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## Kotor 2 guardian build

Welcome to the ultimate Guardian/Consular Guide for Star Wars: Knights of the Old Republic, written by/u/TangoSierraFan. This guide was inspired by My Potential Optimal Consular Building, posted on Reddit in April 2018 and has been viewed more than 23,000 times. Here's a link to the tutorial, but be warned that it contains spoilers. This site will be spoiler free next to the names of planets/locations and party members. I have received many private messages about the tutorial and will use this site to improve because the original is now locked and can be better organized. This Google site will serve as the most up-to-date version indefinitely. This guide details how to build and play the optimal Consular Jedi or Guardian, including passing all persuasive tests and maximizing HK-47 with repair skills, opening up all his story dialogues. Although HK-47 is not the most optimal member for combat, he is the most optimal person to enjoy the game. This tutorial assumes you are playing with Yavin DLC. Playing without it limits the choice of items in a huge way. Consular construction focuses on regional damage (Force Lightning) and buffs with moderate melee capabilities. It is a light-sided building that uses all the fun dark party powers. The light side is the most optimal way to build a consular, while building the dark side will be much less effective. Guardian Building is a power-based melee fighter with buffs. It works for either light or dark sides, but the dark side is the optimal choice. Both builders will trivialize the boss eventually. The built-in pages are aimed at being as short as possible. If you would like to know more about how and why, please see this website's Useful Information and Resources section or contact me with questions. I'm a 30-something old player who played the original game on Xbox back in 2003. I happen to have a lot of experience with d20 table games, which KotOR's character generation relies on. If you want to understand more about the mechanism on which KotOR is based, I am happy to answer the questions. I am open to any and all comments, criticism, and input. I am more than happy to answer questions. Please contact me via Reddit (u/TangoSierraFan), KOTOR II Guardian Guide (Originally by SirCerberus) By Thalios Jedi Guardian&gt; Jedi Weaponsmaster A one, a half page guide, for the Jedi Guardian ~ Jedi Weaponsmaster, originally by SirCerberus below is a link to the complete guide.all 36 pages. Heck of a read. Attack Powers and Forms Flurry, Critical Strike, or Power Attack? This question tends to be one that can be quite divisive. While each is strong, getting more than one of them is not realistic due to not being able to get some important skills, hurting your run in the process. Flurry: Flurry, Flurry, Maximum ranking, granting a single extra attack per turn has no drawbacks. Usually you can get 2 attacks per turn during dual use, so a third is a 50% increase in attacks. However, when using Master Force Speed (+2 Attacks per turn) and the final form, Juyo, (+1 Attack per turn) it only increases it from 5 to 6, increasing only 20% from the damage that other skills can bring. Important Attack: Critical attack reduces your defense for a round in trade for more opportunities to crit. At maximum rank, you have -5 defenses and an important x4 chance when using it. While -5 defense is numerous, HP's high build makes it easy to manage in trade for a large increase in losses. While I personally recommend this most, it is not necessary, as hit defense is quite big and makes the game much more risky. Power Attack: At maximum level, level +12 damage per attack that turns, each with -3 to hit. While the -3 can make a difference, it is not bad with a fully upgraded weapon. Using Force Speed and Juyo with dual-wielding weapons, this is all +60 damage per hit. It's also not a bad thing that you do acrobatic moves with each attack. Lightsaber FormsShii-Cho: Identify: +1 chance to hit, +3 defense against all targets except the one you are targeting. Useful for large groups and without drawbacks. All Jedi are proficient in this form. Makashi: Rivalry: +3 to fight off enemies using lightsabers, +3 damage, +2 to fight force power, and -5 blaster bolt deviations. Useful against force users like Sith or Jedi, but extremely ineffective against enemies that use blasters like Droids or most standard enemies. This form has been used by Count Dooku, and is why he was very effective against Jedi.Soresu: Resilience: +2 defensive compared to current target, +4 blaster bolt deflection, -1 chance to land an important hit. While effective in survival, lower critical opportunities can cut off Crit-based construction impedi hampers. This form was used by Obi-Wan Kenobi, and is why he was able to do things like deflect 20 lightsaber attacks a second from General Grievous.Ataru: Aggression: -2 Defense, +5 Defense vs Current Target, -4 Blaster Deflection, and +1 Crit Chance. While extremely effective against single targets, it easily allows large groups to overwhelm you with blaster fire. I tend to use this form until Juyo is unlocked. This form has been used by Anakin Skywalker, and is the reason his style is so strong and acrobatic. Shien: Perseverance: +2 chances to hit, -5 defensive against current target +2 Blaster Deflection, +1 Critical multiplier. This is best used against many enemies using blasters, but also grants better damage on crits. Galen Marek, also known as Starkiller, tends to use Shien.Niman: Censorship: +1 chance to hit, +1 defense, +1 blaster deviation, +1 vs force strength. This form has no drawbacks, but only small upsides, making it overall weakness. Masters Kavar, Vrook Lamar, and Zee-Kai Ell from Knights Of The Old Republic 2 are all Niman instructors. Juyo: Ferocity: -4 Defense, +2 Defense vs Current Target, -4 vs Force Powers, +1 strike per turn, x4 chance to critically hit. This form is great for pure damage and crit construction, and tends to be considered the best for Guardians and Weapon Masters/Marauders. Mace Windu has created her own version of the vaapad, which requires users to enjoy fighting, which means it is difficult for the Jedi to master due to the threat of the Dark Side. One of the most important choices you have to make in Star Wars: Knights of the Old Republic 2 is what kind of character you're going to play as. There are three different potential start classes to choose from. And because the game is a big NGO, there's a lot to consider when you're building that character. And that's why we wrote this tutorial. We've broken down the three Jedi classes you choose at the start of the game and try to explain how to create the best possible build for each class. We've looked closely at the attributes, skills, and 30es you should focus on getting as soon as possible. We've even taken the time to consider which prestige class is best to aim for when you reach level 15, and whether you should focus on the bright or dark side of the force. Basically, there's everything you need here to make sure you're playing Knight of the Old Republic 2: The Sith Lords is the most badass Jedi or Sith you could probably be. Kotor 2 best built for each class: GuardianSentinelConsularPrestigeLight vs Dark The Guardian is all about combat. When you are building one you should think about focusing on power, Dexterity, and the Constitution. Take a look at your intellect too, as that will help with your force strength. Get the Dual-Wielding feat, and focus on maxing out the Flurry feat. Burst of Speed is a great force strength to work towards as well. Don't worry about supporting powers for your protagonist, but there's no certainty that you give them to the NPCs in your party if you choose a Guardian Jedi. Still on the fence? Check out our Star Wars: Knights of the Old Republic 2 mobile review to get our full Sentinel Sentinel thoughts as kind of a jack-of-all-trades, a bridge layer between the Guardian's combat focus and consular force focus. They've got a decent class feat that reduces the impact of attacks that cause fear or stun your character. Aim for a balanced set of attributes, and a combination of combat and supporting powers and powers. Consular This is the character to choose if you want to focus on force strength over combat. They will get Force Powers on a regular basis, and getting more force points to spend on them is Focus on wisdom, dexterity, and Constitutional point. If you're focused on defensive strength, it's a To keep on the light side of the Force, but if you want to use offensive powers, you should definitely be a dark-sided jerk. Prestige Class When you reach level 15 you can choose a prestigious class. There are six of these - three light sides and three dark sides. You don't have to choose one - in fact if you're a Jedi Consular, you may want to stick with what you already have. For the other two classes, you should choose Jedi Weapon Master or Sith Marauder. You will get a big boost for your fighting skills, while still getting a lot of force strength to use. Light face or dark side? Really, this is a question for role-playing. Light side characters get more defensive power, the dark side receives more attacking powers. If you want to get Force Storm, the most powerful attack in the game, then you will have to go into the dark side. If pushed to shove, we'd say the dark side is more interesting, but it's a difficult choice to make. 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