Item

+ itemTile
+ tile
+ sections
- position
- size
- mass
- section
- material
- sEquipmentName
- isEquipped

+ operator==()
+ operator!=()
+ operator=()
+ Item()
+ Item()
+ Item()
+ Item()
+ Item()
+ ~Item()
+ clone()
and 22 more...

Armor

- siArmorBonus
- fDodgeModifier
- fDamageReduction
- fMovementModifier

+ operator==()
+ operator!=()
+ operator=()
+ Armor()
+ Armor()
+ Armor()
+ Armor()
+ Armor()
+ ~Armor()
+ clone()
and 14 more...

Weapon

- siRange
- siDamage
- contactArea
- isTwohanded
- isRanged
- enWeaponSize

+ operator==()
+ operator!=()
+ operator=()
+ Weapon()
+ Weapon()
+ Weapon()
+ Weapon()
+ ~Weapon()
+ clone()
+ create()
and 14 more...