Combat Statistics

The Combat Metric Struct:

```
type CombatMetric struct {
    Action       string
    ActionType   int // damage 0, heal 1
    Mode         int // melee 0, ranged 1, spell 2, item 3
    TotalDamage  int
    Resisted     int
    FinalDamage  int
    AttackerType int // player 0, mob 1, npc 2
    AttackerId   int
    AttackerTier int
    VictimType   int // player 0, mob 1, npc 2
    VictimId     int
    CombatTime   time.Time
}
```

Action: Is the action being performed, or the action that the mob is taking e.g 'kill' 'backstab' 'range_vital'

ActionType: Whether it is healing or damaging

Mode is whether it is melee, ranged, spell, or item based

TotalDamage, Total damage that was issued

Resisted: How much damage was removed from the total inflicted

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