

Character

```
classDiagram
    class Character
    class MonsterFighter
    MonsterFighter --|> Character
```

A UML class diagram illustrating inheritance. At the top is a white box labeled 'Character'. Below it is a gray box labeled 'MonsterFighter'. A blue arrow points from the top of the 'MonsterFighter' box to the bottom of the 'Character' box, indicating that 'MonsterFighter' inherits from 'Character'.

MonsterFighter