```
BaseAction
- action

    actionID

    discription

    interaction

- name

    statAction

    target

+ BaseAction()
+ BaseAction()
+ BaseAction()
+ OnDestroy()
+ ReturnActionID()
+ ReturnActionType()
+ ReturnDiscription()
+ ReturnInteractionType()
+ ReturnName()
+ ReturnStatActionType()
and 9 more...
        ItemAction

    damageType

    effectList

    statModMap

 type

    value

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