BaseSystem + BaseCalculate() + ~BaseSystem() DamageDeltSystem - singleTarget StatSystem EffectSystem - totalDamageValue - target - totalDamageValues - target - targetAction - targetAction - targets + AddTargetToArray() - targets + BaseCalculate() + AddStatModifier() + DamageDeltSystem() + Addtarget() + Addtarget() + OnDestrov() + BaseCalculate() + AddTmpModifier() + ReturnDamageValues() + BaseCalculate() + CallculateEffect() + ReturnTotalDamageValue() + EffectSystem() + OnDestroy() + SetOwner() + OnDestrov() + RemoveModifier() + SetTarget() + RemoveEffect() + SetTarget() + ~DamageDeltSystem() + SetTargetAction() + SetTarget() - CalculateAbilityDamage() + ~EffectSvstem() + StatSystem() - CalculateItemDamage() + ~StatSystem() - CalculateMagicalDefence()

owner

- targets

- CalculatePhysicalDefence() CalculateWeaponDamage()