Kotor class guide

Element Zero N6 ღ Voice of Reason Games: Mass Effect Trilogy, Dragon Age: Origins, Dragon Age 2, Dragon Age Inquisition, KOTOR, Jade Empire, Mass Effect Andromeda Prime Posts: 2004 Prime Likes: 1953 Posts: 5,718 Likes: 11,293 ladies and gentlemen, this guide is not mine. It was written years ago, back in 2003-2004, by the bioware forum member I know only as Reaper511. The guide has been floating on the Internet for over a decade. It has survived two BSN updates. I have seen numerous threads created in search of this guide. When I saw the guide, as clear as the day, on bioware forums, I couldn't risk letting it go forever. It has become part of the culture of Internet fans KotOR. I've contacted Reaper511 via PM, but don't expect an answer. He was never active in the BioWare Forums, which I can say. He left SWTOR's contact information for 4 years, as you'll see, but I don't play SWTOR. I hope sooner or later you find your way here, see your guide preserved and smile. I think it's great that people keep looking for and using their guide more than a decade after they wrote it. I bet I never would have imagined that would happen. Below I have retained Reaper511's KotOR Character Building and Mechanics Guide as published at the BioWare Forum. (I made a direct copy/paste.) I haven't edited for grammar, spelling, or content. (Maybe, given enough comments, you could add some bold font and clean up some space, without altering your work. You could certainly use some formatting help, given the transition and your age.) I hope you enjoy seeing this again as much as I do; and maybe it will even improve its KotOR constructions. Element Zero N6 ღ Voice of Reason Games: Mass Effect Trilogy, Dragon Age: Origins, Dragon Age 2, Dragon Age Inquisition, KOTOR, Jade Empire, Mass Effect Andromeda Prime Publications: 2004 Prime Likes: 1953 Messages: 5,718 Likes: 11,293 [Reaper511 Guide Part 1]Hey everyone, I have a couple of PMs requesting a new publication of the guide I wrote eons on the old BW forums, so... here it is! A long time ago I took the posts out of the old forum, and this is just a simple post of that. If I were to review the subject, I could make some of my constructions a little different, but here and the whole point here is just to make you think and point out the underlying information you need to make an educated decision. Ultimately, it's up to you to decide how you want to play! Above all: HAVE FUN!! In addition, for all who thought this guide was good and have supplemented it over the years. Finally, you can find me these days on SWTOR in The Shadowlands under the character name (I'm a Jedi Guardian, of course!) See you there!----------**********Part 1 - Game Basics and Character Tips **********Part 1 IntroductionSection I Basics of the Game Section II I Tutorial- Statistics Tutorial- Skills Tutorial- Fetins TutorialSection III Character Creation- Initial Notes- Soldier- Scout- Scoundrel- Jedi Notes- Jedi Guardian- Jedi Sentinel- Jedi Consular- Character Creation TipsSection IV Class of Combination Analysis- Combined Primary- Soldier/Guardian- Scout/Sentinel- Scoundrel/Consular- /Sentinel- Combined Classifications and Final CommentsSection V The System alignmentSection VI Advanced Tips**********This won't teach you the absolute basics of the game. That's what the manual is for. If you don't have one, then you rented this game or stole it. In which case you need to return it wherever you've made it and go buy it. This game is great, and it deserves your support. That said, let's get it in!**********just joking **********These are just a few basic tips to help throughout this game. Note that some of them may be mentioned elsewhere in this guide. No, I'm not stupid and I forgot I mentioned them, they're so important. Tip 1 - You will see this at the beginning of each part of the guide surrounded by long, capital, annoying as hell, text strings. Why? Because it's the most important tip in history: Save the game. Lot. Make at least 2 files for your character and switch between them. Save before talking to someone important to a mission, save before entering a new area for the first time, and save SPECIALLY before going to a new planet. Also, never overwrite a save you've made before entering a point-of-no-return area; like many dungeon-like locations. You'll thank me for this advice later. Probably the #current you realize that doing this has saved you from the horrible failure to kill the game (or failures) that some people have encountered: namely, the Carth Glitch.ENORMOUSLY ANNOYING ALL CAPS WARNING TEXTENORMOUSLY ANNOYING ALL CAPS WARNING TEXTSAVE MUCH. KEEP 3 OR MORE SAVINGS. You've been warned. HUGELY ANNOYED ALL CAPS WARNING TEXTEND HUGELY ANNOYING ALL CAPS WARNING TEXTEND HUGELY ANNOYING ALL CAPS WARNING TEXTTip 2 - Planning your characters at least a LITTLE will help your game immensely. That's what this part of the guide is for! Tip 3 - my guide. He'll teach you a lot of things, unless you're an expert. In which case you must have already read my guide. Element Zero N6 ღ Voice of Reason Games: Mass Effect Trilogy, Dragon Age: Origins, Dragon Age Dragon Age Inquisition, KOTOR, Jade Empire, Mass Effect Andromeda Prime Posts: 2004 Prime Likes: 1953 Messages: 5,718 Likes: 11,293 [Guide Deser511 Part 2]**********

need to know what all the numbers that describe your character mean, and how it all works about your character. So let's create a little character here and I'll list all the information you would see on the Character Information pages in your home menu. Then I will briefly explain what the information means. For a more detailed explanation of how these numbers affect your game, you can try a post on the official KotOR forums. If you post on the XBox forum, it's likely to be able to help you, as can several other well-informed and friendly people. Anyway, I'll start with Statistics, moving on to Skills and Exploits. Jedi-specific information will be further covered in the Jedi section. HAND TIP: If you have an Xbox handy, or you can print this tutorial, you may find it more useful for your understanding to make a custom character along with this tutorial and see how attribute modifiers change things and so on. D20 SYSTEM NOTES: You may see the notation as 1d20 pop-up. This notation means roll 1 20 die sides, and is derived from the d20 system on which the D&D games are based and Star Wars PnP. KotOR is a modified version of the game Star Wars PnP, so this is the proper notation. For example, lightsa saber damage is calculated as 2d8, which means you throw away two 8-sided arrays, and the total is your damage. The game shows this as 2-16. Anyway, continue with the tutorial.**********STATS:Name: Dark Helmut (Your Schwartz is bigger than yours)Level 1class: SoldierVitality: 11Force: 0Defense: 13Attributes:- Strength (STR): 14- Dexterity (DEX): 16- Constitution (CON): 12- Intelligence (INT): 10- Wisdom (WIS): 12- Charisma (CHA): 12Guardes:- Strength: 3- Reflex: 3- Will: 1So let's take a look at what these statistics mean: Name: You can find out. And no, Helmut is not a typo, if you look at the credits in the movie Spaceballs. Which is a great movie, by the way. Level: Obvious. When you level up, you get better. Details will be covered in the next Section. As you can guess, Mr. Helmut has just been created, class: Also obvious. Let's get a lot more detail about the classes below. Vitality: Vitality, it's like health in any game. When you're hit, you take damage to your Vitality Points (VPs). When you're out of vp, you die. Characters who die in battle will be resurrected with 1 VP at the end of the fight, but if all your they're dead at the same time, the game's over. Obviously. Its vice president does not regenerate naturally, although there are some exceptions: Canderous has an implant that makes him regenerate 4 VP per round (this does not occupy his slot). In addition, HK-47 regens 2 VP per round after it is repaired, and some enemies regen VP. Strength: Only Jedi classes have this statistic. Each power has a cost, in strength points (FP). When you run out of FP, you can no longer use your Powers. Keep in mind that these recharge naturally, but the reload rate is MUCH faster when you're not in combat. A final note on FP is that some Powers are inherently light or dark in nature, and their alignment can increase or decrease the cost of such powers accordingly. For example, if you're COMPLETELY light, the cost of Lightside powers would be halved, while the powers on the dark side would double. (In case of an odd number in a cost reduction calculation, the game will be rounded up against you... because it's bad and you want you to lose)NOTE: As long as you're talking about it, keep in mind that in ALL calculations, the game faces you. Therefore, decide which way you would prefer the game to round for a calculation, and expect it to round to the other side. The game is CLEARLY on Darth Malak's payroll. Defense: The defense is a little harder to explain, but I'll give you a chance. Defense measures how difficult it is to hit Mr. Dark Helmut (or you). When an enemy attacks, it rolls a 1d20 (i.e. ingot D&D for 1 20-sided kill). We'll say roll a 5 (sucks to be them). That 5 is added to the attacker's Base Attack Bonus (or BAB, a number that rises as you level. Detailed BAB charts for each class are below), and are also added to any bonus or penalty for effects, feats, items, powers, etc. If, when all these numbers add up, the attacker does not get a higher number than your Defense, they fail and you do not take damage. In other words, Defense is good. All characters (as far as I know) have a base defense of 10. Many things increase their defense, including effects, feats, itme, and powers; but the most obvious and easily obtained bonuses are from your MOD DEX and equipped armor. Once the game tabs the enemy's attack roll and defends its target, it calculates an error or a hit. If the attacker hits successfully, then it will cast random damage. NOTE ABOUT ARMOR: Armor only adds the Defense Bonus list directly to your defense, and also sets a limit on the amount of defense you can get from your MOD DEX. For example, a combat suit is an additional 4-defense/+5 max DEX armor. This means you would win 4 defenses, but your DEX mod bonus is limited to +5. YOU DO NOT AUTOMATICALLY GET +5. This is just a cap. Like a salary cap on football. This is why low DEX characters wear better heavier armor, while low DEX characters High DEXs can have defense as high or higher light armor, because their DEX mod is higher. NOTE ABOUT DEX MOD: If you play with your DEX mod goes up a point when your DEX mod goes up a point. This is ONLY WHEN THE MOD GOES UP, NOT THE DEX ITSELF. Yes. in that next.--------SIDEBAR: Notes on damage and attacks1. Critical threat. All weapons have a Critical Threat range. This could say 20-20, 19-20, 17-20, etc. What this means is that if your attack roll falls into range, you get a threat roll. If your threat roll also falls into range, you get a critical hit. Note that a critical hit is NOT automatic double damage, but rather a second roll of random damage. As you can see, the smaller the first number in its critical range, the better.2. Automatic Hits/Strikes. If you throw a 20 you hit your opponent regardless of defense. Similarly, activating a 1 means that automatically.-------Attributes is omitted: All attributes work the same way. Every 2 numbers change the attribute modifier. Therefore, at 10, it has a +0 modifier. 8 is -1, 12 is +1, 14 is +2, etc. As far as I know, the attribute number itself is NEVER used by the game in any calculation; it's just the modifier that has an effect. THIS IS VERY IMPORTANT TO REMEMBER: a STR of 15 is no better than a STR of 14, technically. Generally, when I say that a modifier affects something, I mean that the modifier is added directly to it. So if your STR modifier is +4, for example, you'd get 4 extra damage in a melee attack, and +4 to your melee weapon attack rating. Now let's take a look at what each modifier does:STR - The STR modifier affects your attack value with melee weapons, and adds damage to melee attacks. DEX - My favorite statistic. The DEX modifier affects Defense, your Ranged Weapon and Grenade Attack value, and your Reflex save.--------A REALLY IMPORTANT note on Lightsaths: KotOR is based on the old-school Star Wars Pen-and-Paper (PnP) RPG. In that game, your Attack with a Lightsa saber value is affected by your STR modifier. However, there is a feat that allows you to use your DEX modifier instead. KotOR has done this automatic feat, but LucasArts forgot to mention it in the manual. Therefore, if your DEX is greater than STR, your Lightsaver Attack value will be affected by DEX, or vice versa. Note, however, that NOTHING else changes: the damage is still modified by STR, and Defense by DEX. To be clear, an example. Bob has 18 DEX and 16 STR. When wielding a lightsa saber, it gains +4 to attack (from DEX), +4 to Defense (from DEX), and +3 to damage (from STR). Fred has 18 STR and 16 DEX. When you wield a lightsa saber, you get +4 to attack (from STR), +3 to Defense (from DEX), and +4 to damage (from STR).--------CON - WITH add modifiers to your Vitality per level gain. Note that, like the Hardness feat, it is retroactive to previously obtained levels. The elements its CON enough to change the modifier are also retroactive. So increasing your CON MODIFIER (not just your CON statistic) by 1 at level 20 will increase your VP by 20 points. CON also affects your Save.INT - INT, in addition to being important for various abilities, add modifiers how many skill points you earn when you level up. Unlike CON, this is NOT retroactive, so if you want high INT, do it on the character creation screen or you'll be screwing to some extra skill points. Also, note that a +1 modifier will have no effect, as the game calculates the abilities by adding an even number (based on its class) to its INT modifier and dividing by 2. And because the game is evil, it rounds down. So an INT +1 modifier does nothing to your skill points, although it will still affect certain abilities individually. Note that an INT -1 modifier will affect your skill points per level. Again, this is because the game hates you. As an example, let's take a look at Dark Helmut's skill equation. Soldiers win (2+INT-mod)/2 skill points per level. Therefore, if you have a +0 INT-mod, you get 1 point per level (which is lame, if you ask me). An INT-mod +1 means that you NOW GET 1 POINT PER LEVEL, as (2+1)/2 to 1.5, and the game is rounded down. An INT-mod +2 means 2 points per level. NOTE: This makes it appear to give a soldier 8 INT (a -1 mod) would earn him 0 points per level. Luckily for you, the game has a minimum of 1 point per level, so some people like to leave INT at 8 to get more attributes elsewhere. However, I never do that, as I can't stand the idea of being as smart as a gizka. WIS - WIS is crucial for the Jedi. It affects almost every power of the Force, and the higher it is, the harder the powers to resist. It is also used when you try to resist an enemy power of strength, in the form of your will to save. In addition, WIS affects FP gain per level and is retroactive as CON. It also affects a couple of abilities. In the end, it is a very important attribute for Jedi characters, although non-Jedi tend to care less about it. CHA - CHA affects the ability to persuade, and modifies all the same force powers that WIS does. It also affects the gain of FP (although I don't think it should). It's a good idea to split the dots a little between WIS and CHA. Here's why: In character creation, if you take WIS above 14, it starts to cost TWO points to raise it instead of one. So let's compare: if you bought wis and CHA at 14, you would have a +4 bonus to all forces powers, while if you neglected CHA and just pumped WIS (with the same point allocation) you could only get up to WIS 16, CHA 10, which gives you only a +3 bonus. You also lose the bonus to Persuade (if you mind). Therefore, I find a better 14/14 configuration. Save: Saves all work the same, but they affect different things. Basically it rolls a 1-20 and adds the value saved to the roll. I'm going to give an example for everyone, but I don't mind listing everything that's affected by each save, because that would take 11 years. Luckily, the game will tell you as you go (as long as you read the descriptions of exploits and powers)! Saves also often involve what is known as a difficulty check (DC). DC is nothing more than a base difficulty for a particular task, such as a computer function, repair function, landmine, or Force Force. The number is predefined and cannot be modified for anything. NOTE: If your game is running, try adjusting your CON modifier up and down and seeing your Stronghold savings go up and down. By default, a Level 1 Soldier would have 2 Stronghold, 0 Reflex, and 0 Will. If you want to see the standard (as in, without mods) by saving launch charts for each class, which are below in the class sections. Fortress - Fortitude saves has to do with a lot of physical feats and maybe a couple of power powers, including the stun tree. For example, we'll see Critical Strike: Regardless of the level you're at, Strike. To avoid the stun effect, the target causes a Fortitude to save against the level of the attacker + STR modifier. Therefore, if a person at level 3 with a STR modifier of +2 (3 + 2 x 5) attacked Dark Abonaut with a Crit Strike. Does it make sense? Reflex - Reflex games affect grenades, Force Push and a few other things. I'll use a concussion grenade (trying to stun the target) as an example, as grenades are a common threat to many enemies. The concussion grenade has a DC of 15 (note that there are no attacker modifiers), so the Dark Helmut needs to roll a 12 or higher, as its Reflect is 3. Do you feel smarter now? Will - Will saves are used almost exclusively for powers of strength, I think. We'll use Shock as an example, because it's everyone's favorite power of strength. Shock attempts to damage the target 1-6 electrical damage per attack level, at a maximum of 10 levels (which is 10-60 damage... ouch!). Shock calculates a DC of 5+ attack level + wiS attackers and CHA modifiers. So to keep it simple let's see what would happen if Dark Helmut tried to shock himself! He is a level 1 soldier with a +1 WIS modifier. So his will to save is 1. With your MOD CHA of +1 (and the other statistics listed) your Shock DC would be a value of 5+1+1+1 to 8. Therefore, you must roll a 7 or better to successfully save against your masochistic shock attack. If you succeed with a saved Will, the damage will be halved.**********SKILLS:Skills are primarily non-combat skills. Each one works the same way. Your total rank in a skill is determined by the number of points you've placed on it + the modifier for any attribute related to the ability, + any feat bonuses. In addition, certain teams may increase specific abilities. When a skill is used, its range is compared to the domain controller of the task in which it is team: Using the equipment is about cutting equipment and INT is its related attribute. Each command when cutting a computer has a base cost (on the team Every 4 points in your computer skill subtracts 1 from the base cost. Contrary to what the poor quality manual says (it is LucasArts' fault, btw), it is possible to reduce the cost of certain tasks to 0, although I have only seen T3-M4 be able to do that. Demolitions: related to INT. Demolitions are about mines. Basically, a mine has a basic difficulty depending on how powerful it is. For example, establishing a smaller fragmentation mine has a DC of 15. Disabling an active mine adds +5 to the DC, and when you try to recover it add ANOTHER +5. Mines of all flavors come in three sizes, with domain controllers of 15, 20 and 25. I'm pretty sure your skill range here is added to a random 1d20 roll. Because otherwise these numbers would be too high... based on my experience. If you try an action with a mine and receive a skill message that's too low, it means that even with a roll of 20, you couldn't do it. Also, if you roll too low while messing with an active mine, it can explode in your face! Stealth: Stealth is related to DEX, and a kind of related consciousness, actually. When you enter stealth mode (which requires a stealth device in the belt slot, except Juhani) you become invisible, and for an enemy to detect you, they must roll a 1d20+ their Full Awareness ability in an attempt to detect you. If they can't detect you, then Carth moves his head for hours. Ignore that last sentence if you haven't heard of the card bug. Consciousness: Consciousness is WIS-related and helps you detect hidden objects, such as Mines, Enemies, and a Spunky Twi'lek called Mission. Low consciousness is the reason behind the infamous Carth Bug, and it works as I explained in the Previous Stealth section. Keep in mind that if you encounter the card error, you can put on a team that raises awareness and let the game sit for a while in an attempt to overcome the error (which means the player can't detect Mission in stealth mode). Here's what happens: When the game detects that you're approaching a hidden character or object, your Consciousness makes an attempt to detect it. If it fails, the game waits 20 seconds and then tries again. In the case of the Card error, your player character has to detect Mission for the dialogue to continue with it. All this error can be avoided by disabling stealth mode before doing anything you fear could trigger a dialog sequence, by the way. Persuade: Related to CHA. I'm not sure about the exact mechanics here, because Persuade is only available to the main character and only affects the dialogue options. But I think the request you make has a DC that then compares to your level in relation to the level of who you're talking to, your total skill Persuade and a random 1d20 roll. I guess there's a thing involved because sometimes you can succeed with Persuasion if you try repeatedly. So my theory is this. You try to persuade: your level + + ability to persuade + 1d20 -> versus DC of choice + level of persuade-ee. Repair: Related to INT. Repair is used to activate damaged droids found in dungeon areas to help you. It works exactly like using the computer, with one exception. With Computer Use it is possible to reduce any command at a cost of 0 (almost, anyway). With Repair, you can reduce the cost of activating a damaged droid to 0, but any other command will still cost a minimum of 1. Besides, I'd like to reaffirm that the manual doesn't say it, and therefore it sucks. LucasArts should know better. Also note that droid repair kits (medpacs for T3 and HK) are based on this ability. I think the mechanics are exactly the same as the medpacs, but to be sure of specific numbers, just look at a repair kit in the game. Security: Picking locks. Security is WIS-related, and works by checking your skill against the given lock domain controller. I'm not sure the precise mechanics involved with what DCs of different locks are, or the exact effect that security spikes and peak tunnels have in their attempt, but I guess the Peaks add 5 to their ability and the tunnels add 10. Or something like that. Besides, I don't think I hit here either. Either you succeed, or you fail. Treat injuries: RELATED to WIs. Treating injury modifies the amount of VP that a particular variety of Medpac will heal when used. For example, a regular Medpac cures 10 VP + WIS modifier + total skill treat Injury. Simple, isn't it? Top-level medpacs add a multiplier to your Treat Injuries ability, by the way.**********LAS FEATS:The exploits are primarily related to combat. Characters gain feats as they level up, and there's not much more to say about it, except maybe some general ideas of the different exploits out there.- There are exploits that allow you to use certain types of weapons or armor. If you don't know the right feat you can't use the weapon/armor type.- Some feats reinforce your stats, and they're always on- Some feats are used as special moves during combat.- Some feats increase your abilities, and are always on- Each class has its own Hazing Progression, which you'll see below. Now, with all this information in mind, we can see what makes classes different, and help you make a decision about which class is best for you. Edited by Reaper511, 07 February 2012 - 03:49 PM. Element Zero N6 ღ Voice of Reason Games: Mass Effect Trilogy, Dragon Age: Origins, Dragon Age 2, Dragon Age Inquisition, KOTOR, Jade Empire, Mass Effect Andromeda Prime Post: 2004 Prime Likes: 1953 5,718 Likes: 11,293 [Reaper511 Guide Part 3]**********Classes and you **********At the beginning of the game, you have 3 classes to choose from, and if you play male or female will have no effect on the raw statistics of them. I will then list each class, with all the relevant information. A couple of notes:- El El it's limited to level 20, so once you get there, you've finished leveling up. That's why all charts stop at 20. Also note that your main character's total level is equal to their initial class level + Jedi class level. Therefore, if you go to 8 levels a scoundrel, you can only go to 12 levels in your Jedi class.- Class Skills: The difference between a class skill and a cross-class ability is that it costs TWO points to level up a cross-class skill, and only one to level up a class ability. In addition, the limit of how high a skill can be is as follows:Class Skill: Current Level + Class Skill 3A through: (Current Level + 3)/2 .... or half of your class skills, rounded down (of course)- Base Attack Bonus (BAB): The BAB is a base number added to all your Attacks (as mentioned in the Defense explanation above). Basically, the higher your BAB, the better all your attacks, in general. For each class this will saw Fast or Slow. This table shows the progression of a character's BAB: . . . . . Fast SlowLevel 1: +1 +0Level 2: +2 +1Level 3: +3 +2Level 4: +4 +3Level 5: +5 +3Level 6: +6 +4Level 7: +7 +5Level 8: +8 +6Level 9: +9 +6Level 10: +10 +7Level 11: +11 +8Level 12: +12 +9Level 13: +13 +9Level 14: +14 +10Level 15: +15 +11Level : +16 +12Level 17: +17 +12Level 18: +18 +13Level 19: +19 +14Level 20: +20 +15- Saving Throws: A character's Fortitude, Reflex, and Will Saves will increase as they level up, but the speed of the increase is dependant upon your class. Everything saves progress according to the Fast or Slow charts, as shown: . . . . . Fast Slow +2 +0Level 2: +3 +0Level 3: +3 +1Level 4: +4 +1Level 5: +4 +1 Level 6: +5 +2 Level 7: +5 +5 +2Level 8: +6 +2 Level 9: +6 +3 Level 10: +7 +3Level 11: +7 +3 Level 9: +6 +3 Level 10: +7 +3 Level 1: +7 +3 Level 3 12: +8 +4Level 13: +8 +4Level 14: +9 +4Level 15: +9 +5Level 16: +10 +10 +5 Level 17 : +10 +5 Level 18: +11 +6Level 19: +11 +6 Level 20: +12 +6- Finally, unless you say otherwise these are all BASE numbers, which means you'll need to add your own modifiers (or subtract if you drop a statistic to . IN THE GOOD STUFF!**********SOLDIER:Soldiers are for people who like to kill things, because that's what soldiers do. Soldiers have no special exploits (these are free feats or unique feats of a class), but they get MANY feats. Soldiers have the fastest feat progression of any kind. However, they are unfortunate in the skills department. Gain/level Vitality: 10BAB: Fastguarding Releases:- Strength: Fast- Reflex: Slow- Will: SlowStarting Exploits:Armor Proficiency: Light, Medium, HeavyWeapon Proficiency: Blaster PistolWeapon Proficiency: Blaster RifleWeapon Proficiency: Heavy WeaponsWeapon Proficiency: Melee

WeaponsPower AttackPower BlastBonus Feats: Only soldiers can learn weapon specializations for each weapon typeFeat Progression(18 total):1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16, 18, 20clasias:DemolitionAwarenessTreat InjuryStales/Level: InjuriesStales/Level: This would be 1 point per level if your INT was just under 14.**********************Scouts:Scouts are a balanced class. They gain a decent amount of skills and feats, and have a couple of special feats. They also have amazing savings pitches, and a wide range of class skills, including being the only class with Repair as a Class Skill. Gain/Vitality Level: 8BAB: SlowSaving Releases:- Strength: Fast- Reflex: Fast- Will: FastStarting Exploits:Armor Proficieency: Light, MediumWeapon Competition: Blaster PistolWeapon Proficiency: Blaster RifleWeapon Proficiency: Melee WeaponsFlurryImplant Level 1Rapid ShotBonus Feats(Gained for Level Free 2, Uncanny DodgeLevel 7: Uncanny Dodge 2Level 8: Implant Level 3Feat Progression(11 total):1, 2, 3, 5, 7, 9, 11, 13, 15, 17, 19class skills:Computer UseDemolitionsAwarenessRepairRepat InjurySkill Points/Level: (6+modifier-INT-)/2. This would be 3 points per level if your INT were anything less than 14.*********************SEUNDREL:The scoundrels are unsold: All abilities, few feats. However, they get the best bonus exploits in the game, including Sneak Attack (nine levels of it, if you were a level 17 scoundrel), which can make the scoundrel a very competitive damage dealer; and also the luck of Scoundrel, which is designed to compensate the low VP of the scoundrel with an extra gain/level of defense. Vitality: 6BAB: SlowSaving throws:- Fortitude: Slow- Reflex: Fast- Will: SlowStarting feats:Armor Proficiency: LightWeapon Proficiency BlasterWeapon Proficiency: Blaster RifleWepon Competition: Melee WeaponsCrytic Sniper Strikes ShotSneak Attack 1Scoundrel's LuckBonus Feats(Free Win):Level 1,3,5,7,9, etc.: Sneak Attack. Stealth Attack will go UP NINE times! Level 6: Improved Scoundrel Status 8: Progression of Master Scoundrel Luck(8 in total):1, 2, 5, 8, 11, 14, 17, 20class ecs[ies:DemolitionsStealthAwarenessPersuadeSecuritySkill Points/Level: (8+INT modifier)/2. This would be 4 points per level if your INT was just under 14.********************JEDIYou will win the chance to become a Jedi after passing through Taris, the first planet. At this point, you stop leveling up in regular classes and start leveling up in your new Jedi class. You'll retain all your original class skills and also gain Jedi class skills. You'll start at level 1 of your Jedi class, but REMEMBER: your total level (initial class + Jedi class) cannot exceed 20.FORCE POWERS: All Jedi gain 2 Force Powers in their first level. They get one power per level after that. Consulars receive bonus powers at levels 5, 9, 13 and 17.A NOTE IN FORCE POINTS: The Player's Character, both in an effort to you're extra cool, and to make sure you're not in the Force department as a result of not having as many levels as a Jedi as other normal Jedi characters, you're given an additional feat called Sensitive Force, which adds a 40 FP at maximum. So when considering the total FP per level gain or total FP that a given class will receive you may want to add the additional 40 points to see what it will actually be like to play.*****************GUARDIAN JEDI:Guardians are Jedi focused on combat. Most of the Jedi in the films were Guardians, including Luke, Vader, Obi-Wan, Dooku and Mace Windu. Guardians are notable for gaining more feats than the other Jedi, the most VP, and getting attack and damage based feats like Force Jump (which instantly leaps to and attacks a targetted foe) and Weapon Specialization: Lightsaber.Vitality gain/level: 10Force gain/level: 4BAB: FastSaving throws:- Fortitude: Fast- Reflex: Fast- Will: SlowStarting feats:Weapon Proficiency: Blaster PistolWeapon Proficiency: LightsaberWeapon Proficiency: Melee WeaponsJedi DefenseForce JumpJedi SenseBonus Feats(Gained for Free):Only Guardians can learn Weapon Specialization: LightsaberLevel 6: Knight Sense, Improved Force JumpLevel 12: Master Sense, Master Force JumpFeat Progression(9 total):1, 3, 6, 7, 9, 12, 13, 15, 18class skills:AwarenessPersuadeTreat InjurySkill Points/Level: (2+INT-modifier)/2. This would be 1 point per level if your INT were anything less than 14.*********************THE JEDI SENTINELS:Sentinels are the intermediate Jedi. The Scout of the Jedi classes if you want. They get one more base skill point than the other Jedi, and get immunity to fear, stun, and paralysis as they level up, which can free up your team's slots or exploits for other things, as you won't have to worry about protecting against those state effects. Sentinels are also the most balanced in terms of VP and FP gain per level. Gain/Vitality Level: 8Fight/Level: 6BAB: SlowSaving throws:- Fortitude: Fast- Reflex: Fast- Will: SlowStarting feats:Weapon Proficiency: Blaster PistolWeapon Proficiency: Lightsaber Weapon Proficiency: Melee WeaponsJedi DefenseForce Immunity: FearJedi SenseBonus Feats(Gained for Free Level 6 Immunity: StunLevel 12: Master Sense, Immunity: ParalysisFeat Progression(7 total):1, 3, 6, 9, 12, 15, 18class skills:AwarenessPersuadeTreat InjurySkill Points/Level: (4+INT-modifier)/2. This would be 2 points per level if your INT were just under 14.**********************JEDI CONSULAR:In the movies, Yoda and Emperor Palpatine are the only real consulars we know for sure. Basically, Consulars are for people who love Force Powers. They gain more powers than the other classes and double the Guardian's FP gain. They also have a unique free Force Focus feat, which adds a good DC bonus to their powers, so it's harder to resist them. Gain/Vitality Level: 6 Strength/Level: 8BAB: SlowSaving throws:- Fortitude: Fast- Reflex: Slow- Will: FastStarting feats:Weapon Proficiency: PistolWeapon Proficiency: LightsaberWeapon Proficiency: Melee WeaponsJedi DefenseForce FocusJedi SenseBonus Feats(Ganado para para 6: Knight Sense, Improved Force FocusLevel 12: Master Sense, Master Force FocusFeat Progression(7 total):1, 3, 6, 9, 12, 15, 18class skills:AwarenessPersuadeTreatTreat InSkill Points/Level: (2+INT-modifier)/2. This would be 1 point per level if your INT was anything less than 14.Consulars also receive additional power of force at levels 5, 9, 13, and 17.*************************Now that you have had the opportunity to compare the classes, here are some things to consider in creating your character.- Persuade. Your character is the only one in the game who can use Persuasion, and you'll probably want to. Persuasion (if high enough) can take you through missions more easily, open new paths in dialogue, allow you to move rates, or make you extra reward money (often with no alignment changes you want to avoid).- A couple of points here is good, even for soldiers, although you may want to go for 14 INT with a soldier to get enough points to work.- Repair. HK-47's mission gives you the opportunity to repair it, making it considerably more powerful. A total range of 17 in Repair is required to fully fix it. You may want to consider being a Scout initially if for no other reason than that. Note that this is the TOTAL range only. Therefore, your INT mod can be used to reduce the number of skill points you need, and potentially (though I can't confirm) equipment bonuses and stimuli or master value. CREO, however, that you only get the INT mod bonus when repairing HK (since it is a special case, being that it is a search and not a normal repair operation).- Bonus Feats. Bonus exploits for classes can be quite powerful. You may want to at least check the bonus exploits for each class (entering character creation for each class, and then backing down) before deciding that the Soldier is simply better because he gets a new feat each level, or something.- Attribute points. Every 4 levels you will earn an extra attribute point, for a total of 5 bonus points during the game. Most classes will want to dump all 5 in DEX, in my opinion, but there are a couple of exceptions (i.e. Scoundrel/Guardian). READ THIS, IT'S A CENTRAL PART OF THE GUIDE!!!!!!! SAVING LEVELS: This is an important issue among KotOR players. If you turn off the auto-leveling feature in the game, you'll need to manually level up your character once you gain enough experience for each new level. If you wanted to, therefore, you could contain yourself and not level up... Never. You could be level 2 when you get out of Taris, so you can earn more levels like Jedi. Here are the reasons why you may or may not want to do this.- Pros: FP, more powers, can calculate your levels in each class to maximize feats, abilities, or any trait you want. This allows you to create a class perfectly adapted to suit your desires and style of play. You can play roles better or powergame better From this.- Cons: Not leveling can make Taris a little harder (or much harder), and a MAJOR BUG: If you wait to level up, the game will get confused, and stop giving experience points (XP) to members of your party who are resting at the base. The more levels you hold, the worse the effect. This error cannot be avoided, but damage can be reduced by retaining as few levels as possible or only by using two other group members throughout the game. I highly recommend not to use only 2 NPCs the whole game, however, as it is much more fun to play with all of them, and you experience much more dialogue with them all out and around. If you experience this error, you can run in Dantooine after becoming a Jedi and compose the experience by killing Kath Hounds in the desert and using all the members of your party.--------BUG DESCRIPTION: Basically, the game looks at how much XP you've saved. A Level 5 character in Dantooine has generally saved 20,000 XP. When you become a Jedi, the game will stop giving XP to a given NPC while they are in the Ebon Hawk, until they match about 20,000 XP behind you. They'll earn XP while they're with you, but they won't gain XP on the Falcon yet until they reach the right distance behind you. This means that for most of the game, they will be 2 or 3 levels lower than your main character. The effect is reduced as you reach higher levels (where 20,000 XP is not enough XP to win 1 level), and if you kill some additional spawn enemies you can cause the extra to recoil and reach level 20 with all characters.--------In the end, I keep saving levels, although some members of the group stop a little as a result. I usually kill Kath Hounds extra in Dantooine while running around, or a lot of Wraid in Tatooine (which is good because Wraids drops Wraid dishes that can be sold for extra money as well). Level saving tips:- 5/15 is the magic number. Why? Because all Jedi earn a feat at level 15, and all initial classes win one at 5. If you review it, you maximize your potential number of exploits by keeping it at level 5 with your initial class. If you challenge the other group at a level below 5, you'll seriously unleash the rest of your group, and more of that won't have as much benefit to your Jedi class since you lose Force Powers.- What about Extra Consular Powers? If you go 5/15 as a Consular you will lose the extra Force Power at level 17, but again: retaining below 5 is bad for the rest of your group. Too bad. I don't even like to go below 5.- What about bonus exploits for Scouts? If you start as a Soldier, you don't have to worry about that, of course, but explorers get extra feats in the 4, 6 and 8. Level 4 and 8 feats are implant upgrades, and you can grab implant 3 on your own, after becoming a Jedi, if you want. (I highly recommend that you do so) The level 6 feat is Uncanny Dodge 2, which you don't really need, in final, as it is one of the most crummiest of bonus exploits. In my opinion, 5 is still better, because a Scout gets feats in 1,2,3,5. And a Jedi would gain a feat at 15. About in any direction and you lose a feat.- And Bonus exploits for the scoundrels? Scoundrels get stealth attack upgrades on 1,3,5,7,9, etc. and scoundrel luck upgrades at level 6 and 8. However, I feel that increased Stealth Attack damage and Scoundrel's Luck Upgrade Defense bonus is offset by the benefits of more Force and FP powers. Not to mention that the Jedi receive more feats than the scoundrels. However, I'll notice that certain builds can focus on Sneak Attack, and they may want to level up to 7 or 9 as a scoundrel for additional damage. I recommend that you wait on that kind of strategy until you feel like you have a solid understanding of the topics in this guide on character building. So 5/15 seems to be the way to go 98% of the time, regardless of the class combination. Edited by Reaper511, 07 February 2012 - 03:50 PM. Element Zero N6 ღ Voice of Reason Games: Mass Effect Trilogy, Dragon Age: Origins, Dragon Age 2, Dragon Age Inquisition, KOTOR, Jade Empire, Mass Effect Andromeda Prime Post: 2004 Prime Likes: 1953 Posts: 5,718 Likes: 11,293 [Reaper511 Guide Part 4]******************** Section IV - FINALLY, CHARACTER GROWTH *******************There are several combinations of character classes, and it all depends on your style of play and preference as to what you choose. So, I'm going to list all the different combinations, give a breakdown of what each configuration would like at level 20, and recommend some attribute points and feats and so on. Note that for Force Powers, I'll make 3 sets of suggestions for the Light, Neutral, and Dark aligned characters. To learn more about your alignment options and how to play them effectively (such as how to be a non-poor Lightsider), see the related section after discussion of the Character class. First, the three primary combinations, which most people gravitate naturally, especially the first time, since each initial class basically becomes directly a matching Jedi class. A MEMORY: Remember that the force-sensitive feat will give your main character an extra 40 FP, so the soldier/guardian will have a base of 100 FP in lvl 20. Also remember that ALL numbers are base numbers, as in the list without any bonuses from the stat modifiers, feats or teams. A NOTE ON SKILLS: I've never mentioned it before, so I'll add now that when you create your character, you'll earn extra skill points. No the formula, but I've listed the numbers anyway, and you can always easily search by fooling around in creating characters.*******************5/15 SOLDIER/GUARDIAN:200 Vitality gained (no bonuses)60 Strength wonTo skill points: 23 (4 in the first level + 1 per level after that)Total Feats Feats 13 Powers Of TheEstheals Won: 16Fia Libre:Armor Proficieency: Light, Medium Proficieency, HeavyWeapon: Blaster GunWeapon Competition: Blaster RifleProfunce Weapons: Heavy WeaponsProficien Weapon Confidence: SableaberProfficiency: Melee WeaponsPower AttackPower BlastJedi DefenseForce Jump -> > > Improved High Strength and Reflection, Access to Weapon SpecializationsPros: This is a tank. He's unstoppable in combat, if you set up attributes well, and he's got a lot of vice president, and he can learn a lot of feats. This is Mace Windu, really. In addition, Force Jump sings because it allows you to instantly close the distance with a target and hit with great damage in the initial attack. This is especially useful for battles with opponents using ranged attacks, as it forces them to switch to hand-to-hand combat, the Soldier/Guardian's specialty. Cons: 23 skill points is terrible. Just terrible. You barely reach the maximum level (23) in a single skill. This guy NEEDs to have 14 INT so he can earn 2 skill points per level instead of one, if you ask me. With 2 points per level you could get 12 at level 1, and 2/ level later for a total of 50 points, which is WAY better. Recommended Configuration:STR 14DEX 15CON 10INT 14WIS 12CHA 12- Recommended Attribute Point Additions: 5 DEX- This setting makes you impressive in combat with high STR and DEX, and covers for its terribly low amount of skill points by giving you enough INT to get 2 points per level instead of 1. The WIS and CHA are high enough to make your power powers work, but some points were sacrificed to increase DEX and INT. There is no CON bonus here, because you don't need it! You're already a tank, and your Fortress savings will be pretty high on its own. As you level up, pump the DEX even higher and become very skilled with your Knowledge and you'll have a high defense. And you'll still get extra damage from High STR.- Recommended Figures (13):D the fighting weapons/Dueling 1-3 Conditioning 1-3Flurry 1, 2Mec Strikeical 1, 2Implants 1-3The type is awesome in combat, and therefore you should really be allowed to play with 2 Sabers, or a Double Know. However, if your personal style requires you to keep a Saber, then Dueling is what you need. I like the two exploits alike for the Guardians. Whichever two you choose, you should always maximize it. Unfortunately, for all its genius, due to its low savings shots it is still somewhat susceptible to special abilities, especially power powers. Therefore, 3 exploits spent on Conditioning will be a great improvement. Next we have Alluvial and Critical Strike, which will give you more to do in order to bring the fight to life a little bit. Without I wouldn't level these two skills until the end. Instead, I would suggest leaving them at both level 2 and spending 3 exploits on implants, to further increase their attributes. One One you may want to do, however, if you don't use Critical Strike much is lower one level of it and get the last level of Flurry. Either way works well.- Recommended powers, Lightside(16):Cure -> HealSpeed 1-3Aura 1-3Affect Mind 1Stun 1/whatever you wantForce Push 1-3Throw Lightsaber 1Force Resistance 1, 2- Recommended powers, Neutral:Cure 1-2Speed 1-3Aura 1/whatever you wantShock 1-3Affect Mind 1-2Force Push 1-3Force Resistance 1, 2- Recommended powers, Darkside:Drain Life 1-2Speed 1-3Shock 1-3Affect Mind 1-2Force Push 1-3Wound 1-3Guardians need Force more than anything. It makes them devastating in combat. The other powers have several useful uses for a Guardian, and Shock is only a necessity for any Dark Jedi, such as Choke, if you ask me. If you want a more detailed analysis of each power, check out the guides to feats and powers.- Equipment suggestions:Apart from obvious things, like any object that uploads your DEX or STR, I suggest the Nervous Amplifier Belt, which starts to appear in containers or enemies (and maybe in a store somewhere) a little late in the game. It will make you immune to Mind-Affecting Skills, meaning those annoying Dark Jedi will have many more trouble preventing you from beating them up. In addition, it would avoid armor like the plague, because it denies you the use of powers as Force Speed. Your high DEX will more than make up for it if you wear some Master level or better robes.***************************5/15 SCOUT/SENTINEL:160 Vitality gained(without bonuses)90 Force gainedTotal Skill Points: 54Total Feats Gained: 10Total Powers Gained: 16Free Feats:Armor Proficiency: Light, MediumWeapon Proficiency: Blaster PistolWeapon Proficiency: Blaster RifleWeapon Proficiency: Melee WeaponsFlurryRapid ShotImplant Level 1 -> Level 2Uncanny Dodge 1Jedi DefenseForce Immunity: Fear -> Immunity: Stun -> Immunity: ParalysisJedi Sense -> Master SenseOther Bonuses: High Saves, good class skills, well roundedPros: Much more well-rounded than the Soldier/Guardian, this guy has a decent amount of skills, and should easily be able to repair HK-47. Plus, get a good set of free feats, best in-game savings releases, more VET, and various immunities. Cons: Not as much health, or as many feats as the Soldier/Guardian. In addition, sentries do not fully excel in a specific area. Finally, Force Jump will be lost a lot if you play this combo., especially after you have played as Guardian.Recommended Setup:STR 14DEX 15CON 12INT 10WIS 14CHA 12- Recommended Attribute Point Additions: 5 DEX- This setup makes you awesome in combat with high STR and DEX, and covers for your low vice president giving you enough CON to get an extra 1 point per level. The WIS and CHA are taller than the Soldier/Guardian because as a Sentry Gun you'll use more offensive force powers, and Ssis Field is worthless if it doesn't land. Lands. +3 total bonus to your WIS will help you make sure your powers are hitting your goals, and give you a good bonus to your FP. As you level up, you can raise the DEX even higher and become very skilled with your Knowledge and you'll have a high defense. And you'll still get extra damage from high STR.- Recommended Feats (10):D the fighting/grieving weapons 1-3Flurry 2, 3At Critical 1, 2Toughness 1Implaplano 3 JediImprovedThe Scout/Sentinel gets fewer feats than the Soldier/Guardian, but compensates with the fact that the free exploits are much better (namely Flurry and 2 implant levels)! This setup is pretty good in combat, but I would suggest sticking with a single Know and Duel, rather than two fighting weapons. This will help increase your defense to keep you alive. Whichever two you choose, you should always maximize it. This character's incredible Saves make Conditioning unnecessary, freeing up feats for Hardness and Jedi Defense, to further increase life expectancy. Then I broke up with Flurry and threw out some Critical Strike to make Sentry Gun's fight effective. I left out The Attack of Power because frankly, I don't think the extra damage is worth it. There are better feats to buy. Namely, level 3 implanter, to further increase its attributes.- Recommended powers, Lightside(16):Cure 1-2Speed 1-3Stun 1-3Stun Droid 1-3Affect MindForce Push 1-3Throw Lightsaber 1- Recommended Powers, Neutral:Cure 1-2Speed 1-3Shock 1-3StunAffect Mind 1-2Force Push 1-3Throwaber 1, 2- Recommended powers, Darkside:Drain Life 1-2Speed 1-3Shock 1-3Affect Mind 1-2Fear 1-3Slow/Poison 1-3Sentinels are designed to balance the fight with Powers, which is exactly what my recommendations do. This character will be able to damage/disable enemies with the Force, and then take them down with his lightsa saber. In the case of sturdy opponents, Force Speed can level the playing field. Darkside Sentry Guns will make it a little easier thanks to Plague, which will destroy the attributes of a single target, which will make it easier to place Fear and Shock on them.- Team suggestions: As usual, avoid armor. It's bad. It denies you the use of powers as Force Speed. However, this character could get away with it a little better than the Guardian, as Force Speed is not as essential to the Sentry Gun. Honestly, however, the team is not a big deal here. Try to find items to increase your DEX and STR, or WIS if your powers aren't landing enough. An electric capacitance shield (it's a belt, despite the name) would also be worth considering, as it makes you immune to electrical attacks... like Force Lightning. You can find it in a couple of stores in the middle of through the game, and maybe in some containers at the end of the game. It's especially useful if you take it and simply switch to it when you fight powerful Dark Jedi.**********************5/15 SCOUNDREL/CONSULAR:120 Vitality gained (no bonuses)120 Force Force Skill Points: 47Amezastotals Won: 9 Powers Earned: 19Respectless Practice:Frócrit: LightWeapon Competition: BlasterWeapon Gun Competition: Blaster RifleWeapon Competition: LightsailProficieen: Melee WeaponsProtected Shots Black Attack 1-3Scoundrel's LuckJedi DefenseForce Focus -> Enhanced Strength Focus -> Master Force FocusJedi Sense -> Knight Sense -> Master SenseOther Bonuses: Medium Saver Launches, Good DefensePros: This setup will earn you tons of FP, many powers, and allow you to make good use of the Sneak Attack 3 damage bonus. In addition, this character's powers will almost always strike. Cons: Very weak with VP and hand-to-hand combat, not many feats. Also, saving the pitches is not spectacular, and ends with fewer skill points than I'd like, considering that scoundrels are supposed to be skilled. Recommended Configuration:STR 10DEX 15CON 14INT 10WIS 14CHA 14- Recommended attribute point additions: 5 DEX- This setting makes the consular unstoppably strong in the Force, and covers your very low VP giving you enough CON to get 2 additional points per level. You have low STR, but you don't really need it, as you can get additional damage by using Stealth Attack on stunned opponents. As you level up, you can pump the DEX even higher and become very skilled with your Knowledge and have high defense, which is critical to a Consular.- The recommended exploits (9):D Ueling 1-3Flurry 1Jedi Defense 2, 3Toughness 1, 2The scoundrel/consular gets a selection of pitiful exploits, but that's fine, considering that this character is not built for combat. So, I went with Master Duel and the Master of The Jedi Defense, to keep him alive. In addition, Master Jedi Defense will help you ensure that while your character is standing nailing people with powers of strength, he's doing extra damage by diverting blaster rays to his enemies! This character lacks a little in Fortitude and Reflex saves, but I found it more important to round out my exploits with Flurry (because everyone needs Flurry) and two levels of Hardness, to compensate for the inherent fragility of the Scoundrel/Consular. You might consider taking two levels of Alluvial and a Hardness level if you find that you're not getting too many hits. This will help ensure that your Flurries actually hit.- Recommended powers, Lightside(19):Cure 1-2Speed 1-3Force Value 1-2 (or lower launch light saber by one and maximize this out)Stun 1-3Stun Droid 1-3Aff MindPush 1-3Throw Lightsaber 1-2- Neutral:Cure 1-2Speed 1-3Shock 1-3Stun 1-3Affect Mind 1-2Force Push 1-3Wound 1-3- Recommended powers, Darkside:Drain Life 1-2Speed 1-3Shock 1-3Affect Mind 1-2Force Push 1-3Wound 1-3Fear Have a lot of fun in the Power Department, with a combination of Force Focus and high WIS and CHA modifiers, consulars enjoy a degree of certainty that their powers will work every time! Therefore, a Consulate Go back and use the Force to make the enemy completely ineffective, and then destroy it using more Powers, Releases of Knowledge, or if everything else fails, melee attacks along with Force Speed. In addition, some people claim that solitary scoundrels/consulars are only good for support, but they seem to be forgetting the terrible power of Stasis Field + Master Speed + Flurry (with the Sneak! attack bonus). That's 4 attacks per round, with additional stealth attack damage, against a helpless opponent. Lightweight consulates (especially Scoundrel/Consulars) are a very powerful class.- Team suggestions: As usual, avoid armor. It's bad. He denies you the use of all your evil powers. Besides, would Yoda wear armor? Of course not, because consulars are too cool for that shit. Honestly, however, the equipment is not a big problem here, although I would recommend the Nervous Amplifier Belt, in case your Will save fails. You don't want people to disable you with Force Powers... That's YOUR job. Other than that, try to find items to increase your DEX, and maybe WIS. Remember, however, that Force Focus will greatly increase your powers, so you don't fully need to have more than 20 WIS. It's fun. Edited by Reaper511, 07 February 2012 - 03:51 PM. Element Zero N6 ღ Voice of Reason Games: Mass Effect Trilogy, Dragon Age: Origins, Dragon Age 2, Dragon Age Inquisition, KOTOR, Jade Empire, Mass Effect Andromeda Prime Posts: 2004 Prime Likes: 1953 Entries: 5,718 Likes: 11,293 [Reaper 511 Guide Part 4 below]*****************************Now, we can move on to secondary combinations. A little mixing and combining, if you like. My descriptions won't be that deep here, but I'll cover the basic statistics and compare each class with the three main configurations. If you use the basic idea behind my settings for all three primary combinations, I shouldn't have any problems for these combinations to work just as well, if not better. As for which configuration is best, we'll soon see.5/15 SOLDIER/SENTINEL:Vitality won: 170Force won: 90Skill Points: 38Caractions: 11Powers: 16Pros: This combination is not really a bad idea in any way, in that you get an extra feat, extra VP and you can wear heavy armor without paying for the feat. In addition, this combination abandons the redundancy you get with Scout savings and Sentry Gun's immunity exploits, which cancel each other out. Cons: Unfortunately, you also lose the good feats the Scout gets, such as free implants and barrage, so in the end the exploits even out, and also miss all the extra skill points that a Scout would have earned, and repair as a class skill. Above all, you seem to entord this character by changing the Scout into a Soldier. However, if you're one of those people who loves Power Attack and Heavy Armor (and you know who you are) then this can be a good idea for you. Overall, I would rate this combination wrong, wrong, is more than capable of beating the game. Actually, there are no bad class combinations, but however, the following combination is MUCH better.***********************5/15 SOLDIER/CONSULAR:Vitality won: 140Force won: 120Skill Points: 23Feats: 11Powers: 19Pros: Now this is not such a bad idea! Two additional feats, 20 vp more and the usual Soldier gets tied up with the Scoundrel/Consular.Cons: Few class skills and terribly low skill points. Actually this configuration suffers from the same problems as the Soldier/Guardian. You also lose the wonderful Sneak Attack 3 and the lucky exploits of Scoundrel. Above all, I like this setting. You can be sure I'll try it. For me, a Consular only cares about the powers of the Force, so this configuration, which adds feat and VP, only improves on the Force-centric base. Unfortunately, this version lacks scoundrel's Lucky Defense bonus (which is only 2, actually) and the heavy bonus damage of Sneak Attack 3, which you can compensate for if you go to Darkside and use the Force to do all your damage. Lightside Soldier/Consular will wish you had sneak attack damage, but I still like this setting in general. W1NN4R!*********************5/15 SCOUT/GUARDIAN:Vitality gained: 190Force won: 60Skill Points: 39Feats: 12Powers: 16Pros: This seems like a good setup. Only 10 VP less than the Soldier variant, with more skill points, Repair as class skill, best savings releases, Uncanny Dodge, Implant 2 and Flurry for free. Cons: 10 minus VP, 1 feat minus uh.... Hmmm.... Wow. I would say that trading 10 VP and a feat is a good deal for everything you get with this setup: best free feats, better savings throws, repair as class skill and 10 more skill points, so don't feel so silly around all your skilled party members. This makes it a solid character, no doubt. I actually find myself in trouble because I get too many of my favorite exploits for free from the start, and I don't know what feat to choose at level 3! I would rate this setting as much better than the standard Soldier/Guardian, in general.*****************5/15 SCOUT/CONSULAR:Vitality won: 130Force won: 120Skill Points: 39Feats: 10Powers: 19Pros: This combination earns 10 VP over the synversion-flavored version, 39Feats: 10Powers: 19Pros: This combination gains 10 VP over the synversion-flavored version, 39Feats: 10Powers: 19Pros: This combination gains 10 VP over the synversion-flavored version, 39Feats: 10Powers: 19Pros: This combination earns 10 VP over the winter-flavored version, 39Feats: 10Powers: 19Pros: This combination gains 10 VP over the sinversion-flavored version, 39 tested an extra feat and excellent Scout savings and free feats. And let's not forget to Repair! Cons: Unfortunately, you lose Sneak Attack 3 and Scoundrel's Luck, as well as 5 skill points. Honestly, I'm starting to lose faith in the Scoundrel class altogether. I prefer the Scout's initial exploits, personally, and sacrifice 5 skill points to get Repair, an extra feat, and 10 vp more. This setting would be especially good for Darksiders, who won't miss Sneak Attack's damage at all... they'll be too busy slowing people down with Force Storm and Death Camp. In the end, this setup is great, even without much VP. On the other hand, it is very difficult to get a consular. Especially a Dark Consular. /bad/bad SCOUNDREL/GUARDIAN:Vitality gained: 180Force earned: 60Skill Points: 47Feats: 11Powers: 16Pros: This setting earns more skill points than with a Soldier, as well as special feats like Sneak Attack 3 and Scoundrel's luck. Cons: The scoundrel will gimp this configuration by 20 VP and 2 feats... And that's it. Hold on! No Repair, I almost forgot (of course, the Soldier/Guardian never had Repair either). Well, this configuration redeemed the Scoundrel class for me just as I was about to report it forever. Honestly, a 20 VP and 2 feat hit is fine, especially considering you get Critical Strike instead of the less versatile power attack, and Stealth Attack will add significantly to the Guardian's combat effectiveness. However, I would suggest making this character an STR-based character, without a DEX-based character (like my previously suggested settings), that way you get an improved stun chance when you use Critical Strike, which would allow you to use The Stealth Attack. In addition, The Down Defense (thanks to reduced DEX) is offset by scoundrel's fate. In total, I really like the way this character falls in place, although I would like it to have Repair... Suggested build:STR 16DEX 15CON 10INT 10WIS 12CHA 12+1 DEX, then 4 STR*********************5/15 SCOUNDREL/SENTINEL:Vitality gained: 150Force won: 90Skill Points: 62Feats: 9Powers: 16Pros: A whopping 62, this setting has most skill points of any configuration in the game (less than a dedicated 20-level scoundrel as a Mission). And let's not forget Sneak Attack 3 and Scoundrel's Luck. In addition, Scout Salvation throws will not be lost with the Sentry Gun's natural immunities. Cons: This combination loses 10 VP and a feat compared to the standard Scout/Sentry Gun, as well as incredible Sound savings and free feats. In addition, the Scout's repair skills will be lost. What can I say, I like HK-47. In the end, this class is not so bad, since a Sentry Gun could stun an opponent, and then hit them with Sneak Attack, but I'm not sure I prefer that to the extra feat, 10 VP, and free exploits he would get with a Scout. However, let's not forget the Soldier/Sentinel: this is much better, and if Scoundrel had Repair as a class skill, I would rival the Scout/Sentinel.*****************RANKINGS:In conclusion, I ranked many of these settings because they lacked Repair as a skill, but if you don't like HK-47 so much, you don't need to worry about repairing. With that in mind, I would ask for settings as follows, from best to worst:1. Scout/Consular: With high-powered saves, 3 of my favorite feats for free, and an unstoppable variety of of strength, this class will break through anything. And get Repair!2. Scout/Guardian: Similar to Scout/Consular (and therefore very impressive), I called this construction a lower notch because the consular ones are so unbalancedly powerful that I don't think the construction can maintain enough.3. quite.3. Another fun construction, especially for Darksiders, although it couldn't match the Scout/Guardian's versatility and balance. Still, this guy will annihilate his enemies with Fear, Shock, and Death Camp.4. Scoundrel/Consular: A specialized construction, built to defuse enemies and grind them, I find this setup a lot of fun to play with, especially if you want to be a Lightsider. Not as versatile as the higher range constructions, but perfect for powergaming, or people who want to be Han Solo and Yoda rolled into one (ok... that's weird.5 Scout/Sentinel: The thinking man's class, this setting allows you to run rampant with abilities, and also provides ways to paralyze your enemies and then end them with your lightsa saber. A good construction, but not as uber as the first four.5. Scoundrel/Guardian: Definitely a specialized construction, more for powergamers than for casual players. Built correctly, it can overcome any other configuration. But that's all you can do, so I had to rate the most versatile classes higher.6 Soldier/Guardian: The first setup I played (although it was an 8/12 as I didn't know about level saving). This setup is fun, more resilient than all the others, and has the highest BAB, but I had to rate the other higher classes for being more versatile, having better free exploits, and/or more skills.7. Scoundrel/Sentinel: This construction described as low for its overfocus on skills at the expense of some great free feats and overall selection of exploits. Built properly, I really think this would be a lot of fun to play. I'd probably give you an accurate idea of what Han Solo would look like as a Jedi.8 Soldier/Sentinel: This construction wins the dubious distinction of worse construction because well... doesn't do anything. Starting as a soldier screws you with many abilities, and finishing up as a sentry forces you not to specialize in damage or force damage, but to mess with both. No repair, no sneaky attack, no unstoppable powers, no uber-beefiness, no specialty at all. So there it is. It is important to note that NONE of these combinations are BAD. With the right settings, everyone can be deadly. This is just my opinion, really, based on my personal style of play, and my opinion on the importance of certain skills, etc., and the role of the main character. In the end it looks like Scout is my new favorite class. And really, the battle between Consular and Guardian is a matter of what your mood for. The final decision to place the Consular above the soldier was based on the fact that I have more fun demolishing an enemy force with my powers and watch an entire room of enemies die in the unonsonuming of a Force Storm that I for beating them all to death. In the end I think you should touch the nine buildings, that's what I think. Edited by Reaper511, 07 February 2012 - 03:53 PM. Element Zero N6 ღ Voice of Reason Games: Mass Effect Trilogy, Dragon Age: Origins, Dragon Age 2, Dragon Age Age KOTOR, Jade Empire, Mass Effect Andromeda Prime Post: 2004 Prime Likes: 1953 Posts: 5,718 Likes: 11,293 [Reaper511 Guide Part 5]*********************************** Section V - Fear leads to anger, anger l-blah blah blah, Yoda is so preacher ********************Alignment is an important part of a character. But actually, it's not that complicated. Generally, in a dialog or mission sequence, you will see that there are 3 (usually 3) possible options. One is obviously bad, a good and a kind of neutral answer. It's usually not hard to understand, and I'm not going to insult your intelligence with a Section dedicated to how to be good or bad. Instead, this section is about how to be SMART about being good or bad. LIGHTSIDE:Pros - You feel good about yourself for doing the right thing. Everybody likes you (except the Sith, of course). You can use really bad items like Solari glass and Qel-Droma robes! And of course, your Statistics page shows you in a heroic posture with a column of light shooting behind you... Very bad. Cons - Lightside missions usually involve a lot of work, playing psychiatrist for someone, and/or expenses. A lot of people think playing Light means playing poor. I agree that I spent my first game (which was Lightside) buying nothing but occasional healing supplies. But that's because I had no idea how to play. As Lightsider you can be good (and still feel good at the end of a mission) without always giving away cash. Besides, no one demanded that you be an angel from the very first moment. In fact, it makes much more sense that its transition to good-good-ness would be slow, gradual, over time. People don't change so drastically during the night in real life, why should you be here? Remember, there are a multitude of opportunities to earn points of light, and many of them don't require you to spend money. In addition, even the best of us slide from time to time... and kill someone for credits... Unrwa! Personally I think it is perfectly justified from a role-playing point of view to be light but not perfect, and that allows you to earn much more money than most people play Light.MONEY MAKING TIPS: In addition to some penny-pinching in missions, you can run swoops and play Pazaak to make a lot of cash. Many Pazaak players will play endless games for a decent sum of money, which means that a patient player could make all the money they wanted only from Pazaak.DARKSIDE:Pros - Wanton Carnage and Destruction follow wherever you go! BWAHAHAHAHA. Nifty Darkside items are yours to command! Strike the fear of everyone who hears your name! Make thousands of credits collect rewards or just take it from the pawns around you! And of course, the sinister posture with smoke and fire in the statistics menu. By far, however, the best part of playing Dark is having Force Choke pop-up in a dialogue sequence! Nothing is better than suffocating someone just to scare them! Keep in mind that you can also use Force Persuade to scare people to death. Cons - You feel guilty stealing from poor people. In addition, Darkside objects stink compared to Lightside objects. And your party members will hate you for being an idiot all the time. In the end Darkside may seem immediately better than The Light, but what's the point in comparison, really? Play both of them! It's a completely different game every time! However, in all honesty, my only advice like Darksider is: don't be so punk that you miss the opportunity to go on missions and learn more about people. I found myself saving often before talking to people so that if because it was bad (which was fun, I admit) I for a chance, I could recharge and do it again. Remember, you don't have to kill or *** out of everyone you know to be evil. In my opinion, true evil is more subtle. He's manipulative. Twist people, use them, wage them a psychological war. It's more than killing and give me money or die! everyone you know. Besides, I find it much more fun to fall slowly on the dark side the way someone would actually. Throughout the game I gradually escape. In Taris, I'm looking for number one, but if my needs are met, I'm a good guy. In the middle I fall more to the point of doing ANYTHING, as long as I make money or power. In the end, I'm completely dark, and only then am I killing people just by kicking. Anyway, those are my two cents on the subject of evil. NEUTRAL:Pros: Access to all the powers of force without penalty, and without feeling strange. Opportunity to be good when it suits you, or bad when it suits you. As long as it suits you. It gives you the opportunity to have a character who could logically end up watching either ending. You can make a save towards the end of the game and wait to go one way or another until just before the end. Then reload and play the other way too! Cons: There are no items just for you! No reduced cost for powers. There's no special end to neutral. What, is there neutral? Most people don't even consider the option. I know I didn't. Not in Frist, anyway. However, playing with Jolee Bindo made me think of the merits of neutrality: a neutral Jedi can venture into light and dark powers. And a nuetral character can do what seems most likely to make a profit, or earn you respect/friends/etc. I feel like Han Solo when I play neutral (except my neutral character is not a scoundrel). I sit down with number one, but I'm a soft, very charismatic talker. Besides, I make fun of Bastila a lot (which is a lot of fun, because you can say you like it). Anyway, I don't neutral until you've tried it. It can be a lot of fun, and add some variety in KotOR.Well, that's all for the lineup. In conclusion, I'd like to say, play all three of them! Variety is the spice of life!**

life!**

you're through all this jumbo mumbo character, it's time to go play the damn game. However, remember these tips about the overall game, with all your new character knowledge in mind:Tip 1 - Money doesn't grow on trees, but Alignment practically does. Playing as a light or dark character is fun, but remember that you don't have to be completely light or dark immediately. You can play for a while (especially in Taris) as a more or less neutral character, and try to do your best to make money. There are PLENTY of opportunities to go up or down your lineup, so don't worry about taking a hit here and there. In addition, there are some points at the end of the game where you can reverse your alignment completely in one or two dialogue sequences! And I know where they are, too. You'll have to ask me privately, or on the KotOR forums, if you want details. (See contact information at the top of this guide) Tip 2 - Rare items are occasionally on sale by certain equipment dealers throughout the game. Feel free to buy weapons or armor for your characters, but you may want to shop in order to find the best absolute items to buy. After all, you only get as much money in this game (unless you play Pazaak hours like me and then get infinite cash in a way). Also, if you want to shop, you may want to do so BEFORE completing your fifth planet (including Taris and Dantooine). The reason here is that certain stores disappear after this point. Namely, Dantooine's shopkeeper in Cassus Fett's armor disappears, and you don't want to miss that! Tip 3 - Free health care is your friend. Especially if you're a scoundrel. Fast Transit can instantly take you back to your base and restore you to full health. Then you can walk back to where you were and go your way without wasting medpacs. In addition, you can trade injured group members for new ones. Watch out, though! There are some areas where you can't use Quick Transit or Party Selection.Tip 4 - Never underestimate things like shields and stimulants, or powers like Aura of Strength and Force Value. Now that you understand more about characters and stats, you should be able to see the benefit of temporary fans. For example, the lower version of Adrenal Force will add +2 to your Damage and Attack Rating with melee weapons for a limited time by adding +4 STR. An effect like that can change the course of a fight against a tough opponent. Edited by Reaper511, 07 February 2012 - 03:54 PM. Element Zero N6 ღ Voice of Reason Games: Mass Effect Trilogy, Dragon Age: Origins, Dragon Age 2, Dragon Age Inquisition, Jade Empire, Mass Effect Andromeda Prime Posts: 2004 Prime Likes: 1953 Posts: 5,718 Likes: 11,293 Alright, that's that. I'm glad you saved yourself. I hope some of you feel the same way. This guide is not necessarily optimizing bleeding edges, but KotOR does not require that optimization, actually. The advice here will lead to some strong and fun constructions. Besides, I really appreciated how he explained the d20 mechanics under the hood. It's easy to forget how esoteric esoteric it is when you're one of those who's really in the know. It would be very strange to build a strong KotOR PC without at least a little knowledge of the d20 system running it. Very good job, Reaper511. I can see why people are still looking for this guide 13 years later. It's a unique creation. Darth Dennis N4 Upright Slug On vacation in Dantooine. This whole revenge against the Jedi becomes very exhausting after a while. Games: Mass Effect Trilogy XBL Gamertag: iM3GTR Tickets: 1,480 Likes: 2,643 Seems Interesting. Unfortunately... that's a lot of words. Element Zero N6 ღ Voice of Reason Games: Mass Effect Trilogy, Dragon Age: Origins, Dragon Age 2, Dragon Age Inquisition, KOTOR, Jade Empire, Mass Effect Andromeda Prime Posts: 2004 Prime Likes: 1953 Posts: 5,718 Likes: 11,293 Interesting Looks. Unfortunately... that's a lot of words. Yes, and the format doesn't help. It's a copy/paste of a copy/paste, if I'm not mistaken. Although I want to modify it as little as possible, I think I need to update the format a little bit, to make it more readable. You may need to adjust some spacing, add some bold and italic text, and the like. I'll leave the text unchanged. I'll update the OP if and when I make any changes. Hi, guys! This is me! I'm afraid I received the email from Element Zero a couple of days too late (thanks gmail spam filter!), so I'm glad to see him (she?) grabbed the guide and took the liberty of copying it. I was active in original bioware forums that haven't existed for years, just to clear things up. There was a lot of a good thread of discussion back then. In the years since then, I have always been delighted to find that I would still like to get the occasional PRIME MINISTER or email asking about this old guide. Thank you very much, Zero, for the kind words about this thing. It's pretty written, and it's not exactly an ideal approach for the min/max purist out there, but then that was never the point. It was about making sure that Taris wasn't a FULL bear to get through saving too many levels, and creating a character with a good taste, which would make you smile through every great battle. Let's hope this inspires some people to do another run-through of an old classic and get some nostalgia on. If I can save some time I think the guide could use some format tweaks, and I'll try to republish a cleaner version here, and fix the fact that this guide somehow lack gamefaqs (I swear it used to be there). ... No promises, I'm busier today than in 2003! If you ever want to find me... I plan to go back to SWTOR at some point, I haven't played in a couple of years, and I'm Reaper7707 on XBox Live (Destiny, Halo, etc.), and I'm in Star Citizen, too, too, name is Reaper (mango: Shachath). Element Zero N6 ღ Voice of Reason Games: Mass Effect Trilogy, Dragon Age: Origins, Dragon Age 2, Dragon Age Inquisition, KOTOR, Jade Empire, Mass Effect Andromeda Prime Posts: 2004 Prime Likes: 1953 Posts: 5,718 Likes: 11,293 I'm glad you did get that PM, and I'm glad you joined us here! They wouldn't have undressed the existing copy until October 25, but I thought it was better than regret. I'll let you handle any edition of your own work. I'm glad we could keep him here, safe. It's great that it's still floating around, and it's definitely still useful as inspiration for fun and effective constructions. (It's him, by the way. This site has those convenient genre icons under the avatar. We have all kinds of new toys here!) here!)

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