## BaseSystem + BaseCalculate() + ~BaseSystem() StatSystem EffectSystem - target - targetAction - target - targets - targetAction - targets + AddStatModifier() + Addtarget() + Addtarget() + AddTmpModifier() + BaseCalculate() + BaseCalculate() + CallculateEffect() + OnDestrov() + EffectSystem() + RemoveModifier() + OnDestrov() + SetTarget() + RemoveEffect() + SetTargetAction()

+ StatSystem()

ModifivStat()

+ ~StatSystem()

+ SetTarget()

+ ~EffectSvstem()

- DamageDeltSystem
- owner
- singleTarget
- targets
- totalDamageValue
- totalDamageValues
- + AddTargetToArray()
- + BaseCalculate()
- + DamageDeltSystem()
- + OnDestroy()
- + ReturnDamageValues()
- + ReturnTotalDamageValue()
- + SetOwner()
- + SetTarget()
- + ~DamageDeltSystem()
- CalculateAbilityDamage()
- CalculateItemDamage()
- CalculateMagicalDefence()
- CalculatePhysicalDefence()
- CalculateWeaponDamage()