



## **Sorceress**

- MIN\_ADD: int - MAX\_ADD: int

- + Sorceress()
   increaseHitPoints(): void
  # attack(DungeonCharacter): void
  # battleChoices(DungeonCharacter): void

## Thief

- + Thief()
- surpriseAttack(DungeonCharacter): void # battleChoices(DungeonCharacter): void

## Warrior

- + Warrior()
   crushingBlow(DungeonCharacter): void
  # attack(DungeonCharacter): void
  # battleChoices(DungeonCharacter): void