

Jedi Feats - KotOR2

Written by The Old Republic

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In depth descriptions of the Jedi feats from the Xbox and PC role playing video game Star Wars: Knights of the Old Republic II: The Sith Lords (also known as SWKotOR2 and KotOR2).

Feats are special abilities that you can give your characters. These feats are limited to characters that can use the force. Listed for you below are word for word in game descriptions of all the available Jedi feats that your characters can master in the game.

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Jedi Defense

Prerequisites: Jedi classes only

Lightsaber Equipped

This feat allows a character to deflect energy-based blaster bolts at any time as long as they have a lightsaber equipped. When a character is fired upon, an opposed roll is made against the attack. If the result is greater than the attack roll, the blaster bolt is deflected. If the attack is beaten by 10 or more, the bolt is deflected back at the enemy. Jedi classes receive this feat at 1st level.

Advanced Jedi Defense

Prerequisites: Level 4

This feat gives a character a +3 bonus to all blaster bolt deflection rolls. Certain items may apply a bonus or penalty to this ability. This feat replaces the bonus given by Jedi Defense.

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Master Jedi Defense

Prerequisites: Level 8

Jedi Defense

Advanced Jedi Defense

This feat gives a character a +6 bonus to all deflection rolls. Certain items may apply a bonus or penalty to this ability. This feat replaces the bonus given by Advanced Jedi Defense.

Finesse: Lightsabers

Prerequisites: Jedi only

The character has mastered using grace and speed with lightsabers instead of raw power. The character can add either their Dexterity or Strength bonus to their chance to hit, whichever is higher.

Regenerate Force Points

Prerequisites: Level 4 Jedi

Through training and meditation, the character has become better able to channel the Force, allowing them to recover Force Points more quickly.

Unarmed Specialist I

Prerequisites: Level 2

Jedi (or Special Training)

The character has gained extra experience in hand-to-hand combat and is able to strike much harder than other combatants, adding 1-4 to damage to all unarmed attacks. This feat is automatically gained at second level.

Unarmed Specialist II

Prerequisites: Level 6

Jedi (or Special Training)

Unarmed Specialist I

The character has learned more about hand-to-hand combat and is able to strike much quicker than other combatants, adding an additional 2-8 damage to all unarmed attacks. This bonus replaces the one gained from level on of this feat and is automatically gained at sixth level.

Unarmed Specialist III

Prerequisites: Level 10

Jedi (or Special Training)

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Unarmed Specialist I

Unarmed Specialist II

The character has refined their hand-to-hand combat techniques and is able to do an extra 3-12 damage when using attacks. This bonus replaces the one gained from level two of this feat and is automatically gained at tenth level.

Unarmed Specialist IV

Prerequisites: Level 14

Jedi (or Special Training)

Unarmed Specialist I

Unarmed Specialist II

Unarmed Specialist III

Through additional training, the character gains an extra 4-16 damage to all unarmed attacks. This bonus replaces the one gained from level three of this feat and is automatically gained at fourteenth level.

Unarmed Specialist V

Prerequisites: Level 18

Jedi (or Special Training)

Unarmed Specialist I

Unarmed Specialist II

Unarmed Specialist III

Unarmed Specialist IV

The character has learned much about hand-to-hand combat and so deals an extra 5-20 damage with all unarmed attacks. This bonus replaces the one gained from level four of this feat and is automatically gained at eighteenth level.

Unarmed Specialist VI

Prerequisites: Level 22

Jedi (or Special Training)

Unarmed Specialist I

Unarmed Specialist II

Unarmed Specialist III

Unarmed Specialist IV

Unarmed Specialist V

The character has seen enough combat to know where to hit and when, adding an extra 6-24 damage to all unarmed attacks. This bonus replaces the one gained from level five of this feat and is automatically gained at level twenty-two.

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Unarmed Specialist VII

Prerequisites: Level 26

Jedi (or Special Training)

Unarmed Specialist I

Unarmed Specialist II

Unarmed Specialist III

Unarmed Specialist IV

Unarmed Specialist V

Unarmed Specialist VI

The character has surpassed all the peers in hand-to-hand combat and can deal an extra 7-28 damage when using an unarmed attack. This bonus replaces the one gained from level six of this feat and is automatically gained at level twenty-six.

Unarmed Specialist VIII

Prerequisites: Level 30

Jedi (or Special Training)

Unarmed Specialist I

Unarmed Specialist II

Unarmed Specialist III

Unarmed Specialist IV

Unarmed Specialist V

Unarmed Specialist VI

Unarmed Specialist VII

The character has seen and done it all when it comes to hand-to-hand combat and can deal an extra 8-32 damage when using an unarmed attack. This bonus replaces the one gained from level seven of this feat and is automatically gained at level thirty.

Weapon Focus: Lightsaber

Prerequisites:

Weapon Proficiency: Lightsaber Jedi classes only

Adds a +1 attack bonus with lightsabers.

Weapon Proficiency: Lightsaber

Prerequisites: Jedi classes only

This feat gives a character basic training in the use of Lightsaber weapon types.

Force Sensitive

Prerequisite: Special

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Jedi training affects each Padawan uniquely, allowing them to grow in ability while addressing personal flaws. On rare occasions, however, exceptional individuals open doors to strengths they did not know they had. This feat represents a heightened connection to the Force previously unseen in a newly trained Jedi. This feat grants 40 additional Force Points to the character's base total.