PrimaryStatHolder -str : PrimaryStat -dex : PrimaryStat -int : PrimaryStat -wis: PrimaryStat -cons : PrimaryStat +getStat(String primaryStatType) : PrimaryStat +setStat(String primaryStatType, PrimaryStat value)) : void «Interface» +validBasicStatType(String primaryStatType) : boolean Comparable +validBasicStatType(Stat statType) : boolean StatHolder Weight -weight : Weight -armor : Armor Item -armorType : String -weight : Weight -block : BasicCombatStat +getWeight(): Weight -minDamage : BasicCombatStat -maxDamage : BasicCombatStat +getWeight(): Weight +setSeight(Weight w) : void +getArmor() : Armor Equipment +setArmor(Armor a) : void -name : String UseableItem +getArmorType() : String -desc : String +setArmorType(String type) : void -maxStackSize : int +getBasicCombatStat(String basicStatType) : BasicCombatStat
+setBasicCombatStat(String basicStatType BasicCombatStat stat) : void -levelReq : int -currStackSize : int #setName(String n) : void +useItem(Character useTarget): void +getName() : String +useItem(Party tarParty) : void #setDesc(String description) : void +increaseStack(int numItems): void +getDesc() : String #setLevelReq(int req) : void +getLevelReq(): int EssenceOfTheFallen NullEquipment ArmorEquipment -hasArmorType : boolean -armorType : String **WeaponEquipment** -armorVal : Armor -minDamage : BasicCombatStat +getArmorType(): String -maxDamage : BasicCombatStat +sameArmorType(Armor a) : boolean -parry : BasicCombatStat -dmgRange : BasicCombatStat +getMinDamage() : BasicCombatStat +getMaxDamage() : BasicCombatStat HandArmor HeadArmor LegArmor ChestArmor ShieldEquipment blockChance : Block RangedWeapon +getBlock() : Block OneHandWeapon TwoHandWeapon TowerShield StandardShield Crossbow Bow OneHandSword OneHandMace Dagger TwoHandSword Staff TwoHandMace