

## **InventorySpell**

- + CastTime
- + CoolDown
- + BaseDamage
- + Damage
- + MagicType
- # playerHealthComponent
- # spellScene
- + \_Ready()
- + Cast()
- + ResetDamage()
- + AddOnCastAugmentEffect()
- + ClearOnCastAugmentEffects()
- + GetOnCastAugmentEffects()

