

`UDependentEffectComponents` 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.
- should be added just after its `Owner` is added. See how to attach below.
- is removed just after its `Owner` is removed.
- follows its `Owner`'s `Silence` and `Unsilence`.
- returns its `Owner`'s `Priority`, `Stacks`, `MaxStats`, `Priority`, and `ShouldApplyEffect`.
- is not visible to UI.

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

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

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Table 1: All `UDependentEffectComponents` currently implemented and tested.

DependentEffectShort	Description	Implemented via	Priority	Note
PermStatMod	Modifies according to its <code>TArray</code> of <code>FStatMods</code> .	<code>AfterRecalculateStats</code>	<i>Dependent</i>	See, e.g., <code>UBerserkerGene</code> .

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