

Light Side Force Powers - KotOR

Written by The Old Republic

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

Light side force powers are best for characters that are on the light side of the force, since those characters will require less force energy to use these powers. Listed for you below are word for word in game descriptions of all the available light side force powers that you can master in the XBOX and PC role playing video game Star Wars: Knights of the Old Republic.

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Cure

Prerequisites: Character Level 6

This power heals all party members within a 15 meter radius. It heals 5 vitality points + 1 point for every Charisma modifier, Wisdom modifier, and level of the Force user. This power does not affect droids.

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Heal

Prerequisites: Character Level 12

This power heals all party members within a 15 meter radius. Each party member gains 10 vitality points + 1 point for every Charisma modifier, Wisdom modifier, and level of the Force user. Poisons are neutralized by this effect. This power does not affect droids.

Force Aura

Prerequisites: Jedi

Restricted By Armor

When this power is activated, the Jedi is temporarily granted a +2 bonus to Defense and all saving throws. The effect lasts for 20 seconds.

Force Shield

Prerequisites: Character Level 6

Restricted By Armor

When this power is activated, the Jedi is temporarily granted a +4 bonus to Defense and all saving throws. The effect lasts for 20 seconds.

Force Armor

Prerequisites: Character Level 12

Restricted By Armor

When this power is activated, the Jedi is temporarily granted a +6 bonus to Defense and all saving throws. The effect lasts for 20 seconds.

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Force Valor

Prerequisites: Jedi

Restricted By Armor

This power increases the physical attributes and saving throws of the Jedi and all party members by 2 points. The effect lasts for 20 seconds.

Knight Valor

Prerequisites: Character Level 9

Restricted By Armor

This power increases the physical attributes and saving throws of the Jedi and all party members by 3 points, and also grants immunity to poison. The effect lasts for 20 seconds. Knight Valor replaces the bonus granted by Force Valor.

Master Valor

Prerequisites: Character Level 15

Restricted By Armor

This power increases the physical attributes and saving throws of the Jedi and all party members by 5 points, and also grants immunity to poison. The effect lasts for 20 seconds. Master Valor replaces the bonus granted by Knight Valor.

Stun

Prerequisites: Jedi

This power allows the Jedi to assault the mind of an opponent, effectively stunning them for 9 seconds. A successful Fortitude save by the target at a DC of 5 + the attacking character's level

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+ the attacking character's Wisdom and Charisma modifiers means the target is slowed for the duration instead of stunned. This power does not affect droids.

Stasis

Prerequisites: Character Level 9

An opponent targeted by this power is held in stasis, unable to move or take any action for 12 seconds. A successful Fortitude save at a DC of 5 + the attacking character's level + the attacking character's Wisdom and Charisma modifiers means the target is slowed for the duration instead of stunned. This power does not affect droids.

Stasis Field

Prerequisites: Character Level 15

Restricted By Armor

This power can lull the senses of a group, placing all hostile creatures within a 10-meter radius of a target enemy in a catatonic stasis. The victims remain in this state for 12 seconds, but a successful Fortitude save versus a DC of 5 + the attacking character's level + the attacking character's Wisdom and Charisma modifiers means the target is slowed for the duration instead of stunned. This power does not affect droids.

Stun Droid

Prerequisites: Jedi

This power can send a surge of energy through the processor of a droid, rendering them immobile for 12 seconds. The droid also takes damage equivalent to the attacking character's level. A successful Fortitude save by the target at a DC of 5 + the attacking character's level + the attacking character's Wisdom and Charisma modifiers negates the stun and reduces

damage by half.

Disable Droid

Prerequisites: Character Level 6

Disable Droid temporarily shuts down all droids within 5 meters of a target droid, inflicting damage equivalent to the attacking character's level. Affected droids remain disabled for 12 seconds. A Fortitude save at a DC of 5 + the attacking character's level + the attacking character's Wisdom and Charisma modifiers will negate the stun and reduce damage by half.

Destroy Droid

Prerequisites: Character Level 12

Destroy Droid affects all droids within 7 meters of a target droid, disabling them for 12 seconds and inflicting 1-6 damage per level of the attacking character. A successful Fortitude at a DC of 5 + the attacking character's level + the attacking character's Wisdom and Charisma modifiers results in half damage.