```
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...
       Berserk
     + Berserk()
```