WARDEN GAMBITS

DAMAGE
- main hand damage
- fraction of main hand damage
- common or light damage
- reflect damage
- interrupt induction
- chance to daze
- increase attack speed
- fear

HEAL
- heal
- drain (damage and heal)
- recover power

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

MODIFIERS
- + level-dependent amount
- over time (icon is repeated)
- {} applies to fellowship
- [] applies to n mobs
- \rightarrow transfer from fellowship (e.g. threat)

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