

RPGCharacter		
f	background	Background
f	id	UUID
f	player	Player
f	isDead	boolean
f	characterClass	CharacterClass
f	name	String
f	attributes	Attributes
f	deathSaves	DeathSaves
f	xp	int
f	inventory	Inventory
f	age	int
f	race	CharacterRace
m	RPGCharacter(CharacterRace, CharacterClass, Background, Inventory, String, Attributes, DeathSaves, Player, int, int)	
m	RPGCharacter()	
m	getName()	String
m	getSkills()	HashMap<String, Integer>
m	isDead()	boolean
m	getPlayer()	Player
m	getBackground()	Background
m	getInventory()	Inventory
m	getXp()	int
m	getAC()	int
m	setDead()	void
m	hashCode()	int
m	getAttributes()	Attributes
m	getDeathSaves()	DeathSaves
m	equals(Object)	boolean
m	getSavingThrows()	HashMap<String, Integer>
m	getRace()	CharacterRace
m	getCharacterClass()	CharacterClass
m	getAge()	int
m	getLevel()	int
m	builder()	RPGCharacterFactory