



## Unreal Engine - Blueprints Hyper Attribute Manager v2 (Engine version 5.0-5.2)

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### Unreal Engine - Blueprints Hyper Attribute Manager v2 (Engine version 5.0-5.2):

Introducing an all-encompassing Attribute Management system designed to streamline the management of character attributes in any game scenario. Whether your character needs health, stamina, or other vital stats, or if you require dynamic responses to environmental factors like fire, this system has you covered!

- Attribute Management: Effortlessly manage character attributes such as health, stamina, mana, and more.
- State Effects Management: Handle state effects seamlessly, including dynamic responses to environmental conditions like fire.
- Extensive Functionality: Benefit from a wide range of attribute management functions for comprehensive control.
- Datatable Driven: Utilize data tables to define and manage attributes, ensuring flexibility and ease of customization.
- Attributes Categories:
  - Non-Persistent Character Attributes
  - Persistent Primary Character Attributes
  - Persistent Character Survival Attributes
  - Persistent Generic Combat Attributes
  - Persistent Ranged Combat Attributes
  - Persistent Level Attributes

#### State Effects Management:

- Fully driven by a data table for effortless customization.
- Activate or remove state effects dynamically.
- Automatic activation of states based on current conditions or actions, such as consumption events.

With this Attribute Management system, you can fine-tune your character's attributes and responses to various game situations with ease and flexibility. So, empower your characters with dynamic attributes and state effects management, and elevate your game experience to new heights!



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