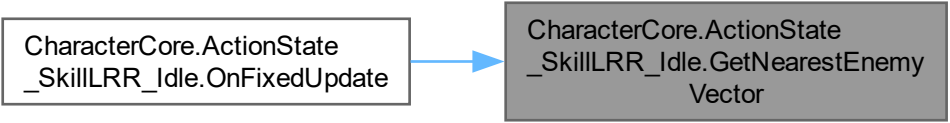


CharacterCore.ActionState
_SkillLRR_Idle.OnFixedUpdate



CharacterCore.ActionState
_SkillLRR_Idle.GetNearestEnemy
Vector