

Universal Feats - KotOR2

Written by The Old Republic

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In depth descriptions of the universal 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. Listed for you below are word for word in game descriptions of all the available universal feats that your characters can master in the game.

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Armor Proficiency: Light

Prerequisites: None

This feat allows a character to wear Light armor. Characters without this feat CANNOT wear Light or heavier armor. Soldiers receive this feat for free. Wookiees and droids cannot wear armor suits.

Armor Proficiency: Medium

Prerequisites: None

This feat allows a character to wear Medium armor. Characters without this feat CANNOT wear Medium or heavier armor. Soldiers receive this feat for free. Wookiees and droids cannot wear

armor suits.

Armor Proficiency: Heavy

Prerequisites: None

This feat allows a character to wear Heavy armor. Characters without this feat **CANNOT** wear Heavy armor. Soldiers receive this feat for free. Wookiees and droids cannot wear armor suits.

Caution

Prerequisites: None

This feat gives a +1 skill point bonus to both Demolitions and Stealth. You must have at least one skill point in a particular skill to receive this bonus to that skill.

Close Combat

Prerequisites: Level 4

This feat trains ranged weapons characters to fight effectively in close combat When the character's target is a short range, they receive a +1 attack bonus. Additionally, when these characters are engaged in melee combat their attackers receive only a +4 Attack Bonus instead of the usual +6.

Critical Strike

Prerequisites: None

This feat doubles the critical threat range of melee attacks (e.g. if a weapon need a roll of 20, a critical hit will result on 19 or 20). If the attack hits the target is also stunned for 6 seconds unless they make a Fortitude save at a DC of the attacking character's level + attacking character's Strength modifier. This feat lowers Defense by -5 when used. Critical Strike works with melee weapons only.

Dual Strike

Prerequisites: None

The character has advanced training using teamwork to defeat enemies. When attacking an enemy that another party member is also attacking, the character gets a +2 bonus to hit.

Empathy

Prerequisites: None

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This feat gives a +1 skill point bonus to Persuade, Awareness and Treat Injury.

Finesse: Melee Weapons

Prerequisites: None

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

Flurry

Prerequisites: None

When activated, this feat allows a character to make an extra melee attack during the round. Characters suffer -2 to Defense while using this feat and for 3 seconds afterwards (i.e., an enemy's attack). They also suffer a -4 penalty to all attacks that round.

Gear Head

Prerequisites: None

This feat gives a +1 skill point bonus to Repair, Security and Computer Use. You must have at least one skill point in a particular skill to receive this bonus to that skill.

Improved Close Combat

Prerequisites: Level 8 Close Combat

The character has mastered fighting with ranged weapons in close combat. When the character's target is at short range, they receive a +2 attack bonus. Additionally, when these characters are engaged in melee combat their attackers receive only a +2 Attack Bonus instead of the usual +6. The effects of this feat replace those of Close Combat.

Improved Conditioning

Prerequisites: Level 4

This feat provides a +2 bonus to all saving throws, reflecting the character's extraordinary physical conditioning.

Improved Critical Strike

Prerequisites: Level 4

Critical Strike

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When activated, this feat triples the critical threat range of melee attacks (e.g., if a weapon needs a roll of 20, a critical hit will result on 18-20). If the attack hits, the target is also stunned for 6 seconds unless they make a Fortitude save at a DC of the attacking character's level + attacking character's Strength modifier. This feat lowers Defense by -5 when used. Improved Critical Strike works with melee weapons only.

Improved Dueling

Prerequisites: Level 4

Dueling

Continued focus on the use of single one-handed weapons grants a character +2 to attack and +2 to defense. This applies to both ranged and melee weapons. This feat also applies when using unarmed combat.

Improved Empathy

Prerequisites: Level 4

This feat gives a +2 skill point bonus to Persuade, Awareness and Treat Injury. This feat replaces the +1 bonus given by Empathy.

Improved Flurry

Prerequisites: Level 4

Flurry

When activated, this feat allows a character to make an extra melee attack during the round. Characters suffer -1 to Defense while using this feat and for 3 seconds afterwards (i.e., an enemy's attack). They also suffer a -2 penalty to all attacks that round.

Improved Power Attack

Prerequisites: Level 4

Power Attack

When activated, Improved Power Attack increases melee damage by +7, but attacks are made with a penalty of -3 to hit. Additionally, the critical multiplier is increased by 1 (e.g., if a critical hit would normally double damage, it would triple damage when Improved Power Attack is used). Finally, on a critical hit, the target is knocked back unless they make a Fortitude save at a DC of the attacking character's level + twice the attacking character's Strength modifier. Used to quickly dispatch groups of easy-to-hit opponents.

Improved Power Blast

Prerequisites: Level 4

Power Blast

When activated, Improved Power Blast increases blaster or missile damage by +7, but attacks are made with a penalty of -3 to hit. Additionally, the critical multiplier is increased by 1 (e.g., if a critical hit would normally double damage, it would triple damage when Improved Power Blast is used). Finally, on a critical hit, the target is knocked back unless they make a Fortitude save at a DC of the attacking character's level + twice the attacking character's Dexterity modifier. Used to quickly dispatch groups of easy-to-hit opponents.

Improved Rapid Shot

Prerequisites: Level 4

Rapid Shot

When activated, this feat allows a character to make an extra ranged weapon attack during the round. Characters suffer -2 to Defense while using this feat and for 3 seconds afterwards (i.e., an enemy's attack). They also suffer a -2 penalty to all attacks that round.

Improved Sniper Shot

Prerequisites: Level 4

Sniper Shot

When activated, this feat triples the critical threat range of ranged attacks (e.g., if a weapon needs a roll of 20, a critical hit will result on 18-20). If the attack hits, the target is also stunned for 6 seconds unless they make a Fortitude save at a DC of the attacking character's level + attacking character's Intelligence modifier. This feat lowers Defense by -5 when used. Improved Sniper Shot works with ranged weapons only.

Improved Toughness

Prerequisites: Level 4

Toughness

The character is very resilient. This feat subtracts 10% of any damage over 20 points suffered. The character retains the +1 vitality point per level granted by Toughness.

Improved Two-Weapon Fighting

Prerequisites: Level 4

Two-Weapon Fighting

This feat further reduces the attack penalty of a character wielding a double-bladed weapon or two weapons (one in each hand). This feat reduces the attack penalty by an additional 2/2, to a total of -4 (main hand)/-4 (off hand). Use of a "balanced" weapon in the off hand can further reduce the attack penalty by 2/0, to a total of -2/-4.

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Master Caution

Prerequisites: Level 8

This feat gives a +3 skill point bonus to both Demolitions and Stealth. This replaces the +2 bonus given by improved Caution. You must have at least one skill point in a particular skill to receive this bonus to that skill.

Master Conditioning

Prerequisites: Level 8

This feat provides a +3 bonus to all saving throws, reflecting the character's near-perfect physical conditioning.

Master Critical Strike

Prerequisites: Level 8

Critical Strike

Improved Critical Strike

When activated, this feat quadruples the critical threat range of melee attacks (e.g., if a weapon needs a roll of 20, a critical hit will result on 17-20). If the attack hits, the target is also stunned for 6 seconds unless they make a Fortitude save at a DC of the attacking character's level + attacking character's Strength modifier. This feat lowers Defense by -5 when used. Master Critical Strike works with melee weapons only.

Master Dueling

Prerequisites: Level 8

Dueling

Improved Dueling

Characters that have mastered the use of single one-handed weapons gain +3 to attack and +3 to defense. This applies to both ranged and melee weapons. This feat also applies when using unarmed combat.

Master Empathy

Prerequisites: level 8

This feat gives a +3 skill point bonus to Persuade, Awareness and Treat Injury. This feat replaces the +2 bonus given by Improved Empathy.

Master Flurry

Prerequisites: Level 8

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Flurry

Improved Flurry

When activated, this feat allows a character to make an extra melee attack during the round. Characters suffer no penalties when using Master Flurry.

Master Power Attack

Prerequisites: Level 8

Power Attack

Improved Power Attack

When activated, Master Power Attack increases melee damage by +12, but attacks are made with a penalty of -3 to hit. Additionally, the critical multiplier is increased by 1 (e.g., if a critical hit would normally double damage, it would triple damage when Master Power Attack is used). Finally, on a critical hit, the target is knocked back unless they make a Fortitude save at a DC of the attacking character's level + twice the attacking character's Strength modifier. Used to quickly dispatch groups of easy-to-hit opponents.

Master Power Blast

Prerequisites: Level 8

Power Blast

Improved Power Blast

When activated, Master Power Blast increases blaster or missile damage by +12, but attacks are made with a penalty of -3 to hit. Additionally, the critical multiplier is increased by 1 (e.g., if a critical hit would normally double damage, it would triple damage when Master Power Blast is used). Finally, on a critical hit, the target is knocked back unless they make a Fortitude save at a DC of the attacking character's level + twice the attacking character's Dexterity modifier. Used to quickly dispatch groups of easy-to-hit opponents.

Master Rapid Shot

Prerequisites: Level 8

Rapid Shot

Improved Rapid Shot

When activated, this feat allows a character to make an extra ranged weapon attack during the round. Characters suffer no penalties when using Master Rapid Shot.

Master Sniper Shot

Prerequisites: Level 8

Sniper Shot

Improved Sniper Shot

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When activated, this feat quadruples the critical threat range of ranged attacks (e.g., if a weapon needs a roll of 20, a critical hit will result on 17-20). If the attack hits, the target is also stunned for 6 seconds unless they make a Fortitude save at a DC of the attacking character's level + attacking character's Intelligence modifier. This feat lowers Defense by -5 when used. Master Sniper Shot works with ranged weapons only.

Master Toughness

Prerequisites: Level 8

Toughness

Improved Toughness

The character is further fortified against damage. The character gains an additional +1 vitality point at each level up, retroactive for levels previously gained. This is in addition to the +1 vitality point per level granted by Toughness, and the 10% damage resistance granted by Improved Toughness.

Master Two-Weapon Fighting

Prerequisites: Level 8

Two-Weapon Fighting

Improved Two-Weapon Fighting

This feat again reduces the attack penalty for characters using double-bladed weapons or two weapons (one in each hand) by 2/2, for a total of -2 (main hand)/-2 (off hand). Use of a "balanced" weapon in the off hand can further reduce the attack penalty by 2/0 to a final total of 0/-2, negating it almost entirely.

Power Attack

Prerequisites: None

When activated, Power Attack increases melee damage by +3, but attacks are made with a penalty of -3 to hit. Additionally, the critical multiplier is increased by 1 (e.g., if a critical hit would normally double damage, it would triple damage when Power Attack is used). Finally, on a critical hit, the target is knocked back unless they make a Fortitude save at a DC of the attacking character's level + twice the attacking character's Strength modifier. Used to quickly dispatch groups of easy-to-hit opponents.

Power Blast

Prerequisites: None

When activated, Power Blast increases ranged weapon damage by +3, but attacks are made with a penalty of -3 to hit. Additionally, the critical multiplier is increased by 1 (e.g., if a critical hit would normally double damage, it would triple damage when Power Blast is used). Finally, on a

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critical hit, the target is knocked back unless they make a Fortitude save at a DC of the attacking character's level + twice the attacking character's Dexterity modifier. Used to quickly dispatch groups of easy-to-hit opponents.

Precise Shot I

Prerequisites: Level 4

This feat increases the damage done with ranged weapons by +1. This feat also applies a -2 penalty to any attempt to deflect the blaster bolt. This bonus is automatic whenever a ranged weapon is equipped. This feat doesn't apply to grenades or thrown lightsabers.

Precise Shot II

Prerequisites: Level 8

Precise Shot I

This feat increases the damage done with ranged weapons by +2. This feat also applies a -4 penalty to any attempt to deflect the blaster bolt. This bonus is automatic whenever a ranged weapon is equipped. This feat doesn't apply to grenades or thrown lightsabers.

Precise Shot III

Prerequisites: Level 12

Precise Shot I

Precise Shot II

This feat increases the damage done with ranged weapons by +4. This feat also applies a -6 penalty to any attempt to deflect the blaster bolt. This bonus is automatic whenever a ranged weapon is equipped. This feat doesn't apply to grenades or thrown lightsabers.

Precise Shot IV

Prerequisites: Level 16

Precise Shot I

Precise Shot II

Precise Shot III

This feat increases the damage done with ranged weapons by +6. This feat also applies a -8 penalty to any attempt to deflect the blaster bolt. This bonus is automatic whenever a ranged weapon is equipped. This feat doesn't apply to grenades or thrown lightsabers.

Precise Shot V

Prerequisites: Level 20

Precise Shot I

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Precise Shot II
Precise Shot III
Precise Shot IV

This feat increases the damage done with ranged weapons by +8. This feat also applies a -10 penalty to any attempt to deflect the blaster bolt. This bonus is automatic whenever a ranged weapon is equipped. This feat doesn't apply to grenades or thrown lightsabers.

Rapid Shot
Prerequisites: None

When activated, this feat allows a character to make an extra ranged weapon attack during the round. Characters suffer -4 to Defense while using this feat and for 3 seconds afterwards (i.e., an enemy's attack). They also suffer a -4 penalty to all attacks that round.

Regenerate Vitality Points
Prerequisites: Level 4

The character has an increased healing rate, allowing them to recover Vitality Points more quickly.

Sniper Shot
Prerequisites: None

When activated, this feat doubles the critical threat range of ranged attacks (e.g., if a weapon needs a roll of 20, a critical hit will result on 19 or 20). If the attack hits, the target is also stunned for 6 seconds unless they make a Fortitude save at a DC of the attacking character's level + attacking character's Intelligence modifier. This feat lowers Defense by -5 when used. Sniper Shot works with ranged weapons only.

Stealth Run
Prerequisites: Level 4

The character has trained so extensively in stealth that they can move swiftly and still remain hidden. The character can now run instead of walk in Stealth mode.

Toughness
Prerequisites: None

This feat gives the character 1 extra vitality point every time they level up. This bonus is retroactive for levels previously gained.

Two-Weapon Fighting

Prerequisites: None

This feat reduces the attack penalty of a character wielding a double-bladed weapon or two weapons (one in each hand). The normal penalties of -6 (main hand)/-10 (off hand) are reduced by 0/4, to a total of -6/-6. Use of a "balanced" weapon in the off hand can further reduce the attack penalty by 2/0, to a total of -4/-6.

Weapon Focus: Blaster Pistol

Prerequisites:

Weapon Proficiency: Blaster Pistol

Adds a +1 attack bonus with Blaster Pistols.

Weapon Focus: Blaster Rifle

Prerequisites:

Weapon Proficiency: Blaster Rifle

Adds a +1 attack bonus with Blaster Rifles.

Weapon Focus: Melee Weapons

Prerequisites: Weapon Proficiency: Melee Weapons

Adds a +1 attack bonus with Melee Weapons.

Weapon Proficiency: Blaster Pistol

Prerequisites: None

This feat gives a character basic training in the use of standard Blaster Pistol weapon types.

Weapon Proficiency: Blaster Rifle

Prerequisites: None

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

Weapon Proficiency: Melee Weapons

Prerequisites: None

This feat gives a character basic training in the use of hand-to-hand Melee weapon types, such as vibroblades and other powered or unpowered items.

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Weapon Proficiency: Wrist Mounted Rockets

This feat gives a character basic training in the use of wrist-mounted weapons.

Weapon Specialization: Blaster Pistol

Prerequisites: Weapon Proficiency: Blaster Pistol

Weapon Focus: Blaster Pistol Level 4 Soldier

Adds a +2 damage bonus with Blaster Pistols.

Weapon Specialization: Blaster Rifle

Prerequisites: Weapon Proficiency: Blaster Rifle

Weapon Focus: Blaster Rifle Level 4 Soldier

Adds a +2 damage bonus with Blaster Rifles.

Weapon Specialization: Melee Weapons

Prerequisites: Weapon Proficiency: Melee Weapons

Weapon Focus: Melee Weapons Level 4 Soldier

Adds a +2 damage bonus with Melee Weapons.