







+ commandMenu(): void
+ chanceToBlock(): double
+ special(DungeonCharacter): void

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+ chanceToBlock(): double
+ special(DungeonCharacter): void

+ chanceToHeal(): double
+ minHealPoints(): int
+ minHealPoints(): int

+ chanceToHeal(): double
+ minHealPoints(): int
+ minHealPoints(): int

+ c
+ n
+ n

chanceToHeal(): double
minHealPoints(): int
minHealPoints(): int