

Basic: Blocks Melee Brawling Bow and Thrown Weapons

Proficient: Spend 5 Mind to give a Target immunity to Fear for 1 minute.

Master: Spend 10 Mind and hit your shield to negate the Stun effect on a single Target. Does not work on Self.

Wasteland Mentor: Spend 20 Mind or 1 Resolve to say 'Area of Effect: All allies immune to Stun for 1 Minute' 2 minutes if you spent a Resolve.