

NPC.DiscoverCharacter

```
graph LR; A[NPC.DiscoverCharacter] --> B[SuspectInventory.addSuspect]; A --> C[SuspectInventory.checkSuspect];
```

The diagram illustrates a sequence of operations. On the left, a gray rectangular box contains the text 'NPC.DiscoverCharacter'. Two blue arrows originate from the right side of this box. The top arrow points to a white rectangular box containing the text 'SuspectInventory.addSuspect'. The bottom arrow points to another white rectangular box containing the text 'SuspectInventory.checkSuspect'. All boxes have a thin black border.

SuspectInventory.addSuspect

SuspectInventory.checkSuspect