

## Soldier Class (from Main Character Class) - KotOR2

Written by The Old Republic

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In depth descriptions of the Soldier class 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). **Soldier Feats**

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

[Armor Proficiency: Light](#)

[Armor Proficiency: Medium](#)

[Armor Proficiency: Heavy](#)

[Weapon Specialization: Blaster Pistol](#)

[Weapon Specialization: Blaster Rifle](#)

[Weapon Specialization: Melee Weapons](#)

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

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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.

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.