

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
 - reduce
 - generate
 - 6 threat multiplier
 - 4
 - 2
 - 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)
- reflect and repetitions
3x2
default 4x4
- applies to fellowship duration (sec)
5
- applies to N mobs % break after
50/2
time (sec)

LORD OF THE RINGS ONLINE

WARDEN GAMBITS

V0.68 · RIDERS OF ROHAN · UPDATE 8

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