

Jedi Weapons Master Class (from Jedi Guardian Class) - KotOR2

Written by The Old Republic

Saturday, 21 January 2006 19:07 - Last Updated Saturday, 01 July 2006 18:00

In depth descriptions of the Jedi Weapons 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 Weapons Master is a title granted to one who has mastered the skills of a Jedi Guardian.

Weapons 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.

[Deflect](#)

[Greater Prestige Sense](#)

[Increase Melee Damage I](#)

[Increase Melee Damage II](#)

[Increase Melee Damage III](#)

[Inner Strength I](#)

[Inner Strength II](#)

[Inner Strength III](#)

[Superior Two-Weapon Fighting I](#)

[Superior Two-Weapon Fighting II](#)

[Superior Two-Weapon Fighting III](#)

[Superior Weapon Focus Lightsaber I](#)

[Superior Weapon Focus Lightsaber II](#)

[Superior Weapon Focus Lightsaber III](#)

Deflect

Prerequisites: Weapons Master

A Weapons Master with has the incredible skill to deflecting blaster bolts. They get a +1 bonus to deflect bolts with an additional +1 bonus for every two levels after 1st (+2 at 3rd, +3 at 5th, etc).

Jedi Weapons Master Class (from Jedi Guardian Class) - KotOR2

Written by The Old Republic

Saturday, 21 January 2006 19:07 - Last Updated Saturday, 01 July 2006 18:00

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.

Increase Melee Damage I

Prerequisites: Weapon Master

Weapon Masters can focus their strength to deliver powerful strikes. At 1st level they do an additional 2 points of damage with any successful melee or unarmed attack.

Increase Melee Damage II

Prerequisites: Level 8 Weapon Master

Weapon Masters can focus their strength to deliver powerful strikes. At 8th level they do an additional 4 points of damage with any successful melee or unarmed attack.

Increase Melee Damage III

Prerequisites: Level 15 Weapon Master

Weapon Masters can focus their strength to deliver powerful strikes. At 15th level they do an additional 6 points of damage with any successful melee or unarmed attack.

Inner Strength I

Prerequisites: Level 3 Weapon Master

Weapon Masters use the light side of the Force to shield themselves from pain. At 3rd level they reduce any damage they suffer by 5%.

Inner Strength II

Prerequisites: Level 7 Weapon Master

Weapon Masters use the light side of the Force to shield themselves from pain. At 7th level they reduce any damage they suffer by 10%.

Jedi Weapons Master Class (from Jedi Guardian Class) - KotOR2

Written by The Old Republic

Saturday, 21 January 2006 19:07 - Last Updated Saturday, 01 July 2006 18:00

Inner Strength III

Prerequisites: Level 11 Weapon Master

Weapon Masters use the light side of the Force to shield themselves from pain. At 11th level they reduce any damage they suffer by 15%.

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 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.

Jedi Weapons Master Class (from Jedi Guardian Class) - KotOR2

Written by The Old Republic

Saturday, 21 January 2006 19:07 - Last Updated Saturday, 01 July 2006 18:00

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

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).