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Star wars kotor 2 dark side guide

Einige Word-Funktionen können in Google Docs nicht angezeigt werden und werden bei Änderungen entferntDetails anzeigenLetzte Änderungen anzeigen Choices made by main player characters throughout the game can affect their alignment to light or dark side of the Force. Marks[amend] Alignment has a hidden point value between 0 and 100 respectively, representing the extremes of dark side mastery and light side mastery. Main player characters start the game at 50, with dark side actions pulling off that value and light side to add actions to it. All dark side and light side actions have a point value assigned to them. Edit Source] When viewing character models on the character screen, current alignment on the meter is indicated on their left. When light side or dark side mastery is reached, the mastery bonus is displayed in text above the character model. The background and their facial expressions and viewpoints also indicate where they are on the spectrum of good and evil. Main player character portraits also change as their alignment shifts to the dark side of the Force: from top to bottom, appearance corresponds to alignment 41-100, 11-40 and 0-10. All 17 female portraits, including later changes in appearance as their alignment shifted to the dark side of the Force. All 17 male portraits, including later changes in appearance as their alignment shifted to the dark side of the Force. Certain items cannot be fitted unless a character has progressed beyond a certain threshold to either side: items confined to the dark side cannot be fitted unless a character's alignment is 0-40, while those confined to the light side cannot be fitted unless it is 60-100. Your alignment also affects the color of your Name Crystal. Religion[edit] Some power forces are inherently light or dark in nature, and cost more Force points to use if a character of opposing alignment is: Power alignment 0-9 10-19 20-29 30-39 40-49 49 50-59 60-69 70-79 80-89 90-99 100 Light Side +75% +50% +50% ++25% +25% 100% -10% -15% -20% -30% -50% Dark Side -50% -30% -20% -20% -15% -10% 100% +25% +25% +50% +50% +75% Light Side Power Cost Increases The Further To The Dark Side A Character is (and vice ver other than). Use of Force forces of opposing alignment does not affect a character's alignment. By the end of the game, neutral or light side main player characters are granted Force Enlightenment, while dark side main player characters are granted Force Crush. Prestige classes[edit] Once your character has gained level 15 and sufficiently aligned with the light side (75-100) or dark side (0-25) of the Force (indicated by a scene from Visas and her master), it will open a dialogue that allows you to become one of three Prestige classes depending on you : Your character's class does not limit your choice. For example, a Jedi Consular could become a Jedi Weapon Master as light side, or a Sith Marauder as dark lace. Edit mastery bonuses vary according to your main character's Jedi class, Prestige class, and current alignment: Mastering bonuses are not permanent; they are granted only when alignment is either extreme from 0 (dark side) or 100 (light side). A dark side action leads to a light side mastery bonus lost (and vice vermac), although it can be recycled with appropriate action. Although the text above your model on the left side of the Character screen displays only the mastery bonus for your current class, if you have both a Jedi class and a Prestige class, you should actually be granted the mastery bonus for both. For example, a Jedi Guardian who becomes a Jedi Arms Master is granted a total light-side mastery bonus of Power: +6, while one that becomes a Sith Marauder is granted a total dark side mastery bonus of damage: Cut, 2-16. However, a Jedi Consular who becomes a Sith Lord is granted only a dark side mastery bonus of +50 Power Points, not +100. Although this text also displays Jedi members of your party when they reach mastery, they are not actually granted this bonus. Edit source] If you align with the dark side of the Force, Hanharr will join your party when you meet in Nar Shaddaa; otherwise, Mira will join your party. Your own alignment and actions can change the alignment of some party members, especially if you gain or lose influence with them. Like you, that could change their appearance: From left to right, the appearance of Atton, Bao-Dur, Disciple, Handmaid, Mira and Visas changed as their alignment shifted to the dark side of the Force (from top to bottom, appearance corresponds to alignment 41-100, 11-40 and 0-10). FlagView HistoryThis page contains a list of cheats, codes, Easter eggs, tips, and other secrets for Star Wars Knights of the Old Republic II: The Sith Lords for Xbox. If you discovered a cheat that you want to add to the page, or have a correction, please click EDIT and add it. On the planet Telos, before you kill the exchange boss, you can find a guard who refuses to give you access. You can then kill him, which gives you Dark Side points. Then you can progress to the next area. If you retreat, the guard will have returned, and you can repeat the process. This is an easy way to build up Dark Side points and EXP, if desired. Submitted by: IGN StaffDuring your first duel with the beams, bring her HP to zero. She won't forfeit despite that, meaning you can't actually win the duel, but in doing so, you'll activate a conversational path that ends with I Did It to Teach You, not to humiliate you - it was simply a bonus. You will have Darkside points as reward. Repeat the process as often as you want. Submitted by: gman391In gman391In Nadd's grave there are two rooms with boxes that may only be opened by a computer terminal. The first box gives you the choices of A) feb, B) dce, C) eba, D) fca, E) fdc, F) acd. The terminal asks you to choose which of these has an error and the correct choice is C. The second box that the computer terminal gives you a comparison to resolve (6_2)_8_9_1=13. The answer to this question is (6^2)-8+9^1=13. If you remember your order of operations from grade school, it should be easy! Once you get Visas Mar as a character (don't kill her)and after you get your lightsaber, equip it to Visas. Go to any workbench pick her lightsaber and change the crystal color (midbox) by choosing assembled and then go back into her lightsaber, but do nothing but print again. You will have two of the exact same lightsaber. Exit the workbench and press start and then save after you save, download the game. You'll have the duplicated lightsaber forever. Here's a way to score infinite experience points. Go to Dantooine and enter the Kinrath Nest. Defeat Kinrath and his brood, but don't progress to find Master Vrook. Instead, press start and switch characters, and then start walking back to the entrance. When you do this, breeding will materialize and attack. Kill them, and then repeat the process over and over again for infinite experience. On Telos, after you take the 'modified hold out blaster' Take it to the TSF who agreed to help find the source of black market goods. Go to the shop, show the blaster for Samhan he'll then tell you he's the source. Double cross him and get him into jail. After you've finished talking to the TSF captain, you have to talk to Samhan in the Force Cage and then talk to Samhan's brother right away. Ask to see his stock then leave. Save a game (just in case) and then talk to the brother again. The brother speaks to Samhan if you did the quest correctly. Now when you talk to Samhan's brother and shop, his stock will have changed dramatically, with items like the charric, tech specialist belt, Zabrak heavy blaster, Sith tremor sword etc. All items are much cheaper and have better prices for everything you want to sell. (If there's nothing you want, reboot the rescue you've just made since the stock items are random).<P><P>On Nar Shaddaa there are two merchants, Geeda and Oondar. If you talk to Oondar, he'll complain about a non-male Rodian. Ask him why there's no line and he'll tell you about Geeda afterwards, choose the dialogue option about her. If you help him, he'll give you a discount. Continue to talk to Geeda about Ovenar and she'll give you a discount. Talk to Ovendar again and he'll threaten you. Tell Geeda about the deal, and she'll say you have to choose between Ovenar or herself. Lace up with Geeda and ask about opening She will tell you that she can trade with and Lower up if you solve the cypilations on them. Complete Dantooine then talks to her about opening trade routes then about Dantooine. She'll have more items to sell, including a Silver Lightsaber. <P><P>You can do this glitch only on the Ebon Hawk and if you have access with Hand Maiden.1: Spar with Handmaiden.2: Complete and put some clothes on your character.3: Talk to Handmaide and choose the dialogue Do you think you can put some clothes on?. Reply with I disagree. 4: Leave the conversation and take off her garment. (You can switch between any characters in the menu with BLACK).5: Repeat to bored, then sell each garment for 2200 credits. Additionl was using the 'Pimp the Handmaiden' exploit dere that you ask her to put on some clothes, disagree, and exit; take off the Jedi outfit and I found some sort of overflow error. I didn't equal-up the handmaids or fitted any kind of weapon, armor, accessories on her. I acquired 10-15 sets of the Handmaiden outfit. I swore her with no clothes on. I went to the workbench on Ebon Hawk. No glitch found. I have another 10-15 clothes, again using the pimple-the-handmaiden cheat. I went back to Telos, to the seller in the entertainment module where I completed the smugglers sidequests. I then tried to sell the handmaid clothes & found to my surprise I had, in my stock, 3-5 sets of 99 Handmaiden Robes. They sold for 2,600 each. I sold all but one set. I walked ten feet to the workbench in the same room. I chose the create/breakdown items and also found I had sets of 99 handmad clothing (I had one full set of 99 left). I broke them down for 120 components each. I have one set of one handmaiden outfit in my stock. Current ranking: I spend about an hour or so going back to the Ebon Hawk (now on Telos) and repeating (each time getting like 10-15 handmaps clothes). This cheat worked repeatedly. I sold the seller over 1000 of these clothes and another 99 in its regular stock. I broke down 300+ clothes at the workbench. I now have over 3 million credits and many thousands of components. It took about 5 or 6 trips with 10-15 handmap clothes. I play a Counselor, level 12, just finished Telos, went nowhere else, trained with the Handmaiden once (kicked her butt). Beat all the dinare in the hidden Jedi Academy on Telos. Starting darkside, switched to the light side (so I changed Bao-Dur, et al., to Jedis, planned link back to darkside because I'm a garry-duh.) Although I didn't try other vendors, it didn't work on the workbench in the Ebon Hawk. I haven't tried in other game by. The cool thing is I have all the credits and components for sale or make I want throughout the rest of the game. Submitted by Raging FuryAddition by acolinski<P>Are you tired of wearing around old and unnecessary data pads? Simply go to a and break them down to get 1 component(s). You don't get many components, but it's a way to get rid of unwanted Datapads. Only breakdown of Datapads from missions you've completed, or even better, Datapads from Peragus. Peragus Datapads is just one example. Another example is after you get Nar Shadda, Dantooine, Telos (the first time), Dxun/Onderon and Korriban. Once you have Telos/Citadel Station for the second time, you can use the Workbench at the 'dealer area' in the Entertainment Module, to get rid of any unwanted/unnecessary Datapads. After sparring with Handmaiden, she'll wear only underwear. When you talk her to put something on, she uses her mother's clothes. When you leave the Ebon Falcon with her, take off the clothes and leave her without clothes. Return to the Ebon Hawk and talk her into wearing the clothes again. When you leave the Falcons one more time, remove the clothes again. You'll see that there are two in your inventory list instead of one. You can do it as many times as you want. They can sell for 1800 credits each and break for 200 parts when creating other items. To duplicate a lightsaber, use a workbench and update a Jedi companion's lightsaber. Change the color crystals (necessary to work) and assemble. Select the same saber and click Color Crystal again, but don't change, on the screen that shows all the color crystals pressing X, you now have to have two of the same light sabers in your inventory. Save and restart so that the game doesn't glitch and restart. You can have three crystals in one saber. For this to work you need 2 of the same crystal. Remove all the power crystals from your saber and assemble. Now place a good crystal in the bottom slot. Exit the workbench after meeting. Reenter the workbench and on the saber put the same crystal on top as you did in the bottom and assemble. Now don't leave the workbench, but go back into the saber meeting and there needs to be a free spot on the bottom. Now you have 3 crystals in your saber. Save and restart so that it does not glitch. On

Dantoinne, you should face Master Vrook if you chose the dark path. He constantly uses the defensive power stand and heals himself almost every time you attack him. The easiest way to beat him is to throw whatever level of Jedi speed you training in, run to the back of the room behind either tree, and hide. This will allow you time to heal if you have run low from health or power outlets. Get Vrook to follow you behind one of the trees and leave him there, so he stays back behind the tree and you end up in the open room. While behind the tree plant a lot of mine in the road between you and Vrook. Get his attention and make sure he takes a direct path to you through the mines. Vrook hits the mines like a crazy bantha to zapped with a Ghed stick and poof - end parts and pieces of pieces Later in the game after having a high influence with Mira (after Nar Shaada) there is a new line of questions that appear. Ultimately, a topic coming on Kreia will tell you about the powers Nar Shaada possesses. At a time before the cantina/pazakk entrance a split screen appeared and she spoke of the forces around you. Talk to Mira after having a high influence on her and the option to show here the power of Nar Shaada will become available. Tell her you'll take her to the place where Kreia showed you earlier and then take her to the place. Another split screen will appear without you bringing up a dialog box. If you're having trouble defeating the more advanced fighters on Dxun, simply throw the forces you want to use during the fight right before talking to the Mandalorian Sergeant. Once you do that, talk to him and tell him you want to fight, after this you can enter a fight that already has the effects of your power forces, without being disqualified. Once you have high influence with Bao-Dur opening a new line of questions. It only happens once so attention. He'll tell you that traveling with you has had an effect on him. After this, an offer appears to train him and if you both have the same alignment, he agrees. With the participation of the invasion/defense of Onderon Palace, you'll find a terminal with (3) numerical puzzles that only have a one shot chance. You fail, it's permanently closed. The codes are: 1)66 2)45 3)39<P>Inside this closed room is a rare item called the Ultima Pearl. It's a rare light saber crystal that contains statistics: Damage +2, Attack +3, and Mass Criticals 1-6. Ask the Original owner of the Ebon Hawk (Nar Shaadda) for proof of ownership of the Ebon Hawk and he will fact Ebon Hawk, including the location of 2 secret compartments. They can't be found unless you do. Unfortunately, the smugglers were removed compartment. But one secret compartment remains in the starboard side. Be nice to the old. You have to have a high influence with Handmaiden and have completed training with her. This is done after finishing on Nar Shadda as the third or fourth planet. Find out that her mother was a Jedi from Creia. After a long conversation with the Handmaiden, you have the option to train her in the force. If you agree to train her, you get a nice cut screen. On Nar Shadah, there's a locking mechanism you need to get past to save one of your characters. You must match the top code with the lower code to continue. Simply select Turn center set counterclockwise, Turn left set counterclockwise, Turn right set clockwise.<p><P>First get the data path of the corpse that tells you to enter New Recruitment into the computer, and then go down the corridor until you find a computer in one of the rooms off the areas of the main corridor. From there, the level 1 Test takes through computer and import 3401726-B853S5O0X001. The answers are as follows:1. Freedom Nadd2. Twenty3. Gizka4. I always lie5. passion - power - power - victory<P><P>You must have a high influence on Atton for this to work (Ed - Well, duh.) When you see through as a good Jedi, go to Nar Shadda as your third or fourth world (it may or may not work sooner). DON'T take Atton with you. Go to the refugee area and thoroughly explore it; A few Twi'leks will come to you and tell you something about Atton's past. Return to the Ebon Hawk, and talk to Atton. Play nice, get his side of the story, and eventually you'll get the option of the offer to teach him to use the Force. He may or may not take you on it the first time, but with enough persistence and influence you will get him to agree to be taught. Voila! Another Jedi Sentinel to add to your collection, as well as the dubious pleasure of seeing Atton in Jedi clothing.<P>&P>When you take the path of the male dark Jedi, you can gain influence with Hanharr, the wookie, until you can ask him why he follows you. When you have enough influence, respond this: Why do you follow me? Does this mean you serve me? What is this guilt you're talking about? After this, always choose the first choice. If you have enough influence, the scene will tell you influence once: failure, then after that it will say influence: success. Doing so will give Hanharr +2 Power and -2 Intelligence. Every time you do, you get dark sidepoints and 1000 experience. Here's where the best part is. If you get his intelligence to 0 and do it again, you'll go up to 253 intelligence! Caution: If you do it too much, you'll get its strength too high then the game won't save properly. If it saves, the glitch is fine. If one or both of your teammates are killed off in a battle, get your own character to a safe distance from the battle and have used an item that brings nothing to the screen. For example: a speedster going out into the open, or a door that won't open. After using it, your partner(s) will get up and keep attacking. However, when they rise again, their health will be extremely low.<P><P>The Cheat Node is a menu that can be accessed in the back rooms of the Jekk'Jekk Tar tunnels. Much like the galaxy droid of the original game, there are interesting features in this hidden menu. Some of them skip you forward in the area, such as 'Skip to finals order', while others seem to do nothing, such as 'Remove Mira'. To access the Cheat Node, you need to get out of the pit after defeating your opponent (Mira or Hanharr). Go through the door leading out of the pit, having defeated the Ubese, then take the left the most through. There's another door straight before where the Node is. During entering this room, defeat the 3 Ubese, and immediately after you defeat the last defeated you need to move your character to the wall directly versus the door and keep moving towards it. If done correctly, your target reticule will go blue and select the wall for a split second. Press A immediately. You are now in conversation mode with a Ubese who beh ind the wall in the room with the exit. You are now able to access the Cheat Node.<p><P>In order to do so, the character must be used of one of the power healing forces, first, in combat, use the power healing power. Then quickly switch to your combat options (Simply press the white button and pause it if your isn't fast enough) be ready because when the animation for the power healing begins, you want to choose one of your combat options. It will make it look like you've revamped two actions, two instances of the combat option you chose. That's fine, since the second choice will turn into your strength healing. Continue to choose the combat option if your strength cures animation coming up and your character will constantly use a attack option and heal themselves in the same round. I used Master Heal and Flurry with this, and it took me through the last several planets of the game. It's perfect for the tougher encounters.<P>If you go dark side, you'll have to face Master Vrook <P>in a one on one duel. Master Vrook is one tough customer. After several attempts I found the way to beat him is to actively sphere the power focus power (the little press). And keep hitting him with Force lightning. Once you get him low enough, Kreia will pause and give you a new Force shape. It looks like another purple sphere, but it absorbs the Power of the opponent. When you continue, Vrook will try to heal itself (you probably should too). Make sure the new ability is active and use Plague on him. With that being 100% chance of hitting it's really the only thing that works. But every time you get him with it, he'll try to heal the poison. Keep alternating Plage and Force lightning. He'll run out of Force and start attacking you again. Just keep nailing him with Force lightning, and when he's just a quarter of his power left he'll colap, and you've won.<p><P>Once you leave Telos traveling to Nar Shaddaa. Once there in the central area and find the zoning through to the Docks. Halfway over the Docks will be a door leading to the Flophouse. Go to the end of the corridor of this flophouse and the second to last door has a guy named Lootra. Taunt him in attack. Also note that any characters you can have in your party at this point will lose influence with you if they're with you when you kill him, so go alone. His looks will have a lightsaber part, there's a quest that as reward he gives this part to you, but the dark side gain is minimal even for light side Next if your alignment bar is about 25% good or bad, you can return to the Ebon Hawk for a fight that will get you the last lightsaber part. If you're not 25% good or bad, there are tons of things to do in Nar Shaddaa to get the last of the points you need. (If you don't have a colored lightsaber crystal the dealer Geeda will have ave one you can buy so don't scare her away) Now talk to Bao-Dur to have your saber made. <P><P>After you finish Korriban talking to Disciple while your inside of the Ebon Hawk. He'll explain his history about how he was once able to use the Force, but he lost the ability when he was younger. Then tell him that maybe he's capable of returning that power. If your influence is strong enough, he will trust you and you will train him. Disciple will then become a Jedi Consular. When the Handmaid teaches you more fight moves, you remove both the clothes or armor you wear. After fighting, she doesn't put her clothes on herself again. Instead of going to the Equip screen and equip her with her clothes; put clothes on yourself and talk to her and tell her that she should put some clothes on. She'll then put her clothes on and when you check the stock you'll find you have more than one. It works every time you have the conversation with her. No one else can equip the clothes, but they bring in several thousand credits for each. They can also be broken down into components. On the secret Jedi base on Telos, you can talk repeatedly to the handmade to get infinite lightside points. On Narshadaa, there is a speedster to be repaired. Gets the navigation interface of the droid vendor or store and installs one part. Choose to restore the speedster and it will give you the experience and the part back. Repeat this to gain infinite experience. It works in every swoop race except for the one on Nar Shadaa. Deliberately align your swooping craft into a striped barrier. Just before you hit the wall on the START button. This will bring an option to forfeit the race. Skip A and the swoop will float forward a little until it hits the wall. Your race time will be whatever time was on display when you crashed. In the Sith grave in the Shyrack cave on Korriban there is space that contains the body of a dead Jedi. Every time you search for the body some Hssiss appear in the room. Keep searching and killing to level up as much as you want. The death field power speeds things up and keeps you healthy in the process. Note: Two Hssiss appear every time you search the body. Over 30 or so will seriously compromise your Xbox's health. At one point during the Czerka/Ithorian Conflict on Telos, a group of mercenaries attacks the Ithorian Complex. You receive a call from Mozo, who is holed up in the vivarium. When you come to his rescue and wipe out the Mercenaries, he thanks you and offers you a key card. Ask for reward, and when he offers you no one, leave him to fend for himself, and then say: Better you than if You'll receive dark side points. The best part is, you can keep repeating it over and over for as long as you want for unlimited dark side points! Add a controller to the fourth port and press BLACK or WHITE to raise and lower their voice. Unlimited EXP profit for both light and dark side characters!IMPORTANT: FOR IT TO WORK YOU MUST PAY AT LEAST 1 (ONE) POINT IN DEMOLITION SKILLThe first thing you need is a total of 30 mines. It doesn't matter what problems because you get the same points for small mine recovery if you do the higher grades. This 'cheat' is most effective if Kreia is part of your party, but her presence is NOT needed. It just takes a little longer to level up without her as she offers you a small exp boost with each action. Find the border between one area and another, that is, where the 'loading' screen comes up. Just before leaving the area plant 15 mines (this is the most you are allowed to place in any area) but still do not repair them. Once finished, leave the area. On the other side of the border plant the remaining 15 mines. Again, neither mine you've just planted recovers. To get EXP, you must leave that area before you restore it. Instead, go back through the border and repair the first 15 mines you planted. Each recovered mine gives you one per cent of the EXP gap between the level you are and the next level. So if there are saying 1400 points between lv 1 and 14 (there is) each stale mine is worth 140 exp. If Kreia is with you, there's a small additional bonus per mine (about 5 points at the bottom and ten at the top). Replant the mines after you restore them all and return to the second set of mines. Restore them, replant, go back to the other side of the border and repeat as many times as you like. I did it and by the time I got bored I left Peragus as a Level 40 consular. consular.

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