

BaseUnit

- + inCombat
- + isCasting
- + playerControlled
- + intentSpell
- + character
- + tile
- + sprite
- + spriteSkin
- + spriteArmor
- + spriteSecondary
- and 20 more...

- + BaseUnit()
- + BaseUnit()
- + UpdateSpells()
- + SelectAISpell()
- + BeginTurn()
- + Move()
- + Cast()
- + SetAsCameraTarget()
- + SetAsInterfaceTarget()
- + SyncHotbar()
- and 13 more...