IInputProvider + LookVector + MoveVector + AttackType + DoDush + OnPressedDush + OnReleasedDush + DoRolling + Selectl effItem + SelectRightItem + Useltem 3 0 3 0 11 4 E ... NullCharacterIP + NullInstance + LookVector + MoveVector + AttackType + DoDush OnPressedDush + OnReleasedDush + DoRolling + UseStorySkill 1 + UseStorySkill 2 + SelectLeftItem 3 0 3 0 11 4 E ...