

## Sith Marauder Class (from Jedi Guardian Class) - KotOR2

Written by The Old Republic

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In depth descriptions of the Sith Marauder 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). **Sith Marauder 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.

### [Greater Prestige Sense](#)

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[Increase Combat Damage I](#)

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[Superior Weapon Focus Lightsaber I](#)

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### Greater Prestige Sense

Prerequisites: Jedi Watchman or Weapon Master or Sith Assassin or Marauder Jedi Sense

With their improved mastery of the Force as it relates to battle situations, the combat-oriented prestige classes gain +2 Defense at Level 1 and an additional +2 for every subsequent 5 class levels. These bonuses stack with those of Jedi Sense, but are determined separately for each class.

### Ignore Pain I

Prerequisites: Level 3 Sith Marauder

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Prolonged channeling of dark side energy has accustomed Sith Marauders to pain. At 3rd level they reduce any damage they suffer by 5%.

### Ignore Pain II

Prerequisites: Level 7 Sith Marauder

Prolonged channeling of dark side energy has accustomed Sith Marauders to pain. At 7th level they reduce any damage they suffer by 10%.

### Ignore Pain III

Prerequisites: Level 11 Sith Marauder

Prolonged channeling of dark side energy has accustomed Sith Marauders to pain. At 11th level they reduce any damage they suffer by 15%.

### Increase Combat Damage I

Prerequisites: Sith Marauder

Sith Marauders call upon their hatred and strength to deliver powerful blows. At 1st level they do an additional 2 points of damage with any successful attack.

### Increase Combat Damage II

Prerequisites: Level 8 Sith Marauder

Sith Marauders call upon their hatred and strength to deliver powerful blows. At 8th level they do an additional 4 points of damage with any successful attack.

### Increase Combat Damage III

Prerequisites: Level 15 Sith Marauder

Sith Marauders call upon their hatred and strength to deliver powerful blows. At fifteenth level they do an additional 6 points of damage with any successful attack.

### Superior Two-Weapon Fighting I

Prerequisites: Jedi Weapon Master or Sith Marauder

Two-Weapon Fighting

Improved Two-Weapon Fighting

Master Two-Weapon Fighting

This feat reduces the attack penalty of a character wielding a double bladed weapon or two

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weapons (one in each). This feat reduces the attack penalty by an additional 1/0, to a total of -1 (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 total of +1/-2.

### Superior Two-Weapon Fighting II

Prerequisites: Jedi Weapon Master or Sith Marauder

Two-Weapon Fighting

Improved Two-Weapon Fighting

Master Two-Weapon Fighting

Superior Two-Weapon Fighting I

This feat reduces the attack penalty of a character wielding a double bladed weapon or two weapons (one in each). This feat reduces the attack penalty by an additional 1/0, to a total of 0 (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 total of +2/-2.

### Superior Two-Weapon Fighting III

Prerequisites: Jedi Weapon Master or Sith Marauder

Two-Weapon Fighting

Improved Two-Weapon Fighting

Master Two-Weapon Fighting

Superior Two-Weapon Fighting I

Superior Two-Weapon Fighting II

This feat reduces the attack penalty of a character wielding a double bladed weapon or two weapons (one in each). This feat reduces the attack penalty by an additional 0/1, to a total of -0 (main hand)/-1 (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/-1.

### Superior Weapon Focus Lightsaber I

Prerequisites: Sith Marauder or Jedi Weapons Master

Weapon Proficiency: Lightsaber

Weapon Focus: Lightsaber

Weapon Specialization: Lightsaber

The character's skill with lightsabers is almost unmatched. This adds an additional +1 attack bonus to hit with lightsabers (for a cumulative total of +2).

### Superior Weapon Focus Lightsaber II

Prerequisites: Sith Marauder or Jedi Weapons Master

Weapon Proficiency: Lightsaber

Weapon Focus: Lightsaber

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Weapon Specialization: Lightsaber  
Superior Weapon Focus Lightsaber I

Adds an additional +1 attack bonus to hit with lightsabers (for a cumulative total of +3).

Superior Weapon Focus Lightsaber III  
Prerequisites: Sith Marauder or Jedi Weapons Master  
Weapon Proficiency: Lightsaber  
Weapon Focus: Lightsaber  
Weapon Specialization: Lightsaber  
Superior Weapon Focus Lightsaber I  
Superior Weapon Focus Lightsaber II

Adds an additional +1 attack bonus to hit with lightsabers (for a cumulative total of +4).