Pyrate

race string (“human”, “elf”, “dwarf”)

class string(“warrior”, “rogue”, “mage”)

level integer (range: 1 - 21)

might integer (range: 0 to ?)

agility ?

cunning ?

ego ?

racial mod: ?

class mod: ?

level bonus: ?

stamina ?

mana ?

meleeAttack ?

meleeDefense ?

rangedAttack ?

rangedDefense ?

magicAttack ?

magicDefense ?

resistPhysical ?

resistFire ?

resistLightning ?

resistFrost ?

resistPoison ?

move ?

gold ?

gear ?

inventory ?

encumbrance ?