`UDependentEffectComponent`s add common, cross-class functionality to other effects. For example, both `UBerserkerGene` (a `UMutation`) and `UFullBloom` (a `UPositiveAura`) modify stats. Despite being different inheritance hierarchically, they do pretty similar things. `UDependentEffectComponent`:

- has an `Owner` that it's dependent upon.

- is added just after its `Owner` is added.

- is removed just after its `Owner` is removed.

- follows its `Owner`'s `Silence` and `Unsilence`.

- returns its `Owner`'s `Stacks`, `MaxStats`, and `ShouldApplyEffect`.

- is not visible to UI.

To attach a `UDependentEffectComponent` to another `UEffectComponent`, add the following to `UEffectComponent::OnComponentCreated`:

```
Super::OnComponentCreated();
ADD_COMPONENT(UDependentEffectComponent, Dependent, GetOwner())
Dependent->Owner = this;
# Do some customization here, such as setting Dependent variables
```

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

DependentEffect	Short Description	Implemented via	Priority	Note
PermStatMod	Modifies according to its `TArray` of `FStatMod`s.	`AfterRecalculateStats`	*Dependent*	See, e.g., `UBerserkerGene`.