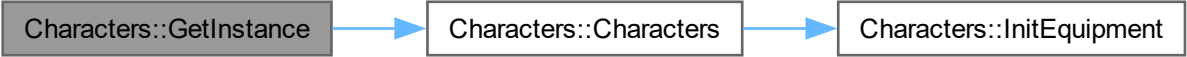


Characters::GetInstance



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

A flowchart with three rectangular boxes arranged horizontally. The first box on the left is shaded gray and contains the text 'Characters::GetInstance'. A blue arrow points from the right side of this box to the left side of the second box. The second box is white with a black border and contains the text 'Characters::Characters'. Another blue arrow points from the right side of the second box to the left side of the third box. The third box is also white with a black border and contains the text 'Characters::InitEquipment'.

Characters::Characters

Characters::InitEquipment