BaseAction - action - actionID - discription - interaction - itemMap - name - statAction BaseSystem - target + BaseAction() + BaseAction() + BaseCalculate() + BaseAction() + ~BaseSystem() + OnDestroy() + ReturnActionID() + ReturnActionType() + ReturnDiscription() + ReturnInteractionType() + ReturnName() + ReturnStatActionType() and 9 more... -targetAction -target EffectSystem - targets + Addtarget() + BaseCalculate() + CallculateEffect() + EffectSystem() + EffectSystem() + EffectSystem() + OnDestroy() + operator=() + operator=() + RemoveEffect()

+ SetTarget() + ~EffectSystem()

StatSheetObiect

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