Appendage Thoughts:

* String name (The name of the appendage.)
* Int health (0-100, 0 is amputation/uselessness. 100 is complete health/functionality.)
* Item cover (The item or object that is covering the appendage)

Should I limit the possible “types” of coverings that can be placed on an appendage? I suppose I would imagine things like “metal, leather, e.t.c.” But that seems very counter to what I’m trying to achieve, and bothersome.

I think it makes more sense to simply have items be specified for a particular Appendage, if it can be worn as a clothing item. This reduces the checking process (just compare the target appendage to the actual appendage).