BaseAction action actionID discription interaction name target + BaseAction() + BaseAction() + BaseAction() + OnDestroy() + ReturnActionID() + ReturnActionType() + ReturnDiscription() + ReturnInteractionType() + ReturnName() + ReturnTargetType() and 7 more... **ItemAction** damageType effectList statModMap type value + AddEffect() + ItemAction() + ItemAction() + ItemAction() + OnDestroy() + ReturnDamageType() + ReturnEffectList() + ReturnItemType() + ReturnStatMap() + ReturnValue() + SetDamageType() + SetType() + SetValue() + ~ItemAction()