

Character

- # life_
- # maxLife_
- # attack_
- # def_
- # dext_
- # x_
- # y_
- # name_
- # desc_
- # symbol_
- # weapon
- # armor
- # helmet
- # shield

- + Character()
- + ~Character()
- + life()
- + attack()
- + def()
- + dext()
- + maxLife()
- + getCombinedAtt()
- + getCombinedDef()
- + getCombinedDext()
- and 29 more...