```
NeutralInterface
+ ~NeutralInterface()
+ create copv()
+ get info()
+ apply_to_unit()
+ apply_to_player()
      Powerup
+ amount heal
+ amount str
+ amount dex
+ amount money
+ Powerup()
+ create copy()
+ get info()
+ apply to unit()
+ apply_to_player()
+ random powerup()
     PowerupStr
   + PowerupStr()
   + create copy()
```