FirstPersonCharacter2

- Functions:
  - OnSkillAdded__DelegateSignature
    - Properties:
      - NewSkill - Skill
      - TabName - Name
  - Teleport to location__DelegateSignature
  - NewEventDispatcher_0__DelegateSignature
  - NewEventDispatcher_1__DelegateSignature
  - Interaction Dispatcher__DelegateSignature
  - Hook Attach To Enemy Dispatcher__DelegateSignature
  - Landed Event Dispatcher__DelegateSignature
  - Jump Event Dispatcher__DelegateSignature
  - Any Key Event Dispatcher__DelegateSignature
  - Update 3D Mesh__DelegateSignature
  - ESC Button Pressed__DelegateSignature
  - Update Arrows__DelegateSignature
  - ExecuteUbergraph_FirstPersonCharacter2
    - Parameters:
      - EntryPoint - int
  - Show Sheathed Weapons
  - Hide Seathed Weapons
  - Force Toggle Weapon
  - Close Tutorial Overview
  - Close Calendar
  - Data Load Complete
  - `BndEvt__FirstPersonCharacter2_CT_Cmpt_Rider_K2Node_ComponentBoundEvent_0_On Message__DelegateSignature`
    - Properties:
      - Message - Name
      - OtherActor - Actor
  - Update Stamina Bar
  - Update Arrow Inventory
  - Unbind General Interaction DIspatch
  - Call General Interaction Dispatch Event
  - Unbind Gather Event
  - Call Gather Event

- Arrow Charge Timeline Reverse
- Check if Sprinting
- Gun Fire Cooldown
    - Parameters:
        - Duration - Float
- Pull Bowstring
    - Parameters:
        - Pull Speed - Float
- Force Reload
- Consume Bullet
- Unarmed Attack
- Default Two Handed Combo 2
- Default Two Handed Combo 1
- Default Two Handed Combo 0
- SNS Default Combo 2
- SNS Default Combo 1
- SNS Default Combo 0
- Put Away Weapon
- Show Head Meshes
- Force Jump
- End Slow Motion
- Begin Slow Motion
- Zoom Camera FOV
- Force Unzoom
- Empty Crossbow
- Hide Only Head Meshes
- Block Cooldown
- Reset Slow motion effect for stamina
- Fade in slow motion effect (Stamina)
- Remove Etc Item
    - Parameters & Returns:
        - F_ItemInfo - F_ItemInfoo
- Ran Out Of Stamina
- Ease Out of Holding Clamp
- Ease In/Out of Holding Clamp
- Fade HUD IN
- Cancel Anim to Block
- Stopped Running
- Running For long enough to trigger breath

- Anim Cancel
- Out Of Breath Shake
  - Parameters:
    - Duration - Float
- Drain Stamina When Sprinting
- Fade Out Slow Motion Effect
- Fade In Slow motion Effect
- Shake Screen of Close Enough to Target Actor
  - Parameters:
    - Target - Actor
    - Distance required to shake - Float
- Spear Shake
- Close Radial Menu
- Small Shake
- Calculate Walkspeed based on held object
- Attach Armor Cosmetics
- Get Armor Abilities
- Double Jump
- Set Company of Thieves Required EXP
- Set Lionsmane Required EXP
- Lionsmane Promotion
  - Parameters:
    - Value - Int
- Land Shake
- Pull Bow Camera Shake
- Light Screen Shake
- Add EXP
  - Parameters:
    - EXP to add - Float
- Fade Out Pause Screen Effect
- StopGrappleRopeHangingSound
- Flash Screen Red
- Fall Effects
- Fall Damage
- Toggle Crouch
- Secondary Equip
- Open/Close Command Menu
- Primary Equip
- Line Trace for Interactables

- Calculate Random Shotgun Projectiles
- Drank Gravity-altering Potion Event
- Set camera to First Perosn
- Set camera to Third Person
- Drunk Shake
  - Parameters:
    - Duration - Float
- Get Total Armor
- Set Player Speed based on Armor
- ParryArrowTimeDilation
- Parry Shake
- Close All open windows
- Apply Debuff To Player
  - Parameters:
    - Debuff Info - Debuff_Info
    - Name of Debuff - Text
    - Debuff Image - SlateBrush
- Destroy Shield UNequipped Item
- Destroy Unequipped Attached PRIMARY Equipment
- Fade HUD
- Interact "fire"
- Talk Event
- Perform Move to Location
  - Parameters:
    - TargetRelativeLocation - Vector
    - TargetRelativeRotation - Rotator
- Large Explosion Shake
- Start Charge Attack Cooldown
- Regenerated Health
- ResetComb(Charged Attack)
- Charged Attack
- Get Charge
- Refreash Skillbar
- Right to left up shake
- Left to right up shake
- Hide E to talk
- Show E to Talk
- `BndEvt__Box_K2Node_ComponentBoundEvent_5_ComponentBeginOverlapSignature__DelegateSignature`

- Parameters:
    - OverlappedComponent - PrimitiveComp
    - OtherActor - Actor
    - OtherComp - PrimitiveComp
    - OtherBodyIndex - int
    - bFromSweep - bool
    - SweepResult - F_HitResult
- Returns:
    - SweepResult - F_HitResult
- Clear Save Data
- Open Skill Book
- Open/close Skill Window
- Check Ranged Weapon
- Show all Meshes
- Hide All Meshes
- Clear Hit Actors
- Done Reloading
- Check if has ammo in magazine
- Open Map
- Show Weapons
- Open/Close Journal
- Open/Close Character Sheet
- Open/Close Army Window
- Ready and fire bow
- Line Trace For Civilian
- Lose Gold
    - Parameters:
        - Gold - Int
- Increase Bounty
    - Parameters:
        - Civilian - Civilian
        - Amount to increase - Int
        - Crime to Add - Array(Crimes)
        - Add to screen? - Bool
    - Returns:
        - Crime to Add - Array(Crimes)
- Reload
    - Parameters:
        - Reload Speed - Float

- Increase Reputation
  - Parameters:
    - Civilian - Civilian
    - Increase Amount - Int
- Decrease Reputation
  - Parameters:
    - Civilian - Civilian
    - Decrease Amount - int
- Recieve Gold
  - Parameters:
    - Gold - Int
- Regenerate Stamina
- Cast Shake
- Save Player Data
- Enable Mouse
- Block Shake
- Not Enough Mana
- Attack Hit Shake
- Sprint Shake
- Attack Shake
- Insufficient Money
- Insufficient Skill Points
- Level Up
- Knocked Down
- Regenerate Mana
- Screen Shake
- Show Mouse Cursor
- `BndEvt__Kick HitBox_K2Node_ComponentBoundEvent_4_ComponentBeginOverlapSignature__DelegateSignature`
  - Parameters:
    - OverlappedComponent - PrimitiveComp
    - OtherActor - Actor
    - OtherComp - PrimitiveComp
    - OtherBodyIndex - int
    - bFromSweep - bool
    - SweepResult - F_HitResult
  - Returns:
    - SweepResult - F_HitResult

- WaitForSkillsArrayAdded
- WaitForSingleSkillAdded
- OnSingleSkillAdded
- OnSkillsArrayAdded
- AddArrayOfSkills
  - Parameters & Returns:
    - SkillClass - Array(Skill)
    - TabName - Array(Name)
- AddNewSkill
  - Parameters:
    - SkillClass - Skill
    - TabName - Name
- StopGlobalCooldown
  - Parameters:
    - GCDType - E_GCDType
- StartGlobalCooldownByType
  - Parameters
    - GCDType - E_GCDType
    - GCDTime - Float
- SaveComboAttack
- ResetCombo
- Sheathe Weapon
- Draw Weapon
- PassReference
  - Parameters:
    - Reference - 3DMeshCapture_BP
- UnuseItem
  - Parameters:
    - Item Info - F_ItemInfoo
- UseItem
  - Parameters:
    - Item Info - F_ItemInfoo
- PickUp
  - Parameters:
    - Item Info - F_ItemInfoo
- UnregisterInteractable
  - Parameters:
    - Interactable - BP_BaseInteractable
- RegisterInteractable

- Parameters:
    - Interactable - [BP_BaseInteractable](#)
- ReceiveAnyDamage
    - Parameters:
        - Damage - Float
        - DamageType - DamageType
        - InstigatedBy - Controller
        - DamageCause - Actor
- ReceiveBeginPlayer
- ThrowObject
- ReceiveTick
    - Parameters:
        - DeltaSeconds - Float
- DropObject
- PickupObject
- OnLanded
    - Parameters & Returns:
        - Hit - F_HitResult
- Force Unhook Grapple
- Throw Grapple
- Unhook Event
- CloseAttachGate
- ResetPullLoopDoOnce
- ClosePullGate
- HookTick
- RestAttachEvent
- ResetDoOnce
- StopMovement
- Firework
- Cinderstep
- Potion Effect Vomit
- Potion Effect Skeleton Form
- Potion Effect Glow
- Potion Effect Froststep
- Potion Effect Unbalanced
- Potion Effect Gassy
- Potion Effect Transform into_Deer
- Potion Effect Drunk
- Potion Effect Blind

- Potion Effect Sluggish Movement
- Potion Effect Fortify Health
- Potion Effect Fortify Mana
- Potion Effect Fortify Stamina
- Potion Effect Improve Jumping
- Potion Effect Grow in Size
- Potion Effect Shrink in Size
- Potion Effect Change Skin Color
- Potion Effect Spit Fire
- Potion Effect Mana Poison
- Potion Effect Health Poison
- Potion Effect Lower Gravity
- Potion Effect Increase Speed
- Potion Effect Slow Time
- Potion Effect Restore Mana
  - Parameters:
    - Item Index - Int
- Potion Effect Restore Health
  - Parameters:
    - Item Index - int
- Retrieve Potion Stats
  - Parameters & Returns:
    - Potion Effects - Array(PotionEffects)
  - Parameters:
    - Index - int
    - Effect Duration - float
    - Effect Power - float
- Drink Mana Potion
- Potion Effect Popup
  - Parameters:
    - Effect Name - Text
    - Duration - Float
- Eat Food
  - Parameters:
    - Potion Info - PotionInfo
    - Index - Int
- Open Potion Bag
- Drink Health Potion
- Drink Potion

- Parameters:
    - Index - Int
    - Potion Info - PotionInfo
    - Item Info - F_ItemInfoo
- RestoreMana
- PopUpManaPotions
- PopUpHealthPotions
- Heal
- Potion Visible
- Potion Invisible
- Player Absolute Stagger
- Knock Back
    - Parameters:
        - Damage - Float
- Block Anim
- Fist Block Stamina Drain
    - Parameters:
        - Damage - Float
- Blocking With Fists
- Shove (no shield
- Shove (Shield)
- Play shield block anim
- Stagger
    - Parameters:
        - Damage - Float
- Block Attack
    - Parameters:
        - Damage - Float
- Check for equipped mods
- Toggle Pickage ON
- Toggle Pickaxe OFF
- Set Safe Location Check
- Set Safe Location
- Interp Engineering Lever Bar
    - Parameters:
        - Bar Ref - EngineeringEXP_Popup
        - Rate - Float
- Area Camera Transition
- Teleport With Fade

- Parameters:
  - Target Location - Vector
  - Target Rotation - Rotator
- Go Through Door
- Reverse Drawing Effect
- Spawn Level Up Effects
- Interp P2 Fiship EXP Bar
  - Parameters:
    - NewParam - FishingEXP_PopupPlayer2
- Companion Entered Combat
- Companion Spotted Loot
- Get Companion Row Name
- Companion Thrown
- Companion Pick Up Item
  - Parameters:
    - Item Name - Text
    - Item Info - F_ItemInfoo
- Spawn Companion on Spawn
- Get Correct Companion
- Spawn Deployable
  - Parameters:
    - Name - Text
    - Item Info - F_ItemInfoo
- Get Correct Mount
- Add Mount Back to Inventory
- Spawn Mount (Effects)
- Check for mount
- Show Weapon
- Hide Weapon
- Interp Weaponsmithing EXP
  - Parameters:
    - NewParam - WeaponsmithingEXP_Popup
    - Rate - Float
- Interp Fishing EXP
  - Parameters:
    - NewParam - FishingEXP_Popup
    - NewRate - Float
- Interp Time Dilation (Tutorial Close)
  - Parameters:

- Tutorial Ref - Tutorial_Popup
- Increase Fishing Meter
  - Parameters:
    - NewParam - Fishing_Minigame
    - Target - Float
- Mounted Spear Charge Hit Reaction
- Jump SFX
- Begin Stamina Restore Cooldown
  - Parameters:
    - Duration - Float
- Toggle Pickaxe Visibility
- Set Lute Material
- Toggle Lute Visibility
- Event Graph Tick
- Show/Hide Body Parts
- Activate Killcam
- Execution Tick
- Perform Execution
- Remove all hotkey popups
- Check If Item Is In Inventory
  - Parameters & Returns:
    - F_ItemInfoo - F_ItemInfoo
- Check if item is deployable or companion
  - Parameters:
    - Item Info - F_ItemInfoo
- Use Hotkey Item
  - Parameters:
    - InputPin - F_ItemInfoo
- Close Hotswap if Open
- Remove From Inv
  - Parameters & Returns:
    - F_ItemInfo - F_ItemInfoo
- CustomEvent_5
  - Parameters:
    - Reference - 3DMeshCapture_BP
- CustomEvent_4
  - Parameters:
    - Item Info - F_ItemInfoo
- Use Item

- - Parameters:
    - - Item Info - [F_ItemInfoo](#)
- Just Caught Fish
- Skeletal Mesh Optimization
- Hide All UI
- Show Unequipped Items
- Activate Ragdoll Camera
- Camera Event Graph Beginplay
- Realign Quiver
- Shake Quiver
- Move Camera
- Line Trace For Civilian Third Perosn
- Line Trace For Interactables Third Person
- Match 1st and 3rd Cam Rot's
- Sprint Camera
- Camera Event Graph Tick
- First Person Owner No See?
  - Parameters:
    - bNewOwnerNoSee - bool
- Launch Ragdoll Based On Damage
  - Parameters:
    - Damage/Force - Float
    - Location - Vector
- End Ragdoll
- Launch Ragdoll Based on Inverted Player Velocity
- Launch ragdoll ased on Player Velocity
- Begin Active Ragdoll
- Player 2 Controls
- First Person Mesh Owner No See
  - Parameters:
    - True? - bool
- Set Third Person Mesh Owner No See
  - Parameters:
    - True? - bool
- Third Person Mesh Tick
- End RIght Side Wall Run
- Begin Right Side Wall Run
- En Left Side Wall Run
- Begin Left Side Wall Run

- Change All Body Part Materials
  - Parameters:
    - Material - MaterialInterface
- TestDissolve
  - Parameters:
    - Actor - Actor
- TestInteraction
  - Parameters:
    - Actor - Actor
    - Location - Vector
    - OtherPortal - Actor
    - bEllipse? - bool
    - bSphere? - bool
- Dissolve_Mesh
  - Parameters:
    - PortalLocation - Vector
    - MeshLocation - Vector
    - Color - LinearColor
    - Size - Float
    - Xaxis - Vector
    - Yaxis - Vector
    - Zaxis - Vector
    - bSphere? - bool
    - NextLevel - Name
- Teleportation_Mesh
  - Parameters:
    - OtherPortal - Actor
    - bSphere? - Bool
    - PortalLocation - Vector
    - MeshLocation - Vector
    - Color - LinearColor
    - Size - Float
    - Xaxis - Vector
    - Yaxis - Vector
    - Zaxis - Vector
- Spawn_Mesh
  - Parameters:
    - PortalLocation - Vector
    - MeshLocation - Vector

- - Color - LinearColor
    - Size - Float
    - Xaxis - Vector
    - Yaxis - Vector
    - Zaxis - Vector
    - bTeleportation - bool
- Dagger Wall Stab
- Kick off wall
- Snap To Wall
- Climbing Level Up
  - Parameters:
    - Level - int
- Spawn Sliding FX
- Climbing Jump Towards Camera Direction
- Move Camera Y Climbing
  - Parameters:
    - Axis - Float
- Move Camera X Climbing
  - Parameters:
    - Axis - Float
- Climb Tick
- Rest Player Control rotation
- Lerp to new climbing rot
  - Parameters:
    - Target Rot - Float
    - Pitch - Float
    - Target Rotation - Rotator
  - Returns:
    - Pitch - Float
- Move Horizontally
  - Parameters
    - Axis Value - Float
    - Direction Vector - Vector
- GrapWall
- Reset Jump EXP Tracking
- Check Required Running EXP
- Sneak Attack EXP Add
  - Parameters
    - EXP to add - Float

- Electromancy Passive Level Tracking
  - Parameters
    - EXP To Add - Float
- Cryomancy Level Tracking
  - Parameters
    - EXP To Add - Float
- Climbing Passive Level Tracking
  - Parameters
    - EXP to add - Float
- Passive Level Tracking Farming
  - Parameters
    - A - Float
- Necromancy Level Tracking
  - Parameters
    - Exp to Add - Float
- Passive Level Tracking Vampirism
  - Parameters
    - EXP To Add
- Pyromancy Passive Level Tracking
  - Parameters
    - EXP To Add - Float
- Weaponcrafting Passive Level Tracking
  - Parameters
    - EXP To Add - Int
- Potioncraft Passive Level Tracking
  - Parameters
    - EXP to Add - Float
- EXP From Slipping On Ice
- IceWalker Passive Level Tracking
- Walking On Ice Speed/Sliding Boost
- Ragdolling Passive LEvel Tracking
  - Parameters
    - EXP To Add - Float
- Jumping Passive Level Tracking
  - Parameters
    - Exp to Add - Float
- Sneaking Passive Level Tracking
- Pickpocketing Passive LEvel Tracking
  - Parameters

- - EXP to add - Float
- Add Text to Passive Level Feed
  - Parameters
    - Text - Text
- Add Passive LEvel Feed to HUD
- Running Passive Level Tracking
- Vampirism Tick
- Blastspear Charge
- Align Spear Attack 01
- Reset Spear+Shield
- Align Spear Attack
- Loaded Attack
- Set Can Attack (Longsword)
- Weapon Type Attack
- Unequip Dual Wield Weapon
- Check if item is dagger
  - Parameters
    - Info - F_ItemInfoo
- Dual Wield Equip
  - Parameters
    - Dual Weapon Info - F_ItemInfoo
- Interaction
  - Parameters
    - instigator - FirstPersonCharacter2
- EnableActionBar
  - Parameters
    - Item Info - F_ItemInfoo
- DropItem
  - Parameters
    - Item Info - F_ItemInfoo
- Unequip Item
  - Parameters
    - Item Info - F_ItemInfoo
- Equip Item
  - Parameters
    - Item Info - F_ItemInfoo
- Skip Sequence
  - Parameters
    - From Key - Key **TBC**

- Display Save Widget
  - Parameters
    - Display Time - float
    - Save Text - Text
    - Text Color - LinearColor
    - Large Bar Color - LinearColor
    - Medium Bar Color - LinearColor
    - Small Bar Color - LinearColor
- Interact Target Info
  - Parameters
    - Interact Actor Unique Name - Name
- Collected Item Info
  - Parameters
    - Collected Item Info - BPS_CollectableInfo
- Killed Monster Info
  - Parameters
    - Killed Monster Class - UObject >> Actor
- Reached Point Info
  - Parameters
    - Reach Point Unique Name - Name
- Refresh Monsters
  - Parameters & Returns:
    - Monsters - Array(BPS_MonsterInfo)
- Refresh Collectables
  - Parameters & Returns
    - Collectables - Array(BPS_CollectableInfo)
- Refresh NPCs
  - Parameters & Returns
    - NPCs - Array(BPS_NPCInfo)
- Refresh Reach Points
  - Parameters & Returns
    - Reach Points - Array(BPS_ReachActorInfo)
- Refresh Enemies
  - Parameters & Returns
    - Ennemies - Array(BPS_EnemyActorInfo)
- Killed Enemy Info
  - Parameters
    - Unique Name - Name
- Pass Overlapped Reference

- Parameters
  - NewParam - bool
- Move NPC To
  - Parameters
    - NPC To Move - Pawn
    - Acceptance Radius - float
    - Interact Directly? - bool
    - Rotate Camera To NPC? - bool
    - NPC Walk Speed - float
    - Stop Character Movement - bool
- Display Achievement
  - Parameters
    - Display Time - float
    - First Text - Text
    - First Text Color - LinearColor
    - Second Text - Text
    - Second Text Color - LinearColor
    - Icon - Object
    - Border Color - LinearColor
- Play Sound At Location
  - Parameters
    - Sound To Play - SoundBase
    - Actor To Attach - Actor
    - Sound Attenuation Settings - SoundAttenuation
- Pass Target Reference
  - Parameters
    - Target Actor - BP_MasterMainMission
- Small Update Notification
  - Parameters
    - Display Time - float
    - Update Text - text
    - Background Color - LinearColor
- Update Current Missions
- Update Compass And Markers
- Create Mission UI
  - Parameters
    - Player Character - Actor
    - Player Camera - CameraComponent
- Play Sequence

- Parameters
  - Sequence To Play - LevelSequence
  - Hide Player - Bool
  - Hide Hud - bool
  - Disable Movement Input - bool
  - Disable Look At Input - bool
- Untrack Current Mission
  - Parameters
    - From Key - Key **TBC**
- Cancel Mission
- Accept Mission
- Set As From Currents
  - Parameters
    - FromCurrents? - bool
- Start Mission From Clicked
  - Parameters
    - From Key - Key **TBC**
- Pass Actor Reference On Click From List
  - Parameters
    - Mission Info - BPS_MissionMaster
    - Actor Info - BPS_NPCInfo
- Remove Single Mission From List
- Add Single Mission To List
  - Parameters
    - Mission - Array(BPS_MissionMaster)
    - Mission Index - int
  - Returns
    - Mission - Array(BPS_MissionMaster)
- Blend Camera After Sequence
- Show Current Missions
- Add Missions To List
- Change Sub Mission Of Side Mission
  - Parameters
    - Target Text - Text
    - Second Text - Text
    - Target Text Color - Linear Color
- Make Mission Failed
  - Parameters
    - Layout - BPE_FinishMissionLayout

- Display Time - Float
        - Background Color - LinearColor
        - Headline Text - Text
        - Description Text - Text
        - Display In HUD? - bool
  - Get Mission Panel
    - Parameters
      - Actor Info - BPS_NPCInfo
  - Show/Hide All Widgets
    - Parameters
      - Visible? - bool
  - Remove NPC Reference
  - Pass NPC Reference
    - Parameters
      - Mission Actor - Actor
  - Start One By One Mission
    - Parameters
      - Mission Info - BPS_MissionInfo
      - Mission Type - BPE_MissionTypes
  - Remove Mission From HUD
  - Update Notification
    - Parameters
      - Display Time - Float
      - Description Text - Text
      - Border Color - LinearColor
  - Give Damage To Character
    - Parameters
      - Damage Value - Float
  - Set Max Health
    - Parameters
      - Max Health Value - Float
  - Special Area
    - Parameters
      - Compass Color - LinearColor
      - Highlight? -bool
      - Overlapped Actor - Actor
      - Restricted Area Actor - BP_MasterRestrictedArea
      - Text On Compass? - Bool
      - Compass Text - Text

- Text Background Color - LinearColor
- Change Sub Mission
  - Parameters
    - Sub Mission Text - Text
    - Target Text - Text
    - Target Text Color - LinearColor
    - Sub Mission Icon - Object
- Level Up Notification
  - Parameters
    - Display Time - Float
    - Skill Points Text - Text
    - Character Level Text - Text
    - Border Color - LinearColor
- Increase XP
- Add Side Mission
  - Parameters
    - Mission text - Text
    - Target Text - Text
    - Second Text - Text
    - Objectives Headline - Text
    - Target Text Color LinearColor
    - Objectives Headline Color LinearColor
    - Mission Icon - Object
    - Marker Info - Array(BPS_MarkerInfo)
  - Returns
    - Marker Info - Array(BPS_MarkerInfo)
- Display Loot Notificator
  - Parameters
    - Display Time - Float
    - Icon - Object
    - Text - Text
    - Value - Int
    - Positive Value? - bool
    - Headline Text - Text
    - Dynamic Background? - bool
    - Background color : LinearColor
    - Headline Icon - Object
- Give Mission Reward
  - Parameters

- - - Display Time - Float
    - Experience - Float
    - Money - Float
    - Border Color - LinearColor
- Finish Mission
  - Parameters
    - Layout - BPE_FinishMissionLayout
    - Display Time - Float
    - Headline Text - text
    - Description Text - text
    - Give Reward? - bool
    - Display In HUD? - bool
    - Background Color - LinearColor
    - Reward Border Color - LinearColor
    - Success? - bool
- Add Mission
  - Parameters
    - Headline Text - text
    - Target text - text
    - Second text - text
    - Optional Missions Headline Text - text
    - Target Text color - LinearColor
    - Optionnal Mission Headline Color - LinearColor
    - Headline Icon - Object
    - Target Icon - Object
    - Marker Info - Array(BPS_MarkerInfo)
  - Returns
    - Marker Info - Array(BPS_MarkerInfo)
- Display Global Notification
  - Parameters
    - Display Time - Float
    - Headline Text - Text
    - Description - Text
    - XP? - bool
    - XP Text Color - LinearColor
    - XP Value - Float
    - Special Area? - bool
    - Special area text - text
    - Special Area Background Color - LinearColor

- - - Global notification actor - BP_MasterGlobalNotification
  - On Interact With Target
    - Parameters
      - Marker Index - int
- Interact As Target
- On Overlap To Marker
  - Parameters
    - Marker Index - Int
- On Interact With NPC
  - Parameters
    - Interaction Index - Int
- On Missions Added
- Enable/Disable Actor
  - Parameters
    - Enabled? - bool
    - Current Mission Index - int
- Get Market Index
  - Parameters
    - Marker Index - int
- On Overlapped To Last Marker
  - Parameters
    - Mission Index - int
- On Mission Failed
- On Mission Start
- Interact With NPC
- ActorSaved
- ActorPreSave
- ActorLoaded
- Gracity_Stop
- Gravity_Attraction
  - Parameters
    - PortalActor - Actor
    - Radius - Float
    - Color - LinearColor
    - Size - Float
- SpawnTeleportation
  - Parameters
    - Actor - Actor
    - Location - Vector

- bSkMesh? - bool
- Rotator - Rotator
- VR_Pawn - Actor
- HandleRegisterInteractable
  - Parameters
    - Interaction - BP_BaseInteractable
- HandleUnRegisterInteractable
  - Parameters
    - Interctable - BP_BaseInteractable
- UpdateBestInteractable
- GetBestInteractable
  - InnerVariables
    - InteractableVariables - F_InteractableVaribles
- SetBestInteractable
  - Parameters
    - Interactable - BP_BaseInteractable
- HasSpaceInInventory
  - Parameters & Reference & Returns
    - ReturnValue - bool
- AddToInventory
  - Parameters & References:
    - NewItem - F_ItemInfoo
  - InnerVariable:
    - Item Being Added - F_ItemInfoo
- Remove From Inventory
  - Parameters
    - ItemInfo - F_ItemInfoo
    - QTY - int
  - InnerVariable
    - Index to remove - int
- Refresh Inventory
- Add to Equipment
  - Parameters
    - Item Info - F_ItemInfoo
- Remove From equipment
  - Parameters
    - item Info - F_ItemInfoo
- Refresh Equipment
- Update Equipment slot

- Parameters
  - Item Info - [F_ItemInfoo](#)
- Attach Equipment
  - Parameters
    - Item Info - [F_ItemInfoo](#)
- Unattach equipment
  - Parameters
    - Item Info - [F_ItemInfoo](#)
- Create Skills Tabs
  - Parameters
    - self2 - [W_SkillBook](#)
- Set meshes
- Randomize
- GiveAllSkils
- BindHotKeys
- ResetHook
- Find End Trace
  - Parameters
    - Throw Distance - Float
- Set Cable Options
- Show/Hide Arrow and Quiver
- Check if shield is equipped
- Check if crossbow is equipped
- Add To Stack
  - Parameters
    - F Item Info - [F_ItemInfoo](#)
    - Slot Index - int
    - Success - bool
  - InnerVariables
    - Current Stack Quantity - Int
  - References
    - Success - bool
- Get Center Of Screen First OR Third Person
  - Parameters
    - Location Start - Vector
  - Parameters & References
    - Rotation - Rotator
- Get Distance To Player
  - Parameters

- Target - Actor
  - Within Distance Value - Float
- Parameters & Reference
  - Within Distance? - bool

- Add Modded Weapon to Equipment
  - Parameters
    - Item Info - F_ItemInfoo
    - New Param - BP_Base_ModWeapon
- Spawn Sound If not already playing
  - Parameters
    - Sound1 - SoundBase
  - InnerVariable
    - Sound - AudioComponent
- Get Weapon Righthand Socket
  - Parameters & Reference:
    - Socket Transform - Transform
- Get Weapon Righthand Socket_0
  - Parameters & Reference:
    - Socket Transform - Transform
- "Yes"
  - Parameters
    - Voice Style - VoiceStyle
    - Voice Pitch - Float
- "No"
  - Parameters
    - Voice Style - VoiceStyle
    - Voice Pitch - Float
- "Sorry"
  - Parameters
    - Voice Style - VoiceStyle
    - Voice Pitch - Float
- "You're welcolme"
  - Parameters
    - Voice Style - VoiceStyle
    - Voice Pitch - Float
- "Hello!"
  - Parameters
    - Voice Style - VoiceStyle
    - Voice Pitch - Float

- "Help!"
  - Parameters
    - Voice Style - [VoiceStyle](#)
    - Voice Pitch - Float
- "Ew"
  - Parameters
    - Voice Style - [VoiceStyle](#)
    - Voice Pitch - Float
- "Bastard"
  - Parameters
    - Voice Style - [VoiceStyle](#)
    - Voice Pitch - Float
- "Idiot"
  - Parameters
    - Voice Style - [VoiceStyle](#)
    - Voice Pitch - Float
- "Imbicile"
  - Parameters
    - Voice Style - [VoiceStyle](#)
    - Voice Pitch - Float
- *Laugh*
  - Parameters
    - Voice Style - [VoiceStyle](#)
    - Voice Pitch - Float
- "Oh no"
  - Parameters
    - Voice Style - [VoiceStyle](#)
    - Voice Pitch - Float
- "Oops"
  - Parameters
    - Voice Style - [VoiceStyle](#)
    - Voice Pitch - Float
- "Uh-oh"
  - Parameters
    - Voice Style - [VoiceStyle](#)
    - Voice Pitch - Float
- Check If Saying Voice Line
  - Parameters & Reference:
    - Is Speaking - bool

- "Victory!"
  - Parameters
    - Voice Style - [VoiceStyle](#)
    - Voice Pitch - Float
- "Save me!"
  - Parameters
    - Voice Style - [VoiceStyle](#)
    - Voice Pitch - Float
- *Surprised*
  - Parameters
    - Voice Style - [VoiceStyle](#)
    - Voice Pitch - Float
- "What?"
  - Parameters
    - Voice Style - [VoiceStyle](#)
    - Voice Pitch - Float
- "Time to drink!"
  - Parameters
    - Voice Style - [VoiceStyle](#)
    - Voice Pitch - Float
- Get Center Of Screen For Weapons
  - Parameters
    - Target1 - SceneComponent
  - Parameters & Reference
    - Muzzle - Vector
  - Parameters & Reference & Returns
    - ReturnValue - Rotator
- Reduce Stamina
  - Parameters
    - Stamina Reduciton - Float
- Remove From Inventory_02
  - Parameters
    - ItemInfo - [F_ItemInfoo](#)
    - QTY - Int
  - InnerVariable
    - Index to remove - int
- AddToInventory_02
  - Parameters & Reference
    - NewItem - [F_ItemInfoo](#)

- Add To Stack_02
  - Parameters
    - F Item Info - F_ItemInfoo
    - Slot Index - int
  - Parameters & reference
    - Success - bool
  - InnerVar
    - Current Stack Quantity - int
- AddToPlayer2Inventory
  - Parameters & reference
    - NewItem - F_ItemInfoo
- Add To Stack P2
  - Parameters
    - F Item Info - F_ItemInfoo
    - Slot index - int
  - Parameters & References
    - Success - bool
- Remove From Inventory Player 2
  - Parameters
    - ItemInfo - F_ItemInfoo
    - QTY - int
    - Index - int
  - InnerVar
    - Index to remove - int
- Grab Wall
- Move On Wall
  - Parameters
    - Axis Value - Float
    - Direction Vector - Vector
    - Up? - bool
  - InnerV
    - Move Target - Vector
- Equipped Spear+Shield
- Get Held Arrow Amount
  - InV
    - Has Arrow - bool
    - Arrow Item - BP_BaseItemAsset
- Decrease Held Arrow Amount
  - IV

- Arrow Item - [BP_BaseItemAsset](#)
- Get Held Bullet Amount
  - IV
    - Has Bullet - bool
    - Bullet Item - [BP_BaseItemAsset](#)
- Decrease Held Bullet Amount
  - Param
    - LastIndex - int
  - IV
    - Bullet Item - [BP_BaseItemAsset](#)
- ComponentsToSave
  - Param & Ref
    - Components - Array(ActorComponent)
- PrepareToMount
  - Param
    - mountOrRider - Actor
    - linkedActor - Actor
  - Param & Ref
    - response - MountActionResponse
  - Param & Ref & Return
    - ReturnValue - bool
- PrepareToDismount
  - Param
    - mountOrRider - Actor
  - Param & Ref
    - response
- IsMounted
  - Param & Ref & Returns
    - ReturnValue - bool
- GetCharacterPawn
  - Param & Ref & Returns
    - ReturnValue - Pawn
- GetCharacterMount
  - Param & Ref & Returns
    - ReturnValue - Actor
- GetCharacterController
  - Param & Ref & Returns
    - ReturnValue - Controller
- StarPawnMounting

- Param
  - newMountActor - Actor
  - linkedActor - Actor
- Param & Ref
  - mountingResponse - MountActionResponse
- Param & Ref & Return
  - ReturnValue - bool
- startPawnDismounting
  - Param
    - oldPawnMount - Actor
  - Param & Ref
    - mountingResponse - MountActionResponse
  - Param & Ref & Return
    - ReturnValue - bool
- PlayMoveToSeatAnimation
  - Param
    - currentSeatId - int
    - oldSeatId - int
  - Param & Ref & Return
    - ReturnValue - bool
- PlayMountingAnimation
  - Param
    - position - EMountingDirection
  - Param & Ref & Return
    - ReturnValue - bool
- PlayDismountingAnimation
  - Param
    - position - EMountingDirection
  - Param & Ref & Return
    - ReturnValue - bool
- OnMoveToMountingLocationCompleted
  - Param & Ref & Return
    - ReturnValue - bool
- OnMountingPawnFinished
  - Param
    - newMountActor - Actor
  - Param & Ref & Return
    - ReturnValue - bool
- OnDismountingPawnFinished

- Param
  - oldPawnMount - Actor
- Param & Ref & Return
  - ReturnValue - bool
- OnChangeToNewSeatCompleted
  - Param & Ref & Return
    - ReturnValue - bool
- MoveToMountingLocation
  - Param & Ref & Return
    - location - Vector
    - orientation - Rotator
    - ReturnValue - bool
- IsSeatedOnMount
  - Param & Ref & Return
    - ReturnValue - bool
- IsDriver
  - Param & Ref & Return
    - ReturnValue - bool
- GetRiderMesh
  - Param & Ref & Return
    - ReturnValue - MeshComp
- GetMountRiderComponent
  - Param & Ref & Return
    - ReturnValue - MountRiderComponent
- GetDebugId
  - Param & Ref & Return
    - ReturnValue - int
- SetRiderCollisionEnabled
  - Param
    - shouldEnable - bool
  - Param & Ref & Return
    - ReturnValue - bool
- GetSeatId
  - Param & Ref & Return
    - ReturnValue - int
- GetAllRiderSkeletalMesh
  - Param & Ref & Return
    - ReturnValue - Array(SkeletalMeshComp)
- StartPawnMountingToSeat

- Param
  - newMountActor - actor
  - linkedActor - Actor
  - seatId - Int
- Param & Ref
  - mountingResponse - MountActionresponse
- Param & Ref & Return
  - ReturnValue - bool
- UpdateRiderMovementMode
  - Param
    - isMounted - bool
    - mountActor - Actor
  - Param & Ref & Return
    - ReturnValue - bool

- Memo:
  - key -> InpActEvt*(action)_K2Node_InputActionEvent***(rand_num)**
  - Function with name that start with "Timeline_..." are some delayed action, like a timeline that add 1 each 10 seconds for 1 minutes, at the end of the timeline (ex: "Timeline_1__FinishedFunc) We will have a total of 6, and an action can be executed just after
- Need To Be Confirmed:
  - name of function -> The space are replaced with a "_", special characters like "?", "(", ")", etc.. are just removed
  - OnNotifyEnd, Begin, etc.. functions are probably linked to the BP_MasterGlobalNotification