CharacterCore.CharatcerStatus

- \+ m_hp
- \+ m_bp
- \+ m_bpRecoverSpeed
- \+ m_bpSkill_1
- \+ m_bpSkill_2
- \+ m_attack
- \+ m_knockBackDamage
- \+ m_stamina
- \+ m_staminaSpeed
- \+ m_rollingStaminaCost
- \+ m_dashStaminaCost
- \+ MaxHP
- \+ MaxBP
- \+ MaxBPSkill_1
- \+ MaxBPSkill_2
- \+ MaxStamina
- \- m_maxHP
- \- m_maxBP
- \- m_maxBPSkill_1
- \- m_maxBPSkill_2
- \- m_maxStamina