

Source/CrimsonSkillTree
/Conditions/CrimsonSkillTree
_ActivationConditionBase.h

```
graph BT; A["Source/CrimsonSkillTree /Conditions/CrimsonSkillTree _ActivationConditionAttributeRequirement.h"] --> C["Source/CrimsonSkillTree /Conditions/CrimsonSkillTree _ActivationConditionBase.h"]; B["Source/CrimsonSkillTree /Conditions/CrimsonSkillTree _ActivationConditionParentLevel.h"] --> C;
```

Source/CrimsonSkillTree
/Conditions/CrimsonSkillTree
_ActivationCondition_AttributeRequirement.h

Source/CrimsonSkillTree
/Conditions/CrimsonSkillTree
_ActivationCondition_ParentLevel.h