

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

 heal
 drain
 recover power

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

- 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

