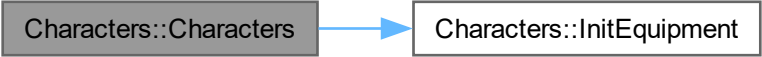


Characters::Characters



```
graph LR; A[Characters::Characters] --> B[Characters::InitEquipment]
```

A diagram showing a call from the `Characters::Characters` class to the `Characters::InitEquipment` method. The source class is represented by a gray box on the left, and the target method is represented by a white box on the right. A blue arrow points from the source box to the target box.

Characters::InitEquipment