BaseAction

- action
- actionID
- discription
- interaction
- name
- statAction
- target

+ BaseAction()
+ BaseAction()
+ BaseAction()
+ GenerateID()
+ OnDestroy()
+ ReturnActionID()
+ ReturnActionType()
+ ReturnDiscription()
+ ReturnInteractionType()
+ ReturnName()
and 10 more...

StatSheetObject

- abilityMap
- commandMap
- equipmentMap
- itemMap
- name
- statMap
- tag

+ AddAbilityAction()
+ AddCommandAction()
+ AddEquipment()
+ AddItemAction()
+ OnDestroy()
+ RemoveAbilityAction()
+ RemoveCommandAction()
+ RemoveEquipment()
+ RemoveItemAction()
+ ReturnAbility()
and 16 more...

-targetAction   -target

EffectSystem

- targets

+ EffectSystem()
+ EffectSystem()
+ EffectSystem()
+ operator=()
+ operator=()
+ ~EffectSystem()
+ Addtarget()
+ BaseCalculate()
+ CallculateEffect()
+ OnDestroy()
+ RemoveEffect()
+ SetTarget()