

Scout Class (from Main Character Class) - KotOR2

Written by The Old Republic

Saturday, 21 January 2006 18:55 - Last Updated Saturday, 01 July 2006 18:00

In depth descriptions of the Scout 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). **Scout 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.

[Evasion](#)

[Targeting I](#)

[Targeting II](#)

[Targeting III](#)

[Targeting IV](#)

[Targeting V](#)

[Targeting VI](#)

[Targeting VII](#)

[Targeting VIII](#)

[Uncanny Dodge I](#)

[Uncanny Dodge II](#)

Evasion

Prerequisites: Level 6 Scout

Characters sometimes make saving throws in order to take half damage from some powers and abilities. In these situations experienced scouts take no damage at all if they save successfully.

Targeting I

Prerequisites: Scout

Scouts are very effective with blasters and blaster rifles. Level 1 scouts have a +1 attack bonus with ranged weapons.

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Targeting II

Prerequisites: Level 5 Scout

Scouts are very effective with blasters and blaster rifles. Level 5 scouts have a +2 attack bonus with ranged weapons.

Targeting III

Prerequisites: Level 9 Scout

Scouts are very effective with blasters and blaster rifles. Level 9 scouts have a +3 attack bonus with ranged weapons.

Targeting IV

Prerequisites: Level 13 Scout

Scouts are very effective with blasters and blaster rifles. Level 13 scouts have a +4 attack bonus with ranged weapons.

Targeting V

Prerequisites: Level 17 Scout

Scouts are very effective with blasters and blaster rifles. Level 17 scouts have a +5 attack bonus with ranged weapons.

Targeting VI

Prerequisites: Level 21 Scout

Scouts are very effective with blasters and blaster rifles. Level 21 scouts have a +6 attack bonus with ranged weapons.

Targeting VII

Prerequisites: Level 25 Scout

Scouts are very effective with blasters and blaster rifles. Level 25 scouts have a +7 attack bonus with ranged weapons.

Targeting VIII

Prerequisites: Level 29 Scout

Scouts are very effective with blasters and blaster rifles. Level 29 scouts have a +8 attack

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bonus with ranged weapons.

Uncanny Dodge I

Prerequisites: Level 4 Scout

A character with Uncanny Dodge retains the dexterity bonus of Defense even when surprised by camouflaged opponents, and also gains +2 on saves versus grenades.

Uncanny Dodge II

Prerequisites: Level 7 Scout

A character with Uncanny Dodge Two retains the dexterity bonus of Defense even when surprised by camouflaged opponents, and also gains +4 on saves versus grenades.