StatTable

- + baseValues: map<string, float>
- + modifiers: map<string, map<ModifierType, Set<StatModifier>>>
- + GetBaseValue(string name): float
- + GetModifiedValue(string name): float
- + IncreaseBaseValue(string name, float value)
- + SetBaseValue(string name, float value)
- + AddModifier(StatModifier mod)
- + RemoveModifier(StatModifier mod)

StatModifier

- + values: array<string>
- + GetValue(): string
- + AddValue(string value)

RandomTable

- + values: array<string>
- + GetValue(): string
- + AddValue(string value)

