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...

Voleur

+ Voleur()