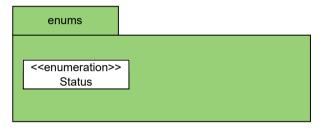


maybe include the enum and maybe not



NonPlayableCharacter

Spawn Heavy Skelet al Swordsman Behaviour

Spawn Heavy Skelet al Swordsman Action