## StatSheetObject

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

-owner -singleTarget

## DamageDeltSystem

- targetstotalDamageValue
- totalDamageValues
- + DamageDeltSystem()
- + DamageDeltSystem()+ DamageDeltSystem()
  - + operator=()
  - + operator=() + ~DamageDeltSystem()
  - + ~DamageDeitSystem() + AddTargetToArray()
  - + CalculateDamage()
- + OnDestroy() + ReturnDamageValues()
  - + ReturnTotalDamageValue()
- + SetOwner()
  - + SetTarget()
    BaseCalculate()
  - CalculateAbilityDamage()
  - CalculateAbilityDamage()
    CalculateItemDamage()
  - CalculateMagicalDefence()
- CalculatePhysicalDefence()
- CalculateWeaponDamage()