

Jedi Consular Class - KotOR2

Written by The Old Republic

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In depth descriptions of the Jedi Consular 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).

Consulars possess great knowledge of the Force but rarely enter combat. Consulars are the primary scholars and diplomats of the Order, often becoming instructors. The most famous of these is Yoda. Following her training, Leia Organa Solo also became a consular. Consulars are generally signified by green lightsabers, although Luke Skywalker's lightsaber built between The Empire Strikes Back and Return of the Jedi was green, as a notable exception.

*Certain portions of this page was retrieved from
"http://en.wikipedia.org/wiki/Jedi_Master"

Jedi Consular 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.

[Force Focus](#)

[Improved Force Focus](#)

[Master Force Focus](#)

Force Focus

Prerequisites: Jedi Consular

This feat adds +2 to the Difficulty Class for all saving throws against the character's Force

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powers. This feat is always active.

Improved Force Focus

Prerequisites: Level 6 Jedi Consular

This feat adds +3 to the Difficulty Class for all saving throws against the character's Force Powers. This feat is always active. This feat replaces Force Focus.

Master Force Focus

Prerequisites: Level 12 Jedi Consular

This feat adds +4 to the Difficulty Class for all saving throws against the character's Force Powers. This feat is always active. This feat replaces Improved Force Focused.