ITEM CLASS

**Attributes**

int introversion

int extroversion

int feeling

int thinking

int judging

int sensing

int intuition

int perception

-items have these attributes as well because they boost the protagonist’s attributes when equipped

-the attribute bonus provided by items is only used during action scenes and not during conversations

int unique\_move

-this is for more advanced items that actually come with a unique move

**Functions**

display\_item\_stats()

-outputs item stats and their unique move if they have one