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 🡺 movement in combat to attack or to reposition

int toughness 🡺 defending or attacking with strength in mind

int adaptability 🡺 adapting to surprises and new things

int aggression 🡺 enhances violent moves but if there’s too much it can be a negative

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