

Basic: Provides 10 Armor Health

Proficient: Provides 15 Armor Health. Replaces benefits of Basic crafting.

Master: Provides 20 Armor Health. Replaces benefits of Basic and Proficient crafting.

Battlefield Commander: Spend 20 Mind and 1 Resolve. Make a loud rally cry to call 'Area of Effect Upsurge: All allies next Combat Skill cost is reduced by 10 Mind.'