Basic: 5 damage; once per reload call Knockback 5 in place of damage.

Proficient: When using Proficient Combat Tactics to Target multiple Targets may spend 5 additional Mind to add 'Knockback 10' to the attack.

Master: Spend 10 mind. for the next reload with this weapon you may call '5 damage Knockback 5'. These attacks may not be further augmented in any way.

Marksman: Spend 1 Resolve to call 'Area of Effect Knockback 20 self-immune'. can only be used once per 5 minutes.