## StatSheetObject

- abilityMap
- commandMap
- equipmentMapitemMap
- name
- Harrie
- statMap - tag
- + AddAbilityAction()
- + AddCommandAction()
  - + AddEquipment()
  - + AddItemAction() + OnDestroy()
  - + RemoveAbilityAction()
  - + RemoveCommandAction()
- + RemoveEquipment()
- + RemoveItemAction()
- + ReturnAbility() and 16 more...

-target

## StatSystem

- targets
- + operator=() + operator=()
- + StatSystem()
- + StatSystem() + StatSystem()
- + ~StatSystem()
- + Addtarget()
- + CalculateStat()
- + ModifiyStat() + OnDestroy()
- + SetTarget()
- AddStatModifier()AddTmpModifier()
- BaseCalculate()
- RemoveModifier()
- RemoveTmpModifier()