Lightsabers - KotOR2

Written by The Old Republic Saturday, 21 January 2006 18:08 - Last Updated Saturday, 01 July 2006 18:03

In depth descriptions of the lightsabers from the Xbox and PC role playing video game Star Wars: Knights of the Old Republic II: The Sith Lords (also known as SWKotOR2 and KotOR2).

Listed for you below are word for word in game descriptions of all the available lightsabers that you can use in the game.

Double-Bladed Lightsaber
Lightsaber
Short Lightsaber
Sith Lightsaber

Double-Bladed Lightsaber

Feats Required: Weapon Proficiency - Lightsaber

Damage: Energy, 2-20 Critical Threat: 20-20,x2

These exotic weapons are rare, and most often associated with Jedi attracted to the dark side of the Force, for whom reckless aggression is sometimes considered an asset. The double-bladed lightsaber is capable of inflicting more damage - but is also less precise - than the single-bladed variant.

Lightsaber

Feats Required: Weapon Proficiency - Lightsaber

Damage: Energy, 2-16 Critical Threat: 19-20,x2

Traditionally associated with the Jedi, the lightsaber is a devastating weapon difficult to master. Properties can vary with the type of focusing crystal used in construction.

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Short Lightsaber

Feats Required: Weapon Proficiency - Lightsaber

Damage: Energy, 2-12 Critical Threat: 19-20,x2

Balanced: +2/+0 vs. two-weapon if used in the off hand

Lightsabers can come in shorter styles, often used in the off hand during two-weapon fighting. As in larger versions, different focusing crystals can produce additional effects.

Sith Lightsaber

Feats Required: Weapon Proficiency - Lightsaber

Damage: Energy, 2-16 Critical Threat: 19-20,x2

This lightsaber is quite intricate in its design, the hilt covered in delicate runes and inlaid with black markings. No doubt the purpose of the weapon is primarily ceremonial, though it certainly seems to perform as a lightsaber should.