BaseAction + BaseAction() + BaseAction() + BaseAction() + SetName() + SetDiscription() + SetActionType() + SetTargetType() + SetInteractionType() + SetActionID() + OnDestroy() and 8 more... **ItemAction** + ItemAction() + ItemAction() + ItemAction() + SetType() + SetValue() + SetDamageType() + AddEffect() + ReturnItemType() + ReturnValue() + ReturnDamageType() + ReturnEffectList() + OnDestroy() + ~ItemAction()