Horizon::Zone::CombatRegistry ::SkillResultOperation::SkillResult Operand::get\_config

Horizon::Zone::CombatRegistry ::CombatValueDamage::get\_damage

Horizon::Zone::CombatRegistry ::SkillResultOperation::execute

Horizon::Zone::CombatRegistry ::CombatValueHealing::get healing

get\_sys\_time

Horizon::Zone::CombatRegistry ::CombatOperand::get\_target