© □ CharacterService	
	RPGCharacter
f rpgCharacterRepositoryService	RepositoryService
m - CharacterService(RPGCharacter, RepositoryService)	
m ' displayCharacter()	String
m heal(int)	RPGCharacter
m e deathSaves(int)	RPGCharacter
m • die()	void
updateCharacter(RPGCharacter)	void
n = createStringRepresantationOfHashmap(HashMap <string, integer="">)</string,>	String
🕼 🖢 createNewCharacter(CharacterRace, CharacterClass Background, Inventory, String, Attributes, DeathSaves, Player, int, int, RepositoryService) RPGCharacter	
🖚 🦜 createNewCharacter(CharacterRace, CharacterClass Background, Inventory, String, Attributes, Player, int, Re	epositoryService) RPGCharacter
m = getRpgCharacterRepositoryService()	RepositoryService
m takeDamage(int)	RPGCharacter