**buffs.cs**

Description: This script is added to each creature card when it it drawn/enters game some other way. It handles the various creature buffs and debuffs (attack/defense/crit strike etc)

Methods that you would likely want to modify when customizing your game:

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| **Method** | **Description** |
| void Buff(Vector3 param) | param.x – amount  param.y – type of buff  param.z – until end of turn  Is called from EffectManager, buffs the stat according to param.y  **Modify if you want to add a new buff type or add a buff special effect.** |
| void Debuff(Vector3 param) | Same as the above method, but for debuffs.  **Modify if you want to add a new debuff type or add a debuff special effect.** |
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These methods are central to the kit's functionality. I don't recommend modifying the following methods or using them on their own:

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| **Method** | **Description** |
| void SetCritTo(int amount, bool EOT) | Sets this creature’s chance of critical strike to specified amount. |
| void SetOffenseTo(int amount, bool EOT) | Sets this creature’s offense to specified amount. |
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