

UWarriorFunctionLibrary
::BP_DoesActorHaveTag



```
graph LR; A[UWarriorFunctionLibrary  
::BP_DoesActorHaveTag] --> B[UWarriorFunctionLibrary  
::NativeDoesActorHaveTag]; B --> C[UWarriorFunctionLibrary  
::NativeGetWarriorASCFromActor];
```

UWarriorFunctionLibrary
::NativeDoesActorHaveTag

UWarriorFunctionLibrary
::NativeGetWarriorASCFromActor