

to start the tips/general information guide i wanted to explain why i'm doing so. when i first started playing the game i remember asking the kotor Reddit for help, instead i got a lot of people just telling me their favorite builds, i guess the community forget that new players are starting the game so saying things like:"Put all yours points into strength" without an explanation as to why, doesn't help, also this is all in good manner most of the information is from browsing websites and forums like Reddit. **You should also know I'm going off information that I have read. It's very likely I'm wrong for certain things so fact check me in the comments and this isn't a comprehensive guide, for that look at the KOTOR strategy wiki.**The text blacked out contains a massive plot reveal that happens after leaving the Taris, that could be a few hours into the game depending how fast you are. I wanted to say this just in case people are far into the game but don't want to run the risk of a massive plot reveal. if you are early-ish into the game you should know what i'm talking about.

general tips:

- If stuck, remember you can use stims, honestly a lot of the time i would be stuck at a certain section and completely forget about them. same with the shields.
- Look into what: will, fortune and reflex do.
- when doing a play through i would recommend planning your character like this Class -> skills -> light or dark side -> [REDACTED] -> [REDACTED] -> feats
- The transit system Now while playing I didn't get my head round this, clearly I didn't listen as I should, luckily I understood the mechanic not too long into my play through. Most places on the map, while not being in a fight. If you pull your map up you can fast travel back to your apartment on Taris now when you do you can fast travel back there through the same way you fast traveled to your apartment.
- Plan what you're going to spend your points on.
- DO NOT SELL ARMOR THAT HAS [REDACTED] RESISTANCE ABILITIES! do not make this mistake, i thought by late game i would be tough enough to just resist these effects however i realized just how important they are.
- If you seek to further relationships with your companions, you don't need to keep them in your party. The thing that dictates friendship quests is your level and their level. And since they're universal you can wait until you've leveled up a bit then speak to them, rinse and repeat. So who you use in quests won't lock you out of these events. I would encourage doing this. As you might like a character and watch the character grow but they're dog shit in combat. So if that's the case just use other people. You won't miss any key conversation's. to trigger events where your companion is approached just take them out of the ship and run around for a few seconds and it will trigger. If this doesn't happen you're not close enough friends and haven't had all the conversations.

character creation/combat and beginner information that should be known before starting a new game:

Now when you are on the screen to make a new character some things should be known before doing so. There are three classes in the game all with their own specialties. The class you pick matters as the abilities granted to a class are given for free so I would recommend researching what ability's the class you wish to play as gets, not only that but some classes are more adjusted to a certain style of play along with more feats rewarded at different levels. Now once you've chosen the class next is to pick a gender. Now gender in this game does matter. mainly for special plot related things that dramatically changes the story so keep that in mind... Now with that out of the way I will explain character attributes, skills and feats.

To start, attributes are almost like your base points. The attributes are as follows: strength, dex, constitution/hp, Intelligence, wisdom and charisma. Now these all do completely different things as you might think, but in my opinion in one play through you will be able to max one, close to max maybe two and possibly upgrade a third one a little. That's it. you do not want to spread points evenly as this would more than likely ruin your play through. Now these attribute points are rewarded at levels 4, 8, 12, 16 and 20, so at maximum level 20 an additional 5 attribute points. one thing that needs to be noted is the modifier provided from leveling a certain attribute. the attribute upgrade are as followed:

Attribute	8	10	12	14	16	18
Modifier	-1	0	+1	+2	+3	+4

credit:https://strategywiki.org/wiki/Star_Wars:_Knights_of_the_Old_Republic/Attributes

Now to explain the +1 +2 +3 and +4 I would have to explain how the game calculates combat which I'll mention later. So as you can see there is no point in making a skill above 18, although if you do you won't reap any more benefits from it. Now with attributes out of the way I will move onto skills.

skills: the skills listed are as follows:computer use, demolitions, stealth, awareness, persuade, repair, security and treat injury. Now treat injury changes how many meds you have to use to get back to full hp. the higher points in treat injury the less med kits you will need to use. Now all the other skills mostly have their explanation in the tutorial so I'll leave it up to you to do your own research. My only recommendation is to research what skill is worth putting points into as some skills are needed more than others.for extra information on skills read this website:

https://strategywiki.org/wiki/Star_Wars:_Knights_of_the_Old_Republic/Skills

Feats are almost special moves, they might give you a multiplier in certain types of combat i.e rifle,pistol, melee weapons. To know what benefits they give hovering over a perk the description explains exactly what it does. Now another thing that class changes is when these feats are given to the player on a given level. the chart is as followed:

Class	Level																				Total
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	
Soldier	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1		1		1	18
Scout	1	1	1		1		1		1		1		1		1		1		1		11
Scoundrel	1	1			1			1			1			1			1			1	8

now while it might look like playing the soldier is beneficial as you see more feats granted, it does have its downside, now while class effects the feats given on certain levels it also affects what feats you gain without having to put points into, so while the soldier looks cool with its 18 total feats it doesn't benefit from being given feats for free from other classes. For example scouts get: rapid shot, flurry, implant and uncanny dodge for free while the soldier gets: the feats power blast and power attack for free. That's the basics of feats explained.

now to talk about the last sort of skill tree. I'm going to mention about the spoiler that happens after leaving Taris so i'm going to spoiler blur the rest of this part in case people haven't gotten that far:

[REDACTED]

Now with companions i recommend for your first play through to use the companions you are generally interested in, for me i chose carth and bastila, but it's really up to you and how you want to play, from using a variety you should be able to conclude what sort of skills the specific characters in your party should have and what you want each of them to be dedicated to when it comes to combat. now if you want to optimize your party i would like to point you to this Reddit post that ranks the companions from best to worst. **spoiler warning though.**
https://www.reddit.com/r/kotor/comments/3r1xda/kotor_1_companion_tier_list/

Now to get into the combat. Now I want to mention again that I am not a mathematician. I am bound to get things wrong so feel free to correct me. so the combat uses what is called the d20 system which is where the game behind the scenes throws a dice from 1-20 now 1 is an automatic miss no matter your stats while 20 is a guaranteed hit. now there are factors that play massively into this so the game isn't like playing fruit machines but more about getting a tactical advantage with a little luck involved. The factors that are used are your dex, strength and defense along with attributes like [REDACTED] after the attributes you have your reflex, will and fortitude to explain the three in simple terms: reflex is to detect mines and dodge grenades in a given round, fortitude is for resisting poison and generally body related issues and will is how resistant you are to [REDACTED] all of these together are called saving throws. These are altered by wearing items that have certain buffs, all in the description of the piece. Now while i did have the source of the equation I have seemed to have lost it either way it is as follows: the dice is rolled then affected by either your strength stat or dex stat depending on the weapon used, blasters use dex while swords use strength the only exception are [REDACTED] then the saving throws and Armour is thrown into the mix. That's the general gist of it.

Now when it comes to combat there are two things I want to talk about. the common debate of strength vs dex, and the disadvantages or penalties of wearing Armor.

STR VS DEX now without trying to make this too confusing to a beginner. Strength is used for melee weapons and how high you can hit with them basically your swords and dex is for blasters and making sure you land your hits, Now both obviously have their benefits at play but it's all down to how you want to play your build. Now when it comes to duel wielding weapons in my opinion that is more DEX related while single wielding is more STR related. Although when rolling for damage once it uses the stats with the higher points.

To explain dex armor penalty best I am not going to go too far into things like the best armor you should wear because it is down to your build.

So looking at a piece of armor for example: Echani Light Armor. Now when pulling the description it says defense bonus 5. Pretty self explanatory, under it will say max dexterity bonus and then a number. This is it for all pieces of armor. Now when reading that the first thought that may come to mind is that you are granted a bonus of the said number, but no. this feels like pretty poor wording choice on the developers part. Now what it means is that lets say next to your stat of a given attribute you had a +. For example i have plus 7 in dex, this can be the bonuses from leveling up attributes mentioned in the attributes part. Now the piece of armor has a +7 in dex meaning I can reap all the benefits I have. If I wore armor with a "plus bonus of 5" the amount of dex I have gets shrunken down. To know the amount of dex points you have on your character as a base. Un equip your armor and the number you get is your max dex, so maybe wearing an armor piece that allows for that number of dex points may be more beneficial.

STRENGTH	9	-1
DEXTERITY	25	+7
CONSTITUTION	16	+3
INTELLIGENCE	8	-1
WISDOM	14	+2
CHARISMA	8	-1

Now to wrap this short guide up I want to point people to several websites for a more thorough explanation. The biggest website that will help you is the strategy wiki found here. **Spoiler warning though:**

[https://strategywiki.org/wiki/Star Wars: Knights of the Old Republic#Table of Contents](https://strategywiki.org/wiki/Star_Wars:_Knights_of_the_Old_Republic#Table_of_Contents)

Other sites and places I have found this information/ recommend you check out if interested, in a better explanation.

1. companion tier list-
https://www.reddit.com/r/kotor/comments/3r1xda/kotor_1_companion_tier_list/
2. list of best Armor in the game-
<https://gamefaqs.gamespot.com/boards/516675-star-wars-knights-of-the-old-republic/52578969>
3. feats list- https://strategywiki.org/wiki/Star_Wars:_Knights_of_the_Old_Republic/Feats
4. attributes list-
https://strategywiki.org/wiki/Star_Wars:_Knights_of_the_Old_Republic/Attributes
5. class list- https://strategywiki.org/wiki/Star_Wars:_Knights_of_the_Old_Republic/Classes
6. dex vs defense debate-
https://www.reddit.com/r/kotor/comments/hu5pqr/dexterity_vs_defense/
7. a forum discussing missing attacks-
https://www.reddit.com/r/kotor/comments/9jmab1/i_keep_missing_attacks/

Now I'm going to archive the forum message boards in particular due to the fear of them going missing overtime.

Also to mention while i haven't watched this video i thought i would chuck it in here's the link:
https://youtu.be/_7ruk0n81-Y