|  |
| --- |
| Character |
| * characterName: String * playerName: String * characterBio: String * agility: int * fortitude: int * might: int * learning: int * logic: int * perception: int * will: int * deception: int * persuasion: int * presence: int * alteration: int * creation: int * energy: int * entropy: int * influence: int * movement: int * prescience: int * protection: int * attributePointsMaximum: int * attributePointsAvailable: int * toughnessDefense: int * guardDefense: int * resolveDefense: int * hitPoints: int * speed: int |
| * getCharacterName(): String * setCharacterName(name: String): void * getPlayerName(): String * setPlayerName(name: String): void * getAgility(): int * setAgility(value: int): void * getFortitude(): int * setFortitude(value: int): void * getMight(): int * setMight(value: int): void * getLearning(): int * setLearning(value: int): void * getLogic(): int * setLogic(value: int): void * getPerception(): int * setPerception(value: int): void * getWill(): int * setWill(value: int): void * getDeception(): int * setDeception(value: int): void * getPersuasion(): int * setPersuasion(value: int): void * getPresence(): int * setPresence(value: int): void * getAlteration(): int * setAlteration(value: int): void * getCreation(): int * setCreation(value: int): void * getEnergy(): int * setEnergy(value: int): void * getEntropy(): int * setEntropy(value: int): void * getInfluence(): int * setInfluence(value: int): void * getMovement(): int * setMovement(value: int): void * getPrescience(): int * setPrescience(value: int): void * getProtection(): int * setProtection(value: int): void * getToughnessDefense(): int * getGuardDefense(): int * getResolveDefense(): int * getHitPoints(): int * getSpeed(): int |