

Dark Side Force Powers - KotOR

Written by The Old Republic

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

Dark side force powers are best for characters that are on the dark 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 dark side force powers that you can master in the game.

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Wound

Prerequisites: Jedi

This power triggers spasms in the victim's lungs, causing great pain and inflicting 2/3rds of the attacking character's level in damage every 2 seconds for the duration (6 seconds). A successful Fortitude save at DC 5 + the attacking character's level + the attacking character's Wisdom and Charisma modifiers results in no effect. This power does not affect droids.

Choke

Prerequisites: Character Level 9

This power constricts the throat of a target at range, stunning and inflicting 2/3rds of the attacking character's level in damage every 2 seconds for the duration (6) seconds. The target also suffers a temporary (24) second -4 penalty to Constitution, Dexterity and Strength. A successful Fortitude save at DC 5 + the attacking character's level + the attacking character's Wisdom and Charisma modifiers results in no effect. This power does not affect droids.

Kill

Prerequisites: Character Level 12

This power allows the Jedi to exterminate an enemy at range with a single thought, causing the target to choke for 6 seconds and inflicting damage equal to half the target's maximum Vitality points. If the target makes a Fortitude save at DC 5 + the attacking character's level + the attacking character's Wisdom and Charisma modifiers they are not choked, but instead suffer damage equal to the attacking character's level. This power does not affect droids.

Slow

Prerequisites: Jedi

This power clouds the mind, making a target's actions unusually sluggish. The victim suffers a -2 penalty to Defense, Reflex saves, and attack rolls. The effect lasts for 30 seconds unless a successful Will save at a DC of 5 + the attacking character's level + the attacking character's Wisdom and Charisma modifiers is made. This power does not affect droids.

Affliction

Prerequisites: Character Level 6

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Affliction causes a target to suffer as though poisoned, unless a Fortitude saving throw is made at a DC of 20. Failure causes the loss of seven points from each physical attribute (1 point every 3 seconds over 21 seconds), and the target is slowed for the duration. A successful save negates this effect. This power does not affect droids.

Plague

Prerequisites: Character Level 12

Restricted By Armor

Plague causes a target to suffer as though deathly ill from poison, losing 12 points from each physical attribute (1 point every second over 12 seconds). The target is also slowed for the duration. Plague has a DC of 100, making it impossible to save against its effects. This power does not affect droids.

Fear

Prerequisites: Jedi

This power causes fear in a single creature, such that they cower in fear of the attacking Jedi for 6 seconds. A successful Will save at a DC of 5 + the attacking character's level + the attacking character's Wisdom and Charisma modifiers negates this effect. This power does not affect droids.

Horror

Prerequisites: Character Level 6

This power causes all hostile creatures within a 5-meter radius of a target enemy to cower in catatonic fear of the attacking Jedi for 12 seconds. A successful Will save at a DC of 5 + the attacking character's level + the attacking character's Wisdom and Charisma modifiers negates

this effect. This power does not affect droids.

Insanity

Prerequisites: Character Level 12

This power can greatly confuse an enemy force, inflaming paranoia and doubt. All enemies within a 10-meter radius of the target must make a Will save at a DC of 5 + the attacking character's level + the attacking character's Wisdom and Charisma modifiers or cower in catatonic terror for 12 seconds. This power does not affect droids.

Shock

Prerequisites: Jedi

Restricted By Armor

This power unleashes an energy attack on a single target enemy. The enemy suffers 1-6 points of damage per each of the attacking character's levels to a maximum of 10 levels (10-60 points). A successful Will save at a DC of 5 + the attacking character's level + the attacking character's Wisdom and Charisma modifiers reduces damage by half.

Force Lightning

Prerequisites: Character Level 9

Restricted By Armor

This power unleashes an energy attack on all hostile creatures up to 16 meters in front of the Jedi. Victims suffer 1-6 points of damage per each of the attacking character's levels, to a maximum of 10 levels (10-60) points. A successful Will save at a DC of 5 + the attacking character's level + the attacking character's Wisdom and Charisma modifiers reduces damage by half.

Force Storm

Prerequisites: Character Level 18

Restricted By Armor

This power unleashes a direct energy attack on all hostile creatures within 10 meters of a target enemy. Victims suffer 1-6 points of damage to both Vitality and Force Point totals per each of the attacking character's levels, to a maximum of 10 levels (10-60) points. A successful Will save at a DC of 5 + the attacking character's level + the attacking character's Wisdom and Charisma modifiers reduces damage by half.

Drain Life

Prerequisites: Character Level 9

Restricted By Armor

This power allows the Jedi to drain the life of others to heal himself. 1-4 points are drained for every level of the character, to a maximum of 10 levels (10-40) points. A successful Fortitude save at a DC 5 + the attacking character's level + the attacking character's Wisdom and Charisma modifiers reduces damage by half. This power does not affect droids.

Death Field

Prerequisites: Character Level 18

Restricted By Armor

Death Field targets all enemies within a 10-meter radius, draining life to heal the attacking Jedi. The damage is 1-4 per level of the character, to a maximum of 10 levels (10-40 points). A Fortitude save made at a DC 5 + the attacking character's level + the attacking character's Wisdom and Charisma modifiers reduces the damage by half. The character is healed the equivalent of the most damage dealt to any single enemy. This power does not affect droids.