1. Use an OnUpgrade function for am\_purity, and have it check it its level is 1 or greater (or used IsTrained()); if so, add a modifier such as modifier\_am\_purity and make it unpurgable and not removed on death

2. Change the GetBehavior function to check for something like

if self:GetCaster():HasModifier("modifier\_am\_purity") then . . . and do the rest of the logic

Also make sure you reference all the right things, like declaring the ability of modifier\_am\_purity to be am\_purity in the AddNewModifier line and w/e. Hopefully that should be enough to work off of in the meantime