

**Basic:** 2 Damage

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

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

**Combat Veteran:** Spend 20 Mind or 1 Resolve to give the characters of 2 players that have half of your xp total or less within arm's reach

'Upsurge 20 armor.' This ability can only be used once per hour.