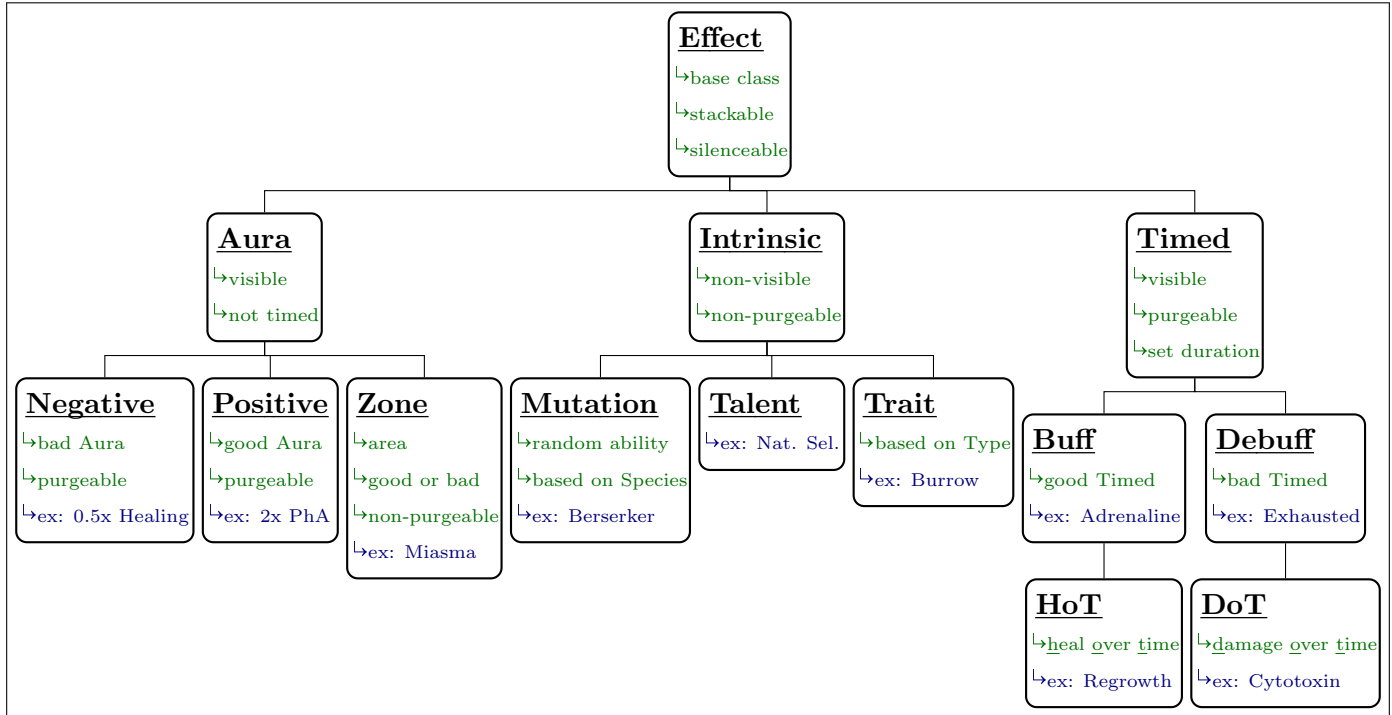


The base classes inherit as:



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).
- “Persistent” (meaning that the **UEffectComponent** is not removed upon switching out) should be set on an effect-by-effect basis and not set by the inherited class. For example, some **UNegativeAuraComponents** (such as Pokémon’s Paralysis) may persist upon switching out and others (such as Pokémon’s Confusion) may not.