## StatSheetObject BaseAction - abilityMap - action - commandMap - actionID - equipmentMap - discription - itemMap - interaction - name - name - statMap - target BaseSystem - tag + BaseAction() + AddAbilityAction() + BaseAction() + AddCommandAction() + BaseCalculate() + BaseAction() + AddEquipment() + ~BaseSystem() + OnDestrov() + AddItemAction() + ReturnActionID() + OnDestrov() + ReturnActionType() + RemoveAbilityAction() + ReturnDiscription() + RemoveCommandAction() + ReturnInteractionType() + RemoveEquipment() + ReturnName() + RemoveItemAction() + ReturnTargetType() + ReturnAbility() and 7 more... and 16 more... -targetAction -target StatSystem - targets + AddStatModifier() + Addtarget() + AddTmpModifier() + BaseCalculate() + OnDestroy() + RemoveModifier() + SetTarget() + SetTargetÄction() + StatSystem() + ~StatSystem() - ModifivStat()