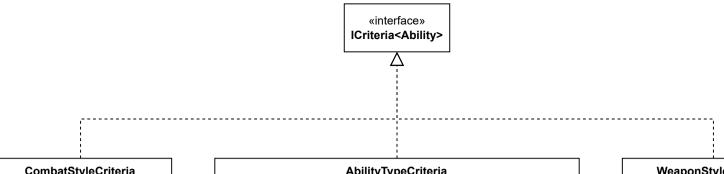


- m_FirstCriteria: readonly lCriteria<T> m_SecondCriteria: readonly lCriteria<T>
- + <<Constructor>> (firstCriteria: ICriteria<T>, secondCriteria: ICriteria<T>)



CombatStyleCriteria

- m_CombatStyle: readonly AbilityInfo.CombatStyle
- + <<Constructor>> (combatStyle: AbilityInfo.Combat)

AbilityTypeCriteria

- m_AbililtyTypeList: readonly IEnumerable<AbilityInfo.AbilityTypeCategory>
- + <<Constructor>> (abilityTypeList: IEnumerable<AbilityInfo.AbilityTypeCategory>)

WeaponStyleCriteria

- m_WeaponStyle: readonly AbilityInfo.WeaponStyle
- + <<Constructor>> (weaponStyle: AbilityInfo.WeaponStyle)