

Basic: 2 Damage

Proficient: Spend 5 Mind to do 5 damage on next attempted Strike.

Master: Spend 5 Mind when under the effect of being tied up to cut your bindings and escape. May not activate if you would be Subdued even after being untied. This will cut any carded or uncarded Binds.

Inquisitor: Spend 20 Mind or 1 Resolve instead of the normal cost for Basic Malicious to reduce its time to 1 minute for 10 minutes. Each use of Basic Malicious must be defended against twice during this time.