

DamageDeltSystem::Calculate  
MagicalDefence

DamageDeltSystem::Calculate  
PhysicalDefence

StatSheetObject::ReturnEquipmentMap

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graph LR; A[DamageDeltSystem::Calculate MagicalDefence] --> C[StatSheetObject::ReturnEquipmentMap]; B[DamageDeltSystem::Calculate PhysicalDefence] --> C;
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The diagram consists of three rectangular boxes. On the left, there are two boxes stacked vertically. The top box contains the text 'DamageDeltSystem::Calculate MagicalDefence' and the bottom box contains 'DamageDeltSystem::Calculate PhysicalDefence'. Both boxes have a black border and white background. On the right, there is a single box containing the text 'StatSheetObject::ReturnEquipmentMap'. This box has a black border and a light gray background. Two blue arrows point from the right side of the left boxes to the left side of the right box. The top arrow originates from the right side of the top-left box and points to the top edge of the right box. The bottom arrow originates from the right side of the bottom-left box and points to the bottom edge of the right box.