Enemy  
public int HealthOfEnemy { get; set; }

public int ArmourOfEnemy { get; set; }

public int DamageOfEnemy { get; set; }

public List<Item> Items { get; set; }

NPC  
override const bool IsAlive = true; public List<Item> Items { get; set; }

Hero  
public int FreeInventory { get; set; } public int HealthOfHero{ get; set; } public int ArmourOfHero{ get; set; } public int DamageOfHero { get; set; }  
public List<Item> Items { get; set; }

abstract Character  
public int Health { get; set; }  
public int Armour { get; set; }  
public int Damage { get; set; }  
public bool IsAlive { get; set; }

Gloves

Weapon

Bow

Sword

Shield

Body Armour

Boots

Armour

Helm

Item