

**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.

**Mind Killer:** Spend 1 Resolve to call 'Area of Effect: All Aberrants Stun'. Ability can only be used once per 5 minutes.