Table 1: All `BuffComponent`s currently implemented and tested.

Buff	Short Description	Implemented via	Priority	Note
Dimensional Shift	See Invulnerable.	See Invulnerable.	See Invulnerable	Inherits directly from `Invulnerable`. It's only around as a Sprit-flavored invulnerability.
Invulnerable	No damage for 1 second	`BeforeModifyStat`	100	A lot of things can inherit from this, such as `DimensionalShift`.

Table 2: All `DebuffComponent`s currently implemented and tested.

Debuff	Short Description	Implemented via	Priority	Note
Broken Soul	-50% healing for 5 seconds.	`BeforeModifyStat`	80	Stacks multiplicatively (e.g., with `WoundedSoul`).

Table 3: All `DoTComponent`s currently implemented and tested.

DoT	Short Description	Implemented via	Priority	Note
Cytotoxin	-1% HP every 1 sec for 3 seconds. 3 stacks max.	`TickComponent`	50	It's a medium amount, but scales well.

Table 4: All `HoTComponent`s currently implemented and tested.

HoT	Short Description	Implemented via	Priority	Note
Regrowth	$+1\%$ HP every 1 sec for 5 seconds. 3 stacks max.	`TickComponent`	50	It's a medium amount, but scales well.

Table 5: All `MutationEffectComponent`s currently implemented and tested.

MutationEffect	Short Description	Implemented via	Priority	Note
Berserker Gene	$+15\%$ PhA -10% PhD -10% SpD	`AfterRecalculateStats`	50	It's a little unimaginitive, but that's okay.

Table 6: All `NegativeAuraComponent`s currently implemented and tested.

NegativeAura	Short Description	Implemented via	Priority	Note
Wounded Soul	−25% healing.	`BeforeModifyStat`	50	——

Table 7: All `PositiveAuraComponent`s currently implemented and tested.

PositiveAura	Short Description	Implemented via	Priority	Note
Full Bloom	+20% max HP.	`PermStatMod`	50	——

Table 8: All `TalentEffectComponent`s currently implemented and tested.

TalentEffect	Short Description	Implemented via	Priority	Note
Natural Selector	Base Pairs cannot be below 70.	`BeforeRandomizeStats` and `OnComponentCreated`	50	When this component is removed, it reverts any Base Pairs that were originally below 70 back to their original values.

Table 9: All `TraitEffectComponent`s currently implemented and tested.

TraitEffect	Short Description	Implemented via	Priority	Note
Eternal Phoenix	Instead of dying, heal to full. Infinitely usable.	`BeforeModifyStat`	500	Useful on things like training dummies. This should not be used on real Monsters.