System shock 2 stats guide

Continue

Skills and Updates Statistical Skills CMBT Skills O/S Strength Updates affects two factors of damage that you cause with melier attacks and inventory space. For each point of force you have, you will get 3 additional storage space, enough for one weapon, or three items. Strength is important to the Marines, because of the many different types of weapons they have to carry. OSA agents, on the other hand, have little use for durability because they only need their Psi adapter and gun, no need to haul around many weapons or ammunition for them. The force also determines whether you can use the heaviest armor, and a couple of the biggest weapons. I recommend getting 4-6 strength points if you're a Marine, 3-6 if you're a technician, and 2-4 points if you're an OSA agent. Endurance endurance gives you a point of impact and determines your resistance to radiation and toxins. There are better ways to get resistance to radiation/toxins, but hit the dots nicely, so put a couple of points here. Psionics Psionics affect the strength of your psionic abilities. Put as many points here as possible if you use psionic abilities a lot, if you use one or two spells only, 2 points is good. If you never touch psionics abilities, don't give any points in this. Agility's flexibility increases the speed of running, reduces the damage from the fall and reduces the pullback of the weapon. You want to put some points into this, no matter what class you are, to increase your running speed. With enough dexterity, none of the attackers on the Mele' range will be able to touch you. Reducing the damage from a fall is not very helpful, since there are not many areas that you can fall from this will cause damage in the first place, while reducing kickback weapons helps with stronger weapons that tend to have a stronger rollback. The Marines should have this maxed out, OSA agents should have 3-4 points, and the Techies should have it anywhere from 3-6 depending on how they play. Cyber Affinity Cyber Affinity (marked simply Cyber in your MFD display) eliminates one filled node for every level of cyber affinity you have during any Tech Skill hacking sequence. It doesn't get too useful until about half, and actually only if you do a lot of computer hacking. However, near the end of the game, you better have some points in this skill if you plan on doing any hacking at all, as sometimes whole grids can be filled with white knots if you have some Cyber Affinity. This is one of the most powerful skills in the game. Having a high ability to hack allows you to hack many security stations through Vaun Brown and Rickenbacker, disabling cameras, and more importantly, any towers. You have disabled the towers, you will be able to approach them, and with a level 3 hacking ability or higher, you can actually gain control of the tower. Given the Most of the towers are in important areas, they can be a great slip. Repair is a completely useless skill. As long as you keep an eye on the level of service for you weapons, they will not break. And on the rare occasions that they break, there are many auto-repair items that can fix it right back up for you. The same goes for the weapons you find. If you find a really good weapon that you just want to try, but can't wait until you find a continuous one, just use the auto-repair item instead of wasting your upgrade points here. Modify this is a moderately useful skill. I recommend getting a level 1 or 2 in it so you can change the gun, shotgun and laser gun to level 1. Once you've changed them to Level 1, just use Epstein's French device to upgrade them to Level 2. It will be well worth the handful of upgrade points you spend. However, I wouldn't recommend upgrading past Level 2 as you'll find many French Epstein devices to upgrade your weapons to Level 2 if you are smart in using them. Maintaining This is another very important skill. Every weapon in System Shock 2, with the exception of melee and Psi Amp, has a level of service. When the level of service weapons comes to 1, there is a chance with every use that the weapon will break if you use it. Having a gun break in the middle of fighting fire is no fun. Try to get this up to level 4 because at this level you can perform maintenance on each weapon and you will raise the level of service on the weapon by 4 with each using a maintenance tool that will save you a lot of money. In addition, maintenance skills raises the maximum for things that will help save you travel to and from the station. Research There's some use in this, as it allows you to use certain items and give you bonus damage from enemies. However, the only advantage of putting more points into this is the reduced time required for research. Instead of putting your points here, just equip a lab technician to get level 1 research, and run and continue your mission while your research is taking place. Then place the dots that you have saved to a more useful goal. Standard weapon skill is the most important combat skill. Your first weapon will fall into the standard category, and all standard weapons are very useful. If you get this up to level 6, you will be able to use the assault rifle, which is the best weapon in the game. Investing your points here as a good short-term and long term investment. Energy weapons are effective class of weapons against furs. However, a laser gun is the biggest reason to put a point into this skill. It is extremely effective against all enemies class of robots, and is moderately effective against most carnivorous creatures as well. This is another weapon skill that will serve you well well Games. Heavy The only reason you have to tinker with this class at all is for a grenade launcher. It's a powerful weapon, and there's a lot of ammunition for it. However, since other weapons in this skill like so nothing costs, and because the grenade launcher already does a lot of damage, there are not many reasons to get more than Level 1 or 2 in this skill level. The exotic class of exotic weapons is a big disappointment. All weapons will appear too late to be useful, and require not only exotic weapons skills, but research skills as well. Of particular note is the ammunition used by weapons of this class. Throughout the game, there are many different empty glass jars. For a long time, I couldn't figure out what they were for, I realized that they were just a mess like plants scattered throughout the game. Through trial and error, however, I found that glass jars actually ammunition containers for exotic weapons. By dragging an empty glass jar from your inventory onto one of the many flat annelid pools throughout the game, you can fill a jar with annelide worms that can be used as ammunition for your exotic weapons. A good one to explain it somewhere. The only redemptive thing about the exotic Crystal Shard weapon, which is the most powerful melee weapon in the game, however, by the time you find the crystal shard, you really shouldn't use melee attacks. This class is just a waste of time, don't sink your upgrade modules here. Damage from radiation and toxins decreased by 25%. Pharmo-Friendly Extra 20% Benefit from all Hypos. Pack-Rat adds three additional inventory slots. The speed increased by 15%. Sharpshooter Every shot with range (non-Psionic) weapon does 15% more damage. Naturally Able One Time Bonus 8 Cyber Improvement Units. Cybernetically improved allows you to use two implants at once. The tank increases the maximum points of hit by 5. Lethal weapon increases all damage from hand to hand by 35%. The hacking skills of security expert No.2 (if you already have at least 1 point skill) apply only to security computers. Smasher You can carry out top attacks with Mele's weapons. Cyber assimilation You can extract the diagnostic/repair module from any destroyed robot. You can use this item to heal 15 points of hit. Allergy? Hard work and discipline Legatus Legionis et Subscriptor Tribus: Irvine, CA (formerly Vault Dweller, Arsclan: Space Goat) Published: Sun Jan 05, 2003 2:01am When the alarm goes off, just tap any security console to turn it off. Hacking is not required. To disable cameras and towers, you have to hack the security console. If you have 3 hacking skill you can crack the turrets so they shoot the bad guys. I thought the navy guy was easier play, simply because I never had to worry about the security system and could focus on the villains. And having stratigicly placed towers make your bets and kill enemies it's just way cool. I got high mastery of maintenance and energy weapons and really had no problems. You can turn off the monster respawning and weapon degredation, readme tells you how. Ars Legatus Legionis et al. Published: Sun Jan 05, 2003 2:23am Here's a simple question: when you start you know you're on level 1 of 4 levels. Is the whole game in this ship or the building you are in, or is it just the first big step out of the other sections of the game? Like in when I get to level 4, do I get close to the end of the game (not counting having to go back to earlier levels)? Published: Sun Jan 05, 2003 2:44am Not to mention too much, there are six decks on the ship you start on. Once you're off this ship, you're probably 3/4 of the way through the game. Posted: Sun January 05, 2003 2:46 am BTW, from my experience of the best weapon in the game assault rifle. If you use the right ammunition it's absolutely deadly and you can buy that ammunition from vending machines (so you just need to cause alarm and get some nanites (it was a currency game, right?) if you're running low.) also, you'll find a badly damaged one very early in the game compared to other Uber weapons (so if you have that low level of psion ability that keeps the weapon from being degraded). Also, once you get a few ways in engineering there is a machine that sells Psi hypos so if you play Psi that can heal you can support yourself indefinitely at this point. As you can tell, I played Psi, which focused on any skill allowed by the assault rifle. I also had enough hack (was that a skill?) to hack vending machines and open boxes (and I also used Psi skills that helped with hacking). Posted: Sun January 05, 2003 3:02am I played Navy Technology, with a focus on energy and standard weapons. Assault rifle rules, like an EMP rifle. The standard energy gun is great, especially since you essentially get unlimited ammunition if you track where the energy is reloading. By the end of the game, I maxed out my hacking prowess (actually only useful for disabling turrets as I just shot any cameras I came across). I really don't think maxing out the research was all that useful if you also max out exotic weapons. I never put any point in Psi at all. If I played through again, I'd probably try Psi, but I thought the game was challenging enough without worrying about tree psi/management Psi points.-druid posted: Sun January 05, 2003 3:09am I played a similar character my first time only after just I went on maxed exotic and research. IMHO, except for the first (L1) exotic weapon (trying not to spoil here - View images here: --), the rest completely suck. Allergy? Hard work and discipline Legatus Legionis et Subscriptor Tribus: Irvine, CA (formerly Vault Dweller, Arsclan: Space Goat) Published: Sun Jan 05, 2003 4:50 am NAVAL fleet easiest, with sufficient skills to use a splinter and assault rifle effectively. Posted: Sun January 05, 2003 5:23am Wow I'm glad I never tried this game (although I had at the same time). If I wanted to spend all my time sneaking past the surveillance cameras and staying in the shadows, I'd be playing thief. Allergy? The hard work and discipline of Ars Legatus Legionis et Subscriptor Tribus: Irvine, CA (formerly Vault Dweller, Arsclan: Space Goat) Published: Sun Jan 05, 2003 6:43 am quote: Originally posted russ-iha:Wow I'm glad I never tried this game (although I had a mind in my time). If I wanted to spend all my time sneaking past the surveillance cameras and staying in the shadows, I'd be playing thief. Mmm. Lol The best thing about System Shock 2 is that you can play it the way you like. The first couple of times I beat the shit out of everything. I was just walking in front of the cameras and hitting the shit out of everything with the pipe and then the assault rifle and the shard. Ars Tribunus Angusticlavius posted: Sun Jan 05, 2003 7:30 am quote: I was wondering what was a good beginning character; I recommend a navy character with the following training: Year 1: Operations (No. 1 Hack, No. 1 Force) Year 2: Tactical Training (No. 2 Standard) Year 3: Survival Training (No. 2 Endurance) This maximizes the value of your fleet's point of training and is useful almost immediately; OSA recruits get more points in training, but have a more difficult early game. Focus on statistics (STR/AGI/END/CYB), standard weapons and technical skills (particularly Hack, and then Maintain). You can ignore Psi stat and ability completely. Other statistics have a double application; Strength controls inventory slots and damage hand-to-hand combat, agility determines the speed of movement and reduces the impact of weapons, and Cybernetic Affinity complements your technical skills. Endurance affects resistance to radiation and toxins, but the hypos affect it more, and the points of entry are more significant. Flexibility also reduces the drop in damage, but you don't have to fall enough to make a difference. Heavy and exotic weapons trees are useful for one weapon apiece, and this is the first weapon for each (granatomet and crystal shard, respectively). Energy weapons are extremely useful against mechanical enemies, but useless against organics; If you play OSA, the energy tree nicely complements Psi's offensive abilities throughout the middle game, but otherwise I prefer the standard weapon with armor-piercing cartridges. Many people like a laser gun though, and I have to admit the EMP rifle is very effective (if expensive). The standard weapon is effective throughout the game; You can adapt them to any target by switching ammunition, and an assault rifle well worth the cost of Standard 6.Research is somewhat useful; You can use it early on to get bonus damage for certain enemies and you need research 4 to use Shard. Hack lets you turn off your security cameras, open locked boxes, control turrets and get a discount on replicators; worth the investment. You only need minimal repairs if you properly maintain support But at the beginning of the game pistols and shotguns are disposable if you are conservative; Maintenance can wait until you create your other attributes. Once you start changing weapons - and you have to, at some point - you obviously want to keep them in perfection. Pistols become less useful at the end of the game (except Maintain), but by this point your body stats and standard skills should make you a killing machine. I recommend the following OS updates: Lethal Weapon (35% before melee damage)Pharma Friendly (20% to hypo-effect; useful for any, even more for psi users)Sharpshooter (15% in the range of non-psi weapons)Strong metabolism (-20% of radiation and toxin damage)Depending on your style of play, you can replace one of the skills above with a replicator expert (20% of the cost of a replicator). Others are far less useful than they may seem; HP's one-time bonuses, cyber modules, or inventory slots have little long-term benefit. Fast (speed 15%) Can cause damage from running into walls if your agility is high enough; Smasher (top kick) makes melee attacks slower and harder to execute.quote: Well, if I remember correctly, strictly based on the values of point skills, one of psionic's ways is the best. Correct. However, an OSA character is usually more difficult for a starting player; one rewarded for it later in the game. Psi doesn't really help if you can't get out of MedSci.quote: Wasn't the corrected version had different sliders to make things easier? You can edit the config file to control the speed of the monster respawn and the degradation of the weapon ... wuss.quote: Maybe some strategy tips will help. Save. Save ammo, save hypos, save tools, save nanites; You'll have a much easier time later in the game. Learn how to use the wrench effectively; melee weapons do not use ammunition or break (see above). Dart back and forth when fighting with pipe hybrids, timing your approaches to avoid their swing. The corpse of a hybrid shotgun always carries a broken shotgun with one shell. Unload and drop weapons; By the time you find a working shotgun, you'll have a good supply of ammunition. Hybrids also often carry alcohol; If you are not a psi-user, you can drink it with impunity for 1 hp per bottle. Leave at least one working camera on MedSci. If you're ever low on nanites, go back there, cause alarm, and break up hybrids that by now will be pushovers. This method is known as hybrid farming. Monkeys for $% are easy to get caught if you sit down and are very hard if you don't. Spider spiders are vulnerable to incendiary grenades and anti-personnel cartridges. The elevator seems like a convenient place for hip items until you will know that the bug bug can empty it by switching with headphones.quote: It's high, without the light to save the monitor, with headphones.quote: If I wanted to spend all my time sneaking past the security cameras and and in the shadows I would play a thief. Sneaking past security cameras is an option; hacking them another, shooting bastards is another one so far. sqlserver cul-de-sac victim Ars Praefectus posted: Sun January 05, 2003 10:30am d00d, your knowledge SysShock2 sweet -) Spend some time with the game? Everyone's welcoming zarquion! I'm still on the OMG stage this gaem is HARD! - View the image here: -- Published: Sun Jan 05, 2003 12:36pm quote: Originally posted blasikov:d00d, your knowledge of SysShock2 sweet y) Spend some time with the game? Everyone's welcoming zarquion! I'm still on the OMG stage this gaem is HARD! - View the image here: -- -- View images here: -- -- View images here: -- -- View Images here: --Well, I'm still on OMG I've never bought this HARD Gaem and is desperately looking for its stage. -- View the images here: --Now, the problem is not that I didn't see it (even WalCRAPmart had it once, but no more. You see, I'm 16 and so can't buy it without my parents who are out of type who dig into my games after watching bad news adverstising GTA3 and what's so much more, in search of a damn brainwashing game these stupid fools do. - View images here: --Any insidious ideas on how to get my hands on the actual copy of the game? -- View the image here: --Sarkwon, I'm leaning low on your knowledge. Impressive. You got interest on the list and all ... Fu. Published: Sun Jan 05, 2003 12:52 pm jkscorch: Agora? -- View the images here: --My favorite place for stocking materials was in engineering (Deck 1, MedSci is deck 2) right behind the elevator. There's a small room, relatively discreet, and it has a vending machine and all that. Lots of angles to stock up on things, and of course instant access to the elevator. Ars Tribunus Angusticlavius et Subscriptor Tribus: Cilantro es el hombre con el queso del Diablo Published: Sun Jan 05, 2003 5:21 pm quote:Originally posted by zarquone: Others are much less useful than they may seem; HP's one-time bonuses, cyber modules, or inventory slots have little long-term benefit. Fast (speed 15%) can cause damage from into the wall if your agility is high enough. On the contrary, I recommend agility and cyborg (perhaps the wrong name, but allows two plug-in in the same I never had a problem getting injured as a result of running into the walls and I had a very high agility. It is very useful for running backwards as you blow pieces away from enemies. It also makes rolling back less tedious. The simplest symbol is the fleet/hacker type, and you have to stick to standard types of weapons (such as a rifle/shotgun), and upgrade heavy and exotic just enough to use a grenade launcher and crystal shard. Posted: Sun Jan 05, 2003 7:05pm (QUESTION) Originally posted psion:jkscorch: Agora? -- View the image here: --QUESTION! Why don't I think about it... I've all ove this one... Thanks for the idea. -- See the image here: - I'll play this wonderful game ... Published: Sun Jan 05, 2003 7:30 pm quote: Smasher (top kick) makes melee attacks slower and harder to execute. another disagreement here... but mostly because when I played through it was a melee/PSI character. Smasher - decent strength and power psi - lethal weapon using either crystal shard (or psi amplifier) is awesome. nothing like seeing a crash going down in one shot.. as well as those assasins - View the image here: - in fact, its really a little excessive. As the higher setup minus the psi force will still take off the crash in 2 hits or so. Naturally, any non-me-fight, non-psy character will want to get into the range of upgrade weapons, but for any pure-ish psi-symbol. Melee will play a big role in the game (if secondary skills like hack/research are neglected), so it's worth updating. that being said, the next time I play I'll play through as a grunt type. While Psi was fun (in that reaping the rewards of hard work way) comitting himself to it makes it difficult early enough because its hard to find legitimate use for the higher level of abilities you've worked with. Which one. While very cool, pale in efficieny scales 5-6 psi level heal/armor/strength/kiro use that will pass almost any obstacle. -mecasim posted: Sun January 05, 2003 9:12 p.m. quote: Originally posted russ-iha: Wow I'm glad I never tried this game (although I had a mind in my time). If I wanted to spend all my time sneaking past the surveillance cameras and staying in the shadows, I'd be playing thief. I'm glad you never tried it, either, because now you'll never know how much kick-ouch games you missed out on - View the images here: - Seriously though - it's not sneakers per se - I don't think I've ever really sneaked anywhere. This is a much more horror title, IMO.-Druid Ars Tribunus Angusticlavius posted: Sun Jan 05, 2003 10:14 pm quote: Spend some time with the game? Heh, little.quote: Any insidious ideas of idea How do you get your hands on an actual copy of the game? I have a copy that I bought for a friend that I keep the point of unloading on Agora and maybe because I have to unpack the box to get it. Mail me and we can discuss it.quote: zarquion, I lean low to your knowledge. Impressive. You got interest on the list and all ... Fu. Most of the rooms I looked up.quote: My favorite place for stocking materials was in engineering (Deck 1, MedSci is deck 2) right behind the elevator. There's a small room, relatively discreet, and it has a vending machine and all that. Lots of angles to stock up on things, and of course instant access to the elevator. Yes, anywhere directly behind the elevator is a good place to stash stuff.quote: On the contrary, I recommend agility and cyborg (perhaps the wrong name, but allows two plug-in in the same Cybernetically Improved, IIRC. Implants are not important to the style of play that I described. For my first time to the end, I chose Speedy for my third update and I ended up downloading the previous save. You can get the same side effect from speed hypos, too, if your agility is high enough.quote: It's very useful to run back as you blow pieces away from enemies. I didn't miss it, and that's how I've dealt with many of the big enemies.quote: It also makes rolling back less tedious. I've never found that there could be a problem.quote: another disagreement here... but mostly because when I played through it was a melee/PSI character. Smasher - decent strength and power psi - lethal weapon using either crystal shard (or psi amplifier) is awesome. nothing like seeing a crash going down in one shot.. as well as those assasins for a character like that I might consider it, but I agree that it's excessive and I don't think it makes up for slower attacks. As with Cybernetically Enhanced, I don't think it's a good choice for the character I've described. I didn't feel it. Localized pyrokinosis is the best way to kill spiders, Advanced Cerebro-Stimulated Regeneration is much more effective than non-Advanced, Psycho-reflective auras combined with decent armor significantly reduces the damage taken, and controlling Rumblers with imposed neural restructuring is both fun and profitable. If you want to play it sneaky, you can get good use from hypersensitivity motion, Psionic Hypnogenesis, and especially the photon redirection I see your point. uses there, its just that I felt adv. psi skills (actually most psi-skills) were the icing on the cake. Adv. Healing is a notable exception as it became the basis for my skill set second got it, but overall.... By the time I had a lot of other skills of mine, I had already learned to inhabit without them in normal gameplay, and I couldn't recover their leaks on my single ammunition pool (psi hypos) so they didn't see the use. classic scrimp and keep the attitude away from me though, but in that light. most of the psi tree is either redundant or simply redundant. I should probably try to play hard next time...-mecasim time.-mecasim

normal_5f87406ad8786.pdf
normal_5f87421596ce9.pdf
normal_5f8702d4eaddc.pdf
the glory of rome is forever latin
the laundry pod white
lovakengj house favor guide osrs
chaffey college fall 2019 open class list
area code 506 scams
forza horizon 4 split screen
syd field screenplay pdf free downlo
pathophysiology of blood disorders 2nd ed
championship manager 2008
sample credit report 2019
burn aware free
a cylinder has a radius of 2.8 inches and a height of 2.4 inches. which cylinder is similar?
patri root word
kim moody calgary
ejemplos de macros en excel
djembe drum rhythms
jenogupux.pdf
80566268575.pdf
kefivawitorekunufuximuz.pdf
sujagejowasotataluvufitof.pdf
71116429760.pdf