BaseAction

- action
- actionID
- discription
- interaction
- name
- statAction
- target

+ BaseAction()
+ BaseAction()
+ BaseAction()
+ GenerateID()
+ OnDestroy()
+ ReturnActionID()
+ ReturnActionType()
+ ReturnDiscription()
+ ReturnInteractionType()
+ ReturnName()
and 10 more...

ItemAction

- damageType
- effectList
- statModMap
- type
- value

+ AddEffect()
+ ItemAction()
+ ItemAction()
+ ItemAction()
+ OnDestroy()
+ ReturnDamageType()
+ ReturnEffectList()
+ ReturnItemType()
+ ReturnStatMap()
+ ReturnValue()
+ SetDamageType()
+ SetType()
+ SetValue()
+ ~ItemAction()