chanceToBloc # numOfTurns:

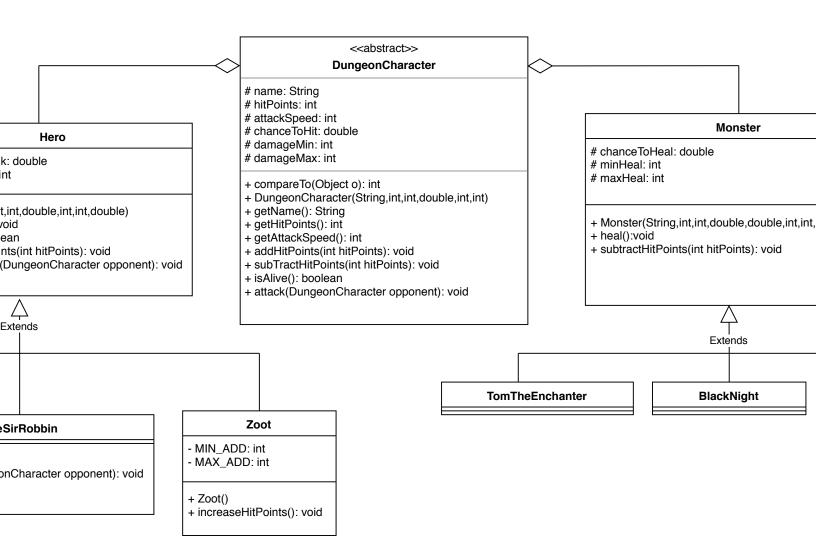
- + Hero(String,in + readName(): v + defend(): bool + subtractHitPo + battleChoices

KingAuthor

- + KingAuthor() + crushingBlow(DungeonCharacter opponent): void

Brave

- + BraveSirRobbin() + supriseAttack(Dunge



int,int)

FrenchTaunters