```
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...
      Monster
   # lootList
   # nbLoot
   # lootPb
   + Monster()
   + ~Monster()
   + getLootList()
   + getNbLoot()
   + getLootPb()
   + isBoss()
   + isFinalBoss()
     ArchMagus
   + ArchMagus()
```