

Light Armor Proficiency - KotOR2

Written by The Old Republic

Saturday, 21 January 2006 18:10 - Last Updated Saturday, 01 July 2006 18:03

In depth descriptions of the light armor 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 light armor that you can wear in the game.

[Armored Flight Suit](#)
[Bonadan Alloy Heavy Suit](#)
[Combat Suit](#)
[Echani Light Armor](#)
[Echani Shield Suit](#)
[Electromesh Suit](#)
[Heavy Combat Suit](#)
[Jal Shey Advisor Armor](#)
[Jal Shey Neophyte Armor](#)
[Light Combat Suit](#)
[Mandalorian Combat Suit](#)
[Mandalorian Heavy Suit](#)
[Massassi Ceremonial Armor](#)
[Reinforced Fiber Armor](#)
[Ubese Environmental Suit](#)
[Ulic Qel Droma's Mesh Suit](#)
[Zabrak Battle Armor](#)
[Zabrak Combat Suit](#)
[Zabrak Field Armor](#)
[Zeison Sha Initiate Armor](#)
[Zeison Sha Warrior Armor](#)

Armored Flight Suit

Feats Required: Armor Proficiency - Light

Cannot Equip: Bao-Dur

Defense Bonus: 5

Max Dexterity Bonus: +4

Damage Resistance: Resist 20/- vs. Cold

Light Armor Proficiency - KotOR2

Written by The Old Republic

Saturday, 21 January 2006 18:10 - Last Updated Saturday, 01 July 2006 18:03

This combat-ready flight suit provides additional protection against vacuum for limited periods. Its many models appeal to a wide range of users, from military pilots and mercenaries to fringe explorers and space pirates.

Bonadan Alloy Heavy Suit

Feats Required:

Armor Proficiency - Light

Defense Bonus: 6

Max Dexterity Bonus: +4

Bonadan is an emerging industrial society financing their exploration of the galaxy through production of small arms and armor. They favor heavy materials offering solid defense.

Combat Suit

Feats Required: Armor Proficiency - Light

Max Dexterity Bonus: +5

Even the most frugal of mercenaries know they need at least some protection from the rigors of combat, although suits of this type are recommended for light skirmishes only.

Echani Light Armor

Defense Bonus: 5

Max Dexterity Bonus: +5

Damage Resistance: Resist 15/- vs. Fire

Echani prefer elegant design to brute force. The Maktites learned this when their stores of thermal weapons were rendered ineffective by simple changes in the Echani light armor.

Echani Shield Suit

Feats Required:

Armor Proficiency - Light

Defense Bonus: 7

Max Dexterity Bonus: +4

Damage Immunity: 10% vs. Electrical

Damage Immunity: 10% vs. Energy

The Echani combined their talents for energy shield design with their armorcrafting skills to develop this innovative combat suit. It provides capable defense that is augmented with a low strength energy shield.

Light Armor Proficiency - KotOR2

Written by The Old Republic

Saturday, 21 January 2006 18:10 - Last Updated Saturday, 01 July 2006 18:03

Electromesh Suit

Feats Required:

Armor Proficiency - Light

Defense Bonus: 5

Max Dexterity Bonus: +7

Damage Resistance: Resist 5/- vs. Energy

This light combat suit is used by Nagai operatives. It is highly resistant to blaster fire and is designed to allow the Nagai to fully capitalize on their naturally high dexterity. It cannot be used with overlays, however.

Heavy Combat Suit

Defense Bonus: 5

Max Dexterity Bonus: +4

This version of the combat suit offers more protection than the basic model. It is heavier overall and not quite as flexible, but many consider the tradeoffs worthwhile.

Jal Shey Advisor Armor

Feats Required:

Armor Proficiency - Light

Cannot Equip: Bao-Dur

Defense Bonus: 3

Max Dexterity Bonus: +4

Skills: Persuade +1

Charisma: +2

Wisdom: +1

Does not restrict use of Force Powers.

Jal Shey advisors possess a strong understanding of the Force and are widely respected for their wisdom.

The Jay Shey concentrate on intellectual study of the Force, seeking to understand it at a mental level, rather than a spiritual one. Jal Shey are typically exceptional diplomats, but are less successful in physical pursuits.

Jal Shey Neophyte Armor

Feats Required: Armor Proficiency - Light

Defense Bonus: 3

Max Dexterity Bonus: +4

Skills: Persuade +1

Charisma: +1

Light Armor Proficiency - KotOR2

Written by The Old Republic

Saturday, 21 January 2006 18:10 - Last Updated Saturday, 01 July 2006 18:03

Does not restrict use of Force Powers.

Jal Shey neophytes have begun their lifelong quest to understand the nature of the Force. Their light armor carries with it an aura of dignity and competence.

The Jal Shey concentrate on intellectual study of the Force, seeking to understand it at a mental level, rather than a spiritual one. Jal Shey are typically exceptional diplomats, but are less successful in physical pursuits.

Light Combat Suit

Feats Required:

Armor Proficiency - Light

Defense Bonus: 3

Max Dexterity Bonus: +5

The lightest form of armor available, the light combat suit is very inexpensive and still notably superior to normal civilian garb.

Mandalorian Combat Suit

Feats Required:

Armor Proficiency - Light

Defense Bonus: 3

Max Dexterity Bonus: +5

Damage Immunity: 10% vs. Bludgeoning

Damage Immunity: 10% vs. Piercing

Damage Immunity: 10% vs. Slashing

Even the basic combat attire of the Mandalorians provides a formidable defense. The mesh of this armor absorbs some of the impact of physical blows despite its light weight.

Mandalorian Heavy Suit

Feats Required:

Armor Proficiency - Light

Defense Bonus: 5

Max Dexterity Bonus: +5

Damage Immunity: 10% vs. Bludgeoning

Damage Immunity: 10% vs. Piercing

Damage Immunity: 10% vs. Slashing

This heavier Mandalorian combat suit is most commonly used by elite scouts. Besides its strong defense and ability to absorb physical damage, the armor can also be outfitted with upgrades normally restricted to medium armor.

Light Armor Proficiency - KotOR2

Written by The Old Republic

Saturday, 21 January 2006 18:10 - Last Updated Saturday, 01 July 2006 18:03

Massassi Ceremonial Armor

Defense Bonus: 5

Max Dexterity Bonus: +5

Immunity: Critical Hits

Long-term domination by the Sith has erased the memory of the Massassi rituals for which this armor was designed, but it retains its effectiveness on the battlefield regardless.

Reinforced Fiber Armor

Defense Bonus: 7

Max Dexterity Bonus: +4

Inspired by craftsmen on worlds where metal is in short supply, this type of light armor consists of jung-ju tree fibers bound with synthetics, offering good, flexible protection.

Ubese Environmental Suit

Feats Required:

Armor Proficiency - Light

Cannot Equip: Bao-Dur

Defense Bonus: 5

Max Dexterity Bonus: +4

Damage Resistance: Resist 10/- vs. Cold

Damage Resistance: Resist 10/- vs. Electrical

Damage Resistance: Resist 10/- vs. Energy

Damage Resistance: Resist 10/- vs. Fire

Ubese is the name given to a species believed to exist in the Mid Rim. The very few who actually claim to have encountered the Ubese attribute these advanced environmental suits to the engirmatic species. Though less useful against conventional weapons, this suit is ideal defense against blasters, flames, and cryoban grenades.

Ulic Qel Droma's Mesh Suit

Feats Required:

Armor Proficiency - Light

Defense Bonus: 8

Max Dexterity Bonus: +4

Damage Resistance: Resist 20/- vs. Cold

Damage Resistance: Resist 20/- vs. Fire

After killing his brother during the Exur Kun War, Ulic Qel Droma abandoned this armor and all the trappings of his service to the dark side. It's a powerful, if tainted, item.

Light Armor Proficiency - KotOR2

Written by The Old Republic

Saturday, 21 January 2006 18:10 - Last Updated Saturday, 01 July 2006 18:03

Zabrak Battle Armor

Defense Bonus: 6

Max Dexterity Bonus: +4

Damage Resistance: Resist 20/- vs. Cold

In northern Iridonia the Zabrak produce expensive armor that nonetheless has become very popular on the galactic markets, due to excellent low-temperature defensive properties.

Zabrak Combat Suit

Defense Bonus: 6

Max Dexterity Bonus: +5

A Zabrak improvement on the combat suit, this armor is good protection where speed and unrestricted movement are more important than bulky plating.

Zabrak Field Armor

Feats Required:

Armor Proficiency - Light

Defense Bonus: 7

Max Dexterity Bonus: +4

Damage Resistance: Resist 30/- vs. Cold

This is a higher-quality version of the basic armor produced by the Zabrak. These were often reserved for field commanders, and meant to be easily identified on the battlefield.

Zeison Sha Initiate Armor

Feats Required:

Armor Proficiency - Light

Cannot Equip: Bao-Dur

Defense Bonus: 4

Max Dexterity Bonus: +4

Saves: Fortitude +1

Does not restrict use of Force Powers.

Zeison Sha initiates are known for their survival skills and the resourcefulness. Their flexible armor is very durable and can be upgraded with some underlays.

The Outer Rim planet Yanibar was the home of the Zeison Sha, who developed their Force powers as a mean of surviving the harsh planet. Zeison Sha stress independence and survival as well as assistance to those in need.

Zeison Sha Warrior Armor

Light Armor Proficiency - KotOR2

Written by The Old Republic

Saturday, 21 January 2006 18:10 - Last Updated Saturday, 01 July 2006 18:03

Feats Required:

Armor Proficiency - Light

Defense Bonus: 5

Max Dexterity Bonus: +4

Saves: Fortitude +1

Does not restrict use of Force Powers.

Zeison Sha Warriors are powerful combatants who are particularly skilled in telekenetic Force Powers. Their fortified garments are somewhat restrictive, but do not interfere with their use of the Force. They can be upgraded with some underlays.

The Outer Rim planet Yanibar was the home of the Zeison Sha, who developed their Force powers as a means of surviving the harsh planet. Zeison Sha stress independence and survival as well as assistance to those in need.