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Kotor 2 skills guide

Welcome to star wars: Knights of the Old Republic's Optimal Guardian/Consular Guide written by /u/TangoSierraFan. This is a link to the guide, but you should be warned that it contains spoilers. This site will be spoiler free alongside the names of planets/locations and party members. I received many private messages from the guide and use this site to make improvements since the original is now closed and better organized. This Google page will serve as the most up-to-date version indefinitely. This guide details how to build and play the optimal Jedi consular or guardian, including passing all convince controls and maximizing HK-47's repair skill, which unlocks all story dialogue. Although the HK-47 is not the most optimal party member in the fight, he is the most optimal enjoying the game. This guide assumes that Yavin is playing with DLC. Play without limiting item selection is a huge way. The consular build focuses on area damage (Force Lightning) and buffs' moderate melee capabilities. This is an easy site to build to use all the fun dark side powers. Bright side is the most optimal way to build a consular, while a dark side build will be much less effective. The Guardian builds a force-based melee fighter buffs. It works for either light side or dark side, but dark side is the optimal choice. Both builds will trivialize in the end boss. The build pages are directed to be as short as possible. If you would like to know more about how and why, please read the useful information and useful resources sections on this site or contact me for questions. I am a 30-something year old who played the original game Xbox back in 2003. I happen to have a lot of experience with d20 desktop games that are based on KotOR character generation. If you want to know more about the mechanics that dredger is based on, I'm happy to answer your questions. I am open to all and all comments, criticisms and comments. I'm happy to answer your questions. Please feel free to contact me via Reddit (/u/TangoSierraFan). Basic Companion Build Guide By cerberusiv A guide for new players that sets out the basic path to developing each peer. Includes attributes, skills, feats and powers. You can also see what equipment, weapons and armor to look for each of them. WARNING: contains some spoilers. Each character's abilities are linked to it by a number. This skill ranks and determines how good your character is to your skill. If you use an ability to perform an operation, it compares the ranking to a difficulty check (DC). For example, if you want to open a lock with domain controller 15, take your skill rank to security + wisdom intelligence modifier + d20 If the total amount is 15 or the lock is open. The Intelligence Modifier (INT) from points assigned when character generation and up level determines how many skill points a class receives at those times: Character generation Up level Characters always receive at least four skill points when character generation, and at least one level up: MinimumIntelligence Skill Points 1 + INT 2 + INT 3 + INT 4 + INT 8 1 1 2 3 10 1 2 2 3 4 0 12 2 3 4 14 4 4 4 16 4 5 6 7 18 5 6 7 8 All points do not need to be invested in the character generation or level up, so you can save in the future by leveling up. After you're in a different class, the character's skill points are determined by the new class, but the class skills of the former class are retained and the skills of the new class are resensed. Class skills are placed at one point to lift a rank, while multiple class skills cost two points to raise a rank: Skill Computer Demo Aware Persuade Repair Security Treat Attribute Modifier Intel Intel Dexterity Wisdom Charisma Intel Intel Wisdom Jedi Guardian 2 1 1 1 2 1 Jedi Sentinel 1 2 1 1 1 2 1 Jedi 2 1 1 1 Scoundrel 2 1 1 1 1 2 2 Tech Specialist 1 1 2 1 2 1 2 Combat Droid 1 1 1 1 1 Expert Droid 1 2 1 1 1 Weapon Master 2 1 1 2 2 1 Jedi Watchman 1 2 1 1 1 1 Jedi Master 2 2 2 1 1 1 2 1 1 2 1 1 2 1 2 1 Sith Marauder 2 1 2 1 2 2 1 Sith Assassin 1 1 1 1 2 1 2 Sith Lord 2 2 1 1 1 2 1 Class Skill Feats can change the number of Class skill is a class skill. Points can be invested in class skills with maximum rank at an equal level of + 3, while you can only invest in multiple class skills with maximum rank equal to [(level + 3) / 2]. If you choose Auto Level Up or Recommended, your skills will be given the following priority during investment points: Jedi Guardian Jedi Jedi Jedi Consular Soldier Scout Scoundrel Tech Specialist Combat Droid Combat Droid Treat Injury Stealth Persuade Treat Injury Computer Stealth Repair Repair Repair Demolitions Computer Treat Injury Awareness Demolitions Treat Injury Awareness Computer Awareness Convince Repair Demolition Repair Repair Security Awareness Computer Security Convince Awareness Awareness Computer Security Breakdowns Stealth Security Computer Security Treat Injury Management Demolition Demolition Awareness Repair Handling Injury Stealth Computer Security Repair Stealth Security Demolitions Security Stealth Stealth Computer Security Computer Repair Demolitions Persuade Persuade Persuade Persuade However, Unlike the character generation, class skills take precedence over multiple class skills: for example, an expert droid like T3-M4, Awareness takes precedence over demolition while he's in the Class Skill: Breakdowns feat. Weapon Master Jedi Watchman Jedi Master Sith Marauder Sith Assassin Sith Lord Stealth persuade treat injury Stealth demolitions computer computer Repair demolition demolition patch convince you to deal with injury convince you to deal with injury awareness awareness Stealth security computer use patch handling damage Stealth patch computer use Stealth Repair Computer Use Stealth Security Breakdowns Security Management Injury Security Security Fix Repair Breakdowns Computer use repair demolition computer usage demolition computer use [edit] Related attribute: Intelligence computer usage allows you to make a character slice of computer programs using disposable logical rams. A character can disable gun turrets or flood the patrol area and require more complex tasks that require additional spikes. The high ranking in this skill reduces the spike required to spike 1 (at least 1) for every 4 points in total, including attribute score modifiers. Computer use is a class skill as follows: Jedi Watchman Sith Assassin Minimum Rank 15 is required for the protagonist to fully upgrade to T3-M4. Breakdowns[edit] Related attribute: Intelligence demolition can be used to set, restore, or disarm mines. Such devices range from heavy to smaller (DC10 set) to destructive (DC30 set). Attempting to defuse the mine will add +5 to dc. Attempting to restore the mine will add +10 to the domain controller. This skill cannot be used untrained. Demolition of a class skill is as follows: Difficulty in setting classes, disabling or restoring mines is reduced to 5 on Easy, but has grown to 5 on heavy. According to Feedback, DC increases the disarming and return of mines cumulatively, rather than separate: Mine Easy Easy Difficult set disqualification ban set recover Minor 5 (-15) 10 (-10) 10 (-10) 15 (-5) 25 (-10) 5 15 (-5) 20 (0) 30 (10) Average 10 (-10) Average 10 (-10) 15 (-5) 25 (-5) 15 (-5) 25 (-5) 20 (0) 30 (10) Average 10 (-10) 15 (-5) 25 (-5) 15 (-5) 20 (0) 30 (10) 40 (20) 0) Deadly 20 (0) 25 (5) 35 (15) 25 (5) 30 (10) 40 (20) 35 (15) 45 (25) Devastating 25 (5) 30 (10) 40 (20) 30 (10) 35 (15) 45 (25) 35 (15) 40 (20) 50 (30) Successful setting, disabling or restoration of mines requires that the demolition capability and d20 roll amount equal to or greater than dc. If not in combat 20 is always rolled, so minimum skill rank (in brackets) in DC - 20. You can set up to 15 mines on a map. While friendly mines can usually be bought back without DC control, the map and after the return of the mines left behind, it is only possible to back down after a successful domain controller check (although they remain friendly). Enemy mines must be detected through an awareness check before they can be disabled or recovered. Disabling the mine always grants experience equal to 10* user level, while the provided recovery of the mine depends on the strength and user level: XP * level User Level Minor Average Strong Deadly Devastating 15 1-5 1-10 1-20 1-25 10 > 5 5 10 > 15 > 20 > 25 Frag, plasma and Sonic mines can also be used to blast locks instead of bashing or safety: unlike kneading it does not result in broken batteries (although it seems broken items can only be added to the inventory rather than batteries as well), but unlike safety does not give any experience. However, according to the feedback experiments will only succeed, if 20+ (Breakdowns rank / 2) + mine strength equals or exceeds lock DC: Mine Minor Average Strong Destructive Force 0 3 9 9 12 Rank (DC * 2) - 40 (DC * 2) - 46 (DC * 2) - 58 (DC * 2) - 58 (DC * 2) - 64 Strong and deadly mines of the same force. Lock DC drops to 5 for Easy and increases to 5 heavy, so the minimum ranking for success decreases or increases to 10. The only devastating mines that can be banned or recovered are actually Deadly Mines with all but names, so if you don't want to recover your own destructive mines after leaving and then returning to an area the party only needs to be able to disable or recover deadly mines. The main character is only solos in some areas containing average mines, which is also triggered by using stun droid power. Stealth[edit] Related attribute: Dexterity Stealth controls the use of cloaking tools into Stealth Mode. If a character equips such a device and activates stealth mode, opponents must keep an awareness check against the character's stealth ability or are unable to recognize them, even if the character is in direct sight. Characters in stealth mode can set, disable, and restore mines. Party members do not automatically enter the fight in this mode. The fight interrupts stealth mode. Stealth mode will not work without camouflage unit. Higher quality units give a bonus to your expertise. This skill cannot be used untrained. Stealth is a class skill as follows: Related attribute: Wisdom Awareness controls the ability of a character to spot objects or enemies hidden in Stealth. If a successful control of this skill is done against the Stealth skill of an enemy or dc in a mine, the enemy or object will be noticed and shown. Awareness is always active, but the results are the best while a character moves slowly. Running lends -5 penalties for each check of skill. Awareness is a class skill in every class. According to feedback, difficulty classes for detecting mines are falling on 5 Easy, but have increased from 5 on hard. Mine Easy Normal Heavy Minor 5 (-15) 10 (-10) 15 (-5) Average 10 (-10) 15 (-5) 20 (0) Strong 15 (-5) 20 (0) 25 (5) Deadly 2 0 (0) 25 (5) 30 (10) Devastating 25 (5) 30 (10) 35 (15) Successful detection of enemy mines requires that the sum of the skill rank of consciousness and the d20 roll be equal or greater, like DC. If in combat 20 is always rolled, so minimum skill rank (in brackets) in DC - 20. Although running will result in -5 penalties (up to 15 reels), this is not a problem if Stop for a short time every 30 metres: for example, stop at a bend, reach an intersection, or enter a room (if the door has not yet been opened). The only destructive mines that need to be detected are actually Deadly Mines of all but the name, so the party just needs to be able to detect them. The main character is only solos in some areas containing average mines. Convince[edit] Related attribute: Charisma Only the protagonist can choose this skill level-up. Win opportunities appear in the dialogue if interesting or sensitive information is available to a character otherwise reluctant to reveal. If selected, the program will compare it to the extremes of the request (Difficulty class is low, medium, or high, relative to the player level). A guard can easily agree to increase the bounty, but persuading him to leave his post would be much harder. Persuasion is the following class ability: A minimum of 27 is required to pass all persuasion checks in the game. Repair[edit] Related Attribute: Intelligence Repair allows a character to record disabled mechanical devices like droids using disposable packages of components. The number of spare parts required increases with the difficulty of repairing. This skill reduces the number of components (at least 1) required by 1 for every 4 points, including attribute score modifiers. This capability also modifies the amount of vitality points back when party member droids use repair kits, advanced repair kits, and building kits themselves to repair combat damage. Repair a class skill is as follows: Minimum rank of 21 is required for the main character to fully upgrade T3-M4. A minimum ranking of 20 is required to give the main character a value of 100% of the component value of an element, if it is broken down by any character using a workbench. Security[edit] Related attribute: Intelligence Security is used to access electronic locking devices. Once a character invests points in this skill, it becomes one of the default options on targeted doors and containers. Security spikes can give you a bonus for your skill, and each of the kit can be displayed as a default option for targeted doors and containers. Characters that do not require points invested cannot attempt to use this capability. The security of a class skill is as follows: Jedi Watchman Sith Assassin according to feedback, difficulty classes locks are reduced to 5 on Light, but increased to 5 heavy. To successfully open the lock, the sum of the security skill rank and roll d20 is equal to or greater than the domain controller. If not in combat 20 is always rolled, so minimum skill rank (in brackets) in DC - 20. Security succeeded typically provides a 5* user-level experience to open the lock. However, the heavier locks dc based on the main character level and successfully opening these grants experience equal to 10 * * Level 2: Combat Difficulty Easy Normal Heavy Difficulty Class 23 (3) + main level 28 (8) + main level 33 (13) + main level Treat Injury [edit] Related attribute: Wisdom in treating injury improves damage healing when a medpac is used, adding the modified ranking to the number of vitality points being healed. Advanced medpacs and life support packages use multipliers for the user's skill, increasing the amount recovered again. Treat Injury is the following class readiness: Scout Jedi Prestige classes Minimum rank 20 is required for any character to receive 100% of the chemical value of an element when broken down by that character using a lab station. Station.