Item + itemTile + tile + sections position size - mass section material - sEquipmentName isEquipped + operator==() + operator!=() + operator=() + Item() + Item() + Item(+ Item() + Item() + clone() + create() and 22 more.. Weapon Armor siRange siArmorBonus siDamage fDodgeModifier contactArea fDamageReduction isTwohanded - isRanged fMovementModifier enWeaponSize + operator==() + operator!=() + operator==() + operator=() + operator!=() + operator=() + Weapon() + Weapon() + Weapon() + Weapon() + clone() + create() and 14 more... + showItemStats()

and 14 more...

+ Armor(

+ Armor(+ Armor()

+ Armor(

+ Armor()

+ clone()

+ create()