

## WoundCalculations

- woundType
- origin
- woundEffectActive

- + operator==(())
- + operator!=(())
- + operator=()
- + WoundCalculations()
- + WoundCalculations()
- + WoundCalculations()
- + ApplySlashingShearWound()
- + ApplyPiercingShearWound()
- + ApplyImpactWound()
- + ApplyWound()