

WARDEN GAMBITS

DAMAGE

- main hand damage
 common or light damage
 interrupt induction
 chance to daze
 fear
- ranged damage in assalment stance
 bleed
 root
 knockout

HEAL

- heal
 drain
 recover power

BUFF

- chance to evade
 chance to parry
 chance to block
 increased mitigation
 increase crit
 threat
- block, parry & evade
 physical
 critical
 ranged
 tactical
- trigger potency
 increase physical mastery
 increase chance to hit
 increase attack speed
- increase damage
 debuff
- reduce
 generate
 6 threat multiplier
 4
2
1

MODIFIERS

- applies on damage / critical
 applies if struck by previous gambit
 chance to apply 5 / 10 / 25 %
- transfer to warden
 immunity
 reflect
- over time
 period (sec) and repetitions
 duration (sec)
 % break after time (sec)

