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Kotor best build for carth

This page contains detailed information about feats that are worth investing in. If the feat is not mentioned, it is generally not optimal. For more detailed reading, see strategywiki's article on feats. Feats are earned based on class levels. Soldier 20 gains 18 feats (Carth, Canderous). Other classes gain a total of 7-11. Scout 2/Guardian 18 scores 11 feats. Scout 2/Consular 18 gains 9 feats. Scout 2 gains Flurry and Implant 1 for free, which is why it is generally the optimal choice. For combat characters: fight with two weapons/duels > focus on weapons > stamina > weapon specialization > implant > others. For utility marks (Mission/T3-M4): note = empathy = gear head > strength > others. Priorities for characters with two or double blades. Do not use a double or double weapon without it. If a party member is already invested in this feat, continue down the line. It does not work on two-handed weapons, such as blaster rifles. Increases skills. Take only on non-battle- focused teammates (Mission, T3-M4). It allows you to use the implant object slot, providing versatility and various bonuses. Always max out on the main character. The first level is free for scouts at level 1. Max on Carth and Canderous, skip on others. Zaalbar gets it for free. Provides an additional attack when used (when hit, you'll see an additional amount of damage over the enemy's head). Regular flurry/rapid shot (not upgraded) are effective throughout the game, including against the ultimate boss, and are free for scouts at level 1. Lowers attack and defense during use, but this is mostly irrelevant. Improved and major versions reduce penalties and nothing else. Damage performance is comparable to flurry/rapid shot. It does not lower the defense when used. When they level the party members, just go with any ability they already have. Preference for power attack/blast for tanky party members who rely on high defense (Carth, Canderous, HK-47), flurry/quick shot for everyone else. Flat +1 to hit the selected weapon. Capture this after a fight with two weapons/duel. Flat +2 damage with selected weapon requires focus on weapons. Soldier and guardian only. Grip if available, but prioritize +hit feats first. The first level gives 1 hit point per level, up to 20 at max level. It is better to raise at later levels, where possible. The bonus shall have retroactive effect. The second level reduces all damage taken by 2. If you hit a turn 5 times, it is 10 damage reduced. If you can only take 2 strength, not 3, it's still worth it. The third level gives another 1 hit point per level, a total of 40 at the max level. Take it on all members who will see the fight, but priority +hit (two combat weapons/duels and focus weapons) first. A bonus to hit and defend while wielding one weapon. Preferred for builds with lower health (main consular hero, Jolee, Mission). If a party member is already invested in this feat, continue down the line. Duel has no effect on two-handed two-handed weapons such as blaster rifles. Guide for companions, the highest level of difficulty & min-max approach AmJii Only what the title says, a guide that focuses on making the most of your companions. When tested at the highest difficulty level to assess their profitability, keep in mind that companion preferences may vary depending on your computer's build. Subject Author: Ranking Of All KOOR 1 Companions (Read 1514 times) 0 Members and 1 Guest watch this topic. I'm looking at optimizing my boy Carth and I wanted to run some ideas through you guys. In the end I would like to do it for all the characters, either Jolee or Juhani next. So here's my plan: Attributes 1 INT 3 DEX Skills Demolitions Treat Injury Must-have Exploits (we assume maxed out for everyone) 2h Fighting Blaster Spec Conditioning Implants Rapid Shot Weapons Karath's S ith Assassin Cas Heavy Armor Calo Nord's Gloves Karakan Gauntlets Waist Adrenaline Stimulator Head Combat Sensor Implant Advanced Alacrity Thanes for any feedback and yelling if you want to know why I chose something. Something.

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