

## CreatureBody

- + anatomyGraph
- tree
- m\_file
- bodyTokenList
- bodySize

- + CreatureBody()
- + GenerateVertices()
- + GenerateOrganVertices()
- + GenerateEdges()
- + GenerateOrganEdges()
- + InitializeBodypartEquipment()
- + load()
- + openBodyTypeFile()
- + readBodyTokenList()
- + convertTruthValue()
- + EquipArmor()
- + EquipWeapon()
- + ApplyAttack()
- + PrintWounds()