```
                    ┌─────────────────────┐
                    │     BaseSystem      │
                    ├─────────────────────┤
                    │                     │
                    ├─────────────────────┤
                    │ + BaseCalculate()   │
                    │ + ~BaseSystem()     │
                    └─────────────────────┘
```

BaseSystem

+ BaseCalculate()
+ ~BaseSystem()

DamageDeltSystem

+ DamageDeltSystem()
+ BaseCalculate()
+ SetOwner()
+ SetTarget()
+ AddTargetToArray()
+ OnDestroy()
+ ReturnTotalDamageValue()
+ ReturnDamageValues()
+ ~DamageDeltSystem()

EffectSystem

+ EffectSystem()
+ BaseCalculate()
+ CallculateEffect()
+ RemoveEffect()
+ SetTarget()
+ Addtarget()
+ OnDestroy()
+ ~EffectSystem()

StatSystem

+ StatSystem()
+ BaseCalculate()
+ AddStatModifier()
+ RemoveModifier()
+ AddTmpModifier()
+ SetTarget()
+ SetTargetAction()
+ Addtarget()
+ OnDestroy()
+ ~StatSystem()