WARDEN GAMBITS

DAMAGE
- main hand damage
- fraction of main hand damage
- common or light damage
- damage over time
- interrupt induction
- chance to daze

HEAL
- instant heal
- heal over time
- recover power

BUFF
- chance to evade
- chance to block
- increased crit
- increased chance-to-hit
- increase subsequent damage
- debuff
- generate threat

MODIFIERS
- + level-dependent amount
- applies to fellowship
- applies to n mobs
- reflect or transfer (e.g. damage/threat)