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Baruuk

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Passive

Baruuk's tolerance for violence wanes as his hand is forced by his foes. **Restraint** is a resource unique to Baruuk that provides up to **50% Damage Reduction** when the meter is completely depleted.

- Restraint meter is displayed in the lower-right on the HUD, above the ability icons.
- Restraint meter starts fully filled, and is depleted using Baruuk's abilities:
 - Each attack evaded through **Elude** erodes **1.2%** from the meter.
 - Each enemy affected by **Lull** erodes **0.8%** from the meter.
 - Each enemy disarmed by **Desolate Hands** erodes **1.6%** from the meter.
- Baruuk's fourth ability **Serene Storm** utilizes Restraint instead of **Energy** to cast and maintain. Using this ability refills Restraint meter by **4%** on activation and by **0.8%** per second until the ability is deactivated.
 - Restraint can still erode from using Baruuk's other abilities during this ability.

Abilities

View Maximization

This section is *transcluded* from *Elude*. To change it, please *edit the transcluded page*.

1

25

+2.5/s

Introduced in [Update 24.2](#) (2018-12-18)

Strength:

Duration:

Range:

Misc:

N/A

N/A

120° / 130° / 150° / 180° (evasion angle)

100% (dodge chance)
0.2 s (reactive delay)
1.2% (Restraint erosion per attack dodged)

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Lull

A calming wave slows enemies until they fall into a slumber. Enemies woken by damage will be confused and disoriented. Short-term amnesia means all waking enemies forget anything that happened before the lull.

Introduced in [Update 24.2](#) (2018-12-18)

**Strength:**

N/A

**Duration:**

2 / 3 / 4 / 5 s (wave duration)
10 / 13 / 18 / 20 s (sleep duration)

**Range:**

10 / 15 / 20 / 25 m

Misc:

0.80% (Restraint erosion per enemy lulled)
100 % (alertness reset)

Subsumable to

Helminth

This section is [transcluded](#) from [Desolate Hands](#). To change it, please [edit the transcluded page](#).





3

75

Desolate Hands

Summon a bevy of orbiting daggers to seek out enemy guns, destroying them with a small explosion. Combine with Elude to double the range.

Introduced in [Update 24.2](#) (2018-12-18)

**Strength:**

100 / 150 / 200 / 250 ()
Blast damage)

**Duration:**

3 / 4 / 6 / 8 (number of charges)

**Range:**

6 m (seek range)
3 m (explosion radius)

Misc:

1.6% (Restraint erosion per enemy disarmed)
10% (damage reduction per dagger)
90% (damage reduction cap)
50% (dagger cap per ally)

This section is [transcluded](#) from [Serene Storm](#). To change it, please [edit the transcluded page](#).

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Strength:

100 / 125 / 200 / 250 (Impact damage)
10% / 15% / 20% / 25% (damage reduction)

Duration:

N/A

Range:

N/A

Misc:

40% (damage reduction cap)
 ? % (disarm chance on hit)
 100 % (wind wave projectile deflection)

Introduced in [Update 24.2](#)
(2018-12-18)

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