

**Basic:** Once per hour when the wielder of the augmented weapon uses Basic Mental Endurance to resist a single target Anomaly effect that Targets only them they may spend 5 Mind to add 'anomaly absorbed' to the call of 'Mental Endurance'. At any time within the next minute they may deliver the psionic call that was absorbed as part of an attempted Brawling Strike with the augmented knucks. If the wielder passes through a Master Mental Endurance zone before the effect is used then the effect is lost. It may not be used with Proficient Combat Tactics. Must be an Aberrant to use.