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...

Guerrier
+ Guerrier()