

Basic: 2 Damage

Proficient: Spend 5 Mind to do 10 damage on next attempted Strike.

Master: Spend 10 Mind to do 20 damage on next attempted Strike.

Mercenary: Spend 1 Resolve after a Target performs a Ranged Attack on the user to call 'No Effect' and then point to the Target and re-state the effects of the Ranged Attack for them to receive the effects.

(Overpower may not be used against No Effect)