

NPC2

- + NPC2()
- + ~NPC2()
- + get_Position()
- + set_Position()
- + render()
- + PlayCloseToBot()
- + questanfrage()
- + questloeschen()
- + set_QuestEnde()
- + playerclosetobaer()
- + PlayerCloseToBear()
- + get_NPC2()