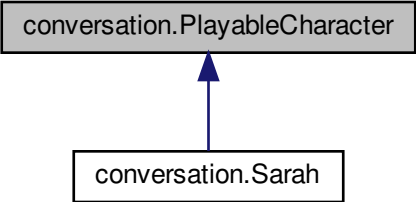


conversation.PlayableCharacter



```
classDiagram
    class conversation_PlayableCharacter["conversation.PlayableCharacter"]
    class conversation_Sarah["conversation.Sarah"]
    conversation_Sarah --|> conversation_PlayableCharacter
```

conversation.Sarah