

## Jedi Master Class (from Jedi Consular Class) - KotOR2

Written by The Old Republic

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In depth descriptions of the Jedi Master 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).

Jedi Master is a title granted to one who has mastered the skills of a Jedi Consular.

Jedi Master - a Jedi Knight who manages to instruct a Padawan and successfully train him or her to the level of a Jedi Knight. This title can also be achieved through the performance of extraordinary deeds or self-proclamation, though the latter is extremely rare. However, it is important to note that simply training a Padawan to Knight status is not merit enough to become a Jedi Master.

*\*\*Certain portions of this page was retrieved*

*&quot;[http://en.wikipedia.org/wiki/Jedi\\_Master](http://en.wikipedia.org/wiki/Jedi_Master)&quot;;*

### **Jedi Master 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.

[Light Side Enlightenment](#)

[Prestige Sense](#)

[Jedi Sense](#)

Light Side Enlightenment

Prerequisites: Jedi Master

Jedi masters are greatly attuned to the light side of the force. Their mere presence serves as an inspiration to many. Close companions will grow more in touch with the light side by a Jedi Master's example. Other companions might rebel against their example and fall further from the light. A Jedi Master's attunement matures as they learn more about the force.

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### Prestige Sense

Prerequisites: Jedi Master or Sith Lord Jedi Sense

Though more involved with other aspects of the Force, Jedi Sense continues to improve somewhat for both Jedi Masters and Sith Lords. They gain +2 Defense at Level 1 and an additional +2 for every subsequent 8 class levels. These bonuses stack with those of Jedi Sense, but are determined separately for each class.

### Jedi Sense

Prerequisites: Jedi Master

The Jedi develops a connection to the Force that allows them to better sense incoming attacks. This feat is always active and grants defense bonuses dependent upon the Jedi's Consular, Sentinel, or Guardian level. This bonus starts at +2 at level 1 and increases by +2 for every subsequent 6 levels in one of these classes (levels 7, 13, 19, etc.).