## Legendary Exotic -exotic\_perk: string -intrinsic\_trait: string -catalyst: string -masterwork: string +print\_stats(): void +print\_stats(): void +characteristics(): void +characteristics(): void <<abstract>>Weapon -name: string -type: string -mag\_size: int -lim\_ammo: bool -rarity: string +print\_stats(): void virtual +characteristics(): void virtual Loadout -loadout[3]: Weapon -num\_of\_weapons: int +default\_loadout():void +print\_loadout():void +change\_loadout():void +all\_characteristics():void