

Basic: Target that steps on trap is Stunned.

Proficient: Target that steps on the trap takes 10 Body damage and Stun. Replaces benefits of Basic crafting.

Master: Target that steps on the trap must state 'Area of Effect: Stun.' Target takes 20 Body damage. Replaces benefits of Basic and Proficient crafting.

Wasteland Stalker: Spend 20 Mind to set trap. Trap effect becomes: 'Area of Effect Stun Target takes 40 Body damage.'