BaseAction + BaseAction() + BaseAction() + BaseAction() + OnDestroy() + ReturnActionID() + ReturnActionType() + ReturnDiscription() + ReturnInteractionType() + ReturnName() + ReturnStatMap() and 8 more... AbilityAction + AbilityAction() + AbilityAction() + AbilityAction() + CalculateAbilityValue() + ReturnDuration() + SetDuration() + ~AbilityAction()