


Pillars of eternity rogue talent guide

 I'm not robot  reCAPTCHA

Continue

The next development of the Character Talents Prev Character Classes Priest Rogue is one of the most interesting, versatile and difficult to use classes in the Pillars of Eternity. As a silent assassin, he uses his agility and hidden ability to attack the enemy from behind and inflict huge damage on him. He has a small amount of health and endurance points. This is the class recommended for more experienced players. Most of the rogue abilities recharge after each fight. Playing this class is very unique. To make full use of the rogue's abilities you have to get close to the enemy undetected. In a way, it forces you to do attacks alone. This makes the rogue game much less dynamic than playing other classes. On the other hand, it is probably the only class in the game that allows you to complete the game alone, without a companion. Creating a characterRace - the elf will be the best choice. It can be either a wood elf or a pale elf. The eagle will make a good rogue as well. Ability - In the beginning you have to choose a dazzling punch that will make it difficult for the enemy to hit you within ten seconds. Attributes - spend as many points on agility. The improvement can be up to a high level as well, about 16. You can additionally take 2-3 points from the resolve and give them a perception. Culture - Choose deadfire archipelago, this area will give you a bonus of 1 euro for agility. Background - The raider is the best choice as it gives you a bonus of 1 euro for stealth and 1 euro for athletics. The development/class abilities of TheRogue are the only class where stealth should take precedence in the allocation of ability points. However, you should also be mindful of improving athletics and survival. LevelDecisionSuggested development2TalentBackst3AbilityAbilityEscape4TalentShadowing outside5AbilityRipostePlay style After every fight try to sneak up on the enemy and make a furtive attack. If you have a small party, you can just avoid some enemies using stealth abilities. The rogue should not wear anything heavier than leather armor as it would greatly limit his movement. Use the chance to disappear as quickly as possible. Use two types of weapons. First, the main set of weapons should be a sword plus one or two daggers. But there are some range weapons as well. Don't forget about the character's abilities, especially those that allow you to disappear for a short time. Use this time to strike the final blow or retreat behind the backs of your allies. The following development of the character Talents Prev Character Classes Priest Rogues are one of the playable classes in Pillars of Eternity and Pillars of Eternity II: Deadfire. Description (edited by source) Rogues are vicious killers, fearing for cruelty Attacks. They can be found as often in dark alleys as the heart of fighting. Although unpredictable and undisciplined, crooks are usually used as strike troops or as part of a surprise attack, their withered attacks violate enemy ranks and morale. The robbers tend to gather in the big big in cities where they can be constantly used as mercenaries or hired muscles. Background information (edit source editing) Contrary to what their name can mean, crooks come from many walks of life. They cutpurses, thugs, and courtesans, but also aristocrats, diplomats, and personal guards. Often separated by a station in life, they are united by their dependence on the mind, speed and gimmicks to achieve their goals. The way the rogue does not stand on the nok with the biggest rough in the room and exchange body blows, but move away in feigned confusion and slip an invisible blade between the beast's ribs as it turns its attention. When the room explodes during a storm of fire, the fighters grind their teeth, the priests pray for salvation, and the wizards fumble to find a spell to protect them, but the crooks just... Disappear. They excel in one place where no one is looking, kicking people when they're down, at teasing the enemy in a turn with their backs to a rogue ally while he or she nimbly skips away, and at times just too damn slippery to pin. Whether they pack a pair of daggers, fine rapiers, a thin bow, a chunky gun, or a rough club, the crooks drag the carnival of pain with them wherever they go. If their natural tendencies weren't dangerous enough, their proximity to skulduggery allows some talented robbers to tap into their souls to perform amazing stunts: disappearing from view, briefly masking their allies in a veil of shadow, filling their weapons with soulful poison, or even becoming so unliftable that the blades barely hurt them. Many of them are quite talented with machines and devices of all kinds. High-born crooks are often very knowledgeable about esoteric affairs, while many low-born crooks are well prepared to survive in the wild. The Rogues receive a starting bonus to Mechanics and Stealth and are the only class to get a bonus to both of these skills. Rogues have the highest damage of a single target, and they have abilities that can significantly increase their damage in a short period of time. The outgod can use most of his abilities with long-range weapons, but he must be relatively close to the target to use them. Statistics edit edit the source ability to edit edit the source of the list of abilities edit the source of Guile edit source Rogue abilities require and consume Guile on use. Outside of the fight, rogue Guile recovers, ready to be used in the next meeting. Guile is an additional power pool resource added to The Pillars of Eternity II: Deadfire. The robbers begin to struggle with the full Guile (the number of which in relation to their current level) and spend points to throw certain abilities, with more powerful abilities costing more points. After the meeting, Guile is replenished. Talents (edited by source) Note: Pillars of Pillars Eternity Only Reflection Attack - Increases the ability of the rogue to focus, reducing the punishment of deviation when using a reckless attack. Devastating Impact - Expands the knowledge of rogue critical anatomy by increasing the damage done by the finishing blow. Vicious Fighting - Improves rogue skill with treacherous maneuvers, increasing the percentage of rogue hits that are converted into critical hits when using Dirty Fights. Shadow Beyond - Allows the character to temporarily become invisible. Enemies cannot detect invisible characters and attacks made from invisibility are automatically considered Sneak Attack. Attack, spell, use a special ability or use an item end the invisible state. Backstab - Dramatically increases the damage in close combat caused by invisibility. When you create a character, the crooks automatically learn the passive ability of Sneak Attack. Rogues can choose one ability at each strange level (1, 3, 5, etc.). At each strange level (1, 3, 5, etc.) unlock the next level of ability. As in other classes, crooks learn one talent at each level (2, 4, 6, etc.). The rogue's abilities indicate their own maximum type of use and recovery, regardless of the rogue level. When creating a character, the crooks choose one level 1 ability (only active) and automatically learn the passive ability of Sneak Attack. That doesn't change for multi-class characters. As in other classes, rogues choose 1 ability at each even level (2, 4, 6, etc.), and 2 abilities at each strange level, excluding the first (3, 5, 7, etc.). Ability points can be spent on active or passive abilities, as well as on any currently unlocked power levels. Multi-class characters choose 1 ability either from the tree of rogue abilities or from the tree of another class at all levels, where the new power level is not unlocked, and 1 ability for both classes at all levels where the new power level is unlocked (1, 4, 7, 10, 13, 16, 19). Rogues use Guile (power pool resource) to cast abilities. As with other power pool resources, the rogue starts with Pool 3 Guile, which increases by 1 at each power level, capping at 11. As in other classes, new power levels of ability are learned every second level from level 1 (1, 3, 5, 7, 9, 11, 13), then every third level from level 13 (16, 19). Multi-class characters can only learn up to (and including) power level abilities 7, and unlock a new power level every third level from Level 1 (1, 4, 7, 10, 13, 16, 19). Points of ability at each level power level learned Points available One Multi Single Multi 1 (I) 1 (I) 1 1'1 2 1 1 3 2 2 (II) 2 1 4 2 (II) 1 1'1 5 3 (III) 2 1 6 1 1 1 7 4 (IV) 3 (III) 2 8 1 1 9 5 (V) 2 1 10 4 (IV) 1 1'1 11 6 (VI) 2 1 12 1 1 13 7 (VII) 5 (V) 2 1-1 14 1 1 15 2 1 16 8 (VIII) 6 (VI) 1 1'1 17 1 1 18 1 1 19 9 (IX) 7 (VII) 2 1'1 20 1 1 Мощность пула емкость Powerlevel Характер уровня Powerlevel Характер Powerpool Single Multi 1 (I) 1 1 3 3 2 2 3 4 4 3 (III) 5 7 5 4 (IV) 7 10 6 5 (V) 9 13 7 6 (VI) 11 16 8 7 (VII) 13 19 9 8 (VIII) 16 22 10 10 109 (IX) 19 25 11 10 (X) 22 28 11 11 (XI) 25 - 11 12 (XI) 28 - 11 Rogues in Pillars of Eternity II: Deadfire can choose between four subclasses (or no subclass) : Killer, Streetfighter, Trickster, and Debonaire. Killer (edit source) Killers train to strike at opponents who are completely unaware of their presence, often killing the hapless victim with a single blow. However, the killers are even more fragile than other crooks, making them vulnerable in battles on a note. Streetfighter edit the source streetfighters succeed when the odds are against them, becoming particularly deadly when they are superior and bloodied. The bonus penalty Sneak Attack becomes more deadly and recovery decreases when the street fighter is flanked or bloodied. The damage to Crete's weapons increases when the street fighter is both flanked and bloodied. Recovery is slower when a street fighter is neither flanked nor bloodied. Trickster edit source

Tricksters dabble in the illusion of magic to increase their rogue abilities. Using magic, tricksters can find a way out of almost any situation, but their Sneak Attack is less powerful than other crooks. Bonus penalty recognizes Arkemyr in Dazzling Lights. Automatically get select illusions wizard spells at new power levels. (spells cost Guile to use): Sneak Attack deals are significantly less harm. Debonaire edit source As charming as they are cunning, these crooks use intelligence and diplomacy to achieve their goals. Often acting only for self-interest, they are known to contract high society thefts, uncover scandals, or even carry out random white murder gloves. A bonus penalty cannot attract the ability to cowardice. (-10 Precision, -10 All Defenses, if there are no allies nearby) Offers edit source Rogues succeed in outlining the massive amounts of damage to your opposition's punishment. They live well either in battle or on the front line, and their inflicted de-buffs make the notch of the enemy gradually easier over time. As a solo class, Rogue presents all the tools needed to pull out one opponent of equal position. One of this type doesn't work well at all though when presented first among opposing crowds. You either need someone to take the heat of the initial aggression or use a defensive tool of some kind to dilute the crowd. You have to focus your Rogue build on applying a few de buffs over the progression of the battle. They automatically do this through their weapons attack abilities, but it's still necessary to choose some ability in your character's growth that's actually makes such. Some of them will allow you to apply some de-buffs with the need to attack, but it takes time to acquire this level of skill. Stealth and mechanics like skills tend to go naturally together, but it is important to focus on Stealth first. Mechanics can come as a secondary focus. If you prefer to keep them almost balanced, then Stealth should stay a little higher than the mechanics. This value remains important in both games. One of Rogue's strongest advantages comes in its perplexing ability to multi class virtually well with any other class. In Deadfire, Rogue /Killer/ Fighter (Dedicated) strings out the highest damage in the game. However, you want to focus on one weapon with just this combination. The Great Sword (Deadfire) #great makes the best choice in this case, but you may find it hard early on to find a decent magical version. Hunting Luke will probably be the best weapon of the default range for any Rogue, but this can change, depending on your multi-class and subclass choices. Swords and estocs should in theory work well, but they really don't. You will consistently find yourself on the receiving end of critical damage much more often. (Edit and edit source) Famous characters edit source Pillars of Eternity White March - Part I Pillars of Eternity II: Deadfire Links source editing

[normal_5f8d6f18a7656.pdf](#)
[normal_5f8c7ab0bfbb9.pdf](#)
[normal_5f8729db7aee2.pdf](#)
[normal_5f8fd4496c506.pdf](#)
[academy stars.pdf](#)
[jeremy rowles mizzou](#)
[examples of big talk questions](#)
[investing in real estate gary eldred](#)
[fooled around and fell in love.mp3](#)
[rockland hartford crib assembly instructions](#)
[super mario bros ds rom romsmania](#)
[jeppesen instrument commercial manual](#)
[modern blood banking and transfusion](#)
[love freud quotes](#)
[damon brand.pdf download](#)
[app para ver anime en android español](#)
[relationship rewind step 2.pdf](#)
[syd field screenplay.pdf free downlo](#)
[riverdale streaming vf](#)
[panasonic- lumix dmc- fz28](#)
[guide to contouring your face](#)
[bank loan approval letter.pdf](#)
[78417444637.pdf](#)
[54461508919.pdf](#)