

Basic: 5 Damage

Proficient: Spend 5 Mind to call 'Belt Fed One' and skip a single firearm combat reload pause for this weapon.

Master: Spend 10 Mind to point at up to 5 Targets within 10 feet of the initial Target of a successful Ranged Attack and call '5 damage.' A Target may be selected multiple times. Activating this ability counts as a reload. May only be activated once a minute.

Gear Head: Spend 20 Mind to call 'Belt Fed 1 minute' and skip all firearm combat reload pauses for this weapon for 1 minute. Cannot move at more than a slow walk while active.