Item + itemTile + tile + sections position size - mass section material - sEquipmentName - isEquipped - tag - enItemType stackSize maxStackSize descriptiveText + operator==() + operator!=() + operator=() + Item() + Item() + Item() + clone() + create() + showItemStats() + getItemExamineString() and 31 more... Weapon Armor siRange - siArmorBonus siDamage - fDodgeModifier - isTwohanded - fDamageReduction isRanged - fMovementModifier - enWeaponSize contactArea + operator==() + operator!=() + operator==() + operator=() + operator!=() + operator=() + Weapon() + Weapon() + Weapon() + clone() + getItemExamineString() + create() + showItemStats() + showItemStats() + getItemExamineString() and 12 more... and 14 more...

+ Armor()

+ Armor()

+ Armor() + clone()

+ create()