

Table 1: All **UBuffComponents** currently implemented and tested.

Buff	Short Description	Implemented via	Priority	Note
Dimensional Shift	See Invulnerable.	See Invulnerable.	See Invulnerable	Inherits directly from UInvulnerable . 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 UDimensionalShift .

Table 2: All **UDebuffComponents** 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 UWoundedSoul).

Table 3: All **UDoTComponents** 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 **UHoTComponents** 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 **UMutationComponents** currently implemented and tested.

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

Table 6: All **UNegativeAuraComponents** currently implemented and tested.

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

Table 7: All **UPositiveAuraComponents** currently implemented and tested.

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