

StorySkillData

- + StorySkillPrefab+ SpellEffectPrefab
- + PayBP
- + CastTime
- + StayTime
- + Distance
- + StorySkill_ID
- + StorySkillName + StorySkillDescriptionText
- m storySkillPrefab
- III_StorySkillFielat
- m_spellEffectm payBP
- m_castTime
- m_stayTime - m distance
- m storySkill ID
- m_storySkillName
- m_storySkillDescriptionText