BaseAction

- action
- actionID
- discription
- interaction
- name
- statAction
- target
- + BaseAction()
- + BaseAction()
- + BaseAction()
- + GenerateID()
- + OnDestrov()
- + ReturnActionID()
- + ReturnActionType()
- + ReturnDiscription()
- + ReturnInteractionType()
- + ReturnName()
- and 10 more...

ItemAction

- abilityType
- abilityValue

AbilityAction

- duration - modStatMap
- + AbilityAction()
- + AbilityAction()
- + AbilityAction()
- + OnDestroy()
- + ReturnAbilityType()
- + ReturnAbilityValue()
- + ReturnDuration()
- + ReturnModStatMap()
- + SetAbilityType()
- + SetDuration()
- + ~AbilityAction()
- CalculateAbilityValue()

- CommandAction
- command
- currentweapon - isActionCommand
- + CommandAction()
- + CommandAction() + CommandAction()
- + OnDestroy() + ReturnAction()
- + ReturnWeaponType()
- + SetCommand()
- + SetWeaponType()
- + ~CommandAction()

- damageType - effectList
- statModMap - type
- value
- + AddEffect()
- + ItemAction()
- + ItemAction()
- + ItemAction()
- + OnDestroy()
- + ReturnDamageType() + ReturnEffectList()
- + ReturnItemType() + ReturnStatMap()
- + ReturnValue()
- + SetDamageType()
- + SetType()
- + SetValue()
- + ~ItemAction()