Basic: Once container is opened by Target: Target takes 10 damage.

Proficient: Once container is opened by Target: Target takes 20 damage. Replaces benefits of Basic crafting.

Master: Once container is opened by Target: Target takes 30 damage. Replaces benefits of Basic and Proficient crafting.

Combat Veteran: Spend 20 Mind to set trap. Trap effect becomes: Target opening container takes 50 damage.