

Guardian of the Whills

(work in progress)

Guardian of the Whills		
Head Shot II	Wellspring Heal All	Shamanistic Focus
Mind Shot II	Wellspring Heal Other	Kyber Strike III

1

One with the Force IV		
Def vs. Blind +5	Def vs. KD +5	Def vs. Stun +5
Def vs. Pos +5		Def vs. Dizzy +5
2		

Wellspring of Life IV		
Wellspring Heal Mind		
Taunt +5		
2		

Lightbow Melee Expertise IV		
Kyber Strike II	Blocking +1	Polearm Speed +5
Polearm Acc +5	Polearm Tough +10	
2		

Lightbow Ranged Expertise IV		
Mind Shot I	Rifle Acc +10	Rifle Speed +10
2		

One With the Force III	
Melee Defense +5	Ranged Defense +10
3	

Wellspring of Life III		
Meditation +10	Wellspring Heal Action	COB Eff +5
3		

Lightbow Melee Expertise III		
Polearm Acc +5	Blocking +1	Polearm Speed +5
3		

Lightbow Ranged Expertise III		
Rifle Acc +10		Rifle Speed +10
3		

One With the Force II		
Def vs. Blind +5	Def vs. KD +5	Def vs. Stun +5
Def vs. Pos +5		Def vs. Dizzy +5
4		

Wellspring of Life II		
Wellspring Heal Health		Taunt +5
4		

Lightbow Melee Expertise II		
Polearm Acc +5	Blocking +1	Polearm Speed +5
4		

Lightbow Ranged Expertise II		
Head Shot I	Rifle Acc +10	Rifle Speed +10
4		

One With the Force I	
Melee Defense +5	Ranged Defense +10
5	

Wellspring of Life I		
Meditation +10		COB Eff +5
5		

Lightbow Melee Expertise I		
Kyber Strike I	Polearm Speed +5	Blocking +1
5		

Lightbow Ranged Expertise I		
Rifle Acc +10	Rifle Acc +10	Rifle Speed +10
5		

56 25

Guardian of the Whills Acolyte	
Cert - Ranged	Cert - Melee
Lightbow	Lightbow

24

Teras Kasi Master

81

Pikeman Master

65

16.25

	Prereq	Master Guardian
Block	115	123
Combat Equil	55	
D Blind	30	40
D Dizzy	45	55
D KD	40	50
D Posture Down	60	70
D Stun	65	75
D Acuity	96	
Meditate	100	120
Melee D	92	102
Pole Acc	150	170
Pole COB Eff	115	125
Pole Speed	75	95
Pole Tough	26	46
Ranged D	70	90
Taunt	10	20