

**Basic:** Base 5 damage. Expend 1 Mind and 1 Basic Scrap to call 20 damage on next Ranged Attack on non-living Target.

**Proficient:** Expend 5 Mind and 1 Uncommon Scrap to call 30 damage on next Ranged Attack non-living Target.

**Master:** Expend 10 Mind and 1 Rare Scrap to call 40 damage on next Ranged Attack non-living Target.

**Violence Technician:** If used during a module involving vehicles user can spend 20 Mind and 1 Hard Metal to call 'DESTROY VEHICLE NO AVOID'. After a vehicle is destroyed the owner gains a Salvage Card - "15 Mind and 30 Min to either Repair the vehicle or collect 1 Mechanical Component and 1 Recovered Electronic."