## BaseAction action actionID discription interaction name statMap - target + BaseAction() + BaseAction() + BaseAction() + OnDestroy() + ReturnActionID() + ReturnActionType() + ReturnDiscription() + ReturnInteractionType() + ReturnName() + ReturnStatMap() and 8 more... **ItemAction** damageType effectList type value + AddEffect() + ItemAction() + ItemAction() + ItemAction() + OnDestroy() + ReturnDamageType() + ReturnEffectList() + ReturnItemType() + ReturnValue() + SetDamageType() + SetType() + SetValue() + ~ItemAction()