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Kotor leveling guide reddit

Page 21.redd.it/x8a20h... I thought it might be fun to have a topic where we can share and discuss what we think our ultimate character makes for KOTOR 1. Remember that what is ultimate is always based on mental preferences and that there will be many different takes on what it means (most dominant, most fun, canonical, etc.). The goal is to give new players some direction in building their character and give experienced players fun ideas for minutes/saturation, role playing, etc., and for everyone sharing good times, talk, and learn—not to argue! Disagreements and discussions are good, but let's keep it constructive and educational. Descriptions do not have to include any masterpiece, skill point, gear purchase, etc., but should at least include: ultimate __ Alignment, start/serious classes and Levels Starting + Leveled up Attributes Primary fighting feat(s) and feats Essential Weapons Feats Essential Powers Essential pieces of Gear Essential Strategies, Planet Order, etc. Maybe endgame saturation of statistics including gear, power, etc., if applicable. Every construction must be a perfect character. For example, you can build the ultimate smooth talker and only mention the features, skills, powers, and feats that relate to optimizing or maximizing persuasion in each. Here are some ideas it started: Ultimate... Light Side Consular Hand Lightsaber Warrior (yes, as that one's off in pass for every other 80 or 90 kids out there) Canonical Revan/LS/DS Soldier/Guard, Scout/Consular, etc. Wielding Blaster Jedi Luke Skywalker Sneak Attack Build Juhani/Mission/Zalbaar, etc. Dark Mistress Sith Build for solo all game Etc, etc... Be sure to build up the most useful, descriptive, creative, and interesting votes! Page 2 46 Comments So in KOTOR 2 you have at least level 15 to access prestige classes, however in KOTOR 1 you don't have to have a certain level before starting serious training. So, you can purposefully avoid leveling your player character until you reach Dantooine and more levels to gain force strength, force points, etc. Given that you have to level in Spire Ender, you can be a Level 2 character and rely on the rest of your party to carry your character through Taris and then unleash anger when you start Jedi training Page 2 Posted by 6 years ago 11 comments this is an old age question. Do you have to do this? Or do you have to wait until Dantoin? Play as Scout and I'm not sure at the off chance that now that playing on steam most people will (again) play it, deciding to create a guide of sorts. Also, I'm just building characters/power play for reasons like doing this, like a weird top or obsession, I don't even know. Hopefully someone will benefit from the few reboots I used to explore all of this. Jump to If you just want to word me for what will work instead of reading through all your options and making your own (I recommend you do, however). Our first step is the Guardian's basic-serious classes: the highest HP, but that's about it. Additional feats by 15 (when you take prestige classes) but they just don't make up for poor skill sets and skill/levels. Jump is a good force, but not a major selling point - nothing can really make your kite so the gap in the ability to close doesn't make much difference (you can use a power to dramatically increase your speed anyway). Jedi Sentinel: The best skills, arguably the best skill set. Lacking repair as a class skill hurts, but of course you can spend the feat on it. Safety to most control effects is solid, but many enemies are going to use such against you (the ultimate boss could potentially lock the character numb though). Intermediate levels of both HP and FP (power points). Consular Jedi: This is my choice for the best first class. +4 will speak to all power DCs power (your spells are harder for enemies to save against in DnD). I'd jump this from the guard force and take sentinel immunity with a decent skill set and skill/level. Hp Down, High FP - it's not ideal that you end up with more than the latter anyway. Power gains are more force during up-level ups than other classes, which is a great selling point if you want to use both offensive and defensive power - which is more interesting to play and stronger.----In addition to the note, men change their wis to the defense after learning a technique from a particular companion (assuming they him off too badly first). Women... do not. It is completely unfair I agree. It's a very significant reward especially early/mid-game that all players should have access to. Step 2, features - each feature corrects different things, + or - 1 per 2 points up or below the base 10. Power: melee damage, melee chance to hit Dexterity: defense, hit chance range, reflex save Constitution: HP/level, fortitude save, requirement for implants Intelligence: Skill points/level Wisdom: Force power DCs, force points Charisma: Force potency (damage/healing), cost of opposite alignment force powers Worth mentioning - some attributes also give bonus to specific skills (intelligence affecting the most) as well as occasionally granting additional dialogue options (the mental ones generally). Recommendations - Str: 14 or 814 is ideal if you don't want to spend the feat on fines (can lightsaber use dex bonuses to calculate beats), and no matter the harder time during the starting levels (unless you want to spend another masterpiece on fines for melee weapons). Having your stats and defenses determined by dex is a decent payoff, as you can finally stack dex items assuming you find the good ones. Dex: 14 or 10 explained above really. Con: 14+ very beautiful, especially if you can get to 18 naturally (only points spent on Rewards from certain NPC, and points obtained during the counting-up level relative to that) to use the best implants (though con 14 and 16 implants are not that much worse in some cases). And of course HP keeps you alive. Int: 14 or 10 If you choose consular or sentinel, 14 will allow you to make the most of your skill set. Guards with your skill set shaft, so you may want to just go for more fighting ability instead and leave int on 10. Wis: 14+ no reason to go lower for each class if you plan on using any offensive force power - and you should. Cha: 10 - 14 This is very dependent on how many points you have to spare, but overall, the more you use force power for more damage you want whatever you can spare here. Next step, skills - in parentheses () I note that class starts with skill as a class skill (meaning they can put more points in it, for 1/2 points it'd put in a cross class skill). Use the computer (Sentinel) used to hack the computer, and spend less spikes to do so though than 4. It is convenient and can allow you to easily perform certain quests. Used for some crafted/upgraded. Demolition (guard) used to regulate, disable, collect mines. Used for some crafted/upgraded. It's not as amazing as with the hardest fight you have a chance to lay the mind of the field before hand, worth getting 1 just to use it by increasing w/gear when you need to though. Makes some areas easier. Stealth (sentinel) used to work uncovered. Useful for some quests, but you don't really need more than a point just to use a belt here for those occasions - that you can buy cross-class for 2 skill points easily enough. It is simply impractical/unpleasant for frequent use to start a fight. Awareness (Guardian, Sentinel, Consular) is used to detect mines and secret enemies. Used for some upgrades for mainly lightsaber. Factors to a decent amount of conversation. You don't have to max it out, but having ~10-15 or more +whatever modifier of features and gear is worth it. Persuade (Guardian, Sentinel, Consular) additional chat options, and many of them of course. It's definitely worth having in your main character. Repair (consular) is used to repair stuff, duh. One of the most important for making things (that only your character skills can factor me into note) but also for droid and sometimes computer/technology repairs for quests - repairs cost 1 part less though than 4. Its a great skill to have a lot of things. Security (Sentinel) is used to open locked doors and containers. Very comfortable, it is a pain to hit them plus it can eliminate some items inside. It may put a cross-class spot here as a non-sentinel, and try to find a few decent cases that enhance skill. Injury Treatment (Guardian, Consular) Almost completely worthless as a jedi, you have healing powers. The dark side guard may opt for this however, as improving (light-powered side) is expensive with Penalty. There are a few times where you can use it for a minor effort as well. The last step of creating characters, masterpieces - I don't list all the masterpieces here, but I'm more than the ones you should be considering early on, or at least considering. Dual Wielding vs. Dueling Go for dual wielding unless you want to single-wield for role-playing reason - or build highly specialized stacking defenses (dex + accumulated wis). Higher attack and defensive duel bonuses are not just competitive with additional damage from the entire extra attack. Also, since each attack is in a separate roll round, you really gain that many more hits with duels unless you face the enemy's amazing high defense. You also have to use more crystal saber with two light sabers, getting stat bonuses that may potentially make up entirely for the attack/defensive benefit of duels. Weapons masters get to negate penalties for even more dual acts, and it's a credit class. Admittedly, early duel will be a better game, but the advantage of dual use increases dramatically as you gear up better. A power attack versus a critical strike versus flurry Power attack is the winner here in most cases, though critical strikes can compete for injury I think the penalty defense (-5) is a rougher downside than a power attack to hit the penalty (-3). When you can now improve your chances of crit up dramatically with extra crit damage crystals from a power attack put some absurd burst damage. Fleury has no downside, but it doesn't do as much damage as the other two. All three are viable though - if you like animation from one, you can make it and just adjust your weapon upgrades to the best of it with some number crunching. You will have

common enemies ripped one round only at higher levels anyway. Toughness makes getting at least the first and second as any dangerous enemies tend to hit hard enough for it to reduce damage from second place to substance, taking third place for low HP characters such as Consular. Finesse: LightsabersI went over this to a degree in the feature section - if you want to defend high build stacking skills, this is to add that high skill to your attacking roll. And the final step, the final: prestige class -you have a credit class by talking to a certain NPC in your small group at level 15 if you're far enough towards either light or dark sides. Jedi Weapon Master/Sith Marauder: This hands down is the best choice, even a match. Bonus damage, injury resistance bonuses, high horsepower, additional feats. By point in the game you have a prestige class, lower skills and less force power/points than a factor as you have plenty already (you can save skill points from your previous levels to spend later even). You will lose significant strength force effectiveness, while you will gain significant melee effectiveness. Jedi Watman / Killer: Basically, the Sentinel with a sneak attack. Sneak attack damage is good, sure, but really, if you can disable the enemy, you need to damage the sneak attack to kill it - it's already done for. If you desperately want to maximize a lot of skills, you can take this, but you are losing a lot of combat effectiveness. It hurts me too man, it seemed like one of the most interesting and I wanted it to be good. Jedi Master/Sith Lord: You may also just stick with consular. Consular will have higher defense achievements than levels, while rewarding these prestige classes does not give any real fighting achievements. TL:DR #1 - Proposal for minimal character resistance track:This build allows you to cover all important skills with your main character, and a solid melee fighter during the game. The main cost is that your force power DCs will be lower than the consular build (less effective AoEs basically) and you will have a slightly smaller choice of force power. Jump to TL:DR #2 if this is not interested in you. SentinelAttributes:Strength 14Dexterity 12Constitution 14Intelligence 14Wisdom 14Charisma 10Skills:Computer Use: MaxDemolitions: 1Stealth: 1Awareness: Get up to 15Persuade: MaxRepair: Max after you get Class Skill RepairSecurity: 1 point + items and buffs is generally enough, but it can be convenient having more. You have spare w/sentinel skills, can spend extras as you like [save some destruction when you see it as the class skill of the weapon master maybe] or just lower int - I like it for casual extra hentai options. Feat, with top-down priority:Skill class RepairTwo Combat Weapon: 3 ranksToughness: 2 ranksPower attack or critical strike: 3 ranksAfter that, it's all so preferred. Prestige Class: Master Weapon or Sith MarauderTLDR #2: Optimal mid-late character combat game - settings in [] for compromise for the effectiveness of the game early/comfort. ConsularGender: Male (sorry)Attributes:Strength 8 [12]Dexterity 14 [10]Constitution 14Intelligence 14Wisdom 14Charisma 14Skills:Demolitions: 1Stealth: 1Awareness: Get it up to 10-15Persuade: Max itRepair: MaxSecurity It: 1Fe From top to bottom:Toughness: 2 ranksTwo Combat Weapon: 3 ranksFinesse: Lightsaber [Drop This]Skill Class: Computer Use Power Attack or Critical Strike: 3 ranksPrestige Class: Weapon Master or Sith MarauderTLDR#3:Yes it's RPG and I understand this flow of stats analysis and power play may be some annoying purist gamer role. However, please understand that we have very different people, and I do not claim this is the way everyone should play. You can only use your saber wielding a jedi master that has dark side power if you want and just ignore the fact that it sucks compared to my excellent super. :P(I'm a single saber has admitted style though)TLDR #4What hell I do with my life..... Top 2 7 Comments Comments

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