

Courage NPC – Level Up

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```
class Peech:
    def __init__(self, settings):
        self.settings = settings

    def speak(self):
        print(f"Peech geht  
Klassenzimmer")

class Neya:
    def __init__(self):
        self.active = True

    def respond(self):
        if self.active:
            print("Neya ant
```