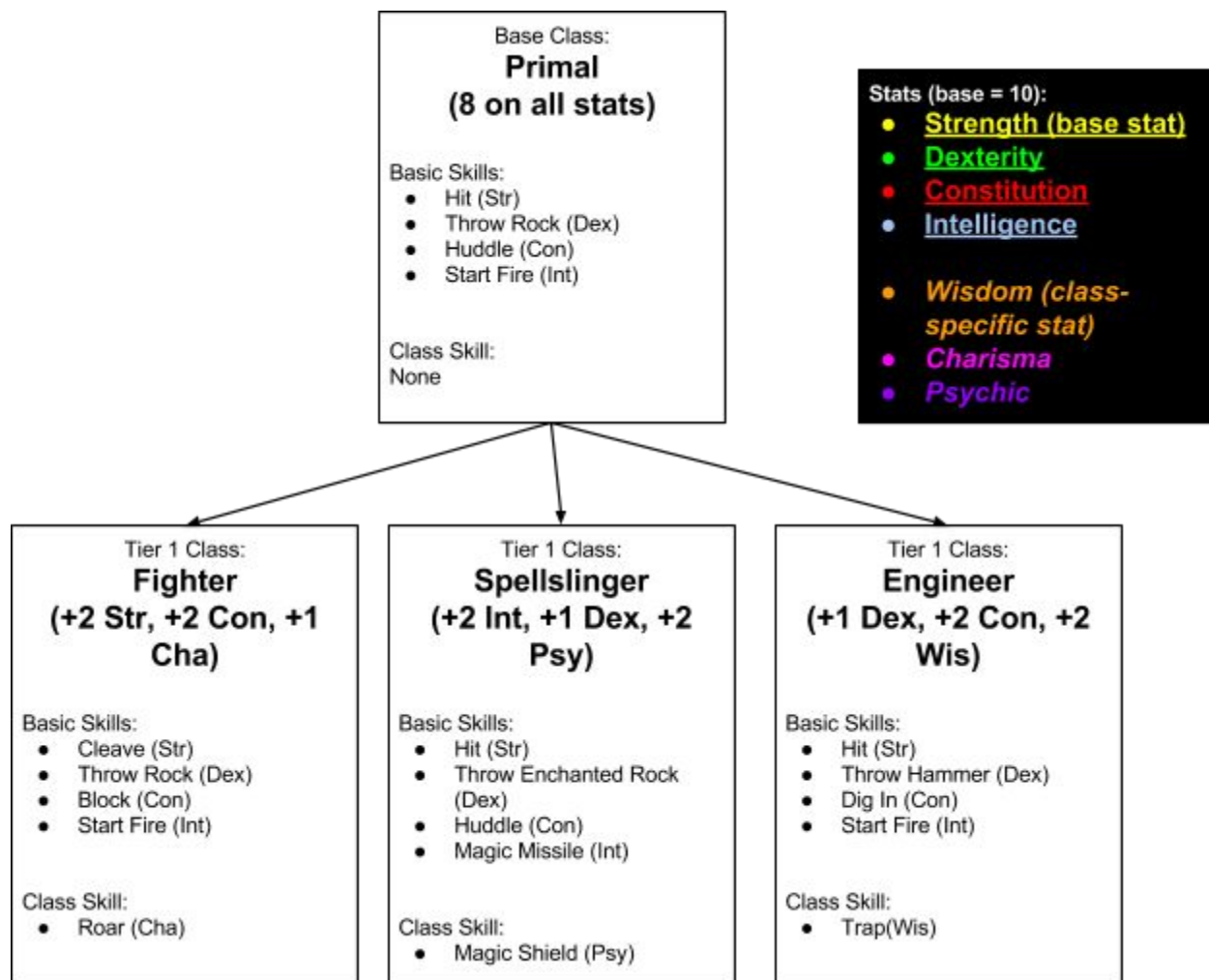


Player Class Diagram



Control Scheme (Default):

	Keyboard	Gamepad
Movement	WASD	D-Pad
Skill 1 (Str)	1	A
Skill 2 (Dex)	2	B
Skill 3 (Con)	3	X
Skill 4 (Int)	4	Y
Skill 5 (Class Skill)	5	Left Bumper

Pause	Esc	Select
Interact	F	Start