

Basic: Once container is opened call: 'Entire room 10 Body'. Does not work in outside areas.

Proficient: Once container is opened call: 'Entire room 20 Body'. Does not work in outside areas.

Replaces benefits of Basic crafting.

Master: Once container is opened call: 'Entire room 30 Body'. Does not work in outside areas. Replaces benefits of Basic and Proficient crafting.

Inner Circle: Spend 20 Mind to add 'Open trap and state: Entire room Break Armor.' after all other mechanics on trap.