

Basic: Base 5 damage. Spend 1 Mind to call 5 Aberrant Bane with next Ranged Attack - this call cannot be further augmented by other skills and items (such as Scattershot).

Proficient: Spend 5 Mind when reloading to call 'Loading (Strain name) Bane'. For the next reload all Ranged Attacks with this weapon call the appropriate strain Bane damage. This call cannot be further augmented by other skills and items.

Master: Spend 10 Mind when reloading to call 'Loading (Lineage name) Bane'. For the next reload all Ranged Attacks with this weapon call the appropriate Lineage Bane damage. This call cannot be further augmented by other skills and items.

Marksman: Expend 1 Festering Crystal and either 1 Resolve or 20 Mind to call 'Festering Shot - no Body regain for 1 hour, No Defend' on next Ranged Attack.