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...

Armor

- siArmorBonus
- fDodgeModifier
- fDamageReduction
- fMovementModifier

+ operator==()
+ operator!=()
+ operator=()
+ Armor()
+ Armor()
+ Armor()
+ clone()
+ create()
+ getItemExamineString()
+ showItemStats()
and 12 more...