

Punch



Major

Deal 4 damage to an adjacent target

Dodge



Major

Damage you take is reduced by your LUCK until your next turn

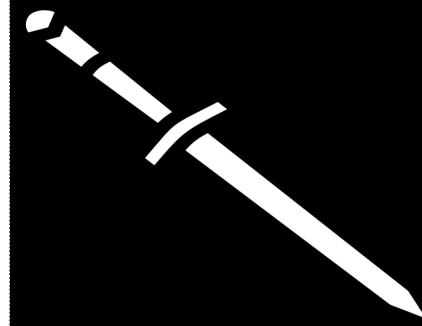
Block



Major

Physical Damage you take is reduced by half until your next turn

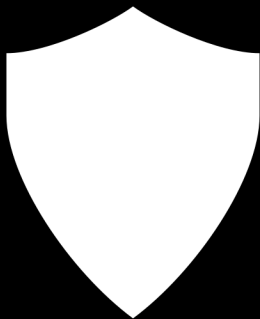
Longsword



Two Hands

You gain 'Minor Action: Deal 5 damage to an adjacent target'

Shield



One Hand

Block Actions you take instead prevent all physical damage.