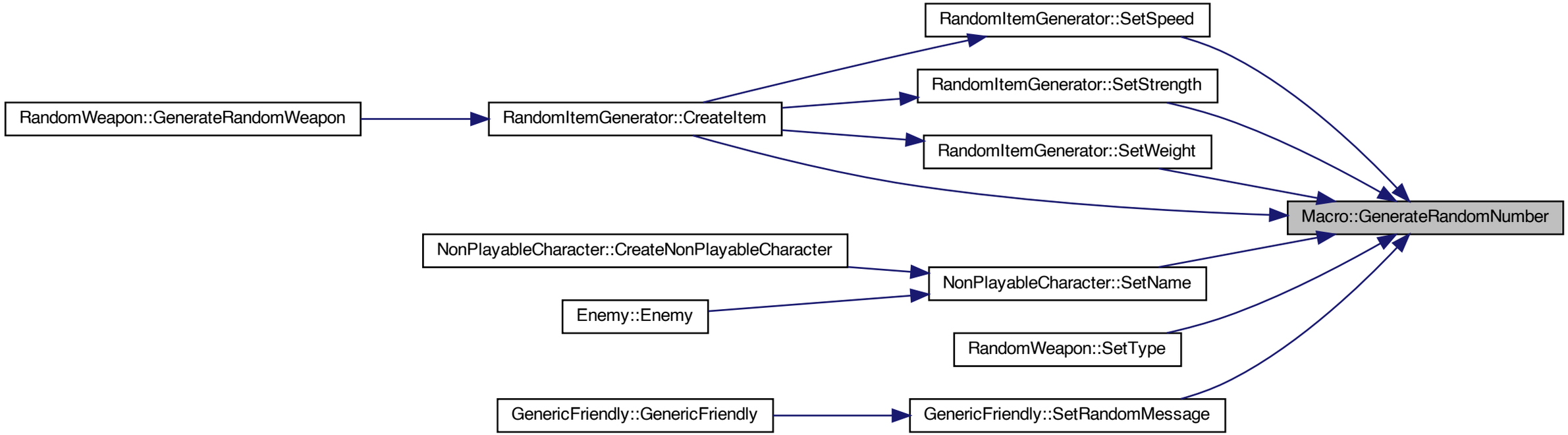
RandomItemGenerator::SetSpeed
RandomItemGenerator::SetStrength
RandomWeapon::GenerateRandomWeapon
RandomItemGenerator::CreateItem
RandomItemGenerator::SetWeight
Macro::GenerateRandomNumber
NonPlayableCharacter::CreateNonPlayableCharacter
NonPlayableCharacter::SetName
Enemy::Enemy
RandomWeapon::SetType
GenericFriendly::GenericFriendly
GenericFriendly::SetRandomMessage