

## StatSheetObject

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

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