CharacterCore.CharatcerStatus

- + m_hp
- + m_bp
- + m_bpRecoverSpeed
- + m_attack
- + m_knockBackDamage
- + m_stamina
- + m_staminaSpeed
- + m_rollingStaminaCost
- + m_dashStaminaCost
- + MaxHP
- + MaxBP
- + MaxStamina
- - m_maxHP
- - m_maxBP
- - m_maxStamina