BASE CLASS

**Attributes**

Personality attributes

int introversion

int extroversion

int intuition 🡺 doubles as a combat stat

int sensing 🡺 doubles as a combat stat

int feeling 🡺 doubles as a combat stat

int thinking 🡺 doubles as a combat stat

int judging

int perception

Combat attributes

int mobility

int toughness

int adaptability

int aggression

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)

-action scene moves in here