BaseAction - action - actionID - discription - interaction - name - target

+ BaseAction() + BaseAction()

+ BaseAction() + OnDestroy()

and 7 more...

+ ReturnActionID()+ ReturnActionType()+ ReturnDiscription()+ ReturnInteractionType()

+ ReturnName() + ReturnTargetType()



- abilityType

abilityValuedurationmodStatMap

+ AbilityAction() + AbilityAction()

+ AbilityAction() + AbilityAction() + OnDestroy() + ReturnAbilityType()

+ ReturnDuration() + ReturnModStatMap() + SetAbilityType()

+ SetDuration() + ~AbilityAction()

+ ~AbilityAction() - CalculateAbilityValue()