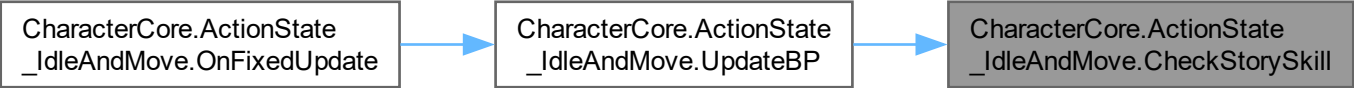


CharacterCore.ActionState  
\_IdleAndMove.OnFixedUpdate



```
graph LR; A[CharacterCore.ActionState_IdleAndMove.OnFixedUpdate] --> B[CharacterCore.ActionState_IdleAndMove.UpdateBP]; B --> C[CharacterCore.ActionState_IdleAndMove.CheckStorySkill];
```

CharacterCore.ActionState  
\_IdleAndMove.UpdateBP

CharacterCore.ActionState  
\_IdleAndMove.CheckStorySkill