```
AnimatorStateMachine
  ::ActionStateBase
+ StateMachine
- m stateName
+ Initialize()
+ OnEnter()
+ OnExit()
+ OnUpdate()
+ OnFixedUpdate()
  ActionState Base
  + Core
   m isRootMotion
 + Initialize()
 + OnEnter()
```

CharacterCore.ActionState _UseStorySkill

> m_playerDist m_rayStartHeisght

m_gameObject m_isCanserFlg

OnEnter()

+ OnUpdate()

OnFixedUpdate()

+ OnExit()

RayHitPosition()