BaseAction action - actionID discription interaction name statAction target + BaseAction() + BaseAction() + BaseAction() + OnDestroy() + ReturnActionID() + ReturnActionType() + ReturnDiscription() + ReturnInteractionType() + ReturnName() + ReturnStatActionType() and 9 more... AbilityAction abilityType - ability Value duration modStatMap + AbilityAction() + AbilityAction() + AbilityAction() + OnDestroy() + ReturnAbilityType() + ReturnDuration() + ReturnModStatMap() + SetAbilityType() + SetDuration() + ~AbilityAction() CalculateAbilityValue()