## BaseAction + BaseAction() + BaseAction() + BaseAction() + OnDestroy() + ReturnActionID() + ReturnActionType() + ReturnDiscription() + ReturnInteractionType() + ReturnName() + ReturnStatMap() and 8 more... **ItemAction** CommandAction + AddEffect() + ItemAction() + CommandAction() + ItemAction() + CommandAction() + ItemAction() + CommandAction() + OnDestroy() + ReturnDamageType() + OnDestroy() + ReturnAction() + ReturnEffectList() + ReturnWeaponType() + ReturnItemType() + SetCommand() + ReturnValue() + SetWeaponType() + SetDamageType() + ~CommandAction() + SetType()

+ SetValue() + ~ItemAction()

AbilityAction

+ CalculateAbilityValue()

+ AbilityAction()

+ AbilityAction()

+ AbilityAction()

+ SetDuration()

+ ReturnDuration()

+ ~AbilityAction()