## BaseAction StatSheetObject - action - abilityMap - commandMap actionID - discription - equipmentMap - interaction - itemMap - name - name - statMap - statMap BaseSystem - target - tag + BaseAction() + AddAbilityAction() + AddCommandAction() + BaseAction() + BaseCalculate() + BaseAction() + AddEquipment() + ~BaseSystem() + OnDestroy() + AddItemAction() + ReturnActionID() + OnDestrov() + RemoveAbilityAction() + ReturnActionType() + RemoveCommandAction() + ReturnDiscription() + ReturnInteractionType() + RemoveEquipment() + ReturnName() + RemoveItemAction() + ReturnStatMap() + ReturnAbility() and 16 more... and 8 more... -targetAction -target EffectSystem - targets + Addtarget() + BaseCalculate() + CallculateEffect() + EffectSystem() + OnDestroy() + RemoveEffect() + SetTarget()

+ ~EffectSystem()