Pyrate

race string (“human”, “elf”, “dwarf”)

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

level integer (range: 1 to 21)

tier integer (range: 1 to 3 … level//3 +1)

might integer (range: 0 to ?)

agility ?

cunning ?

ego ?

racial mod: 0, +1, +2 [+2 total]

class mod: 0, +1, +2 [+3 total]

level bonus: 0, +1, +2, +3 [+1 every 3rd level, max +3 to any stat]

stamina ?

mana ?

meleeAttack ?

meleeDefense ?

rangedAttack ?

rangedDefense ?

magicAttack ?

magicDefense ?

resistPhysical ?

resistFire ?

resistLightning ?

resistFrost ?

resistPoison ?

move ?

gold ?

gear ?

inventory ?

encumbrance ?

mightBonus ?

agilityBonus ?

cunningBonus ?

egoBonus ?

staminaBonus ?

manaBonus ?

meleeAttackBonus ?

meleeDefenseBonus ?

rangedAttackBonus ?

rangedDefenseBonus ?

magicAttackBonus ?

magicDefenseBonus ?

resistPhysicalBonus ?

resistFireBonus ?

resistLightningBonus ?

resistFrostBonus ?

resistPoisonBonus ?

moveBonus ?

Enemies: Goblins, Orcs, Trolls