

WARDEN GAMBITS

DAMAGE

- main hand damage
- common or light damage
- interrupt induction
- chance to daze
- fear
- root
- knockdown

HEAL

- heal
- drain
- recover power

BUFF

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

MODIFIERS

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

