

engine

actions

<<abstract>>
Action

game

playable_characters

classes

Player

1

uses

1

<<abstract>>
Class

Samurai

1

Bandit

1

Wretch

1

wields

wields

wields

skills

Unsheathe

Quickstep

<<abstract>>
Skills

1

uses

SpecialAttackAction

uses

weapons

<<abstract>>
MeleeWeapons

1

Great Knife

1

Club

1

Uchigatana

1

1

uses