

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	—

Table 8: All **UTalentEffectComponents** 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.