

CharacterCore.ActionState
_ReadyToThrow.OnUpdate

```
graph LR; A[CharacterCore.ActionState  
_ReadyToThrow.OnUpdate] --> B[CharacterCore.ActionState  
_ReadyToThrow.CalculateThrowPower]; A --> C[CharacterCore.ActionState  
_ReadyToThrow.HitRay];
```

CharacterCore.ActionState
_ReadyToThrow.CalculateThrowPower

CharacterCore.ActionState
_ReadyToThrow.HitRay