

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

Buff	Short Description	Implemented via	Priority	Note
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 unimaginative, but that's okay.