

**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.

**Veteran:** Spend 20 Mind or 1 Resolve to use up to 2 drinkable brews as injections on self while in bleedout. Brews must be 'loaded' this takes 10 minutes for each brew beforehand and have the armor's name written on their cards. (This effect continues to function even if the armor is broken or reduced to 0 armor.)