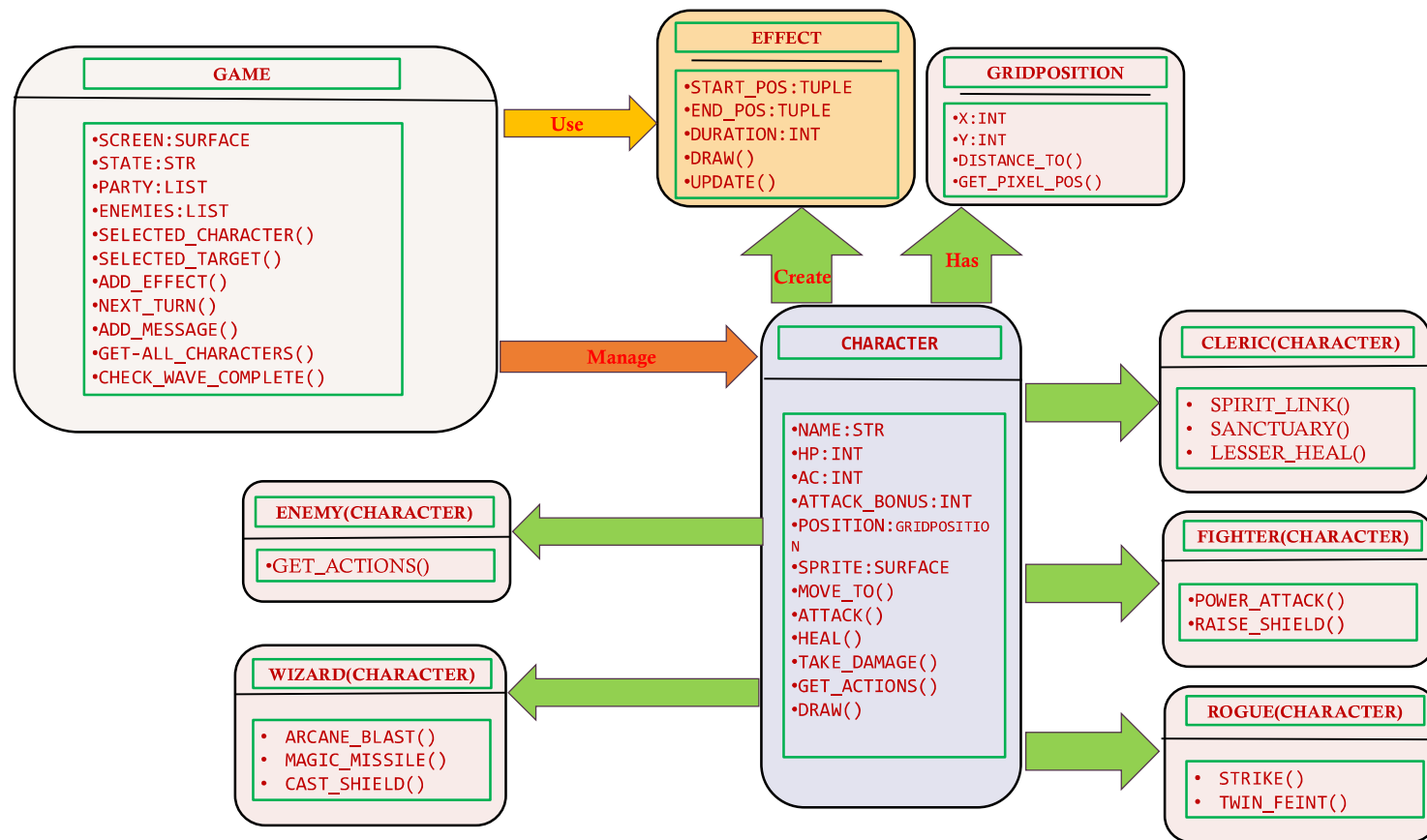




# PF2E Auto Battler Class Diagram



#### Class Relations:

- Fighter, Rogue, Wizard, Cleric and Enemy all **inherit** from Character.
- Game manages: ( A collection of Character and Enemy objects, Calls to Effect instances for animations. Game state, turns, rendering, and UI)