CharacterModel

+ character
+ BaseAttackDamage
+ CriticalAttackDamage
+ TreasureDamage
+ TreasureExtraDamage
+ TreasureCriticalDamage
+ SkinDamage
+ SkinCriticalDamage
+ QuestGoldIncrease
+ CriticalChance
+ runSpeedFactor
+ RunSpeed
+ attackSpeedFactor
+ AttackSpeed

+ Attack()