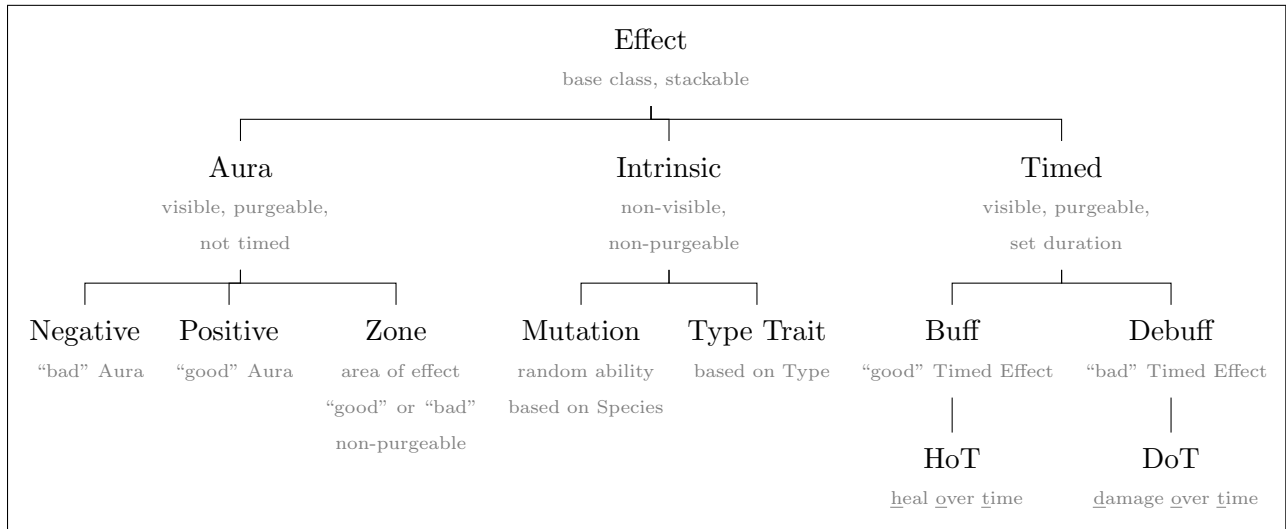The base classes inherit as:

Some notes:

- Only the base names have been used. That is, the actual names may be `UTimedEffectComponent_BaseClass` instead of simply "Timed".

- "Purgeable" means it is possible to reduce the stacks of the `UEffectComponent` down to zero (detachment of `UEffectComponent`).

- All `UEffectComponent`s are "silenceable", meaning their effects can be nullified (but not detached or reduced in stacks).