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Kotor 1 best class

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Star Wars Knights of The Old Republic (Kotor) is considered one of the greatest RPGs ever. The game has received critical acclaim for its outstanding customization options and history. As a result, Kotor is very popular with many players taking time to perfect builds and loadouts for the game. Here are the three best builds Kotor. The build Revan is canonically based on Revan Jedi turned Sith Lord overshadows the main story as a master for Darth Malek, the evil Sith Lord determined to take galaxy.I'm a freelance writer and creator of content. You can check my work on my website PixelPolitics.co.ukStar Wars Knights of The Old Republic (Kotor) is considered one of the greatest RPGs ever. The coup Star Wars game has captured the imagination of fans and players alike, when it released in 2003. The game has received critical acclaim for its outstanding customization options and history. As a result, Kotor is very popular with many players taking time to perfect builds and loadouts for the game. Here are the best Kotor builds.1 3. builda Revan Darth Revan plays a central role in the history of Kotor. Revan Jedi turned Sith Lord overshadows the main story as a master for Darth Malek, the evil Sith Lord determined to take over the galaxy. In addition, Revan is revered within the fan community of Star Wars as one of most users incredible strength that ever lived. So, the following construction Kotor is canonically based on Revan and is one of the game's build best.The Revan has more main components. To create this build, maxing your character at the highest possible level leverages different skill trees. When you play the game, you should max out your characters skill points as follows: wisdom should be the highest stat he has, with about 15 points put into this tree.Intelligence and charisma should also be increased, with about 14 points.Strength and dexterity should have 12 skill points invested in it.A Finally, the constitution should have the lowest is 10 points.A to make the best use of these skill points, you need to choose the explorer option as a subclass original character when you first start the game. This class will actually allow you to balance both the RPG and fighting game. Similarly, when up to become a power user, choose the Sentinal Jedi class. This class will allow you to balance all your skills and strengths terms power.In weapon style, you can choose one or two duels-fighting weapon. Revan specializes in every type, but with a double most likely weapon can give you the edge in battle, if you opt for a scrum with both hands, including the ability to use an attack power strike. Similarly, in terms of extra / business skills available, opt for the hardness as will keep him alive.The build Revan mimics the famous Lord of the Sith Revans skills. The construction is robust and leans canonically high level of wisdom, intelligence, charisma and ability to Revan combat. The explorer and builds Jedi Sentinal subclasses allow these skills to balance well in combat and role gameplay.Darth Revan. Credit: Villians Wiki 2. Ultimate Force weilding Kotor BuildThe consular Scout accumulation is one of the best Kotor 1 constructs. This build allows you to effectively balance the skills of your characters while putting all your strength in your Force powers. However, unlike Revan construction, it differs significantly in defense and agility, focusing less on skills such as intelligence. When you start the game, put points In the following trees.Wisdom Ability at most with 16 points put in the Skill.Charisma also reached the maximum with another 16 points.Intelligence with 8 PointSconstitution with 11 PointsDexterity 14 PointsA, you should put 9 ABILITY STREES IN STREENGTHAS mentioned, you should choose the Explorer class and then the consular jedi class. Going forward in the game, you should concentrate on Maxing out of wisdom and charisma and increasing the dexterity, followed by the It will help even if you will focus further on the use of dueling, implant and hardness capacities for the impact of combat and a defensive balance. This construction is effective as it allows you to become a force maintenance monster. You can maximize the powers of force using a high wisdom and charisma while you give you an incredibly high critical success relationship and defense through a high dexterity. Help if you have combined the build with offensive strength skills such as strengthening force and strength storm.3. The Super Builther Buildh Build Building Buildan Build Build Builder is the scout and guardian construction. As before, you should choose the scout class as the first subclass, allowing you to have a lot of points skills to play with combined with the Guardian Jedi class, focusing on the offensive disqualification of the swordaegna. When you start, designating your skills in the following way: maximizes your strength by placing about 17 points in treelimit ability Your dexterity with only 9 Puntimakes surely your intelligence has only 8 Pointskeeps 11-point constitution levels increases Your wisdom and your charism points with 13 and 15, respectively. These abilities should be optimized throughout the game so that your main goal should be on force. Similarly, it would help you if you make sure your wisdom and charisma are reasonably balanced and at the top while you also change your attention to your dexterity and in the establishment approaching at the end of the game. When using this carout, you should use two weapon combat capacity for maximum damage, resistance 3 for defense and plant 3 for the stability. It would be better if you have also used a double slab for the most effective build. This Build Kotor 1 will allow you to become a Master of Lightsars. Let yourself be a tremendous power but at the same time decent health and strength of strength. So for those who want to become a Master of Lightsaber, this is the build for you. For more information on these builds, make sure you check this useful website. Finals ThoughtainSowerall, Kotor has some excellent buildings. With the game that is said to get the treatment of remake soon, these builds become more useful. For greater content of Star Wars games, subscribe to our Sotto.also newsletter, check out, Join Hacker Mezzogiorno Create your free account to unlock your personalized reading experience. Video games are an important part of my life, and I wish you wanted to stay that way. The Scout class is the best, but your kind really doesn't make a difference. I always go to male. Kyler J. Falk through "Star Wars Knights of the Old Republic" The best class of Star Wars Knights of the Old Republic is the scout class. Playing as the Scout class offers you an efficient way to place all your abilities and can be able to diversify your ability to economically and efficiently means long-term success in all aspects of the game. Of course, you could balance your lack of ability in some areas with your companions, but we want the best class in general and this is the scout. So, we enter the most subtle points to build the scout class, because it is more the construction that counts the class itself! These attributes make the exact game difficult, but the delay game will be super easy. Kyler J. Falk through "Star Wars Knights of the Old Republic" by positioning your attributes way in which to place your attributes at the beginning of the game will determine how the whole game plays you for you, and if you don't want to get stuck in a cycle Infinite death, so you need to place these right attributes points. I will give you a quick Rundown of the best, "where and why." Build for your attributes points. Your attribute points should Placed as in the photo above, and as follows: Forza 8: Although this will make your exactly difficult early gaming experience, you will allow you to put more ability elsewhere, you will play late. Alternatively you can take all your points out of dexterity and put them pursuit for an early initial game. Dexterity 10: the main reason for Any point in this is to compensate for the negative debuff for putting lower. You will offer you a few dexterity saves the early game, and this can make all the difference between life and death. Constitution 8: If you play the game properly, looking for every corner and cranny, you should not need points in the Constitution. You will be easier to kill, but there are enough objects in the game to keep you alive in any situation. The articles are offset of any point in the Constitution. Intelligence 10: We want to compensate for negative debuff on intelligence because losing opportunity points every still fierce level in the long run. Alternatively, you can put all your points from the intelligence dexterity for that EXTRA BUFT at the ability points. Wisdom 16: This is a late attribute, but it is better leveled soon because all the powers of force and resistances depend on this attribute. During the late-game, this attribute will save you to die in places like Korriban when you're hitting by force stun and madness every other turn. Charisma 18: As in any RPG it is worth the salt, the charisma is your most important attribute. There are so many crucial persuaded controls that also require your charism to calculate, so this attribute level is uneasuble ... do it, and thank me later. Feel free to remove all the points you have invested in everything except charism and jettals in force if you want an alternative build that works well. Honestly, the Build of all the strength is the most simple build to run through the game, but I also find that both the most boring and boring. If you want the most out of this game, the best build is the Build Best Build is the Build Carisma / Wisdom! Now let's move on to place your skills. Ideasifies your skills for the good of ease of use, but other than the quality of life persuaded only ability to use you. Kyler J. Falk through "Star Wars Knights of the Old Republic" by placing your skills the amount of opportunities that you are able to earn in-game is limited due to the level cap, and thanks to the limits on you It is imperative that you are imperative use your skill positions wisely. I like having a well rounded character that can work without much needing companions. As in the photo above, your skills positioning should be the following: Using your computer, demolitions, persuade and security 2: The reason why this is the best build is because you can always place the skills elsewhere while you levels in -Game, but these abilities are the most cautious for goals in â €

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