

DAMAGE

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

HEAL

- heal
- drain +
- recover power

BUFF

- chance to evade
- chance to parry
- chance to block
- increased mitigation
- increase crit
- threat

6
4 threat
2 multiplier
1
- 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

MODIFIERS

- on damage / critical
- chance to apply 5 / 10 / 25 %
- applies if struck by previous gambit
- transfer to warden over time
- immunity period (sec) and repetitions
3x2 default 4x4
- reflect
- applies to fellowship duration (sec)
5
- applies to N mobs % break after time (sec)
50/2

LORD OF THE RINGS ONLINE
WARDEN GAMBITS