© □ CharacterService	
● character	RPGCharacter
f = rpgCharacterRepositoryService	RepositoryService
CharacterService(RPGCharacter, RepositoryService)	
m 🖢 displayCharacter()	String
m heal(int)	RPGCharacter
m heathSaves(int)	RPGCharacter
m h die()	void
m updateCharacter(RPGCharacter)	void
m a createStringRepresantationOfHashmap(HashMap <string, integer="">)</string,>	String
🖚 🖿 createNewCharacter(CharacterRace, CharacterClass Background, Inventory, String, Attributes, DeathSaves, Player, int, int, Rep	ositoryService) RPGCharacter
🖚 🖿 createNewCharacter(CharacterRace, CharacterClass Background, Inventory, String, Attributes, Player, int, RepositoryService)	RPGCharacter
m = getRpgCharacterRepositoryService()	RepositoryService
m = createWeaponStringRepresantation(Weapon[])	String
m h takeDamage(int)	RPGCharacter