

Parry (3)

Negates any one effect used against you via weapon. You must have a weapon in hand in order to use this skill. (May not be used against ranged attacks or skills.) State "Parry" after you are struck with the skill.

May not be used against sap, assassinate or "normal" weapon strikes (no skills attached). When you negate the effect you also negate the strike that happened with the effect.