

Basic: Spend 10 seconds applying to crafted item. If weapon next Strike causes 5 Body to Target. If not weapon causes 5 Body damage to next Target that touches crafted item.

Proficient: Spend 10 seconds applying to crafted item. If weapon next Strike causes 10 Body to Target. If not weapon causes 10 Body damage to next Target that touches crafted item. This replaces the benefits of Basic crafting.

Master: Spend 10 seconds applying to crafted item. If weapon next Strike causes 15 Body to Target. If not weapon causes 15 Body damage to next Target that touches crafted item. This replaces benefits of Basic and Proficient crafting.