

## Spell

- + id
- + preset
- + caster
- + spellName
- + damageType
- + essenceCost
- + castRadius
- + chargesRemaining
- + chargesMax
- + effectRadius
- + requireCastConfirmation
- and 11 more...

- + Spell()
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- + CreateFromPreset()
- + ResetTiles()
- + ShowCastRange()
- + ShowEffectRange()
- + ConfirmSpellCast()
- + DestroyCastParticles()
- + SpawnProjectileParticles()
- + SpawnEffectParticles()
- and 7 more...