```
include/Zeta/Core/RPGClasses
/ProjectileClass.hpp
```
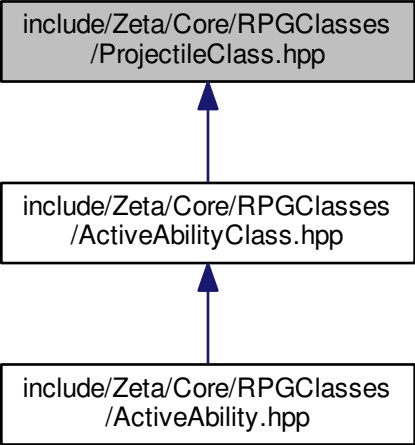
```
include/Zeta/Core/RPGClasses
/ActiveAbilityClass.hpp
```

```
include/Zeta/Core/RPGClasses
/ActiveAbility.hpp
```