

Basic: 2 Damage

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

Master: Spend 10 Mind to do 15 damage on next attempted Strike.

Bad-Ass: Spend 1 Resolve and Strike a broken weapon gizmo vehicle or room augment to call 'Jury Rig: Repair for 1 Hour' restoring its functionality until the hour is up.