IncorrectTargetException

⚡ 🔒 IncorrectTargetException

m 🔒 IncorrectTargetException(Character, Character)

p instigator — Character

p target — Character

AttackAction

c 🔒 AttackAction

f 🔒 target — Character

f 🔒 callback — ActionPerformCallback<AttackAction>

m 🔒 AttackAction(Character, ActionPerformCallback<AttackAction>)

m 🔒 perform(GameInterface, Character, String[]) — void

«create»

Faction

E 🔒 Faction

SECRET_POLICE

ESCAPEE

DamageSource

I 🔒 DamageSource

p damage — int