

Jedi Feats - KotOR

Written by The Old Republic

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

Feats are special abilities that you can give your characters. These feats are limited to characters that can use the force. Listed for you below are word for word in game descriptions of all the available Jedi feats that your characters can master in the game.

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Jedi Defense

Prerequisites: Jedi classes only

This feat allows a character with an equipped lightsaber to deflect blaster bolts at any time. When a character is fired upon, an opposed roll is made against the attack. If the result is greater than the attack roll, the blaster bolt is deflected. If the attack is beaten by 10 or more, the bolt is deflected back at the enemy. Jedi classes receive this feat at 1st level.

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Advanced Jedi Defense

Prerequisites: Level 4

This feat gives a character a +3 bonus to all blaster bolt deflection rolls. Certain items may apply a bonus or penalty to this ability. This feat replaces the bonus given by Jedi Defense.

Master Jedi Defense

Prerequisites: Level 8

This feat gives a character a +6 bonus to all blaster bolt deflection rolls. Certain items may apply a bonus or penalty to this ability. This feat replaces the bonus given by Advanced Jedi Defense.

Force Focus

Prerequisites: Jedi Consular

This feat adds +1 to the Difficulty Class for all saving throws against the character's Force powers. This feat is always active.

Improved Force Focus

Prerequisites: Level 6 Jedi Consular

This feat adds +2 to the Difficulty Class for all saving throws against the character's Force powers. This feat is always active. This feat replaces Force Focus.

Master Force Focus

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Prerequisites: Level 12 Jedi Consular

This feat adds +4 to the Difficulty Class for all saving throws against the character's Force powers. This feat is always active. This feat replaces Improved Force Focus.

Force Immunity: Fear

Prerequisites: Jedi Sentinel

The Jedi possesses an inner calm that cannot be shaken by mere threats to mind or body. The Force grants understanding, which is a shield that fear cannot breach. This feat is always active.

Force Immunity: Stun

Prerequisites: Level 6 Jedi Sentinel

The Jedi has an unshakable connection to the Force and, through it, to the galaxy as well. No amount of damage or distraction will cause fear or a loss of alertness. This feat is always active. This feat replaces Force Immunity: Fear.

Force Immunity: Paralysis

Prerequisites: Level 12 Jedi Sentinel

The Jedi is one with the Force, moving within it as it moves within all things. This connection prevents fear or loss of senses, and blocks any attempt at paralyzation. This feat is always active. This feat replaces Force Immunity: Stun.

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Force Jump

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 series of jumps and rolls to 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 automatically receives +2 to hit and damage on the first strike. 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 automatically receives +4 to hit and damage on the first strike. 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.

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Jedi Sense

Prerequisites: Jedi

The Jedi develops a connection to the Force that allows them to better sense incoming attacks. This feat grants +2 defense and is always active.

Knight Sense

Prerequisites: Level 6 Jedi

Furthering their connection to the Force, the Jedi gains an additional sensitivity to the actions of others in combat. This feat grants +4 defense and is always active. This feat replaces Jedi Sense.

Master Sense

Prerequisites: Level 12 Jedi

As their connection to the Force continues to strengthen, the Jedi gains a supreme sense of self and the actions of others in combat. This feat grants +6 defense and is always active. This feat replaces Knight Sense.

Force Sensitive

Unique Ability: Main character Jedi

Jedi training affects each Padawan uniquely, allowing them to grow in ability while addressing personal flaws. On rare occasions, however, exceptional individuals open doors to strengths they did not know they had. This feat represents a heightened connection to the Force previously unseen in a newly trained Jedi. This feat grants 40 additional Force Points to the character's base total.

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Weapon Focus: Lightsaber

Prerequisites: Jedi classes only

Adds a +1 attack bonus with lightsabers.

Weapon Proficiency: Lightsaber

Prerequisites: Jedi classes only

This feat gives a character basic training in the use of Lightsaber weapon types.