

Heroes

- Int lvl
- Int exp
- Int hp
- Int atk
- Int def
- Weapon weapon
- Float hit
- Float crit
- Float Avo
- Float str
- Int res
- Boolean alive
- Int Mag
- Float skill
- Float spd
- Float lck
- Int mv

- + Int attack()
- + Int move()
- + Int levelUp()
- + String forecast()
- + String toString()