UserDataManager.CharacterData

- + SkinStatDictionary
- + MoveSpeed
- + AttackPerSecond
- + WeaponDamage
- + CriticalDamage
- + CriticalChance
- + TreasureDamagePer
- + TreasureCriticalDamagePer
- + TreasureEnemyGoldPer
- + TreasureQuestGoldPer
- + TreasureExtraDamage
- - moveSpeed
- - attackPerSecond
- - weaponDamage
- - criticalDamage
- - criticalChance
- - treasureDamagePer
- - treasureCriticalDamagePer
- - treasureEnemyGoldPer
- - treasureQuestGoldPer
- - treasureExtraDamage

- + Init()
- + Load()
- + Save()