

[₽]damageMax: int

SWarrior()

chanceToBlock: double

crushingBlow(DungeonCharacter):void

attack(DungeonCharacter):void

^{dS}damageMax: int

ずDruid()

chanceToBlock: double

shapeShift(DungeonCharacter):void

specialSkill(DungeonCharacter):void

[₽]damageMax: int

chanceToBlock: double

smiteAttack(DungeonCharacter):void

specialSkill(DungeonCharacter):void

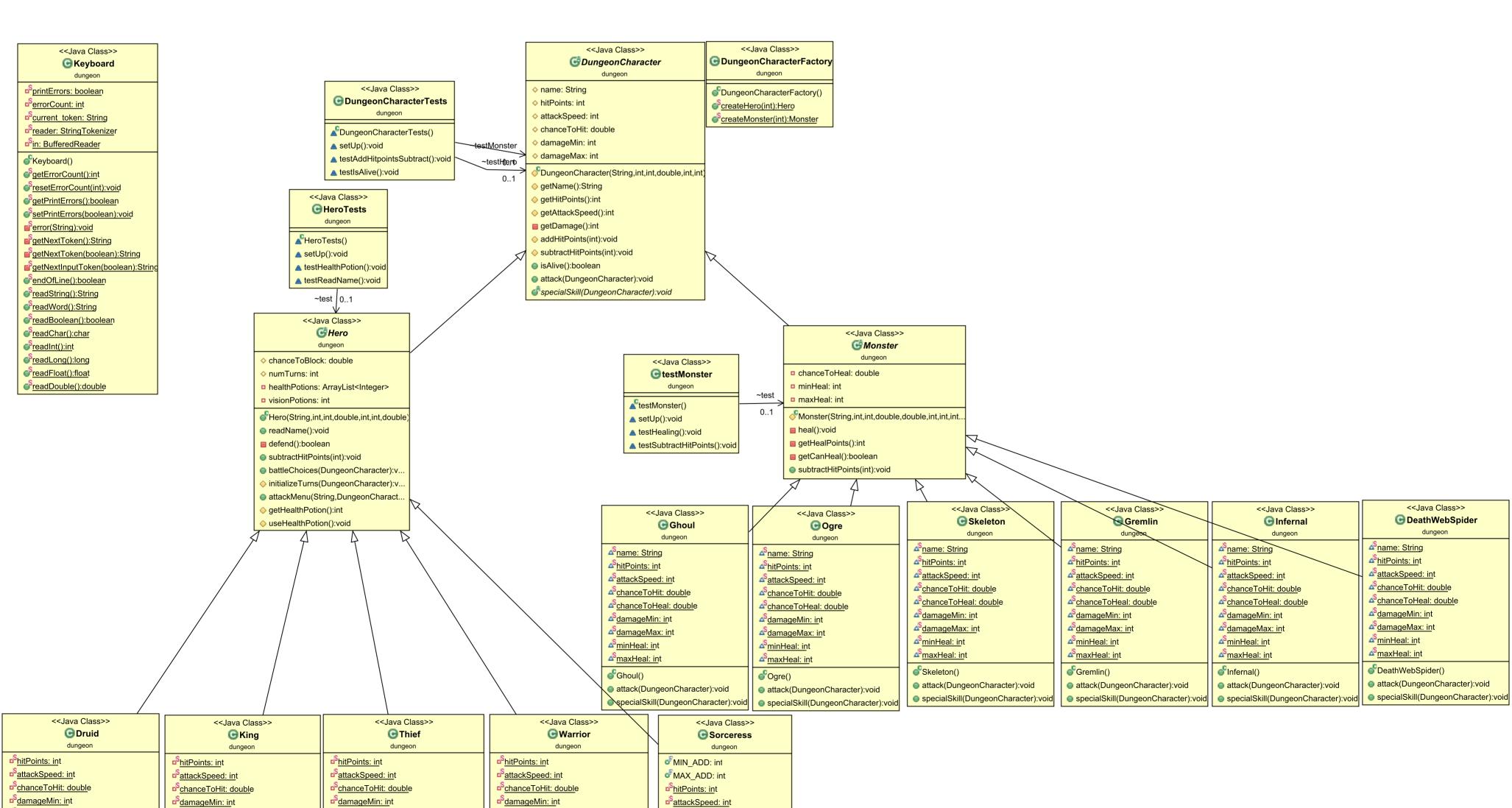
<mark>damageMax: in</mark>t

Thief()

chanceToBlock: double

surpriseAttack(DungeonCharacter):void

specialSkill(DungeonCharacter):void



[₽]chanceToHit: double

SchanceToBlock: double

increaseHitPoints():voidattack(DungeonCharacter):void

[₽]damageMin: int [§]damageMax: int

Sorceress()