Temporary hit points. When unit takes damage, these are removed before HP.
* maxMP: Maximum mana points. Cannot be less than 0.
* MP: Current mana points. Spent on magical skills. Cannot be greater than maxMP or less than 0. Defaults to maxMP.
* constitution: Increases all resistances.
* strength: Increases damage/effect of melee skills.
* intellect: Increases damage/effect of magic skills.
* dexterity: Increases damage/effect of ranged skills.
* agility: Increases effect of movement skills.
* charisma: Increases effect of summoning/devotion/social skills.

**Resistances**

Reduces damage taken and hostile effects of certain types. Defaults to 0. When used in any calculation, the constitution stat is added. Hash table may be used. Can be negative (vulnerability).

Examples include:

* physical: Non-magical attacks. Can also be referred to as armor. (i.e. sword attack)
* mental: Effects on the mind. Reduces debuffs to MP, intellect, and charisma.
* resilience: Effects on the body. Reduces debuffs to HP, strength, agility, and dexterity.
* arcane: Arcane elemental damage. Magic damage.

**Abilities**

Effects innate to the unit or from equipment. Each requires a condition before the effect activates. When the condition is met, a skill is automatically triggered with automatic targeting.

**Conditions**

* Specific stat or resistance modified.
* Damage received of a certain type.
* Aura applied with a specific tag.
* Aura removed with a specific tag.
* Skill used with a specific tag.
* Skill received with a specific tag.
* Unit’s turn begins.
* Unit’s turn ends.

**Skills**

Actions made by a unit, ability, or aura. Each skill has a list of tags denoting the categories of the skill. Skills can modify stats/resistances, or apply/remove auras. Skill has a target and a range. Because most skills need to be hard coded, they each must have an id for easy reference. If target is out of range, the skill doesn’t activate or, in the case of skills from abilities, has no effect. A unit can only initiate one skill in its turn, but it may trigger more than one.

Example:

**Attack (Unarmed)**

id: 1

displayName: “Attack”

tags: {“melee”,”physical”,”unarmed”}

target: “select unit”

minRange: 1

maxRange: 1

effect:

targetUnit.takeDamage(self.inflictDamage(self.strength), (“physical”));