CharacterCreatorUtil

Empty

\+ *getAttributesPoints(int, int, int, int, int, int, int): Attributes*
\+ *createAdventurer(Attributes, String, String, int, int, int, int, int, int, int, int, int): Adventurer*

RandomUtil

\- *random: final Random*

\+ *getRandom(int): int*
\+ *getInitialGold(int, int): int*

MathRPGUtil

Empty

\+ *getMod(int): int*
\+ *getExperience(int, ArrayList<Adventurer>): void*

ArquivosUtil

Empty

\+ *write(String, Adventurer): void*
\+ *read(String): void*
\+ *readString(String): String*

<<Interface>>
Skills

\+ power1(): int
\+ power2(): int
\+ power3(): int
\+ power4(): int