MonoBehaviour ConditionManager + Resistances **ICondition** - m resistances - m owner + ConditionID - m_myTransform + Owner + AddCondition() + IsEffective() + DamageMulti() + IsCondition() + DamageMulti() + ReplaceCondition() - Start() - Update() -m conditionManager Poison + m poisonDamageRate + ConditionID + Owner - m poisonCount - m poisonInterval - m effectAssetPrefab - m_posionEffect - m parent - m_conditionID - m timer + IsEffective() + DamageMulti() + ReplaceCondition() + Update() - Awake() - Start() OnDestroy()