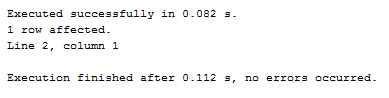
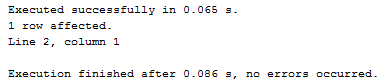
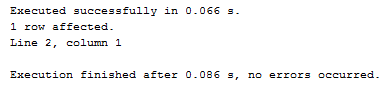
call AddCharacter(1, 'Calse Trspr', 1, 'Warrior', 1, 10, 3, 5, 20, 14);



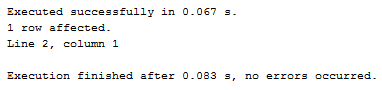
call CreateTeam('Team Awesome', 1);



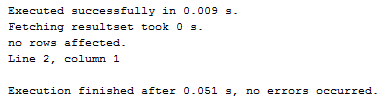
call EditCharacter(1, 'Reginald', 'Calse Trspr', 2, 'Mage', 10, 2, 3, 4, 15, 20);



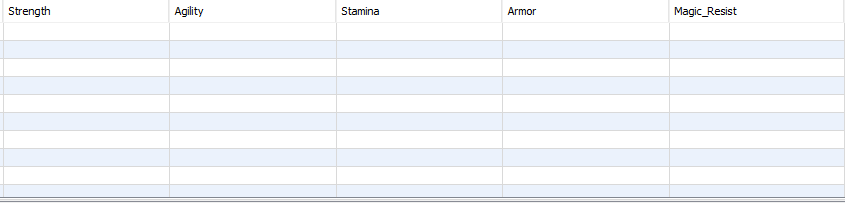
call EditTeamName('Team Awesome', 'Team Kinda Awesome');



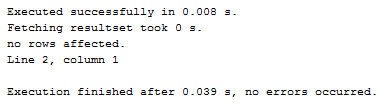
call GetCharacterGear(1, 'Reginald');

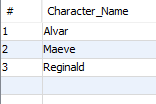




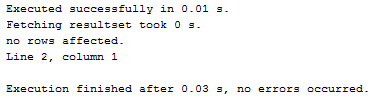


call GetCharacterNamesByID(1);





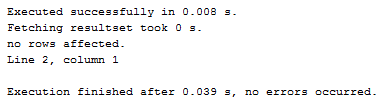
call GetCharacterStats(1, ‘Alvar’);





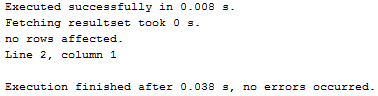


call GetEnemiesByType('Undead');



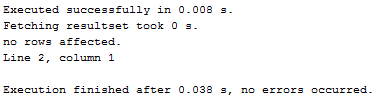


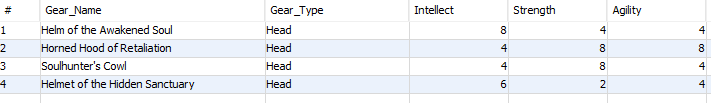
call GetEnemyNamesByType('Undead');

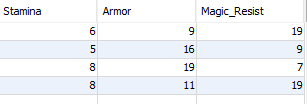




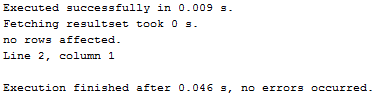
call GetGearByType('Head');

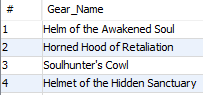




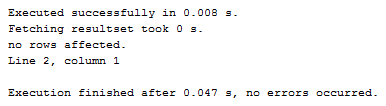


call GetGearNamesByType('Head');



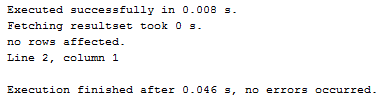


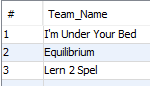
call GetTeamMembers('Team Kinda Awesome');



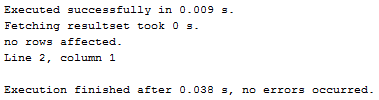


call GetTeamNames();



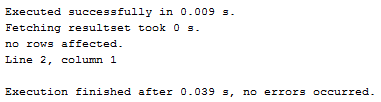


call GetTeamNamesByMember(1);



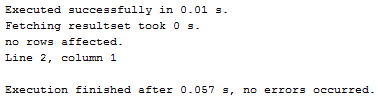


call GetTeamNamesByOwner(1);



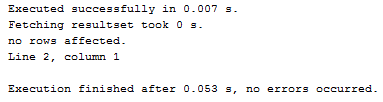


call GetTeams();



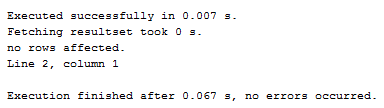


call GetTeamsByOwnerID(1);



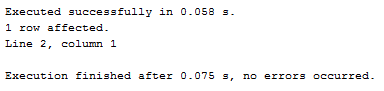


call GetTeamsByUserID(1);

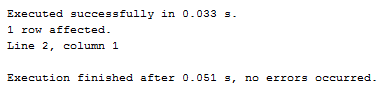




call JoinTeam(4, 1, 'Reginald');



call DeleteCharacter(1, 'Reginald');



call DeleteTeam('Team Kinda Awesome');

