

HelProject.Features.Feature Manager

- + LIFE_PER_VITALITY
- + ActiveItems
- + ActiveSpells
- + InitialFeatures

- + FeatureManager()
- + GetCalculatedFeatures()
- + GetTotalStrenght()
- + GetTotalAgility()
- + GetTotalVitality()
- + GetTotalMagic()
- + GetTotalAttackSpeed()
- + GetTotalMinimumDamage()
- + GetTotalMaximumDamage()
- + GetTotalMinimumMagicDamage()
- + GetTotalMaximumMagicDamage()
- + GetTotalArmor()
- + GetTotalMagicResistance()
- + GetTotalLifeRegeneration()
- + GetTotalManaRegeneration()
- + GetTotalMovementSpeed()
- + GetTotalLifePoints()