BaseAction action actionID - discription - interaction - name statMap BaseSystem - target + BaseAction() + BaseAction() + BaseCalculate() + BaseAction() + ~BaseSystem() + OnDestrov() + ReturnActionID() + ReturnActionType() + ReturnDiscription() + ReturnInteractionType() + ReturnName() + ReturnStatMap() and 8 more... -targetAction -target StatSystem - targets + AddStatModifier() + Addtarget() + AddTmpModifier() + BaseCalculate() + OnDestroy() + RemoveModifier() + SetTarget() + SetTargetAction() + StatSystem() + ~StatSystem()

StatSheetObject

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