Effects

* Vulnerability: next x hits deal 15% more damage
* Restrained: cannot utilize terrain actions
* Damage reduction: only take 50% damage for 2 hits

Actions

* Strike: 40 bludgeoning. 3 priority
* Crushing blow: 70 bludgeoning. Applies 20% bludgeoning vulnerability. Fails if target is not vulnerable. 2 priority
* Stab: 30 piercing damage. 5 priority
* Block: gain damage reduction for 2 hits. 4 priority
* Burst: 20s blast damage. Applies 1 vulnerability. 3 priority, 5 mana
* Lob: 43s bludgeoning damage. Usable at up to 4 distance. 2 priority, 2 mana
* Recompose: cures vulnerability and provides 1 vulnerability immunity. 3 priority
* Mend: heal 40% arcana. 1 priority, 8 mana

Damage types

* Pierce
* Bludgeon
* Slash
* Shock
* Burn
* Blast