BaseAction

- action
- actionID
- discription
- interaction
- name
- statAction
- target

+ BaseAction()
+ BaseAction()
+ BaseAction()
+ GenerateID()
+ OnDestroy()
+ ReturnActionID()
+ ReturnActionType()
+ ReturnDiscription()
+ ReturnInteractionType()
+ ReturnName()
and 10 more...

AbilityAction

- abilityType
- abilityValue
- duration
- modStatMap

+ AbilityAction()
+ AbilityAction()
+ AbilityAction()
+ OnDestroy()
+ ReturnAbilityType()
+ ReturnAbilityValue()
+ ReturnDuration()
+ ReturnModStatMap()
+ SetAbilityType()
+ SetDuration()
+ ~AbilityAction()
- CalculateAbilityValue()