BaseSystem + BaseCalculate() + ~BaseSystem() DamageDeltSystem owner singleTarget - targets - totalDamageValue - totalDamageValues + AddTargetToArray() + BaseCalculate() + DamageDeltSystem() + OnDestrov()

+ ReturnDamageValues() + ReturnTotalDamageValue()

+ ~DamageDeltSystem()
- CalculateAbilityDamage()
- CalculateItemDamage()
- CalculateMagicalDefence()
- CalculatePhysicalDefence()
- CalculateWeaponDamage()

+ SetOwner() + SetTarget()