

Skills - KotOR

Written by The Old Republic

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In depth descriptions of the characters skills from the Xbox and PC role playing video game Star Wars: Knights of the Old Republic (also known as SWKotOR and KotOR).

We all have certain skills that make us better at certain things then others. In the Star Wars: Knights of the Old Republic video game it is no different. The more skills your characters have in certain areas the better they will perform in those areas. They will also require fewer items to perform those things. Listed for you below are word for word in game descriptions of all the available skills that your characters can master.

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Awareness

Related Attribute: Wisdom

Awareness governs the ability of a character to spot objects or enemies hidden by Stealth. If a successful check of this skill is made against the Stealth skill of an enemy or the DC of a mine, the enemy or object is noticed and becomes visible. Awareness is always active, but results are best while a character is moving slowly. Running imparts a -5 penalty to any checks of the skill.

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Computer Use

Related Attribute: Intelligence

Computer Use allows a character to slice computer programs using disposable logic rams called computer spikes. A character might disable gun turrets or flood a patrol area, with more complicated tasks requiring more spikes. A high rank in this skill reduces the number of spikes required by 1 (to a minimum of 1 for every 4 points total, including attribute score modifiers).

Demolitions

Related Attribute: Intelligence

Demolitions can be used to set, recover or disarm mines. Such devices are either of low (DC15 to set), medium (DC20 to set), or high difficulty (DC25 to set). Attempting to disarm the mine adds +5 to the DC. Attempting to recover the mine adds +10 to the DC. This skill cannot be used untrained.

Persuade

Related Attribute: Charisma

Only the main player character can select this skill during level-up. Persuade options appear in dialogue when interesting or sensitive information is available that a character might otherwise be reluctant to reveal. When selected, rank in this skill is compared with how extreme the request is (Difficulty Class low, medium, or high, relative to player level). A guard might easily agree to increase a bounty, but convincing him to leave his post would be much harder.

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Repair

Related Attribute: Intelligence

Repair allows a character to fix disabled mechanical devices like droids using disposable packages of parts. The number of part kits required increases with the difficulty of the repair. This skill reduces the number of parts required by 1 (to a minimum of 1) for every 4 points total, including attribute score modifiers. This skill also modifies the amount of vitality points recovered when party members droids use repair kits, advanced repair kits, and construction kits on themselves to repair combat damage.

Security

Related Attribute: Wisdom

Security is used to access electronic locking devices. Once a character invests points in this skill, it becomes one of the default options on targeted doors and containers. Security spikes can grant a bonus to the skill, and any in inventory will also appear as a default option on targeted doors and containers. Characters with no points invested cannot attempt to use this skill.

Stealth

Related Attribute: Dexterity

Stealth governs the use of camouflage devices to enter Stealth Mode. If a character equips such a device and activates Stealth Mode, opponents must make an Awareness check versus the character's Stealth skill or be unable to detect them, even if the character is in a direct line of sight. A character in Stealth Mode can set, disable, and recover mines, use computers and repair droids, and open doors or containers. Party members will not automatically enter combat while in this mode. Combat cancels Stealth Mode. Stealth Mode will not work without a

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camouflage unit. Units of higher quality grant a bonus to the skill. This skill cannot be used untrained.

Treat Injury

Related Attribute: Wisdom

Treat Injury improves the amount of damage healed when a medpac is used, adding the modified rank to the number of vitality points healed. Advanced medpacs and life support packs apply multipliers to the user's skill, increasing the amount healed again.