

Attributes

- + baseHitPoints
- + baseEssence
- + baseStrength
- + baseDexterity
- + baseIntelligence
- + baseConstitution
- + baseWisdom
- + baseCharisma
- + baseSpeed
- + strength
- and 17 more...

- + Attributes()
- + Attributes()
- + UpdateModifiers()
- + ToNextLevel()