

	main hand damage		ranged damage in assault stance
	common or light damage		
	interrupt induction		
	chance to daze		root
	fear		knockdown

● heal ● drain ● recover power
□ + ●

- chance to evade
- chance to parry
- chance to block
- increased mitigation
- increase crit
- threat
- increase chance to hit
- increase potency
- increase physical mastery
- force attack
- increase attack speed
- increase melee / tactical / ranged damage
- debuff
- block, parry & evade
- physical
- ranged
- critical
- tactical
- reduce
- generate
- large
- medium
- small

- applies on damage / critical / bleed / healing
- chance to apply 5 / 10 / 25 %
- over time period and duration (s)
- transfer to warden
- immunity duration (s)
- reflect % break after time (s)
- applies to fellowship
- applies to N mobs

