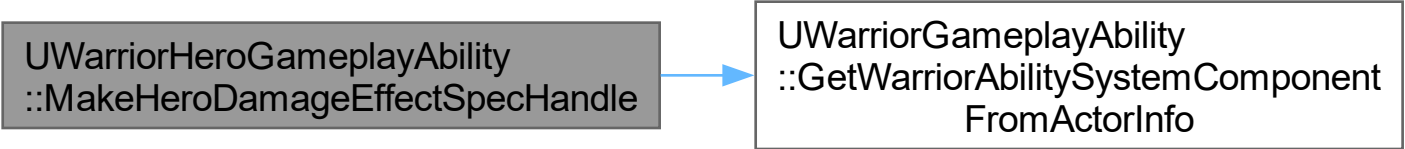


UWarriorHeroGameplayAbility  
::MakeHeroDamageEffectSpecHandle



```
graph LR; A[UWarriorHeroGameplayAbility::MakeHeroDamageEffectSpecHandle] --> B[UWarriorGameplayAbility::GetWarriorAbilitySystemComponentFromActorInfo];
```

UWarriorGameplayAbility  
::GetWarriorAbilitySystemComponent  
FromActorInfo