

WARDEN GAMBITS

DAMAGE

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

HEAL

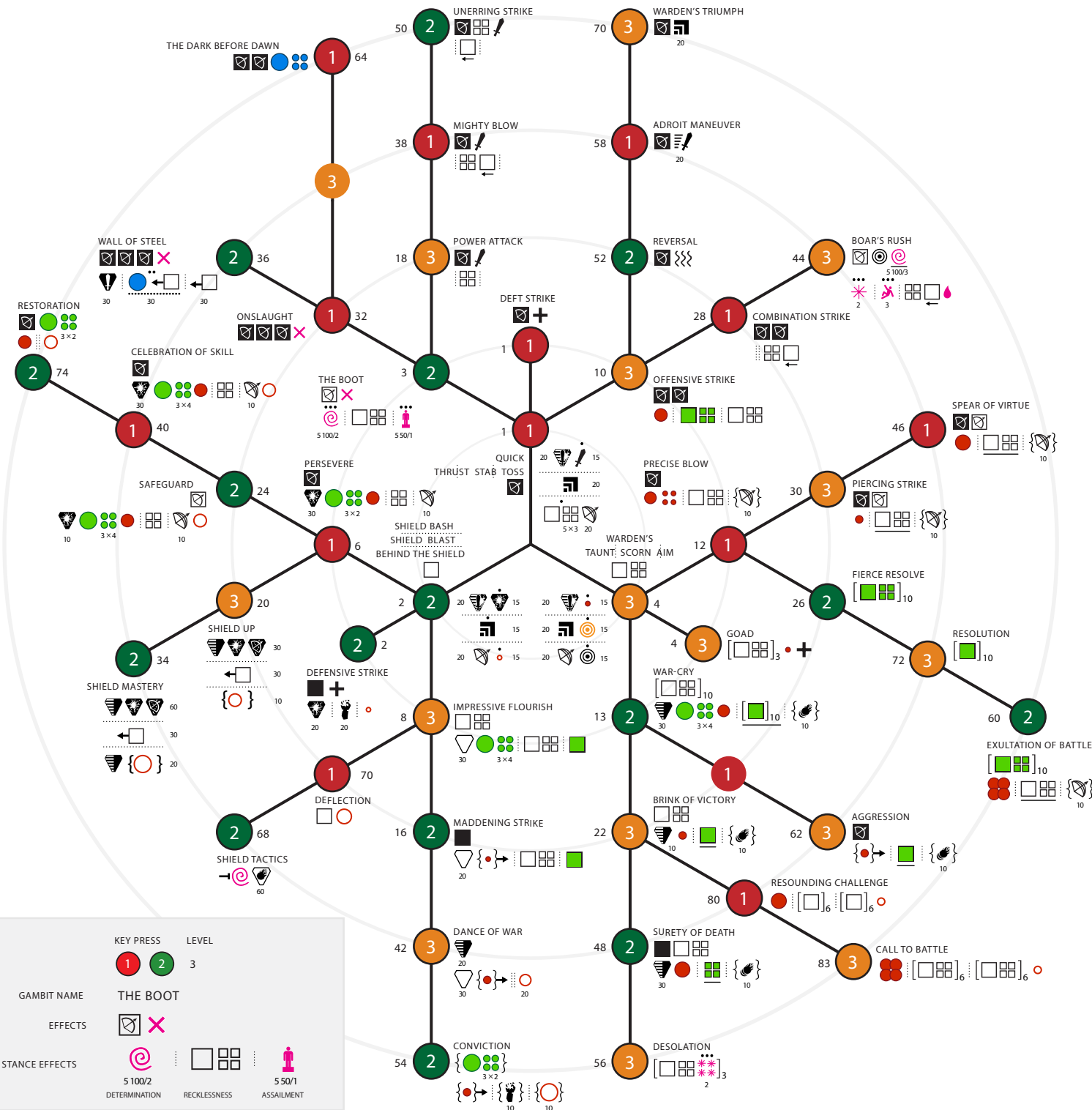
- heal
- drain
- recover power

BUFF

- 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
- block, parry & evade
- physical
- critical
- ranged
- tactical
- reduce
- generate
- 6 threat multiplier
- 4 threat multiplier
- 2 threat multiplier
- 1 threat multiplier

MODIFIERS

- applies on damage / critical
- applies if struck by previous gambit
- chance to apply 5 / 10 / 25 %
- transfer to warden
- immunity
- reflect
- applies to fellowship
- applies to N mobs
- over time
- period (sec) and repetitions
default 4 x 4
- duration (sec)
- % break after time (sec) icon"/> % break after time (sec)



KEY PRESS **LEVEL**

1 2 3

GAMBIT NAME **THE BOOT**

EFFECTS

STANCE EFFECTS

5 100/2 RECKLESSNESS 5 50/1 ASSAILMENT

DETERMINATION RECKLESSNESS ASSAILMENT