

## Best kotor build

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uses all the fun dark side powers. The light part is the most optimal way to build a consular, while the dark side builds will be much less effective. The Guardian build is a power-based body-to-body fighter with buffs. It works for either the light side or the dark side, but the dark side is the optimal choice. Both builds will trivialize the ultimate boss. The construction pages are oriented towards being as short as possible. If you want to learn more about and why, please refer to useful information and useful resources sections of this site or contact me with questions. I'm a 30-year-something who played the original game on XBox back in 2003. I happen to have a lot of experience with d20 table games, which kotor generation characters themselves On. If you want to understand more about the mechanics that kotor is based on, I'm happy to answer the guestions. I'm open to any and all comments, criticism, Knights of the Old Republic character (Kotor). I've seen a lot of guides saving that my build is the best, or, this is the only way to beat solo if you use my build...... Bull. I have to admit I'm a power player, I have crunch numbers and I calculate things, so I know my character will handle it before I take it out. I really like games that use a system similar to that of a classic PnP (pen and paper) because i can calculate what the game is doing exactly! I can calculate what the game is doing exactly! I can calculate what the game is doing exactly! will do all the math for you so you can just choose what you want your character to do, and select statistics and abilities that allow that to happen. now on the guide, im not going to put that legal here, because if your petty enough to steal my work, first im flattered you would go through that much trouble, and secondly I didn't do this to be recongnised by the public as a kotor god, and plus halfway through 2010, when im writing this, the game is old, but I recently got it and saw some of the guides and was appuled to ammount by people who were contriding things in other guides. it's confusing to try and the game. Now the game is based on an engine that runs like a classic pnp game. So basically, behind the scenes the dice are thrown to see how much damage you do, if you hit the enemy, if you dodge, pretty much every action in the game. I'll explain it here. OK STATISTICS when you see the first attribute screen when you selected your class you were probably more than a little confused, am I right? no shame in that I was too. You probably didn't know what statistics meant. Well, first the things you have to learn about modifiers. These handy small numbers are next to the number you actually change and this is the number the game uses to add to the reels and put the stats into play. so modifiers are important, look at the chart below. State mod number 8 -1 9 -1 10 0 11 0 12 1 13 1 14 15 2 16 3 17 3 and so on ...... so the game calculates the mod not the actual number. its important to know this, as it can really optimize your character. but there is one thing that makes putting a state at 15 worthit, you will earn 5 more points to allocate up to the maximum level (20). so if you put your power at 15 you can reaches 20, which is a good thing. another note, always dump these points on a state for maximum benefit. so heres the rules don't put any state past 14, except one, and put that one to 15. apart from the fact that freedom is yours. Now on what each state means - str: basically helps melee damage and helps you hit enemies. - DEX: Value defense effects and your ability to avoid enemy attacks - con: Health mode effects you will earn at each level, guite simply, - INT: Add skill points you get to allocate, not too important, but should not be neglected - WIS: This effect how many force points aka hand you have for the powers of force, important! - CHA: Convincing skill effects and practically is just like wisdom, adds force points ..... idk either! that's where you got it. Defense Ok defense is pretty important, but does it work? its very complicated, but I'll try to explain it. Defense on this game is not classic deny damage as usual in games like this, its how hard your character is to hit, defense is based on the most dexterity so get this way up if you want a character that is harder to hit. subated sounds, but it is very vital! CRITICS Ah infamous critical blow! this game doesn't really explain how they are calculated, but that's where I came in right? ok basically every weapon has a critical range. the average is 19-20, which means that this means that if you roll a 19 or 20 will throw another dice, this could mean double damage or an extra 1 damage, all its random, so yes, crits should not be your bread and butter in this game (sorry rogues), but they should not be ignored by all means! A weapon with a good crit range can only give that extra push to finish a boss fight or kill that last enemy. Don't forget that. SALVEAZA ugh, this will be hard to explain, but here I go: - Fortitude will help you resist the special facts used against you, mostly physical facts would be fluror or critical strike. - will save the protection of power from force, would it be dizziness or fear - reflex protects from projectiles would be grenades and bullets blaster now where no numbers. in the scheme of things a save of 3 is average and nothing above is good. So you don't have it. blah blah, now on fun stuff! /------/ ok here is where the game starts, scared and alone and they tell you to choose a class? now I bet 75% of the people have chosen the soldier for their first character, which is fine, but I will give you about all three classes. ----- SOLDIER ----- basic grunt, I like soldiers for a few reasons, one is that they tend to have the greatest vitality and another reason is that they do the early part of the game, (Taris). soldiers get a lot of facts that make them very powerful in the combat department, but Get no very good bonus class feats and you might as well give up the class department! but in this game soldiers have a distinct advantage over other classes, fighting is always an option. Sometimes hacking or picking a lock will make things easier, but if your very good at fighting you can handle the hard way 99.9% of the time. here are their bonus class feats: - Heavy competency: blaster pistols - gun proficiency: heavy weapons - weapon competency: melee weapons - power attack - power explosion ok now allow me to comment on each of these, for heavy armor competency, its really useless. You get more benefits from robes when you're a Jedi (more on that later). for your gun proficiencies, you really won't get any use from any weapons except melee, because once you become a Jedi you will be using a lightsaber, if you're not, then silly =). Power attack is ok I think, but the flurry is much better and I wouldn't waste filling that feat to master, it might help you on taris, but really taris is pretty much a tutorial in this massive game. So in the department of bonus class feats the soldier not stupid. but on the bright side you have very fast feat progression, so do not biggy! Now on the progression of feat soldiers, it is the fastest of the three, you will win a feat each level, except 17 and 19. that's really impressive, but in retrospect, you really should be at max level 8 when you become a Jedi, so you get 8 facts from being a soldier, that's a lot. Rock soldiers in progression feat! now for the fall of the soldier, its not that big of a deal, but it hurts non less. Your skills will suffer, you have some selections not so graceful as your class skills: - Demolitions - Awareness - Treat yuck injury! but in the big scheme of its things does that bad because the focus is knocking down enemies not hacking computers right? so focus on blowing stuff up (demolitions) and meding wounds (treat injury). Treat injury allows you to get more health out of the use of medpacks if you didn't already know that =) OVERVIEW: solid class, good for begginers, fun to play. Make taris less frustrating and it's good for those people who want a tank build. I love the soldier and ammount the facts you are fun to allocate. PROS: - health lotta - attack bonus is great - a lot of facts! CONS: - lack of skills - poor class feats - no bonus defense ----- SCOUT ----- your classic jack-of-all-character trades, they get average feat and progression Skill. they are well rounded when it comes to being able to blend in and match teammates. they have good class skills and get an ammount not so shabby of facts. they may not match the soldiers progression feat or progression skill of the ticaly, but they kind of are a hybrid the two. they have the best feats bonus class IMHO: - Medium Armor of competency - Weapon of competency gun blaster - weapon of proficiency gun blaster rifle - weapon proficiecy melee weapons - Flurry - Rapid Shot ok heres the breakdown on these facts, as far as the skill goes fit soldier once you become a Jedi because you will be wearing robes and using a laser sword They get the flurry, which is a wonderful feat and probably my favorite of three (critical strike, power attack, gust) and guick shot, which is useless once you become a Jedi. so they get better bonus class facts than your soldier. Now they also get bonus feats as you level as opposed to the soldier. here are those: Level 1: Implant Level 1: Implant Level 4: dodge weird 1, implant 2 Level 7: dodge weird 2 Level 8: Implant Level 3 this is where the scout really cash in. see if you've been planning on getting most of these on a pretty much better soldier going with a scout for many reasons. for one they can now almost match a progression soldiers feat because they just got 4 facts, you're probably going to get and have the weird dodge that ups your ability to dodge enemy attacks (imagine that!) and you can't get it unless you're a scout. so they are really a cool class to play class skills - computer use - demolitions - awareness - Repair - treat the damage have 2 important class skills, repair and computer use. Repair has a little neat side effect to it, if you have enough repairs, you can upgrade hk-47 and make it substantially stronger. this is important if you plan to use it in your party. I love their selection of class of skills OVERVIEW: well-rounded class with the ability to enter battle and use skills. has good feat progression, although not as customizable as a soldier, but if you're going to use her feats get free and like the sound of weird dodge, then you can't beat a scout when it comes to facts. Their skills are nifty and repair is always something I invest in so I can lug around HK-47 and have it really woop on people. Plus repairs gives you more opportunities to get XP by repairing droids. something valuable, if you ask me. Pros: - Class feats are fun, get good things for free! - have better skills than a soldier - adds versitility over a soldier or villain Cons: - are not specialized in a certain thing - not as effective combat as a soldier - not as skilled oriented as a villain ----- this is the class that Han Solo be. a masked little computer hacker, smuggler, security-breaking artist. These are rogues from the Kotor universe and I know you as rogues. They are interesting to play and add a challenge to the game not before seen by the other 2 classes. but is this weakness challenge? I don't think it's weakness, I don't see any class potentially build up as weak unless they really are horrible at making characters. These in the art of stealth and persuasion. they are the exact opposite of a soldier and have amazing progression of skill. Class feats, following: - the armor of light proficiency blaster gun - gun proficiency blaster rifle - weapon of competence melee - Scuperls luck - Sniper shot - strike critical ok bad luck adds bonus to your defensive ability to dodge attacks, useful when not adept at fighting, they basically fit a soldier when it comes to weapons and armor of competence because of robes and lightsabers. Sniper shot is a blaster feat, so huh.... kind of cool. Critical strike has uses with this class that I will explain here in a second, they also get a nifty little feat every other level known as the attack snuk. This has 10 levels of progression and is what makes the villain worthy of play. This allows you to do tons of damage on amazed enemies, or enemies who do not know the presence when hidden. This makes them really fun to play as you can sneak around and be all roquish while you burst into damage your enemies. The downside is if you ambush a lot of people, but just make sure your teammates are close to tracking. remember I said that the critical strike would have its uses with this class, here it is. If you manage to land a sneak attack on the sombody you are doing additional damage right? Well, what happens if you land a critical blow on them while you land a sneaky attack on them? o yes you guessed it, major damage to sometimes hit a smaller enemy and cripple a powerful opponent. This makes a bastard interesting and fun to play. and you thought these skill people were useless. speaking of mongers skill on class skills: Class Skills - Demolitions - Stealth - Awarness - Convince - Security have more very cool skills would be stealth and convince, stealth should be bread and butter with this class as you sneak attack your way to victory =). you should only focus if you don't plan on using the tricks of the Jedi mind. if so, it's kind of over doing the whole speechcraft thing. awarness should be raised a small ammount, so you can detect me. Try to dump a lot of points in stealth because you will need them to land the sneak attacks. OVERVIEW: I love the style of play in this class, is fresh and different from any of the other classes and allows you to do burst damage. in the gualification department is looking good, but the facts suffer unforty. but there are ways around that! PROS: - fun playstyle - massive damage burst - awesome Jedi classes. they will carry you through most of the so important to choose one that favors the style of play and one that can balance the class selection. - WARNING - im about to declaim: ok I saw some class building guide guys say hybrid characters are not as effective as the classes that follow their jedi co-responding (soldier-guardian, for example), ok i wont mention his username, but where did he get this information? this is 100% a load of shit! I actually will encourage you to make a hybrid because they are well rounded and mix up the gameplay from the selection class. Dont listen to people and follow their word, Hell don't even follow mine blindly, though im won't give you a great guide about all my template classes you can have, should you see that all these builds people do are opinionated that's why I directly shoot you facts and let you plan your own character. Ya Dig? ok im done being a troll. on Jedi classes! Note: all Jedi get convince sour as a class skill, so now it only costs one point to upgrade. Also, all Jedi get the skills of lightsaber and Jedi defense from get go. Plus you get a free feat that gives you 40 free force points =) ----- GUARDIAN ----these are the most prominent Jedi throughout the saga. examples are: Luke Skywalker, Darth Vader, Obi-One Kanobi, Count Dooku. They are Jedi that matches the soldier class, but that doesn't mean you have to choose the class of co-responding, some of the strongest characters are class hybrids and Jedi. - On level - 10 vitality points 4 points of force progressive facts: - Lvl 1: Jump of force - Lvl 6: Enhanced force jump these facts are nifty to have, force jump is very effective against enemies with blasters and Jedi defense only recenforces that protection. this also saves you some facts because now there is no need to spend 2 facts to max out the Jedi defense because you approach those enemies instantly. plus it allows you to have the first attack, good to be the aggressor when you are good at killin stuff = p! Guards also receive defense bonus, which is nice if you have previously had any or want to reeinforce your defensive capability. they have the average progression of power, which is good, but really all Jedi have average power progression, so that is not an advantage on the other 2. Overview: The Guardian is a good class and the force jump is so fun to have! you feel very Jedi like when you use it and help too. I love that they have defense bonuses and are perfect for the person who wants to take their fighting skills to the next level. - The stunt is fun! - Defense bonuses - a lot of health Cons: - force jump can get killed - power not as strong as they could be - low force points aka hand ----- SENTINEL ----- Not a prominent jedi class in the saga, you will see a yellow lightsaber on rare, rare occasion, is a Sentinel. they match the scout class and remain a kind of balanced between the battle and the powers of force - on level - 8 vitality points 6 points of force progressive facts: - Lvl 1: immunity force: Fear - Lvl 6: immunity force: stun - Lvl 12: immunity: paralyzing these facts are not as appealing to the eyes, but the offers of immunities will help a lot during the game, fear and dizziness are some of the favorites of the dark jedi and being paralyzed by other means in let me tell you assault. With implants you can make yourself immune to crits and you are the worst Jedi nightmare, their 8 vitality points end up being slightly less than a soldier, but the extra force points go along the way. It doesn't impress me much anywhere, but I don't disappoint. Overview: Sentinels are a solid class if you want to be a defensive god choose them. have immunities and can be transformed into paladin characters with the ability to throw and fight without mastering either of the two. Don't underestimate them. PROS: - immune to a lot of burdensome aflitions used by the Dark Jedi - Balanced CONS: - Immunities not fun to play with =( - not impressive in a field ----- the super strong Jedi in force are consular. Yoda and Palpatine are both consular. they wield laser swords with green blades, and can really balance a build between combat powers and force, if you do it correctly. - On level - 4 points of vitality 10 Points of force progressive facts: - Lvl 1: force focus force makes force powers much harder to resist, which is a good thing if you are going to be throwing powers around. Their 4 vitality points per level is summary, but you can really make it for it with buffs and heals that you will throw (or suck health from enemies \*bad grin\*), but as hard as the 4 points per level are for your health 10 force points per level for force points is epic! You can throw quite a lot as long as you want to at higher levels. they actually can be effective at fighting if you choose the right facts and class before becoming a Jedi. Overview: I think consular stoes are a really wonderful class, really all Jedi are =). but I love squeezing off powers force and feeling like a big yoda too is a good feeling, a good feeling, really! Pros: - a lot of strength - a lot of points of force Cons: - low vitality - no front line material / ------------- / ok this is a hot topic around all boards, to save levels or not to save levels. well it really is a matter of build doing. most of the time 5/15 is the way to go. 5/15 means you stop at level 5 before you become a Jedi, then you get more levels of being a Jedi and thus more powers of force. this has a number of problems, although for one, it makes much more taris two gets old seeing that little I over your picture in the corner of the on normal difficulty easily. command my planet for each was tatooine-koricean-kashyykke-mannaan ok before your fanboys go hate me I know they are not written right. ok good to take a look, note: I don't encourage you to use my builds unless that's what you've already been laid on, make your own i almost guarentee you, if you haven't done something really crazy you will do what you want to do. ----- 5/15 Scout/Consular ----- this guy was very effective. I know of several people who recommended this build, so I did my first playthrough with it. State distribution: Str- 14 + 2 Dex- 20 + 5 Con- 10 0 int- 10 0 wis- 15 +2 cha- 14 +2 10 Feats Jedi Defense 2 and 3 (1 is free) lightsaber competence IvI 2 (1 is free) duel 1-3 tenacity 1-3 implant IvI 3 (2 and 3 were free) 19 powers! force cure 1-2 force armor 1-3 force speed 1-3 force throw 1-3 paralyzing droid 1 paralyzing 1-3 throw lightsaber 1-2 force will 1-2 this build was amazing! I could use the speed master to make for my lack of combat skill and for the heavy armor battles force and bravery came in handy. Tenacity gave me that extra defense I needed to stay alive and duel allowed me to use 1 lightsaber with bonuses for my defense, so I again could stay alive longer. I threw my extra 5 points into the DEX, so I was harder to hit. In fact, I managed to be a force to be reconed with in hand-to-hand combat and I used the powers of force when I started to lose in hand-to-hand combat. when I wanted to break out the damage I could at will, the speed of the master is so amazing! should be taken on with each build. ----- 5/15 Sgundrel/Sentinel ----- know what your thinking, this build would be an epic failure, but it really was so effective at what it did that I think I could have soloed that playthrough. distribution state str- 14 + 2 dex- 20 + 5 con- 10 0 int- 12 + 1 wis-14 +2 cha- 14 +2 9 feats Jedi defense 2 (1 is free) lightsaber competency 2 (1 is free) dual combat weapon 1-3 tenacity 1-2 implant 1-2 16 powers heal 1-2 force speed 1-3 paralyzing 1-3 force throw 1-3 armor force 1-3 paralyzing 1-3 paralyzing 1 throw lightsaber 1 no impressive, but listen to me. I was immune to fear, dizziness and paralysis. I used a Level 2 implant to be immune to mind controls, I wore a belt to be immune to critical strikes (when I wasn't using my stealth generator). I had a +5 mod on my dexterity, so I dodged a lot. I had unlucky luck, so I dodged even more. We started each fight with a hidden attack, usually eliminating the elimination enemy, then I spammed any paralyzing power I had available at the time, then I went to the city on them with several stealth attacks because they were amazed. I could stun a droid and do the same. I could also give myself the force wave camera. I used a double-sided lightsfor max damage. I beat the last boss in literally 2 min. he was awesome. ----- 5/15 Scout/Guardian ----- pretty straight forward. I used the facts of the scout and basically soldier him once he became a Jedi, he was my dark side character, so I had a lot of fun with him state distribution str- 20 +5 dex- 14 +2 con- 14 +2 int- 10 0 wis- 14 +2 cha- 15 +2 12 Feats Flurry 2-3 (1 was free) Jedi defense 2 (1 was free) tenacity 1-3 conditioned 1-3 double weapon fighting 1-3 16 powers of health drain 1-3 Fear 1-3 Force lighting 1-3 force speed 1-3 force choke 1-3 throw lightsaber 1 you can tell what he is good at .... Bashing the peoples they face in! he could also fix the HK-47, which made me very happy =). I liked that he had the force jump, I liked it very much, although it got me in trouble sometimes. My offensive powers were amazing, I found myself using the storm force a lot and I pretty much spammed the speed master every fight towards the end of the game. seemed even overwhelmed at some points. I enjoyed having canderous and HK-47 with me, even though it seemed like I was tanking for them because all the enemies kind of ambushed me and left them pretty much alone. but that's where I got the feeling overwhelmed, they really couldn't kill me because dPS that my party was putting out was massive! /-------/ I hope you enjoy my guide, I took great care in writing because I did not want to put in any false information. My building state distribution might be a little off, but you'll see where my focus was. Don't be afraid to think inside the box, because so you saw some of my strange class combinations turned out unexpectedly godly =) enjoy the game! Remember its original stay making the game fun. Fun.

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