Hero object

Shall contain a name

Shall contain hitpoints, blood points and essence points

Shall contain a defending variable

Shall contain a weapon object

Shall contain an object for offhand- may be a weapon object

Shall house a displayStats function

Combat

Should include a timing function to determine turn actions

**Combat round:**

If action not set:

Get primary action

Calculate Damage

Set affliction

Set retaliation

Calculate damage

Set affliction

Determine Priority

Apply Damage

Check for defeat condition

Apply response

Check for defeat condition

Apply Ailment

Check for defeat condition

Apply response Ailment

Check for defeat condition

Possible Responses:

No Damage

Doge, Block, Parry

Reduce Damage

Defend

Return Damage

Riposte, Thorns

Afflict

Slow, DOT, Stun, weaken

Weapon Affliction ideas:

Weapon damage range sets affliction change (20-80: 20 = 0%, 80=75%)

Alternate actions like guard boost damage amount on next action.