

RPGCharacterGraveyard

  **remove**(RPGCharacter) void

  **update**(RPGCharacter) void

  **add**(RPGCharacter) void

  **list**() List<RPGCharacter>



RPGCharacterGraveyardImpl

  **rpgCharacters** List<RPGCharacter>

  **RPGCharacterGraveyardImpl()**

  **list**() List<RPGCharacter>

  **remove**(RPGCharacter) void

  **update**(RPGCharacter) void

  **add**(RPGCharacter) void