## Skill -int skillID -String skillName -String skillDescription -String skillCategory -int skillBaseProficiency -int skillProficiencyPerLevel -int skillSecondaryBaseProficiency -int skillSecondaryProficiencyPerLevel -String skillPrerequisites -String skillModifier -int skillModifierValue +int getSkillID() +String getSkillName() +String getSkillDescription() +String getSkillCategory() +int getSkillBaseProficiency() +int getSkillProficiencyPerLevel() PlayerCharacter +int getSkillSecondaryBaseProficiency() +int getSkillSecondaryProficiencyPerLevel() -int pcID +String getSkillPrerequisites() -String pcPlayerName +String getSkillModifer() -String pcName +int getSkillModifierValue() -int pcLevel +Skill() -int pcIntelligenceQuotient -int pcMentalEndurance Armor -int pcMentalAffinity -int pcPhysicalStrength -memberName -int pcPhysicalProwess -memberName -int pcPhysicalEndurance -int pcPhysicalBeauty -int pcSpeed

- -int perhysicalbeauty
- -int pcSpeed
- -int pclnnerStrenghtPoints
- -int pcPotentialPsychicEnergy
- -ArrayList<Skill> pcSkills
- -ArrayList<Armor> pcArmor
- -ArrayList<Weapon> pcWeapons
- -String pcClass
- +String getPCPlayerName

## Weapon

- -int weaponID
- -String weaponName
- -String weaponManufacturer
- -String weaponDescription
- -String weaponWeight
- -String weaponRange
- -String weaponRateOfFire
- -String weaponPayload
- -String weaponDamageMDC
- -String weaponDamageSDC
- -String weaponMarketCost
- +int getWeaponID()

+weapons

- +String getWeaponName()
- +String getWeaponManufacturer()
- +String getWeaponDescription()
- +String getWeaponWeight()
- +String getWeaponRange()
- +String getWeaponRateOfFire()
- +String getWeaponPayload()
- +String getWeaponDamageMDC()
- +String getWeaponDamageSDC()
- +String getWeaponMarketCost()