ICondition + ConditionID MonoBehaviour + Owner + IsEffective() + DamageMulti() + ReplaceCondition() Stun + m maxStunTime + ConditionID + Owner m effectAssetPrefab m effect - m parent - m stunTime m conditionID m arbor m animator + IsEffective() + DamageMulti() + ReplaceCondition() Awake() - Start() Update() OnDestroy()