

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 <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 **UDebuffComponents** currently implemented and tested.

Debuff	Short Description	Implemented via	Priority	Note
Broken Soul	-50% healing for 5 seconds.	<b>BeforeModifyStat</b>	80	Stacks multiplicatively (e.g., with <b>UWoundedSoul</b> ).

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.	<b>TickComponent</b>	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.	<b>TickComponent</b>	50	It's a medium amount, but scales well.

Table 5: All **UMutationEffectComponents** currently implemented and tested.

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

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

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

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

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

Table 8: All **UTalentEffectComponents** currently implemented and tested.

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