

**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.

**Free Radical:** Spend 1 Resolve to call 'Radiation Immune' to be immune to all ill effects and damage from radiation modified damage for 10 minutes. (This effect ceases to function if the armor is broken or reduced to 0 armor.)