

Universal Force Powers - KotOR

Written by The Old Republic

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

Universal force powers can be used by both light side and dark side characters without any disadvantages to either. Listed for you below are word for word in game descriptions of all the available universal force powers that you can master in the game.

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Burst of Speed

Prerequisites: Jedi

Restricted By Armor

This power allows a Jedi to move very swiftly, pressing his or her body to its physical limits. For the duration of this effect (36 seconds), movement speed is doubled and 2 Defense is granted.

Knight Speed

Prerequisites: Character Level 9

Restricted By Armor

This power allows a Jedi to move more swiftly than the physical limitations of his body should allow. For the duration of this effect (36 seconds), movement speed is doubled, Defense is increased by 4, and 1 attack per round is gained.

Master Speed

Prerequisites: Character Level 15

Restricted By Armor

This power allows a Jedi to move with such speed that, for the duration of the effect (36 seconds), movement speed is doubled, Defense is increased by 4, and 2 attacks per round are granted.

Force Resistance

Prerequisites: Character Level 9

Restricted By Armor

This power offers some protection from direct Force Power attacks by Jedi opponents, possibly negating their effects. The attacking Jedi makes an opposed roll using d20 + his level versus a DC of 10 + the defending character's level. If the attacker's result is greater, the attack succeeds. If the defender's total is greater, the attack has no effect. Force Resistance lasts for 60 seconds.

Force Immunity

Prerequisites: Character Level 15

Restricted By Armor

This power offers good protection from direct Force Power attacks by Jedi opponents, possibly negating their effects. The attacking Jedi makes an opposed roll using d20 + his level versus a DC of 15 + the defending character's level. If the attacker's result is greater, the attack succeeds. If the defender's total is greater, the attack has no effect. Force Resistance lasts for 60 seconds.

Energy Resistance

Prerequisites: Jedi

This power shields the Jedi in the Force, absorbing the first 15 points of damage from sonic, fire, cold and electrical attacks. Damage over and above the first 15 points is suffered as normal. This effect lasts for 120 seconds.

Improved Energy Resistance

Prerequisites: Character Level 9

This power allows the Jedi to shield the entire party in the Force, granting immunity to poisons and disease and absorbing the first 15 points of damage from sonic, fire, cold and electrical attacks directed at them. Damage over and above the first 15 points is suffered as normal. This effect lasts for 120 seconds.

Affect Mind

Prerequisites: Jedi

Affect Mind enables persuasive use of the Force. Once a Jedi has this power, extra options will appear in conversations as appropriate. Success is not guaranteed for extreme commands or if

the target is strong willed. This power does not even droids. Only the main player character can select this power during level-up.

Dominate Mind

Prerequisites: Character Level 6

Dominate Mind enables persuasive use of the Force. Once a Jedi has this power, extra options appear in conversations as appropriate. Dominate Mind is more powerful than Affect Mind, and very few beings can resist its effects. This power does not affect droids. Only the main player character can select this power during level-up.

Force Push

Prerequisites: Character Level Jedi

An opponent targeted by this power is pushed back 5 meters, thrown to the ground stunned for 3 seconds, and suffers damage equal to the attacking character's level. A successful Reflex save by the target at a DC of 5 + the attacking character's level + the attacking character's Wisdom and Charisma modifiers means the target is not stunned, but still suffers damage equal to half the Jedi's level.

Force Whirlwind

Prerequisites: Character Level 9

This power encircles the target victim in a small maelstrom of air and dust, inflicting one third of the attacking character's level in damage every 2 seconds, and rendering them unable to take any action (12 seconds total). A successful Reflex save by the target at a DC of 5 + the attacking character's level + the attacking character's Wisdom and Charisma modifiers negates the damage and immobilizing effects altogether. This power does not affect droids equipped

with energy shield hardware.

Force Wave

Prerequisites: Character Level 15

This power creates a telekinetic explosion around the Jedi. All enemies within 15 meters are thrown 5 meters, fall to the ground and are incapacitated for 6 seconds, and take damage equal to one and a half times the attacking character's level. A successful Reflex save by the target at a DC of 5 + the attacking character's level + the attacking character's Wisdom and Charisma modifiers means an enemy is not stunned, but still suffers half damage.

Force Suppression

Prerequisites: Character Level

Restricted By Armor

This ability will cancel first and second tier Force powers active on the target. The affected Force Powers are Force Aura, Force Shield, Force Valor, Knight Valor, Burst of Speed, Knight Speed, Energy Resistance, and Force Resistance. These powers are instantly cancelled, but the target can reactivate them if Force Points are available.

Force Breach

Prerequisites: Character Level 15

Restricted By Armor

This ability will cancel first and second tier Force powers active on the target. The affected Force Powers are Force Aura, Force Shield, Force Armor, Force Valor, Knight Valor, Master Valor, Burst of Speed, Knight Speed, Master Speed, Energy Resistance, Improved Energy Resistance, Force Resistance and Force Immunity. These powers are immediately shut down,

but the target can reactivate them if Force Points are available.

Throw Lightsaber

Prerequisites: Jedi

Requires Lightsaber

Throw Lightsaber allows the character to attack a target at range by throwing a lightsaber, guiding it with the Force. The target must be at least 5 meters away. This attack always hits. Damage is 1-6 for every two levels of the attacking character. NOTE: Once the lightsaber is thrown, it will automatically return to the Jedi's hand at the end of the round.

Adv Throw Lightsaber

Prerequisites: Character Level 9

Requires Lightsaber

This power allows the character to attack up to three separate targets with a single lightsaber throw. The first target must be at least 5 meters away, and each additional target must be within 5 meters of the previous. This attack always hits. Damage is 1-6 for every two levels of the attacking character. NOTE: Once the lightsaber is thrown, it will automatically return to the Jedi's hand at the end of the round.

Force Camouflage

Prerequisites: Cathar

Because of her unusual heritage, Juhani has developed her Force powers in unexpected ways, as shown as shown by her almost subconscious ability to simply be no seen. This physical manipulation of the light and sound allows her to go unnoticed even in a direct line of sight, and is equally effective against droids and living beings. Juhani does no require a stealth field

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generator to enter Stealth Mode.