I'm not a robot

The rage of The Sith is unending, and so are bugs in games. Star Wars: Knights of the Old Republic 2: The Sith Lords (KOTOR 2) was released over 17 years ago, but the Nintendo Switch port has a game-breaking bug that makes it impossible to complete the game. Developer Aspyr Media acknowledged the bug in a tweet on Monday. Aspyr Media released The Sith Lords to Nintendo Switch on June 8. In a promotional tweet of the game, Twitter user Daniel Moore replied to the tweet asking if the company was aware that there is no way to complete the game, specifying that they were stuck on the Onderon Basilisk crash for a week now. In response, the company said that its a known issue but it cant give an estimated date for a fix. The Sith Lords is a third-person action game originally developed by Obsidian Entertainment. The game follows a lone Jedi who undertakes a mission to thwart the Sith plot to destroy the Jedi. Similar to previous games in the Knights of the Old Republic, its up to the player if theyll embrace the Dark or Light side of the Force. Its an early gem of Star Wars video games and has since been ported to mobile devices, MacOS, and Windows PC. Update: The studio has clarified in a statement to Axios that the bug only affects a small number of users, and the company has published a cheat code to bypass it. Update (July 1): Developer Aspyr Media said Wednesday that it issued a hotfix on June 30 that addressed several crash bugs with the Nintendo Switch version of KOTOR 2, including the game-breaking Basilisk scene on Onderon. Here are the details from Aspyrs patch notes: Addressed a crash that would most occur after certain cutscenes (i.e. Basilisk scene on Onderon) Addressed an issue where the game would crash on certain mid/late game saves. (Dantooine, Korriban) Addressed an issue where players could become stuck in a loading screen loop when Sith Troopers board the Ebon Hawk on Peragus While these fixes are welcome news: This is ONLY to be used to report spam, advertising, and problematic (harassment, fighting, or rude) posts. 2004 video game "The Sith Lords" redirects here. For the eponymous Star Wars faction, see Sith. For the second issue of the Star Wars comic series of the same name, see Star Wars: Knights of the Old Republic (comics). 2004 video game Star Wars: Knights of the Old Republic II: The Sith Lords Developer(s) Obsidian Entertainment[a] Publisher(s) LucasArts Producer(s) Chris Parker Designer(s) Chris Avellone Programmer(s) Chris Jones Artist(s) Aaron Meyers Writer(s) Chris Avellone Composer(s) Mark Griskey Series Star Wars: Knights of the Old Republic Engine Odyssey Engine Platform(s) Xbox Microsoft Windows Linux OS X Android iOS Nintendo Switch Release December 6, 2004 Xbox NA: December 6, 2004 EU: February 11, 2005 AU: February 15, 2005 Microsoft Windows NA: February 8, 2005 EU: February 11, 2005 Linux, OS X WW: July 21, 2015 Android, iOS WW: December 18, 2020 Nintendo Switch WW: June 8, 2022 Genre(s) Role-playing Mode(s) Single-player Star Wars Knights of the Old Republic II: The Sith Lords is a role-playing video game developed by Obsidian Entertainment and published by LucasArts. It is the sequel to BioWare's Star Wars: Knights of the Old Republic and was released for the Xbox on December 6, 2004, for Microsoft Windows on February 8, 2005, for OS X and Linux on July 21, 2015, for Android and iOS on December 18, 2020 and for Nintendo Switch on June 8, 2022. Like its predecessor, it is set in the Star Wars universe 4,000 years before the events of the film Episode I: The Phantom Menace and is based on the d20 System designed by Wizards of the Coast. The game uses the Odyssey Engine, which was originally used in Knights of the Old Republic. Writing first began before the original Knights of the Old Republic was released, and development began in October 2003, after BioWare offered Obsidian their Star Wars license due to being confident in their previous work. Knights of the Old Republic II starts five years after the events of the first game and follows the story of The Exile, a Jedi Knight who was exiled from the Jedi Order. During this time, the Jedi Order has been almost completely wiped out by the Sith. The game begins with the protagonist waking up from unconsciousness on an asteroid mining facility. After the player escapes with the help of their party members, they find the person who exiled them ten years ago, who sends the protagonist on a mission to beat 1001 Video Games You Must Play Before You Die. Particular praise was given to the character of Kreia, with GameSpy naming her the best video game character of 2005. However, the game received criticism for being too similar to its predecessor in terms of graphics and gameplay systems, as well as being launched in an incomplete state. Screenshot from the first level of the game illustrating the interface and combat system. Knights of the Old Republic II is not a turn based game, but is a role-playing video game played from a third-person view that features pausable real-time combat.[1] Combat and interactions with the environment and non-player characters in Knights of the Old Republic II: The Sith Lords Republic.[2] The game starts with a character creation screen with several choices to make, and there is also an option of letting the game do it automatically.[3] There are 30 new Force powers, which are manifestations of the Force, in Knights of the Old Republic II.[4] Like its predecessor, the game has several minigames, including swoop bike racing and a card game called Pazaak.[5] The interface has been streamlined from the original game and party management has been made easier; for example, the player can switch between two selected weapon sets in the menu.[3] As in the first game, the player can choose to align with either the light side or the dark side. Choosing dialogue options that are respectful and empathetic gives the protagonist light side points, while options that are egotistic and evil result in dark side points.[1] The combat of Knights of the Old Republic II is identical to its predecessor.[6][7][8] Several new lightsaber forms were added to the game.[9] Each of them is useful for a different situation.[10] For example, one is best for enemies using blaster weapons, while another would be good for recovering from using Force powers.[10] The player can use a variety of melee and ranged weapons, including swords and firearms.[10] Fighting unarmed is also an option.[10] A new addition to the game is "prestige classes", add-ons to the Jedi classes that can be selected for different statistical effects or abilities.[11] Players can loot corpses and various environmental objects.[11] The protagonist also has the ability to "influence" their party members; by doing things that impress them, the player character can support the player character unconditionally or turn against the protagonist. The player can also exploit high influence by drawing party members to either the light side or the dark side, and some characters can even be trained to use the Force.[12][13] The game takes place five years after the events of Knights of the Old Republic and 3,919 years before Episode I: The Phantom Menace.[14][15] in a time when the Jedi have been nearly exterminated by the Sith.[16] The player's character, a former Jedi Knight exiled from the Jedi Order, is referred to as "The Exile" or "Jedi Exile". Throughout the game, the Exile restores their connection to the Force slowly, with the help of playable companions, setting out to stop the Sith. The player makes choices that turn the Exile to either the light side or the dark side of the Force, and they travel to six planets to either help or hinder the Republic's efforts to bring peace and stability to the galaxy.[17] New playable locations in Knights of the Old Republic II include Telos, Onderon and its moon Dxun, Malachor V, the Peragus Mining Facility, and various starships such as the hijacked Republic cruiser Harbinger, the Sith cruiser Ravager, and Goto's yacht orbiting Nar Shaddaa.[17] Two planets featured in the original game, Korriban and Dantooine, are revisited with ravaged buildings and intensified problems.[17] The Ebon Hawk, the main character's ship in the first game, is also the player's transportation in Knights of the Old Republic II.[17][18] Further information: List of Star Wars: Knights of the Old Republic characters The Exile's backstory reveals that the character served under Revan during the Mandalorian Wars and ordered the activation of a devastating weapon in the climactic battle over Malachor V. The deaths that ensued created such a substantial "wound" in the Force that the character was forced to sever their connection to the Force to survive, and the Jedi Council ordered the character exiled from the Jedi Order.[17] As the game progresses, the Jedi Exile rebuilds a connection to the Force and creates unusually strong Force Bonds with other characters and places, while unknowingly sapping Force powers.[17] Along the way, the Jedi Exile are Kreia, who acts as the Exile's mentor;[17][19] pilot and former Sith assassin Atton Rand; technician and Mandalorian War veteran Bao-Dur and his droid remote;[17] the criminal droid G0-T0;[17] and the Sith apprentice Visas Marr. T3-M4 and Canderous Ordo (now identified as "Mandalore"), both featured in the first game, also join the Exile's team.[17] Other characters join the Exile's party under certain conditions. HK-47, who appears in the first game, joins the quest if the Exile collects and uses the parts necessary to reactivate him.[17] Depending on the player's alignment, the Exile will either be joined by the bounty hunter Mira (light side or neutral)[17] or by her rival, a Wookiee bounty hunter known as Hanharr (dark side).[17] Depending on the player's gender, the Exile will either be joined by the Disciple (female Exile) or Brianna the Handmaiden (male Exile).[17] The game features three main antagonists: Darth Traya, a mysterious assailant who remains in the dark through most of the game;[17] Darth Sion, an undead Sith Lord who once served under Exar Kun in the Great Sith War (a seen in Tales of the Jedi);[17] and Darth Nihilus, a Sith Lord whose physical being was destroyed due to his consumption of the Force.[17] These three Sith Lords are leaders of a loose affiliation of warriors and assassins leftover from Darth Malak's empire from the previous game. Between the events of that game and this one, the Sith have launched a largely successful genocide campaign against the Jedi Order. Another major antagonist is Atris, a former member of the Jedi Council whose unethical efforts to thwart the Sith come into conflict with the Exile.[17] While hiding on the Harbinger, a Republic cruiser, the Exile is sedated by an HK-50 assassin droid to be delivered to a crime syndicate called the Exchange, who have put out a bounty on live Jedi. The Exile is rescued by Kreia, with whom the Exile forms a Force Bond, and the droid T3-M4 on the Ebon Hawk, and the three flee the Harbinger as it is hijacked by a squad of Sith assassins. However, their ship is damaged during the escape by the Harbinger's gunfire, and they eventually arrive at the Peragus Mining Facility. Teaming up with smuggler Atton Rand, the group escapes to the planet Telos IV. While hiding out on Telos, they encounter Atris, a surviving member of the Jedi Council who sentenced the protagonist to exile ten years prior. After settling a dispute regarding the Exile's past sentiment, Atris forms an uneasy alliance with them, instructing them to seek out other surviving Jedi in order to rally against the Sith. The Exile then travels to four worlds to find reclusive Jedi Masters and either beg for their aid or kill them in revenge for being exiled, depending on player choice. As the Exile continues their journey, they are joined by several individuals in their quest.[17] After finding all the Masters, the Exile travels back to Dantooine and learns that the countless deaths at Malachor V resulted in the Exile unconsciously draining their connection to the Force, which then became the teachings of the new Sith. If the player aided the Jedi Masters, they prepare to strip the Exile of their Force connection permanently, as the Masters fear that these teachings could result in the actual death of the Force, but Kreia reveals herself to be the former leader of the Sith and murders them all in retribution. If the player killed the Jedi Masters, Kreia attacks the Exile and leaves. Tracking Kreia to Telos, the Exile fights and defeats a corrupted Atris, from whom it is learned that Kreia plans to strengthen a massive "wound" in the Force made ten years prior. This "wound" had been created by the Exile during the Mandalorian Wars, when they activated a gravitational superweapon, the Mass Shadow Generator, in order to end the battle on the planet Malachor V, causing mass death and destruction. Before following her to Malachor V, where Kreia had since rejoined the Sith as Darth Traya, the Exile stops a Sith invasion of Telos, defeating one of Traya's former apprentices, the Sith Lord Darth Nihilus. On Malachor V, the Exile is separated from their companions and fights through hordes of monsters on the planet's surface and the inhabitants of a large Sith Academy who survived the cataclysm. On the final floor of the academy, the Exile kills the Sith Lord Darth Sion and confronts Darth Traya in the planet's core.[17] The Exile defeats the Sith Lord, but before Traya dies, she delivers a prophetic vision of the future pertaining to the player's companions and the worlds that were visited over the course of the story. Depending on the Exile's alignment, they either order the destruction of Malachor V, escaping before it is destroyed, and travel into the Unknown Regions in search of Revan (light side), or remain on Malachor V as the new Dark Lord of the Sith (dark side).[17] Chris Avellone (pictured) was the lead designer of Knights of the Old Republic II: The Sith Lords. Knights of the Old Republic II was developed by Obsidian Entertainment and published by LucasArts.[20] It is the sequel to BioWare's Knights of the Old Republic,[20] and it uses the same Odyssey Engine as the original game.[21] BioWare suggested that Obsidian should be offered the Knights of the Old Republic license due to their familiarity with Obsidian's past work and the good relationship between the two developers, as well as due to finding LucasArt's development schedule for the sequel to be too tight.[22][23] The game was released in PC and Xbox versions, but due to the Xbox version being released two months prior to the PC version, it has multiple unfixed bugs.[24] Development of the game began in October 2003.[25] The overview of the game's story was originally drafted before the first Knights of the Old Republic was released, after which it saw many revisions and also some major reworks.[26] In preparation to write Knights of the Old Republic II, lead designer Chris Avellone designed were ready to be shown, so Knights of the Old Republic and the original Star Wars films for inspiration.[2] Avellone said that Obsidian recognized one of the things that made Knights of the Old Republic great was the story and the companions, and that they tried to expand upon this by adding more depth to them.[25] Knights of the Old Republic II uses the same d20 System as the first Knights of the Old Republic with some changes, and the level cap has also been removed.[27] For the most part, the team didn't want to redo any of the design elements from the first game, as they felt that there was no need to change anything that had already proved successful; instead, they opted to look for areas that could be improved and expanded upon them in a way that retained the base style of Knights of the Old Republic.[27] Obsidian put much work into the game's graphics, including the appearances of non-player characters.[2] Other technological improvements include the lighting and weather effects, in addition to increasing the level sizes.[2][28] Knights of the Old Republic II's art director Aaron Meyers; he decided which people would join the art team after looking through "tons of applications, resumes, and demo reels", and he said that he was pleased with the number of people who wanted to work for Obsidian.[29] Meyers also complained about their deadline the development team had to deal with.[29] Obsidian's COO, Chris Parker, said that the schedule set for the development team was "extremely aggressive", and that the team felt a lot of pressure because they were "making a sequel to the game of the year for 2003".[25] For the music, the development team felt that symphony orchestras would work best for Knights of the Old Republic II.[30] The musical score was composed by Mark Griskey, who developed music and themes for characters and places, including the Jedi's theme, Darth Sion's theme and Darth Nihlus's theme (which both have many similarities with the Emperor's theme from Return of the Jedi). He also created a theme for the main character, which is based occasionally when the player experiences internal conflict. The ~55-minute score was recorded by the Sinfonia Orchestra in Seattle.[31] The opening crawl utilizes the version of John Williams' main Star Wars theme that was re-recorded for the prequel trilogy. When Obsidian was preparing to present Knights of the Old Republic II at E3 2004, they tried to fit as much information as they could, saying that it would need to be a duration of 30 minutes as a result of the only E3 event it would be showcased at; however, due to the limited time frame, they would have to cut it down to a five- to ten-minute presentation.[26] During this time, none of the levels Obsidian designed were ready to be shown, so they picked three levels and put them through a schedule to finish them on time.[26] The demo was finished a few days before the event,[26] and the game was presented in May 2004.[32] The first trailer for Knights of the Old Republic II was later unveiled in July 2004[33] and the official website was launched in October.[34] When looking back at Knights of the Old Republic II in a 2013 interview, Avellone said that because of LucasArts forcing Obsidian to finish the game in a short time frame of 14 to 16 months, the game ended up being in an "unfinished" state.[22] However, Avellone said that was at fault for this due to not cutting out enough things; he noted that all minigames should have been removed, and also said that there were too many in-engine cutscenes.[22] Obsidian's co-founder, Feargus Urquhart, said that the game was originally going to be released in 2005, but it was later moved up to December 2004 after E3; according to him, Obsidian had to choose between "get[ting] in trouble or get[ting] it done".[35] Due to this, several cuts had to be made; one of the most major was the droid planet M4-78, which was entirely removed from the game.[22] An Xbox version, with the release date prior also likely to be cut from the game.[37] The Xbox version of Knights of the Old Republic II went gold on November 23, 2004;[38] it was later released on December 6, 2004 in the United States,[38][39][40] and the PC version was released on February 8, 2005.[41] In Europe, the game was released simultaneously for both platforms on February 11.[40] The game was later re-released in August 2012 on the digital distribution platform, Steam,[42] and in January 2015 on GOG.com.[43] On July 21, 2015, OS X and Linux versions were released along with new support for Steam Workshop and other Steamworks features, controller input, and modern widescreen resolutions up to 5K.[44] Backward compatibility for the Xbox One was announced in April 2018.[45] An iOS and Android version was released on December 18, 2020.[46] Along with several official patches, a fan-made mod called The Sith Lords Restored Content Modification or TSLRCM serves as an unofficial patch by fixing around 500 remaining bugs,[47] along with restoring most of the content that was cut from the game.[48] There were also methods found by the community for improving compatibility on modern PC operating systems.[49] According to The NPD Group, Knights of the Old Republic II sold 458,000 copies in North America during the month of December 2004. It entered their chart for the month at number 11, and at number 3 on the Xbox-only chart.[50][51] After its North American release on Windows, it debuted at number 2 on the PC chart for the month of February.[52] In the United Kingdom, the game debuted at the top of the weekly chart, beating Blizzard Entertainment's much-anticipated online game World of Warcraft, which was released in the same week. Eurogamer reported that in the UK Knights of the Old Republic II would make its first week than the first game, which the website speculates was helped by the former's simultaneous release on Windows and Xbox in PAL regions, as opposed to the latter's initial Xbox-only release.[53] During 2005 alone, the Xbox version sold more than 60,000 copies in the region.[54] By early 2006, Knights of the Old Republic II had sold almost 1.5 million copies.[55] Its sales in the United States alone reached 1.275 million by 2008.[56] Reception Aggregate scores Aggregator Score PC Xbox Game Rankings 86%[64] 86% [65] Metacritic 85/100[66] 86/100[67] Review scores Publication Score PC Xbox Computer Gaming World 90/100[57] Eurogamer 8/10[58] GamePro 4.5/5[f] GameSpot 8.5/10[60] 8.5/10[] GameSpy 6/6[61] GameZone 8/10[62] 9/10[63] GameSpy, in an aggregate score of 85/100 and 86/100 on the PC and Xbox versions respectively, indicating "generally favorable reviews" according to the site.[66][67] IGN said that there is a bulk of pressure involved with developing the sequel to a game from a different developer which won several "Game of the Year" awards, and that Obsidian delivered.[18] The review also said that it will not disappoint fans of the original game and that it is mostly similar to it in terms of the model.[14][63] GameSpot praised both the first and second Knights of the Old Republic and said that the second game continues the series' tradition of not fixing what is not broken.[59] GameSpot echoed this statement, also saying that both the good things and the shortcomings from the first game are present in Knights of the Old Republic II.[1] GameSpy compared the game to The Empire Strikes Back from the original Star Wars film trilogy in that it the best of the series in terms of story, and also said that the game has the best story in a video game since Planescape: Torment.[61] 1UP.com wrote that Obsidian surpassed the original Knights of the Old Republic in terms of the writing, saying that the plot is more consistent, the dialogue is edgier and the moral choices are more significant.[10] Computer Gaming World agreed, writing, "your decision making, as you pursue a light or dark path, is more ambiguous, with more unexpected consequences".[57] Eurogamer said that compared to the original game, Knights of the Old Republic II's plot is "far more grey".[58] The review also said that planets are "better developed and paced".[58] GameZone wrote that the combat was generally well-received, with some reviewers noting that it is mostly unchanged from the original Knights of the Old Republic.[6][7][8] GameSpot compared the combat from the first Knights of the Old Republic to the second, saying that it is well-balanced in both; however, the reviewer wrote that it feels more spontaneous.[60] GameZone said that the combat is not changed from the first Knights of the Old Republic to the second, but that this is a good thing since the combat in the original was enjoyable.[62] IGN praised the game's AI, saying that it is easy to control the main character alone without controlling the party members.[14] GameSpy's reviewer, on the other hand, said that he encountered problems with the combat AI that were not present in the original Knights of the Old Republic.[61] GameSpot criticized Knights of the Old Republic II's graphics, calling them "lackluster".[1][60] GameSpy's reviewer felt that the game's graphics were disappointing, calling them "a little dated" and "half-baked".[61] The reviewer further criticized the graphics for looking the same as they were in the first game of the series, saying that they could only be considered "good" during the release of that game.[61] GameSpy also said that the game looks exactly the same as the original Knights of the Old Republic[62] and that it does not compare to the majority of mainstream games released at the time.[7] GameSpy called the music in the game "excellent"; however, the reviewer watched that some of it is re-used from the first game of the series.[61] The GameSpy reviewer also said that while the majority of the voice-acting is good, there are "a few more examples of bad voice-acting" than in the first Knights of the Old Republic.[61] GameZone said that the "top-notch" voice acting complements the game's very well-written dialogue, and also praised the game's sound effects.[62] The game was criticized for its glitches; several players reported having problems with pathfinding bugs.[14] 1UP.com's reviewer condemned Knights of the Old Republic II for having the same bugs and technical issues as in the first game, saying that his party "still had a tendency to warp and skip around the map at times", and he also criticized the pathfinding in the game.[10] GameSpy said that the game's bugs are "hard to forgive", and that these issues did not occur in the first Knights of the Old Republic.[61] In a different article, GameSpy said that the game is incomplete, and attributed this to its rushed deadline.[68] GameSpy called Kreia the best video game character of 2005, saying that she was "easily the most intriguing, complicated, enigmatic, well-designed and nuanced character in a video game this year".[69] The game received runner-up placements in GameSpot's 2004 "Best Role-playing Game", "Best Voice Acting", "Best New Character" and "Best Game Based on a TV or Film Property" award categories across all platforms.[70] In 2010, the game was included as one of the titles in the book 1001 Video Games You Must Play Before You Die.[71] Footnotes ^ Aspyr ported the game to Linux and OS X, as well as serving as developers of the 2015 re-release on Steam, and the 2022 port for Nintendo Switch. 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[Game mechanics section:]

wiki Fextralis: Dungeons & Dragons Speculative fiction Film Video games Retrieved from " 2 Refideas editnotice There are suggestions on this article's talkpage for references that may be useful when improving this article in the future. (See the box that begins "The following...".) You are not logged in. Your IP address will be publicly visible if you make any edits. If you log in or create an account, your edits will be attributed to a username, among other benefits. Content that violates any copyrights will be deleted. Encyclopedic content must be verifiable through citations to reliable sources. Retrieved from " The_Sith_Lords" The attributes of your character apply bonuses or penalties to everything from combat to skill checks to Force powers. Check each attribute to see what aspects of game play it can affect. Attribute points are allocated by selecting an attribute and using the arrows to scroll sideways and add or subtract points. At character generation each of the six physical attributes is at 8, with 30 points to allocate between them. Any attribute can be increased to a maximum of 18 at this time, but beyond 14 there are increased point costs: Attribute 9 10 11 12 13 14 15 16 17 18 Points 1 + 1 + 1 + 1 + 1 + 1 + 2 + 2 + 3 + 3 Total 1 2 3 4 5 6 8 10 13 16 Characters are awarded an additional attribute point every fourth level, (4, 8, 12 and so on). These are not subject to the increased point costs which apply at character generation. However, it is not the attribute itself which is important but its modifier, which equals (attribute - 10) / 2, rounded down: Attribute 8 10 12 14 16 18 Modifier -1 0 +1 +2 +3 +4 Consequently it is normally a waste if an attribute is an odd number after all points and bonuses from equipment, stimulants, Force powers and any light or dark side mastery is taken into account. Strength [edit | edit source] Strength measures physical power. A high Strength adds modifiers to the following: The damage bonus granted by a character's weapon and chance to hit, which is important for close-combat weapons (vibroblades, lightsabers). Strength modifier (STR) adds to the following: The damage bonus granted by a character's weapon and chance to hit, which is important for close-combat weapons (vibroblades, lightsabers). Strength modifier varies depending on the melee weapon(s) or lightsaber(s) equipped: Unarmed orSun baton One Two Double-Bladed Main hand Off hand Main hand Off hand hand Damage bonus STR1.5 STR STR0.5 STR1.5 STRFor example, a character with 20 Strength (STR +5) would be granted the following damage bonuses:+5 when unarmed or equipping a stun baton+7 (1.5 * 5) when equipping one melee weapon or lightsaber+5 main hand and +2 (0.5 * 5) off hand when equipping a double-bladed melee weapon or lightsaber+7 main hand and +2 off hand when equipping two melee weapons or lightsabers+7 main hand and +2 off hand when equipping two melee weapons or lightsabers (+122). However, when STR is added to Critical hit damage, the critical multiplier can result in it exceeding maximum +127, at which point it rolls over negative: Strength mod +127+128+129+130+131+255+256 Damage +127-128-127-126-125-10ff damage from other sources doesn't exceed this, then a large bonus is inflicted. The Strength modifier is normally possible, sometimes even with Crush: Critical multiplier x3x4 0.5 STR266 Strength (+128)182 Strength (+146)138 Strength (+44)1.0 STR138 Strength (+94)92 Strength (+98)69 Strength (+33)1.5 STR96 Strength (+29)54 Strength (+65)46 Strength (+32)Dexterity[edit | edit source]Dexterity measures agility and reflexes. A high Dexterity adds modifiers to ranged attack rolls (blasters, grenades) and increases a character's Defense rating, making them harder to hit. Dexterity (DEX) adds to the following: Constitution[edit | edit source]Constitution represents health and resiliency. A high Constitution adds modifiers to the vitality points gained at each level up. Constitution modifier (CON) adds to the following: Intelligence[edit | edit source]Intelligence represents knowledge and reasoning. A high Intelligence adds modifiers to the number of points a character has to spend on essential skills. Intelligence modifier (INT) adds to the following:Skill points granted upon level up are determined by a character's permanent Intelligence modifier (bonuses from other equipment and Force powers not included). It is recommended to only allocate points to Intelligence upon character generation to maximize skill points granted at that time, and upon level up: Character generation level 1 MinimumIntelligenceSkill points1 + INT / 2]2 + [INT / 2]3 + [INT / 2]4 + [INT / 2]2811231012234142345183456Since skill use isn't necessary to complete the game and all Persuade can normally be defaulted to your party anyway, leaving Intelligence at 8 is perfectly feasible (although 10 grants a Scout or Scoundrel four more skill points at character generation, and a Scout, Scoundrel or Jedi Sentinel one more per level up), and more than 14 is rarely (if ever) recommended.Intelligence bonuses are only granted by the following: Wisdom[edit | edit source]Intelligence bonuses are only granted by the following: Wisdom[edit | edit source]Wisdom represents willpower and perception. A high Wisdom adds modifiers to the number of points a character has to spend on essential skills. Charisma (Cha): A high Charisma improves your companions' chance to hit.

[Additional game mechanics and hardware requirements text continues at length, including System Requirements specifications (Minimum and Recommended), and additional Attribute descriptions for Strength, Dexterity, Constitution, Intelligence, Wisdom, Charisma and Force power descriptions.]

is scheduled to release in Wuthering Waves 2.4. Play the Squid Game map in Fortnite and get an XP boost with the Squid Ground Quests. Getting that first touch right to control the ball in Rematch isn't as easy as it looks, especially from long balls. A classic manga series is set to return in 2026 with a brand-new anime series that has the potential to be one of the biggest releases of the year. New reports indicate that Nintendo consulted with third-party publishers over the controversial Switch 2 game-key cards before using them. A series of unfortunate events is waiting for Cha Hae-In in Solo Leveling Season 3. Nintendo GameCube games are available to play on the Nintendo Switch 2, but not everyone has access. Hero Hime requires some serious work to unlock in Date Everything. Here's how to find and romance her in the game so you can tick them off your list. Page 24 For a limited time, fans get to explore and play this official Squid Game game in Fortnite. During the Capcom Spotlight Showcase, Street Fighter 6 gives fans another look at Sagat, launching on August 5 in Year 3. Death Stranding 2: On the Beach Death Stranding 2 tempts players to rush for new traversal upgrades, but giving in too soon can quietly rob the journey of something it can't return. Death Stranding 2: On the Beach This guide details all the Connection Level rewards players can unlock by earning stars at the C1 South Distribution Center in Death Stranding 2. Monster Hunter Wilds reveals all the details for its free Title Update 2, including new monsters, content, and a rapidly approaching release date. Mahershala Ali's latest comments have had fans questioning whether Marvel Studios should make a Blade movie right now. Warhammer 40,000: Space Marine II Alongside the release of a new update to Warhammer 40,000: Space Marine 2, developer Saber Interactive teases its plans for the future of the game. Sinners director Ryan Coogler discusses the possibility of a sequel to the hit vampire movie after a successful box office run. Kawakis leaf headband raises questions among fans wondering whether hes a full-fledged Konoha shinobi now. Frustration mounts in the general Dune: Awakening community as a new griefing method gains traction, souring the experience for many. Helldivers 2 releases a new update for the game, as well as launching a highly anticipated free cosmetic item the community has been waiting for. Death Stranding 2: On the Beach Kojima Productions releases a new update for the recently launched Death Stranding 2: On the Beach to address a specific issue. Stephen King called this book "the best crime fiction I've read in 20 years," and now it's being adapted into a movie. Death Stranding 2: On the Beach Heres how to unlock all the songs in Death Stranding 2. Build your playlist and enjoy Kojimas best music during Sams deliveries. Kaguya-sama finally made a new announcement related to the next anime project. Much like Halo, The Outer Worlds 2 is set to be a sprawling sci-fi adventure from Xbox, but there's more to why Halo fans should keep an eye on it. Taking the slightest changes into account, The Alters features more than 10 different endings. Persona 5 Phantom X is offering several items as part of their Pre-Registration rewards to celebrate the launch, here's how to claim them. The iconic Red Light, Green Light game from Squid Game makes an appearance in Fortnite, and here's where to find it and how to play it. The director of Resident Evil Requiem shares more about the game's early development period, including some scrapped ideas and mechanics. Page 25 Cha Hae-In is the strongest female hunter in Korea, but shes not the strongest female character in Solo Leveling at all. Splitgate 2 burst into the FPS arena earlier this month with less of a triumphant march, and more of a soft stumble into the stands. Game Rant shares an exclusive preview of a behind-the-scenes featurette from the upcoming digital and 4K Blu-ray release of Thunderbolts*. Redeeming the following Love and Deepspace codes will reward Hunters with items like Empyrean Wish, Diamonds, Gold, and Stamina. Luffy and Blackbeard's rivalry is one of the most iconic in the series, but here's how it has been happening for centuries before them! An unfortunate Switch 2 owner warns the community that getting a console permanent ban from Nintendo can have irrevocable consequences. Want a home theater setup without mounting a screen? These projectors are plug-and-play big-screen magic. Death Stranding 2: On the Beach Before setting out into the weird world of Death Stranding 2, it's highly recommended that players familiarize themselves with its unwritten rules. The Tycoon Express features its own milestones in the form of train Classes. Here are all the classes in the Tycoon Express and their rewards. Death Stranding 2: On the Beach If players want to know how to watch a live performance to get A Private Show trophy in Death Stranding 2, then they're in the right place. Death Stranding 2: On the Beach Sam isn't alone as he connects Australia, and he can trade some goodies with other NPC Porters for gear and a happy trophy in Death Stranding 2. Death Stranding 2: On the Beach If players want to know how to find the Rare Specimen Rescuer trophy in Death Stranding 2, they are going to need to know where to find an albino animal in Australia. Every Star Trek show revolves around its crew, and these casts of characters are the best the franchise has on display. Check out the official gameplay trailer for Katanaut, a fast-paced action-roguelike game with cosmic horror elements developed by Voidmaw. Hades 2 is nearing the end of its early access journey, and Supergiant is having fun with it, including a Mortal Kombat tribute in the latest update. Don't miss the official gameplay trailer for Chains of Lukomorye, a story-driven action-adventure game developed by Forge Ahead. A new clip from the second and final season of The Sandman Season 2 drops as Destiny makes their chilling debut. Take a look at the official reveal trailer for GigCrawler, a co-op action roguelite game developed by Slimy Studio. Call of Duty: Black Ops 6 Call of Duty: Black Ops 6 sparks controversy once again, as players express their upset with some of the new skins coming in Season 4 Reloaded. Henry Hoove, the hoover in Date Everything can be a tricky man to romance. Here's what players need to do to get the love, friend, and hate endings. Page 26 Super Mario Strikers is heading to Nintendo Switch Online + Expansion Pack. Check out the official trailer here. With the arrival of Lava Chicken as a music disc in Minecraft, it's time to decide which jukebox jams rank above the rest. S.T.A.L.K.E.R. 2: Heart of Chornobyl For players looking to experience history as it never was, here are the best alternate history games to enjoy that ask the question 'What if?' Watch the official reveal trailer for DAMON and Baby, an upcoming action game developed by Arc System Works. Marvel Rivals has released an in-game item known as the Costume Coin. Find out about them and how to obtain them in this guide. Attack on Titan VR: Unbreakable Attack on Titan VR: Unbreakable pushes the limits on UNIVRS' anti-motion sickness tech, helping grant the whole VR medium an edge. Warhammer 40,000: Space Marine II Stand against endless waves of enemies with these best Space Marine 2 builds for Siege Mode. There are tons of choices in The Alters that can change your alters and future, but there are several big decisions that will change everything. The Right Track Dice Skin is a cool addition to your Monopoly GO shelves. Heres how to get it. Overwatch Stadium players who are looking to get the most out of Sigma can discover some of his best builds in this guide. From the fourth Arkham game inspired by Batman Beyond to an open-world Spider-Man/Wolverine game, many superhero titles have been cancelled. The Resident Evil franchise has been around for many years and has tons of titles under its belt. Here's every game in release order. Players looking for the best Junkrat build progressions in Overwatch 2 Stadium can find some of the strongest options in this guide. Resident Evil Requiem is taking players back to Raccoon City 30 years after the events of RE2, but it might not be the same city some fans remember. Death Stranding 2: On the Beach Death Stranding 2 has a ton of fun trophies for players to get. Here's how to get the 'So You're the Pizza Chef' trophy and witness the pizza fight. Neptilius is one of Palworld's legendary beasts, and it's a bit of a journey to find them. Here's how to add them to your Palpedia. The New York Times Games Connections is a challenging puzzle to do alone, and you can find a bunch of help here to get you a win on June 28. Capcom revealed some pretty interesting info regarding the hotly anticipated Resident Evil Requiem at their recent conference. Franky has come up with a lot of great inventions throughout One Piece. These are the best of the bunch. A gamer and engineer shares their intricate Steam Deck-inspired controller with the PC gaming community, and its an impressive build. Skip to main content Reddit and its partners use cookies and similar technologies to provide you with a better experience. By accepting all cookies, you agree to our use of cookies to deliver and maintain our services and site, improve the quality of Reddit, personalize Reddit content and advertising, and measure the effectiveness of advertising. By rejecting non-essential cookies, Reddit may still use certain cookies to ensure the proper functionality of our platform. For more information, please see our Cookie Notice and our Privacy Policy. Entertainment All EntertainmentCareers Employee Benefit PresentationsAll CareersActivitiesAll ActivitiesHumorAll HumorThe attributes of your character apply bonuses of everything from combat to skill checks to Force powers. Check each attribute to see what aspects of game play it can affect.Attribute points are allocated by selecting an attribute and using the arrows to scroll sideways and add or subtract points.At character generation each of the six physical attributes is at 8, with 30 points to allocate between them. Any attribute can be increased to a maximum of 18 at this time, but beyond 14 there are increased point costs:Attribute9101112131415161718Points+1+1+1+1+1+1+2+2+3+3Total1234568101316Characters are awarded an additional attribute point every fourth level (4, 8, 12 and so on). These are not subject to the increased point costs which apply at character generation.However, it is not the attribute itself which is important but its modifier, which equals (attribute - 10) / 2, rounded down:Attribute81012141618Modifier-10+1+2+3+4Consequently it is normally a waste if an attribute is an odd number after all points and bonuses from equipment, stimulants, Force powers and any light or dark side mastery is taken into account.Strength[edit | edit source]Strength measures physical power. A high Strength adds modifiers to melee damage and chance to hit, which is important for characters that use close-combat weapons (vibroblades, lightsabers).Strength modifier (STR) adds to the following: The damage bonus granted by a character's Strength modifier varies depending on the melee weapon(s) or lightsaber(s) equipped:Weapon(s)Unarmed orStun batonOneTwoDouble-BladedMain handOff handMain handOff handDamage bonusSTR1.5 STRSTR0.5 STR1.5 STR0.5 STRFor example, a character with 20 Strength (STR +5) would be granted the following damage bonuses:+5 when unarmed or equipping a stun baton+7 (1.5 * 5) when equipping one melee weapon or lightsaber+5 main hand and +2 (0.5 * 5) off hand when equipping two melee weapons or lightsabers+7 main hand and +2 off hand when equipping a double-bladed melee weapon or lightsaberFor some reason, 0.5 STR is also added to off hand damage when using blaster pistols: although not added to damage displayed on the Equip screen, it is listed in the Combat log's Damage Breakdown, which sums correctly and matches both floating numbers and actual damage inflicted.Attribute modifiers are limited to maximum +127, which normally isn't an issue since attributes themselves are limited to maximum 255 (+122). However, when STR is added to Critical Hit damage, the critical multiplier can result in it exceeding maximum +127, at which point it rolls over negative:Strength mod+127+128+129+130+131+255+256Damage+127-128-127-126-125-10If damage from other sources doesn't exceed this, then only 1 damage is inflicted. The Strength required isn't normally possible, sometimes even with Cheats:Critical multiplierx2x3x40.5 STR266 Strength (+128)182 Strength (+86)138 Strength (+64)1.0 STR138 Strength (+64)96 Strength (+43)74 Strength (+32)1.5 STR96 Strength (+43)68 Strength (+29)54 Strength (+22)However, it is just about possible without cheating for a single Lightsaber or the main hand of a Double-Bladed Lightsaber (1.5 STR) when using Power Attack with Perseverance (Shien) lightsaber form (Critical Multiplier: +1 each).Dexterity[edit | edit source]Dexterity measures agility and reflexes. A high Dexterity adds modifiers to ranged attack rolls (blasters) and increases a character's Defense, making them harder to hit.Dexterity modifier (DEX) adds to the following: Constitution[edit | edit source]Constitution represents health and resiliency. A high Constitution adds modifiers to the vitality points gained at each level-up. Constitution also determines what types of implants the character can equip. This attribute is important for all classes.Constitution modifier (CON) adds to the following:Vitality points per levelRegenerationFortitude saveVitality can regenerate every 6 seconds, but how much also depends on whether or not the character is engaged in combat:Constitution81012141618Modifier-1012345Combat-0.300.30.60.91.21.5No Combat0.711.31.61.92.22.5Which implants a character can equip are also determined by that character's minimum Constitution (not including bonuses from other equipment, stimulants, Force powers and mastery): Implants listed above the line can be created using a Lab Station with sufficient Treat Injury rank and Chemicals; those listed below can only be bought or found.However, if an implant is selected for a reward, merchant or container inventory then the chance of each subtype being selected is determined by your character's maximum Constitution (including bonuses):ConstitutionModifierPackageImplantSystemD-Package< 12< 1YesNoNoNo12-1312/31/3NoNo14-1522/52/51/5No16-1732/72/72/71/7> 17> 31/41/41/41/4So only Packages can be selected with less than 12 Constitution, but all four subtypes have equal chance of being selected with 18 Constitution or more.Intelligence[edit | edit source]Intelligence represents knowledge and reasoning. A high Intelligence adds modifiers to the number of points a character has to spend on essential skills.Intelligence modifier (INT) adds to the following: Skill points granted upon level up are determined by a character's permanent Intelligence modifier (bonuses from other equipment and Force powers not included). It is recommended to only allocate points to Intelligence upon character generation to maximize skill points granted at that time, and upon level up:Character generation Level up Characters are always granted at least four skill points at character generation, and at least one on level up:MinimumIntelligenceSkill points1 + INT2 + INT3 + INT4 + INT81123101234122345143456164567185678Wisdom[edit | edit source]Wisdom represents willpower and perception. A high Wisdom adds modifiers to Jedi Force Points and Force Power saving throws. The Force Powers of a Jedi with high Wisdom are also much harder to resist.Wisdom modifier (WIS) adds to the following: Charisma[edit | edit source]A high Charisma increasing the potency of a character's Force Powers. It also reduces the penalty when using Force Powers of an opposing alignment (a light side character with a high Charisma can use dark side powers with less of a penalty), and a high Charisma also improves your companions' chance to hit. Finally, Charisma influences a character's Persuade skill.Charisma modifier (CHA) adds to the following: Player Charisma Modifier is normally added to the attack rolls of party members, but a negative modifier results in a penalty. The Attack Breakdown in the Combat section of the Journal's Messages Log displays this accumulating with each attack in a combat round:Attack in round12345Player Charisma Modifier1 * CHA2 * CHA3 * CHA4 * CHA5 * CHAHowever, according to the total it's correctly added just once to each attack.Charisma modifier can also reduce the Force point cost of Force powers of opposing alignment, as each CHA +1 reduces the adjustment by 5%:AlignmentCharismaLight sideDark side< 1212141618202224262830323436384010000-975%70%65%60%55%50%45%40%35%30%25%20%15%10%5%0%80-9910-2950%45%40%35%30%25%20%15%10%5%0%For example, Heal is a light side power that normally costs 52 Force points for a dark side character with no positive Charisma modifier who has achieved mastery, since its base cost (30) is subject to an adjustment increasing it by 75% (+22). However, if that character has 20 Charisma (CHA +5), the adjustment is reduced by 25% (5*5%) to 50%, resulting in 45 (30+15) cost per use.

Kotor 2 attributes per level. How many attribute points kotor 2. How often do you get attribute points kotor 2. Kotor how many attribute points. Kotor skill points per level. Kotor 2 skill points per level.