

- main hand damage
- common or light damage

 ranged damage
in assailment stance

- | | | | |
|---|---------------------|---|----------|
| ✕ | interrupt induction | 💧 | bleed |
| @ | chance to daze | 🧑 | root |
| ✱ | fear | 🥊 | knockout |

● heal ● drain ● recover power
□ + ●

- chance to evade
- chance to parry
- chance to block
- increased mitigation
- increase crit
- threat
- trigger potency
chance to trigger is trait-dependent
- increase physical mastery
- increase chance to hit
- increase attack speed
- increase damage
melee / common / tactical / ranged
- debuff

			applies on damage / critical / bleed / healing	
			applies if struck by previous gambit	
			chance to apply 5 / 10 / 25 %	
			transfer to warden	
			immunity	
			reflect	 3 x 2 default 4 x 4
{		}	applies to fellowship	 5
[		] _N	applies to N mobs	 50/2
				over time
				period (sec) and repetitions
				duration (sec)
				% break after time (sec)

