## BaseAction + BaseAction() + BaseAction() + BaseAction() + SetName() + SetDiscription() + SetActionType() + SetTargetType() + SetInteractionType() + SetActionID() + OnDestroy() and 8 more... AbilityAction + AbilityAction() + AbilityAction() + AbilityAction() + SetDuration() + ReturnDuration() + CalculateAbilityValue() + ~AbilityAction()