© ↑ CharacterService	
	RPGCharacter
f = rpgCharacterRepositoryService	RepositoryService
CharacterService(RPGCharacter, RepositoryService)	
m h displayCharacter()	String
m heal(int)	RPGCharacter
m h deathSaves(int)	RPGCharacter
m • die()	void
m updateCharacter(RPGCharacter)	void
displayHashmap(HashMap <string, integer="">) displayHashmap(HashMap≤String, Integer>)</string,>	String
🖚 🖢 createNewCharacter(CharacterRace, CharacterClass Background, Inventory, String, Attributes, DeathSav	ves, Player, int, int, RepositoryService) RPGCharacter
🖚 🖢 createNewCharacter(CharacterRace, CharacterClass Background, Inventory, String, Attributes, Player, in	t, RepositoryService) RPGCharacter
m = getRpgCharacterRepositoryService()	RepositoryService
m takeDamage(int)	RPGCharacter