Table 1: All `UBuffComponent`s 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 `UDoTComponent`s 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 3: All `UHoTComponent`s 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 4: All `UMutationComponent`s 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 unimaginitive, but that's okay.

Table 5: All `UNegativeAuraComponent`s currently implemented and tested.

NegativeAura	Short Description	Implemented via	Priority	Note
Wounded Soul	−25% healing.	`BeforeModifyStat`	100	——

Table 6: All `UPositiveAuraComponent`s currently implemented and tested.

PositiveAura	Short Description	Implemented via	Priority	Note
Full Bloom	+20% max HP.	PermStatMod	100	——