

## Jedi Guardian Class - KotOR2

Written by The Old Republic

Saturday, 21 January 2006 19:02 - Last Updated Saturday, 01 July 2006 18:00

---

In depth descriptions of the Jedi Guardian 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).

Guardians focus on martial training and combat. Like all Jedi, they are keepers of the peace, acting as a kind of special police force for the Republic. Notable guardians include Obi-Wan Kenobi, Mace Windu, Anakin Skywalker, and Luke Skywalker. Guardians are generally signified by blue lightsabers.

*\*Certain portions of this page was retrieved from  
&quot;[http://en.wikipedia.org/wiki/Jedi\\_Master](http://en.wikipedia.org/wiki/Jedi_Master)&quot;;*

### Jedi Guardian 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.

[Weapon Specialization: Lightsaber](#)  
[Force Jump](#)  
[Improved Force Jump](#)  
[Master Force Jump](#)

Weapon Specialization: Lightsaber  
Prerequisites: Weapon Proficiency: Lightsaber  
Weapon Focus: Lightsaber Jedi Guardian

Adds a +2 damage bonus with lightsabers.

Force Jump

## Jedi Guardian Class - KotOR2

Written by The Old Republic

Saturday, 21 January 2006 19:02 - Last Updated Saturday, 01 July 2006 18:00

---

Prerequisites: Jedi Guardian

Requires Lightsaber

The Jedi knows that if diplomacy fails, combat must be swift and decisive. When an opponent at range is targeted with a standard lightsaber melee attack, this feat allows Guardians to make a quick jump to their target and close the distance almost instantly. This feat is automatic when wielding a lightsaber and targeting opponents with a standard melee attack from more than 10 meters away. The Jedi must have a clear line of sight to the opponent. NOTE: Using a feat or special attack negates this ability.

Improved Force Jump

Prerequisites: Level 6 Jedi Guardian

Requires Lightsaber

The Jedi knows that if combat is inevitable it must be swift and decisive. When an opponent at range is targeted with a standard lightsaber melee attack, the Guardian closes the distance almost instantly and also receives +2 to hit and damage on the first combat round immediately following the jump. This feat is automatic when wielding a lightsaber and targeting opponents with a standard melee attack from more than 10 meters away. The Jedi must have a clear line of sight to the opponent. This feat replaces Force Jump. NOTE: Using a feat or special attack negates this ability.

Master Force Jump

Prerequisites: Level 12 Jedi Guardian

Requires Lightsaber

The Jedi knows that if combat is inevitable it must be swift and decisive. When an opponent at range is targeted with a standard lightsaber melee attack, the Guardian closes the distance almost instantly and also receives +4 to hit and damage on the first combat round immediately following the jump. This feat is automatic when wielding a lightsaber and targeting opponents with a standard melee attack from more than 10 meters away. The Jedi must have a clear line of sight to the opponent. This feat replaces Improved Force Jump. NOTE: Using a feat or special attack negates this ability.