

**Basic:** Blocks Melee Brawling Bow and Thrown Weapons

**Proficient:** Spend 5 Mind to place shield on a Target in bleedout to prevent their bleedout count from progressing. Removing shield from the Target ends the effect.

**Master:** Spend 10 Mind and engage in a Psionic Attack to call 'Remove 1 Fracture'. User gains a fracture. May not be used by someone who currently has a fracture.

**Lifebinder:** Spend 1 Resolve in addition to the normal cost of Master Faithful Will to use that skill on any deceased strain regardless of faith restrictions. Must have Master Faithful Will to use.