

UObject

```
graph BT; UCrimsonSkillTree_ActivationConditionBase --> UObject
```

The diagram illustrates a class hierarchy. At the top is a white box labeled 'UObject'. Below it is a gray box labeled 'UCrimsonSkillTree\_ActivationConditionBase'. A blue arrow points from the gray box up to the white box, indicating that 'UCrimsonSkillTree\_ActivationConditionBase' inherits from 'UObject'.

UCrimsonSkillTree\_Activation  
ConditionBase