



1. A window that shows the player's character. Arrows on either side of the window will allow the player to cycle to the different forms of their character.
2. Armor that the player is wearing for their current form. Each form (brutalist/alchemist/bullseye) will have different armor that can only be worn by that class. In the initial implementation, the worn armor will not impact what the player sprite looks like.
3. Other player gear (necklace, ring, bracelet, scroll) are independent of active form and provide certain boosts to the player.
4. Current HP and Mana bars for the player.
5. Inventory will have the same contents regardless of the selected class of the player sprite. Certain armor will be class-specific, so it can only be worn by one class. Each section of inventory has 12 slots. There are 4 sections of inventory:
 - A. The GEAR section will have armor and other gear. If something is being worn by the player, it is not taking up a slot in inventory, but a slot for that class's armor/other gear instead.
 - B. The POTIONS section will have all potions the player has, potions are single-use and will generally have temporary effects
 - C. The CRAFTING section will have all materials the player has for crafting items
 - D. The TREASURE section will have the current treasure that the player holds. Treasure items can be hovered over in inventory and will have a short description and a value. There is also the COINAGE which is how much currency the player has. Currency can sometimes be dropped by enemies or can be obtained via selling items.
6. The traits section will have the trait chart, and will display how many class beans/trait beans the player has as well as which traits they have unlocked.