Resource

Augment
+ string Description
+ AugmentEffect[] _augment Effects
+ void Equip(SceneTree sceneTree)
+ void UnEquip(SceneTree sceneTree)
+ void BuildDescription()
+ AugmentEffect GetAugment Effect(int index)
+ void SetAugmentEffect (int index, AugmentEffect augmentEffect)

AugmentEffect
+ virtual void Equip (SceneTree sceneTree)
+ virtual void UnEquip (SceneTree sceneTree)
+ virtual string Description()

AdditionalStars
+ override void Equip (SceneTree sceneTree)
+ override void UnEquip (SceneTree sceneTree)
+ override string Description()

CastAdditionalSpell
+ override void Equip (SceneTree sceneTree)
+ override void UnEquip (SceneTree sceneTree)
+ override string Description()

ExtraArmorOfAllTypes
+ override void Equip (SceneTree sceneTree)
+ override void UnEquip (SceneTree sceneTree)
+ override string Description()

ExtraArmorOfType
+ override void Equip (SceneTree sceneTree)
+ override void UnEquip (SceneTree sceneTree)
+ override string Description()

FlatDamageForOneType
+ override void Equip (SceneTree sceneTree)
+ override void UnEquip (SceneTree sceneTree)
+ override string Description()

FlatDamageForSpellSlot
+ override void Equip (SceneTree sceneTree)
+ override void UnEquip (SceneTree sceneTree)
+ override string Description()

HPIncreaseAugmentEffect
+ override void Equip (SceneTree sceneTree)
+ override void UnEquip (SceneTree sceneTree)
+ override string Description()

OnCastAugmentEffect
+ virtual void OnCast (Spell spell)

PercentDamageForOneSpell
+ override void Equip (SceneTree sceneTree)
+ override string Description()

PercentDamageForOneType
+ override void Equip (SceneTree sceneTree)
+ override string Description()

IncreaseDurationOfSpell
+ override void Equip (SceneTree sceneTree)
+ override void OnCast (Spell spell)
+ override string Description()

IncreasedRadiusOfSpell
+ override void Equip (SceneTree sceneTree)
+ override void OnCast (Spell spell)
+ override string Description()