

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

One With the Force III

Melee Defense +5 Ranged Defense +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

One With the Force I

Melee Defense +5 Ranged Defense +10

5

56 25

Wellspring of Life IV

Wellspring Heal Mind
Taunt +5

2

Wellspring of Life III

Meditation +10 Wellspring Heal Action COB Eff +5

3

Wellspring of Life II

Wellspring Heal Health Taunt +5

4

Wellspring of Life I

Meditation +10 COB Eff +5

5

Lightbow Melee Expertise IV

Kyber Strike II Blocking +1 Polearm Speed +5
Polearm Acc +5 Polearm Tough +10

2

Lightbow Melee Expertise III

Polearm Acc +5 Blocking +1 Polearm Speed +5
Intimidate II

3

Lightbow Melee Expertise II

Polearm Acc +5 Blocking +1 Polearm Speed +5
Polearm Tough +10

4

Lightbow Melee Expertise I

Kyber Strike I Polearm Speed +5 Blocking +1
Polearm Acc +5

5

Lightbow Ranged Expertise IV

Mind Shot I Rifle Acc +10 Rifle Speed +10
Blocking +1

2

Lightbow Ranged Expertise III

Rifle Acc +10 Rifle Speed +10
Blocking +1

3

Lightbow Ranged Expertise II

Head Shot I Rifle Acc +10 Rifle Speed +10
Blocking +1

4

Lightbow Ranged Expertise I

Rifle Acc +10 Rifle Acc +10 Rifle Speed +10
Blocking +1

5

Guardian of the Whills Acolyte

Cert - Ranged
Lightbow

Cert - Melee
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