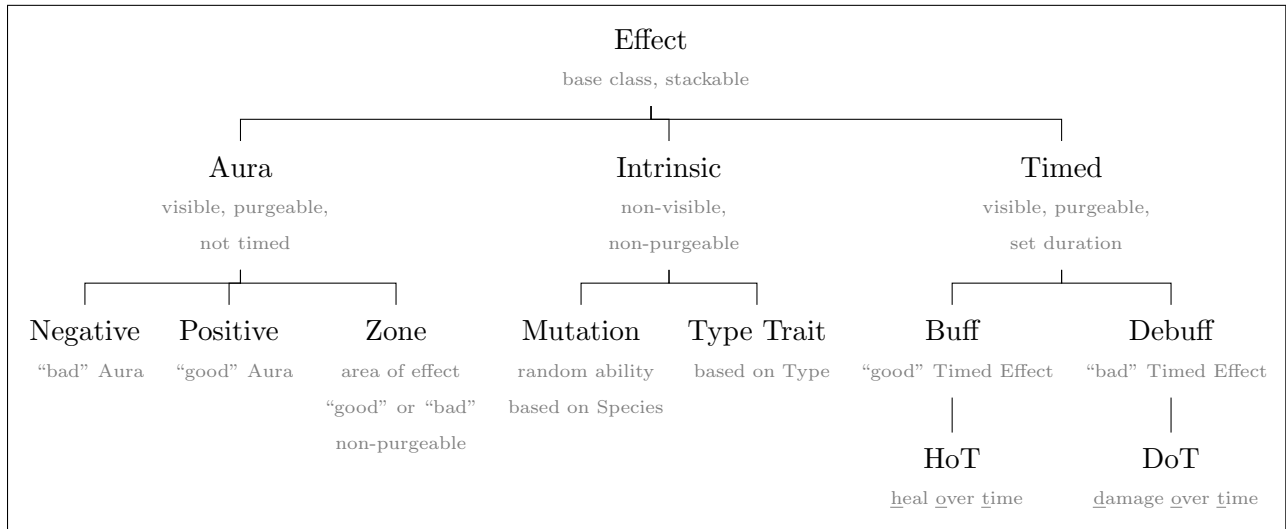


The base classes inherit as:



Some notes:

- Only the base names have been used. That is, the actual names may be `UTimedEffectComponent` instead of simply “Timed”.
- “Purgeable” means it is possible to reduce the stacks of the `UEffectComponent` down to zero (detachment of `UEffectComponent`).
- All `UEffectComponents` are “silenceable”, meaning their effects can be nullified (but not detached or reduced in stacks).