* 4/2
  + Updated statV2
    - Now builds out stat and skills all in one widget.
    - Set up layout and font preferences in one location for easier modification
    - Next up
      * Add save throws to widget
  + Updated Player class
    - Can now filter get a skill dictionary with the key being the corresponding stat
  + Updated skills class
    - Updated get name to only return skill name
    - Next up
      * Build out get value function that calculates the actual value of the skill given prof expert and base stat
  + Updated stat class
    - Modified get name to only return full name.