AnimatorStateMachine ::ActionStateBase + StateMachine - m_stateName + Initialize() + OnEnter() + OnExit()



+ OnFixedUpdate()

+ OnUpdate()

- + Core
 - m isRootMotion
- + Initialize()
- + OnEnter()

CharacterCore.ActionState SkillBremen Disappear

- + OnEnter()
- + OnUpdate()
- + OnFixedUpdate()