Basic: When Basic Medical is used to stabilize a Target with this bag, Target heals 5 Body.

Proficient: When Proficient Medical is used to heal a Target, Target heals 5 Body per Mind spent instead of 2 Body per Mind spent.

Master: When Master Medical is used to heal a Target, Target heals 40 Body per 5 Mind spent instead of 15 Body per 5 Mind spent.