

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

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

Table 2: All **UMutationComponents** currently implemented and tested.

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