RPGCharacterFactory

Field	Type
f 🔒 player	Player
f 🔒 race	CharacterRace
f 🔒 xp	int
f 🔒 background	Background
f 🔒 characterClass	CharacterClass
f 🔒 deathSaves	DeathSaves
f 🔒 name	String
f 🔒 age	int
f 🔒 inventory	Inventory
f 🔒 attributes	Attributes

Method	Returns
m 🔒 RPGCharacterFactory()	
m 🔒 age(int)	RPGCharacterFactory
m 🔒 xp(int)	RPGCharacterFactory
m 🔒 characterClass(CharacterClass)	RPGCharacterFactory
m 🔒 inventory(Inventory)	RPGCharacterFactory
m 🔒 race(CharacterRace)	RPGCharacterFactory
m 🔒 attributes(int, int, int, int, int, int)	RPGCharacterFactory
m 🔒 inventory(Currencys, HashMap<String, Integer>, Weapon[], Armor)	RPGCharacterFactory
m 🔒 background(Background)	RPGCharacterFactory
m 🔒 attributes(Attribute, Attribute, Attribute, Attribute, Attribute, Attribute)	RPGCharacterFactory
m 🔒 deathSaves(DeathSaves)	RPGCharacterFactory
m 🔒 race(AttributeBoni, int, List<String>, AgeRange, CharacterSize)	RPGCharacterFactory
m 🔒 name(String)	RPGCharacterFactory
m 🔒 build()	RPGCharacter
m 🔒 attributes(Attributes)	RPGCharacterFactory
m 🔒 characterClass(int, int, List<String>, SkillProficiencies, SavingThrowProficiencies, int, List<HitDie>)	RPGCharacterFactory
m 🔒 player(String, String)	RPGCharacterFactory
m 🔒 background(Personality, SkillProficiencies, List<String>, HashMap<String, Integer>, List<String>)	RPGCharacterFactory
m 🔒 deathSaves()	RPGCharacterFactory
m 🔒 player(Player)	RPGCharacterFactory