BASE CLASS

**Attributes**

Main attributes

int introversion

int extroversion

int feeling

int thinking

int judging

int intuition

int perception

int sensing

double adaptability 🡺 boosts effectiveness during action scenes, can be earned in game by completing certain arcs or via certain items

double charisma 🡺 boosts effectiveness during conversations when the conversation outcome is based on a combination of luck and skill

Items

item\_slot\_t r\_arm

item\_slot\_t l\_arm

item\_slot\_t body

item\_slot\_t feet

item\_slot\_t head

double heaviness 🡺 if number is large then some action scene decisions are negatively impacted (ones that involve mobility/agility) but usually this is balanced as the item is really useful/powerful

Statuses

int poisoned

int fatigued

int blinded

int confused

int injured

int drugged

**Functions**

-general accessors for whatever needs accessors

-modifiers for whatever is protected and needs to be modified

void equip\_item(item\_t item)

-are decisions for action scenes in here or should those just be in action scenes?