

- AugmentManager
- Instance

+ static AugmentManager

+ override void \_Ready()

+ void FuseAugments(Augment

> GetAugmentEffects()

- + Augment CreateRandomAugment (uint amountAugmentEffects)
- target, int indexEffectToOverride,
  Augment sacrifice, int indexEffectToKeep)
- + List< AugmentEffect