

Basic: 2 Damage. None of this weapon's abilities above basic may Target more than one Target by any means.

Proficient: Spend 5 Mind on next attempted Strike call '5 Body Nail' If Strike is successful Cannot use any of this weapon's abilities beyond basic until repaired (Basic Artisan 0 mind 30 seconds 1 Basic Scrap expended).

Master: Spend 10 Mind on next attempted Strike call '15 Body Nail' If Strike is successful Cannot use any of this weapon's abilities beyond basic until repaired (Basic Artisan 0 mind 30 seconds 1 Basic Scrap expended).

Bloodied Lance: Spend 1 Resolve. On next attempted Strike call '30 Body cannot gain Body 5 minutes'. If Strike is successful cannot use any ability beyond basic until repaired (Basic Artisan 0 mind 30 seconds 1 Basic Scrap expended).