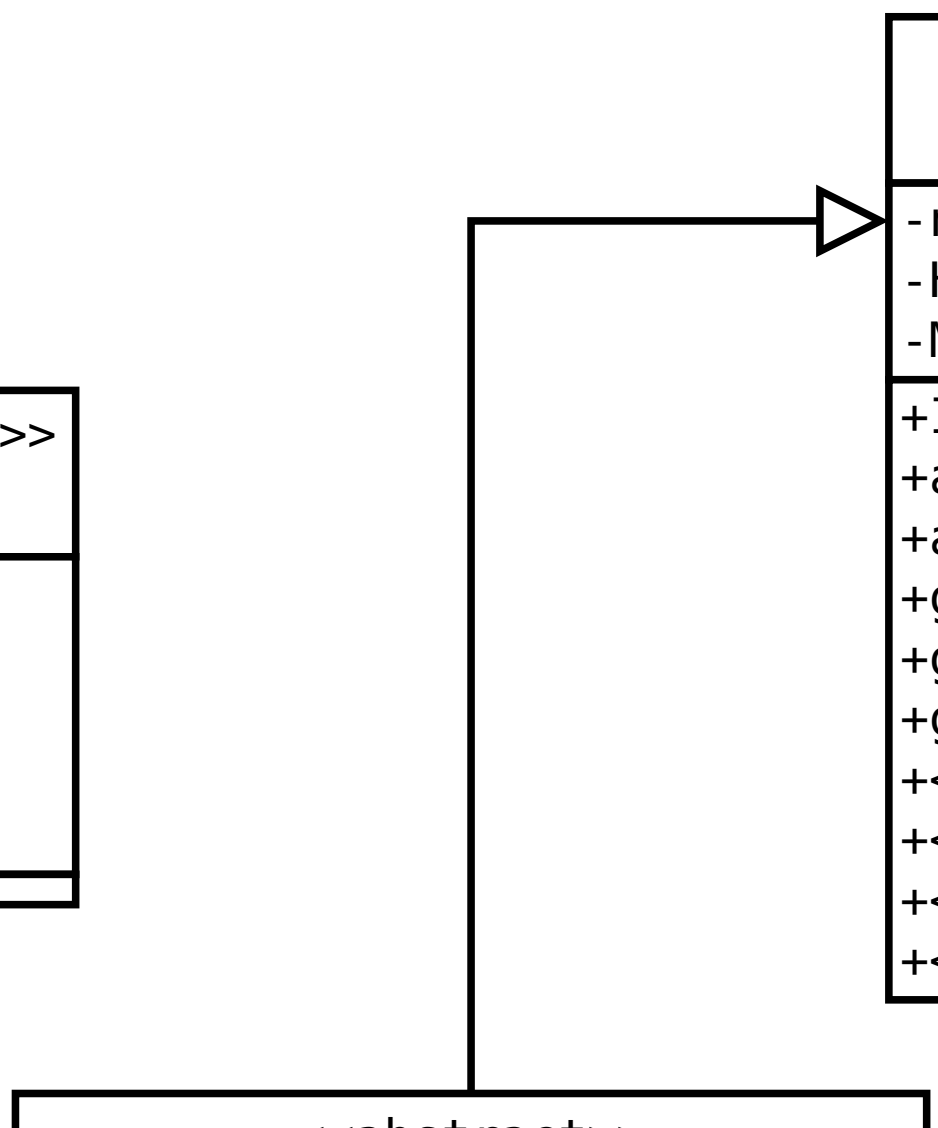
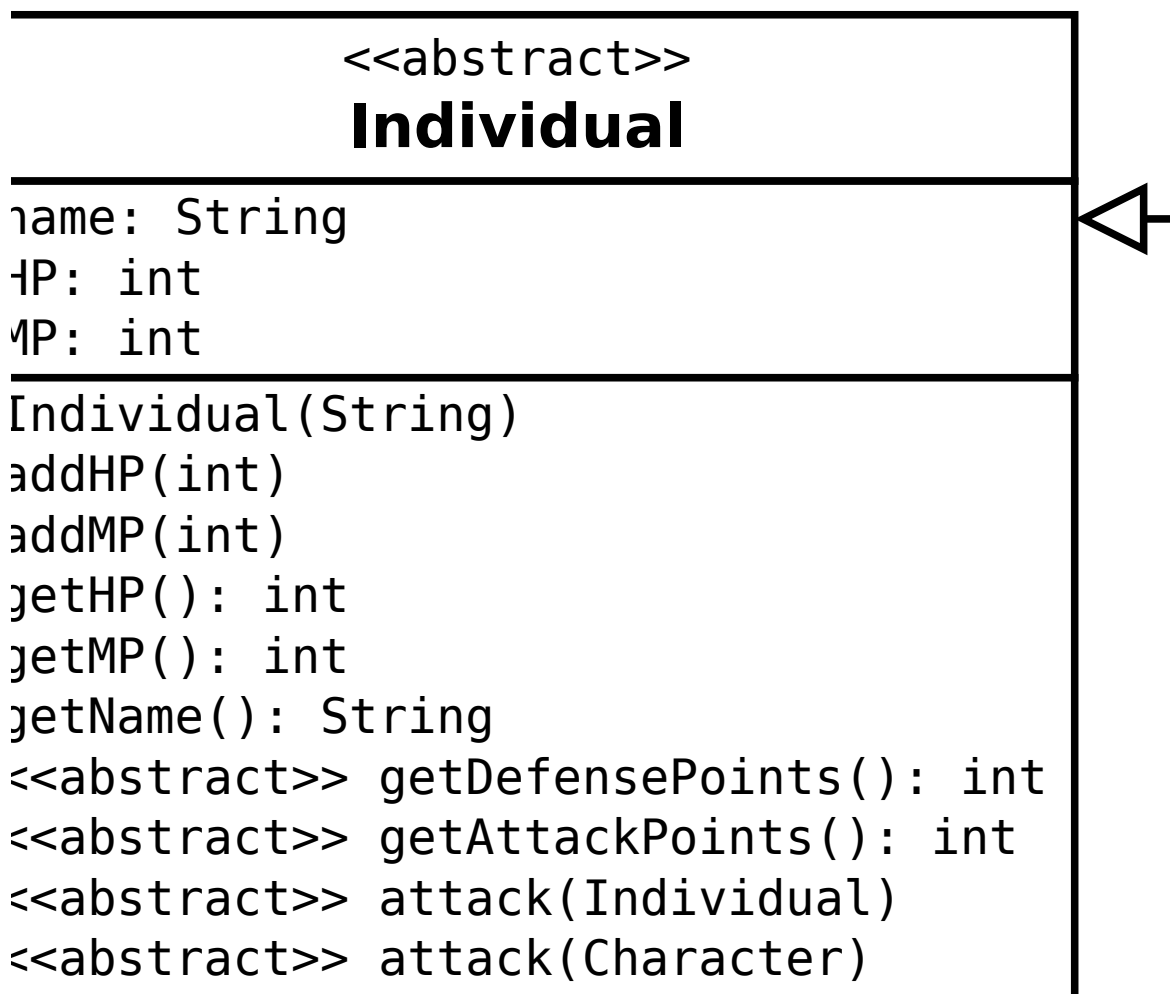


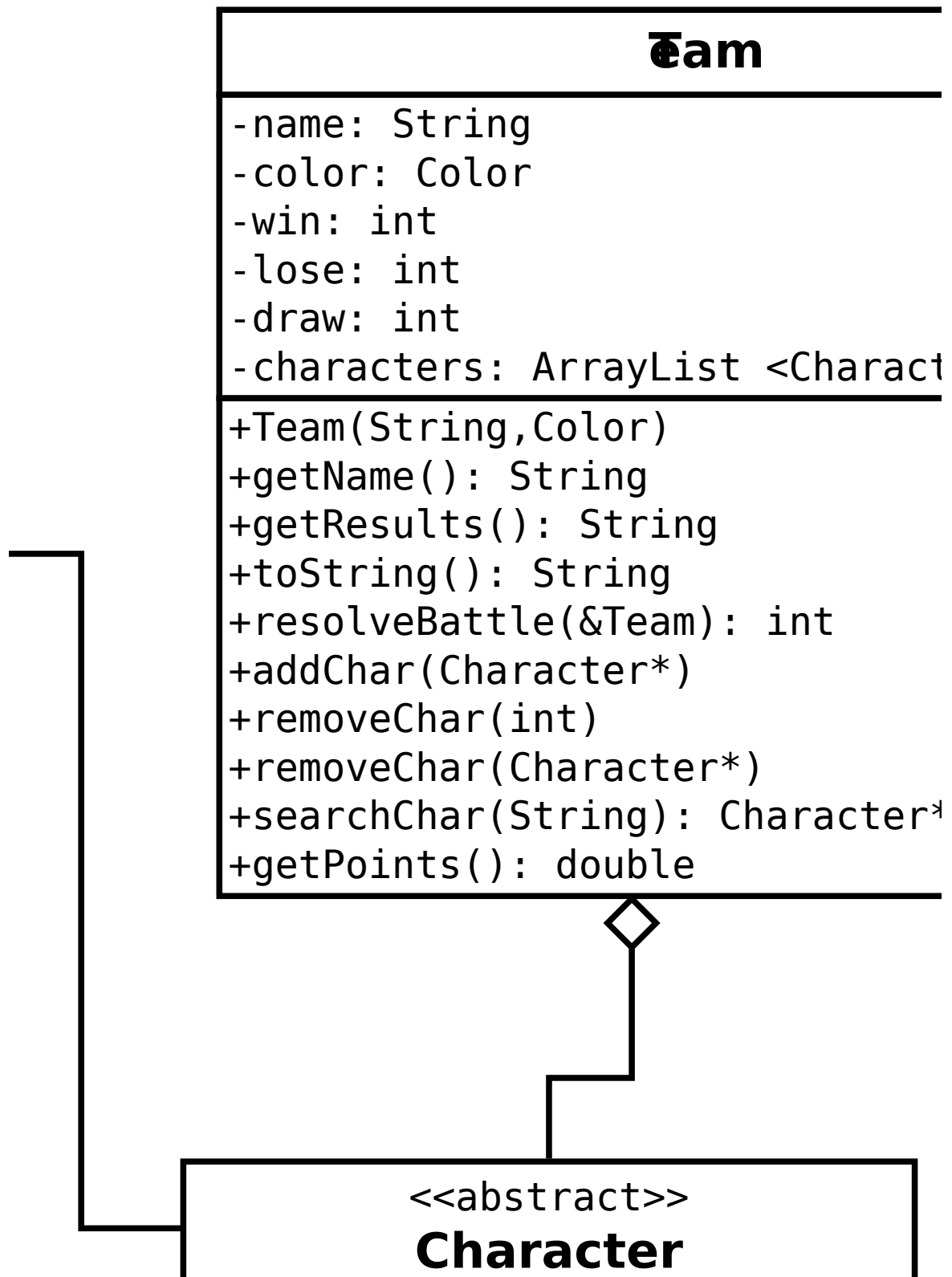
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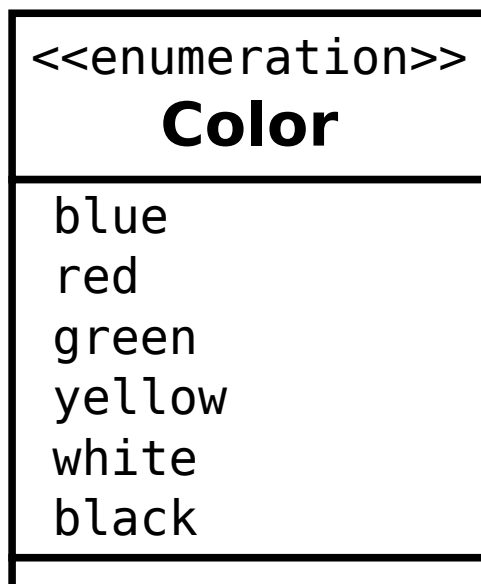
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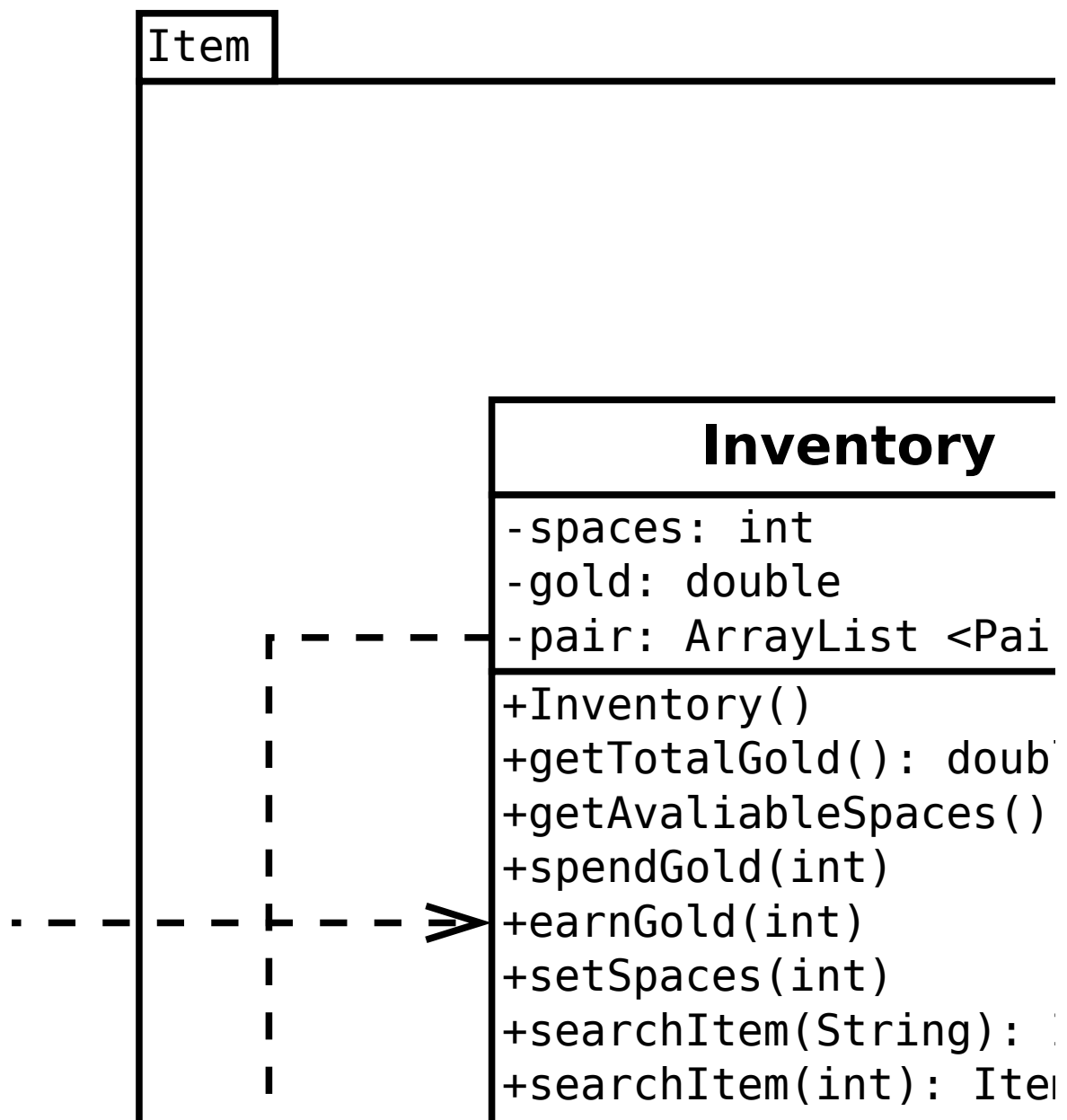
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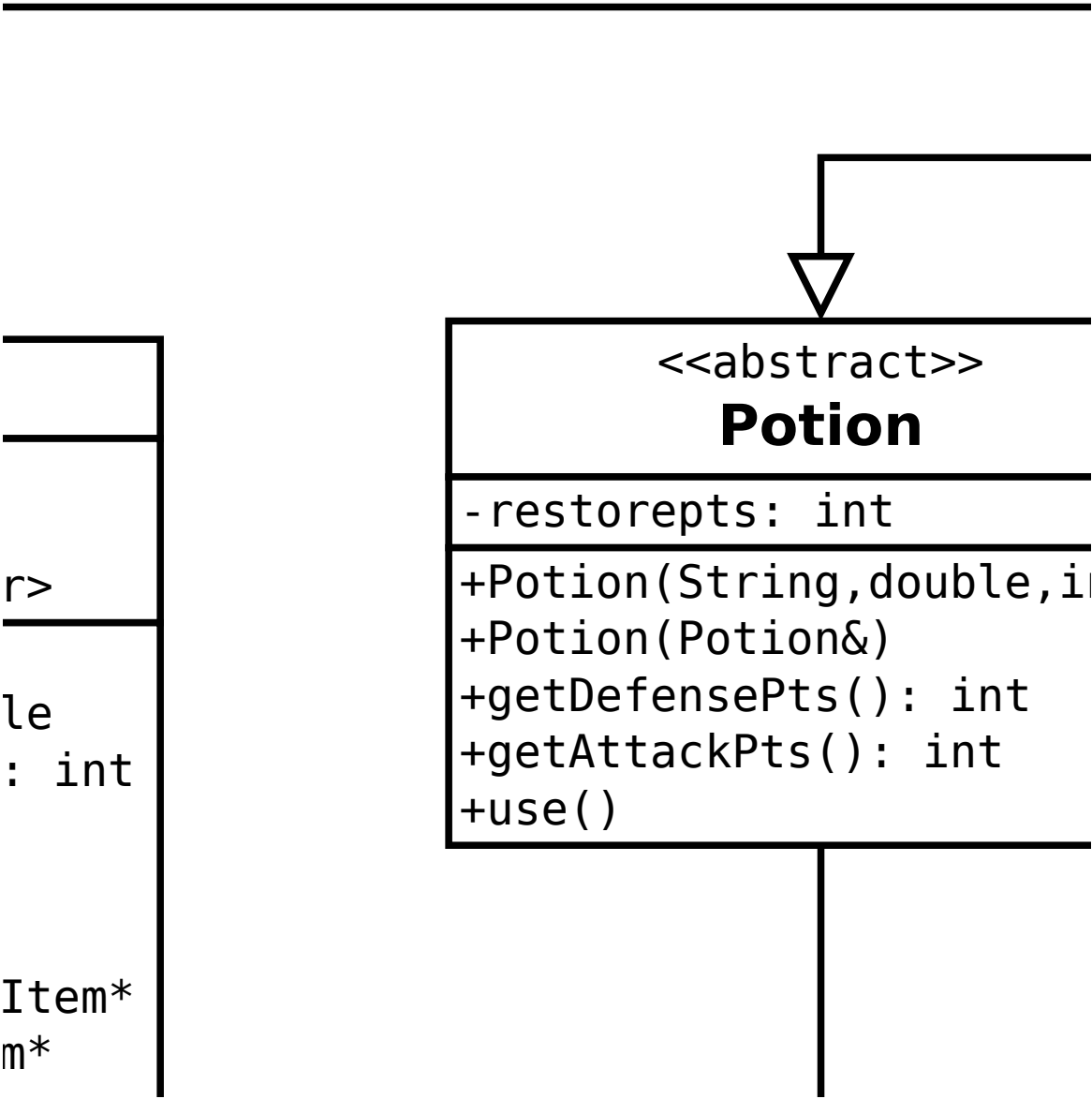


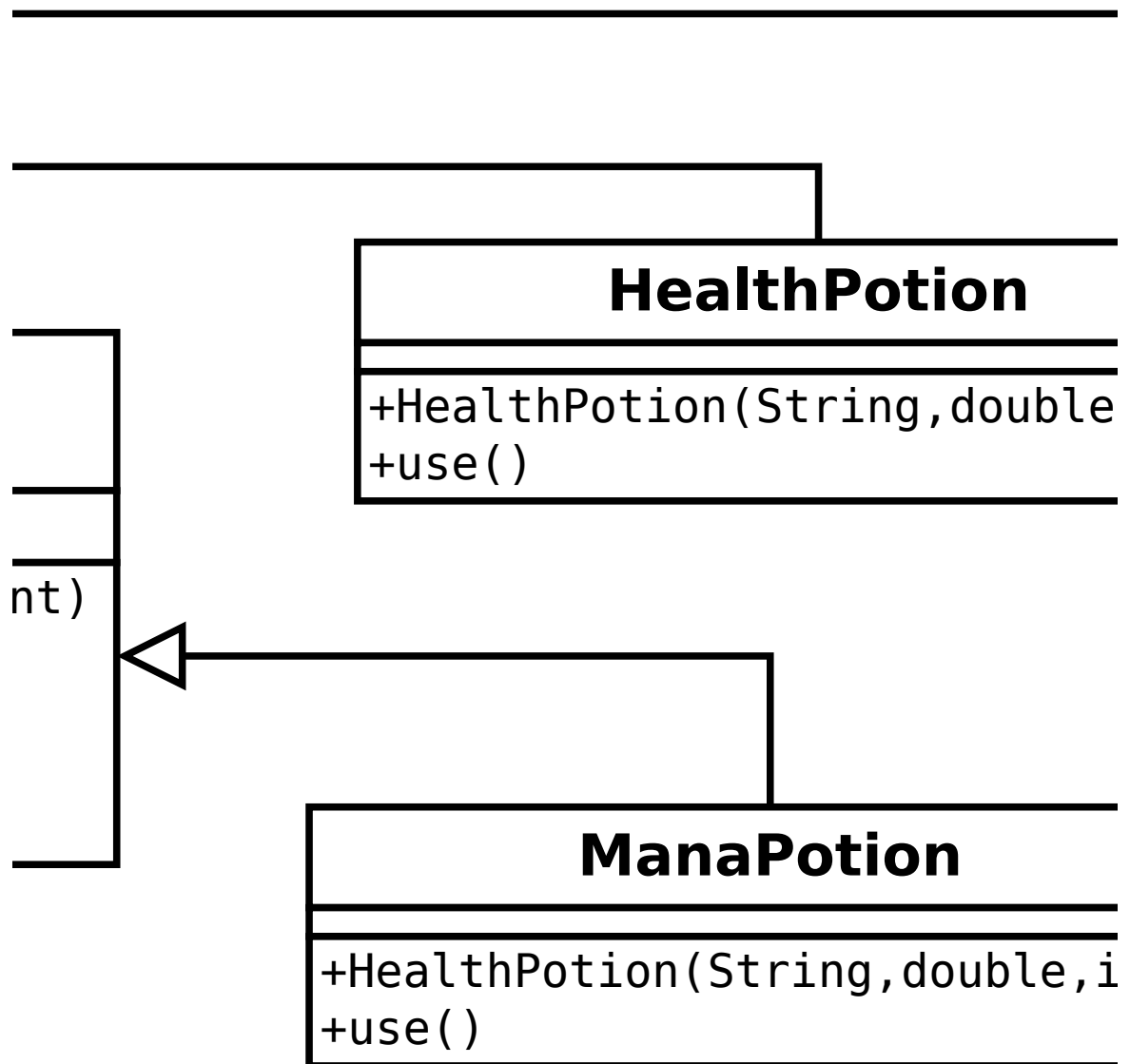


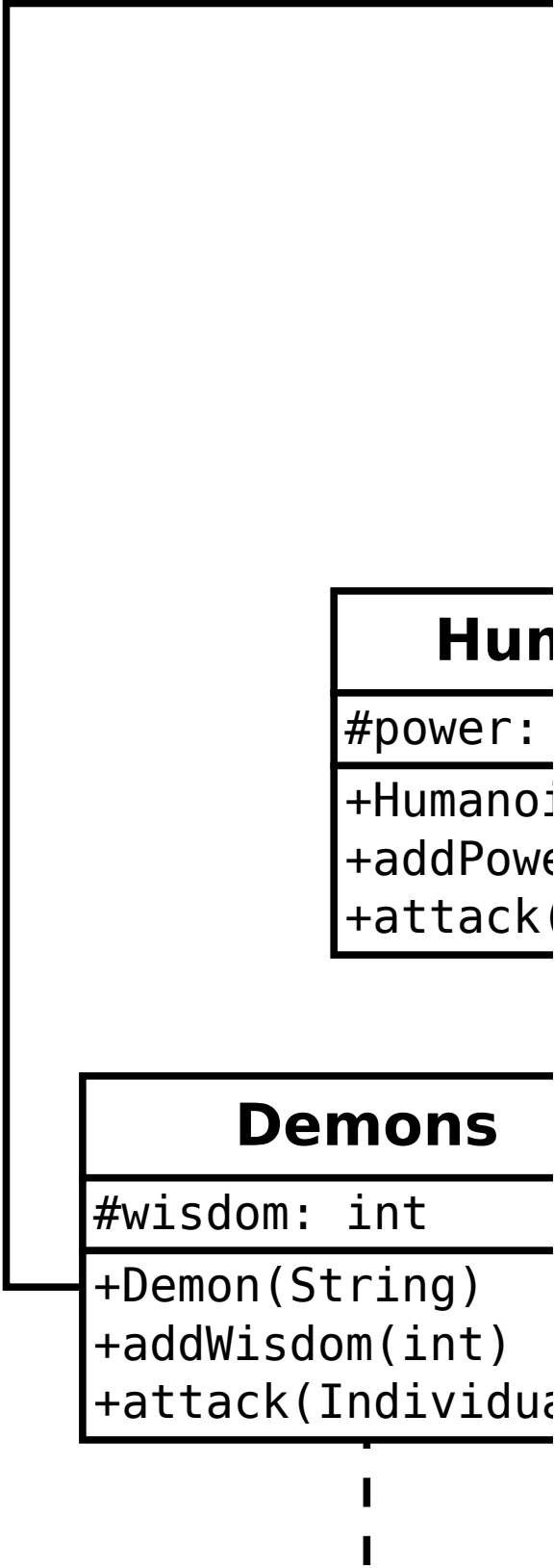


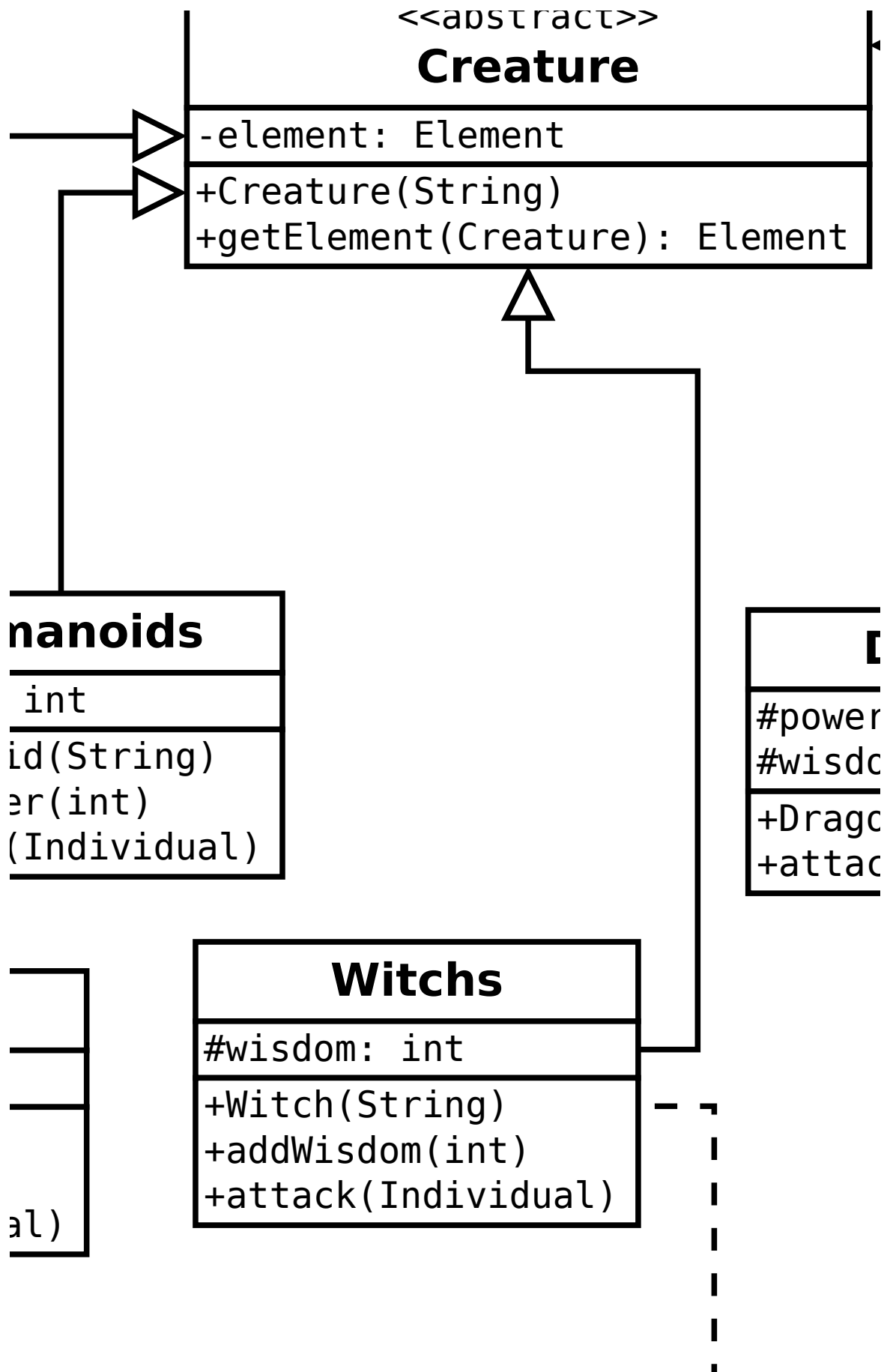














Dragons

~: int

om: int

on(String)

ck(Individual)

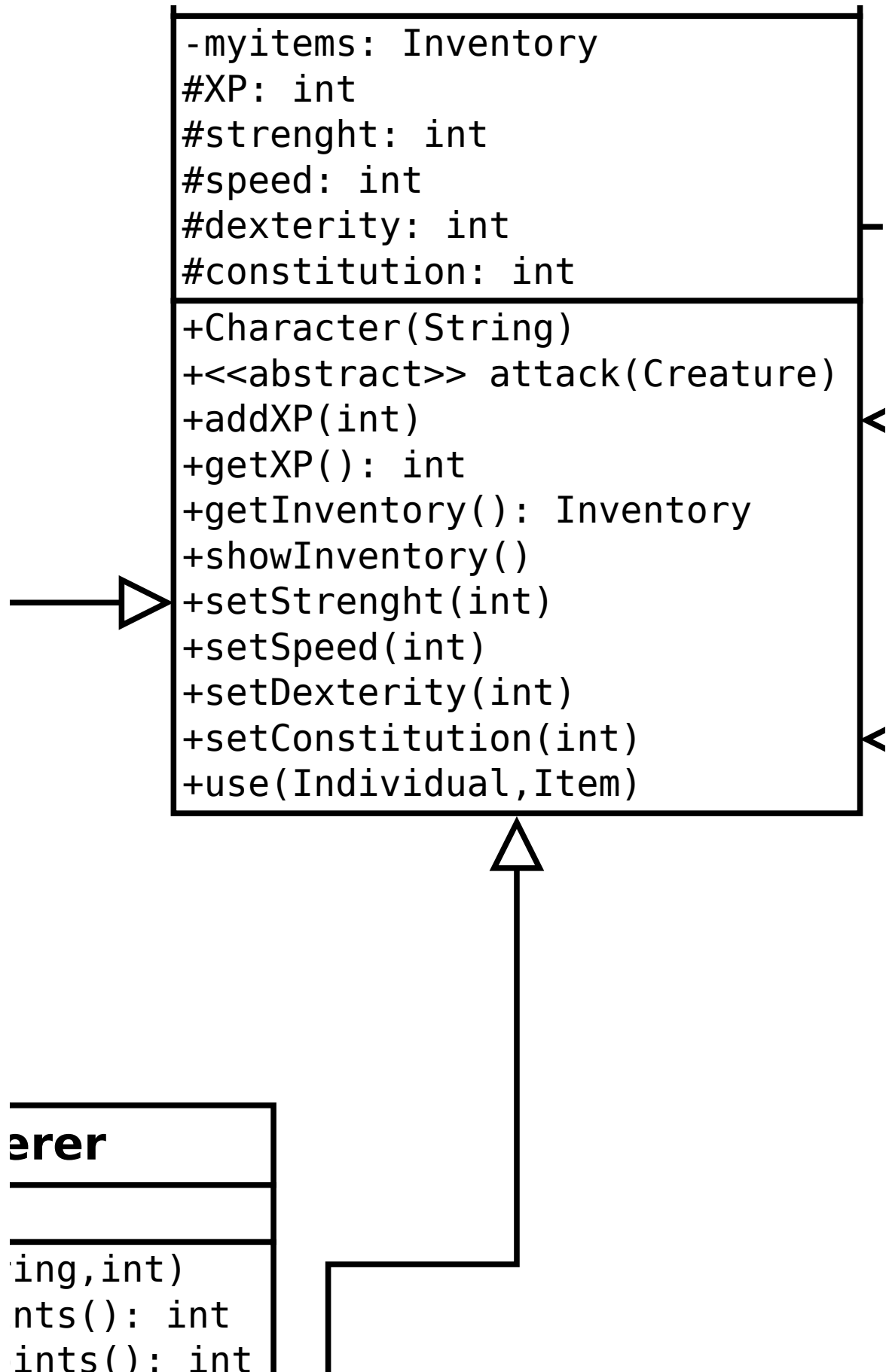
Sorcerer

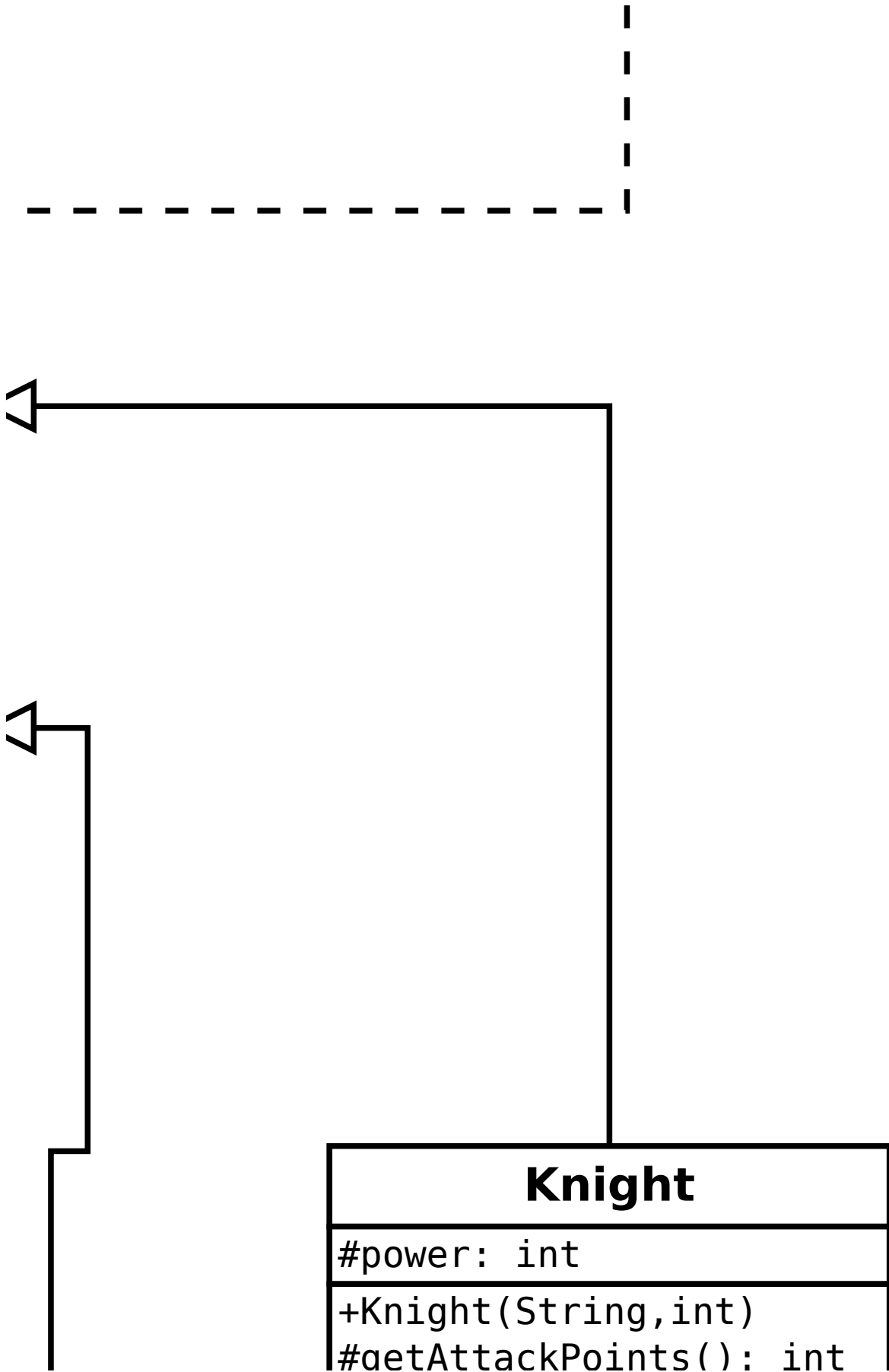
- #wisdom: int

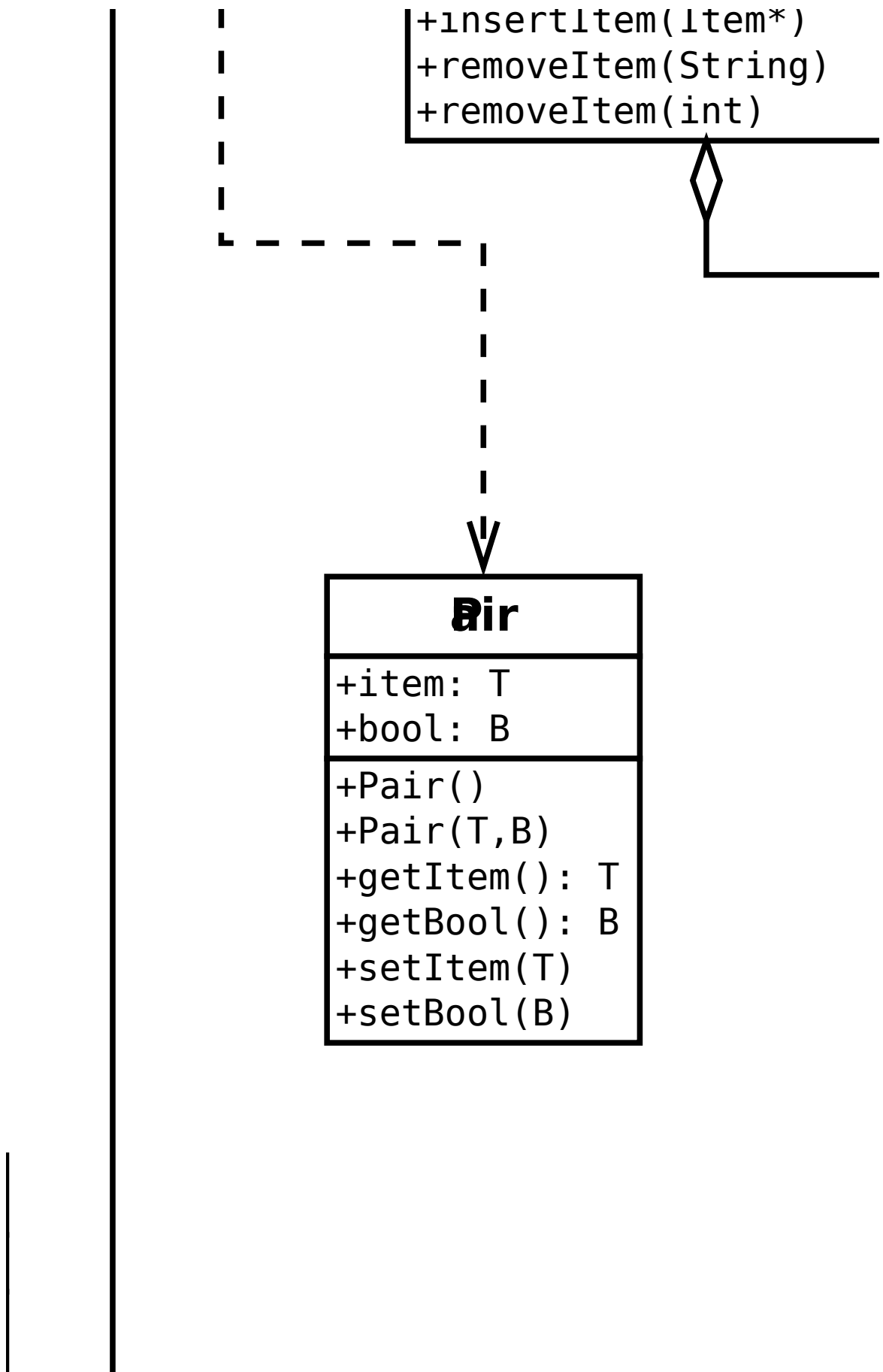
+Sorcerer(Str

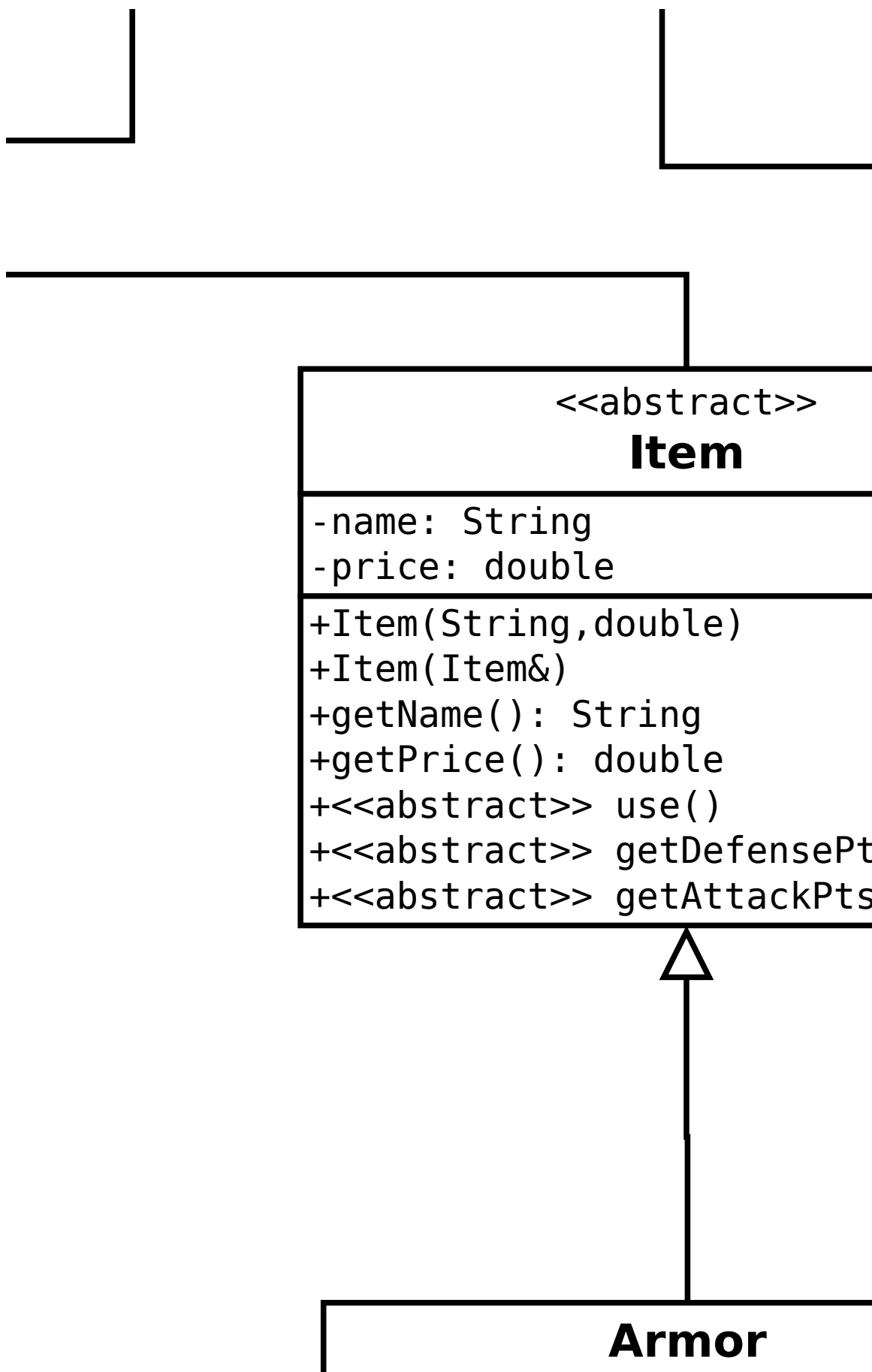
#getAttackPoi

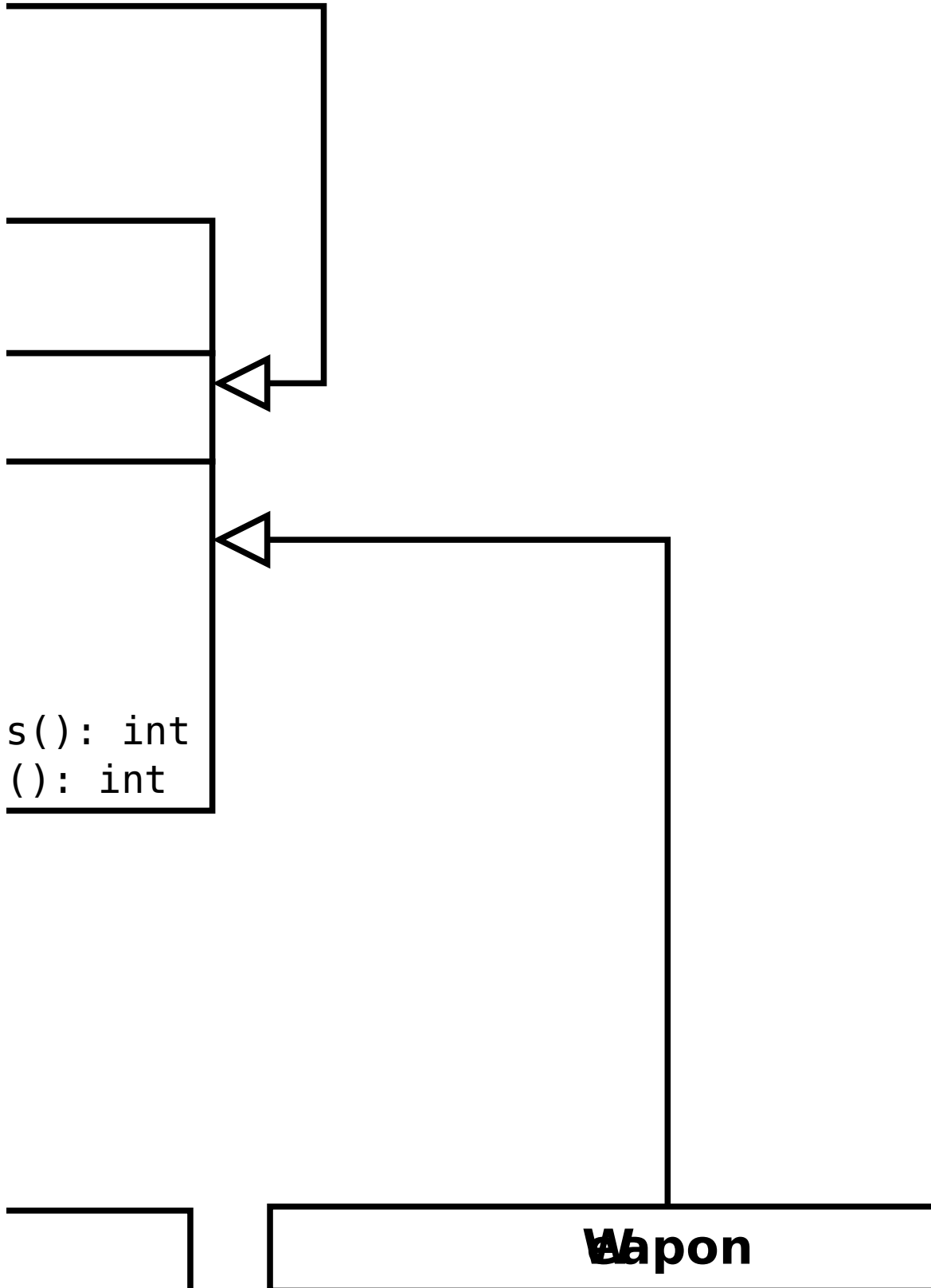
! #getDefensePo

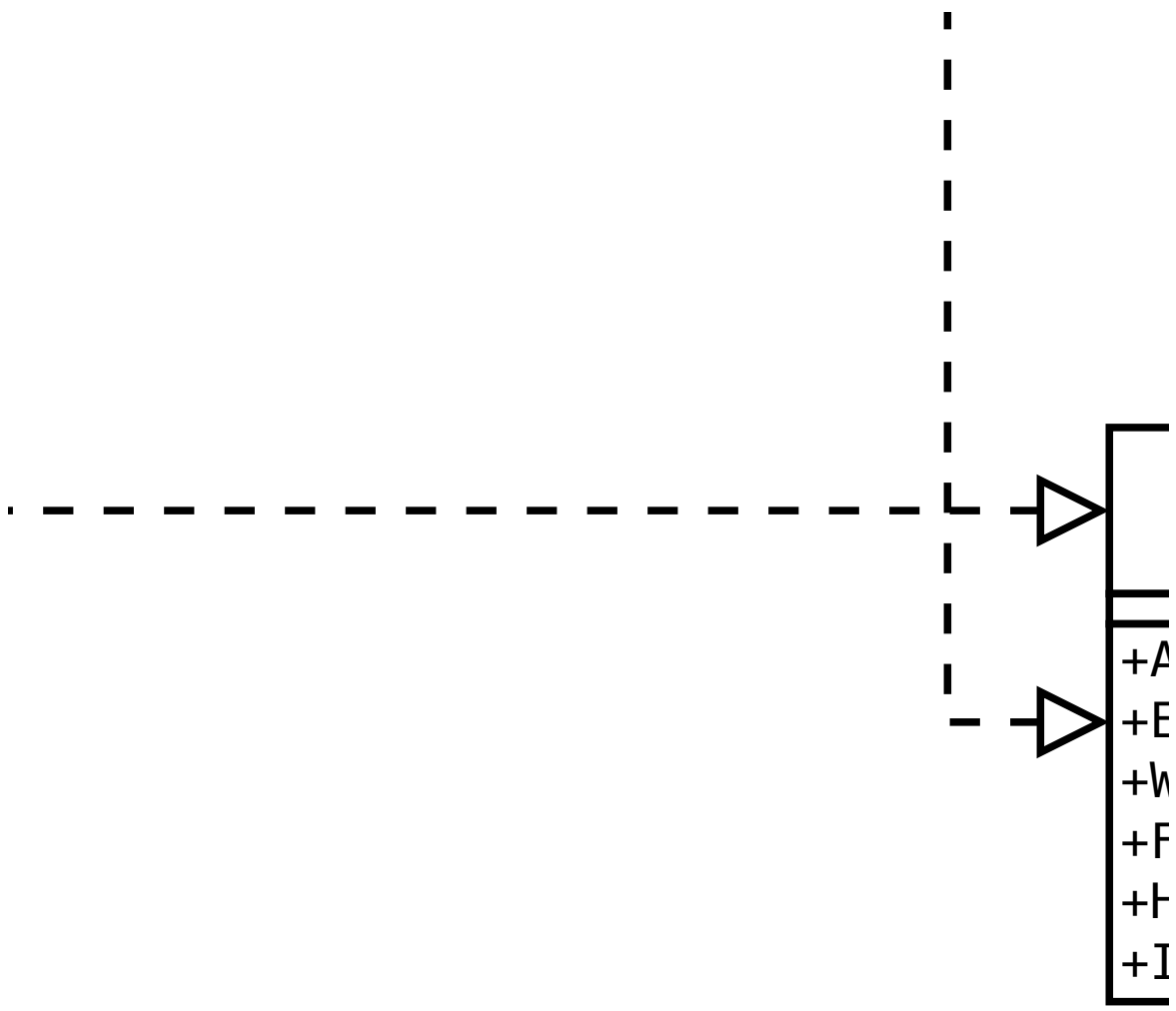


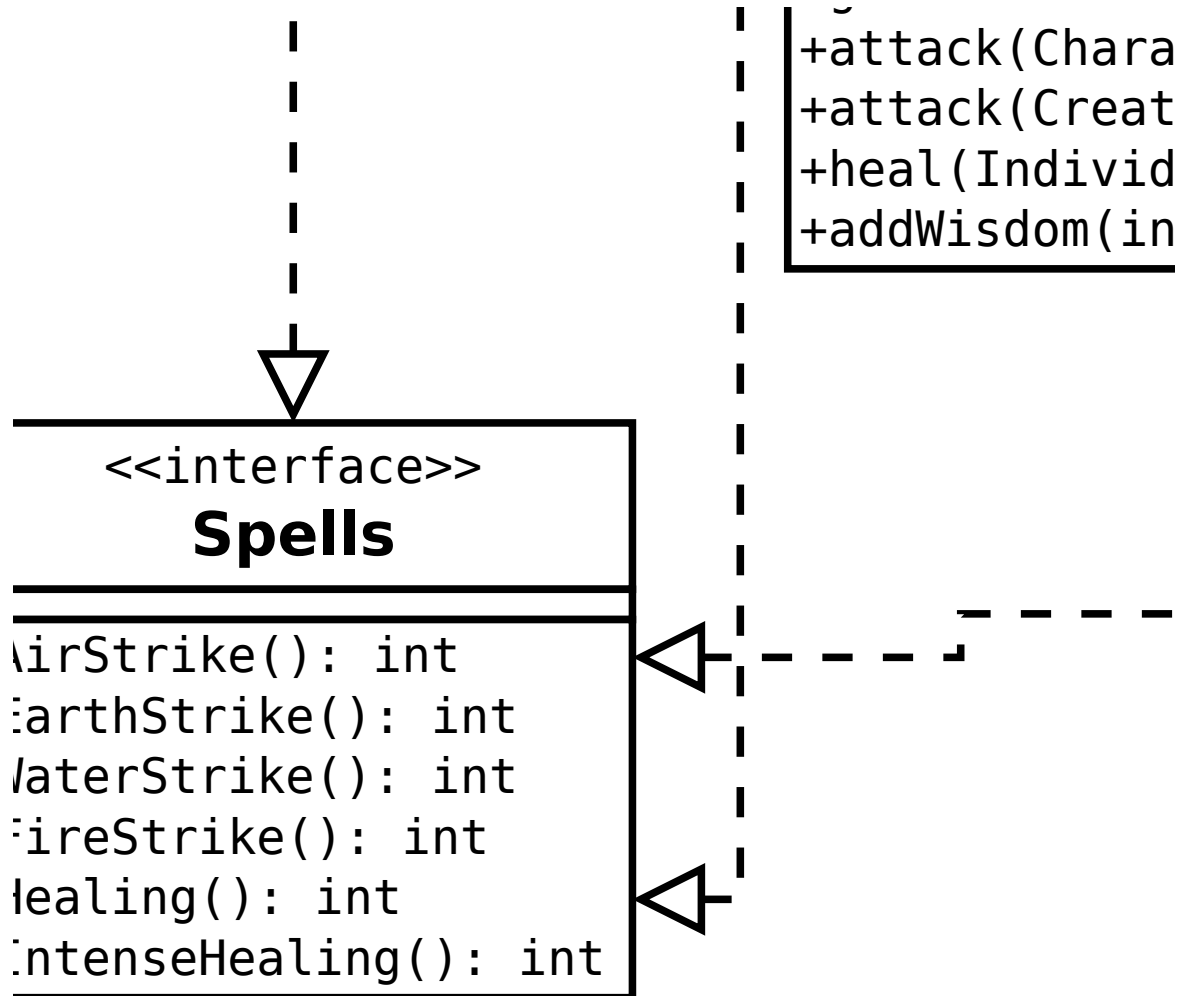












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Druid

#wisdom: int

-

+Druid(String,int)
#getAttackPoints(): int
#getDefensePoints(): int
+attack(Character)
+attack(Creature)
+heal(Individual)
+addWisdom(int)

Paladin

#power: int

+Paladin(String,int)
#getAttackPoints(): int
#getDefensePoints(): int
+attack(Character)
+attack(Creature)
+addPower(int)

	<pre>#getDefensePoints(): int +attack(Character) +attack(Creature) +addPower(int)</pre>
ladin	
t	
<pre>tring,int) Points(): int ePoints(): int aracter) eature) int)</pre>	

1

2

3

#attackpts: int
#weight: double
+Armor(String,double,int,
+Armor(Armor&)
+getDefensePts(): int
+getAttackPts(): int
+getWeight(): int
+use()

	<pre>#attackpts: int #range: double</pre>
double)	<pre>+Weapon(String,double,int,double) +Weapon(Weapon&) +getDefensePts(): int +getAttackPts(): int +getRange(): int +use()</pre>
