

Medium Armor Proficiency - KotOR2

Written by The Old Republic

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

[Bronzium Light Battle Armor](#)
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Bronzium Light Battle Armor

Defense Bonus: 8

Max Dexterity Bonus: +2

This molded armor is made of better materials than standard military issue, but is still relatively cheap and easy to mass-produce, making it ideal for light militias and the like.

Cinnagar War Suit

Defense Bonus: 7

Max Dexterity Bonus: +3

Damage Resistance: Resist 15/- vs. Sonic

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After the Great Hyperspace War a thousand years ago, the heirs of Empress Teta militarized their world and industry, a legacy that produced battle armor still sought after today.

Echani Battle Armor

Defense Bonus: 7

Max Dexterity Bonus: +3

This armor provides solid defense at the cost of some flexibility, although it is still an Echani product and is therefore well suited to quick-moving combat.

Electromesh Armor

Feats Required

Armor Proficiency - Medium

Defense Bonus: +5

Damage Resistance: Resist 10/- vs. Energy

This flexible armor is used by Nagai soldiers. It is highly resistant to blaster fire and is designed to allow the Nagai to fully capitalize on their naturally high dexterity.

Exar Kun's Light Battle Suit

Defense Bonus: 9

Max Dexterity Bonus: +3

Attributed to Exar Kun, this armor may well have been worn by the Dark Lord prior to his defeat forty years ago. He was rarely without considerable, yet flexible, personal armor.

Heavy Cinnagar War Suit

Feats Required

Armor Proficiency - Medium

Defense Bonus: 9

Max Dexterity Bonus: +3

Damage Resistance: Resist 20/- vs. Sonic

After the Great Hyperspace War a thousand years ago, the heirs of Empress Teta militarized their world and industry, a legacy that produced battle armor still sought after today. This heavier variety is still as flexible as medium armor, but is as protective as heavier combat suits.

Jamoh Hogra's Battle Armor

Defense Bonus: 11

Max Dexterity Bonus: +2

Immunity: Critical hits

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Strength: +1

Jamoh Hogra was a Zabrak mercenary who feared for his life after a raid on a Sith dreadnaught. He spent a fortune on his personal armor, only to be killed while in the bath.

Krath Heavy Armor

Defense Bonus: 9

Max Dexterity Bonus: +2

Typical of the old Krath military elite, these suits were worn during slave raids on neighboring systems. Slaving is profitable but risky, so little cost is spared in equipment.

Light Battle Armor

Defense Bonus: 7

Max Dexterity Bonus: +2

Providing solid protection for a minimal cost, this armor is excellent for entrenched troops or guards. A force on the move, however, may find it somewhat constricting.

Military Suit

Defense Bonus: 6

Max Dexterity Bonus: +3

This standard issue suit provides good protection, but can be heavier and more restrictive than some of its counterparts. Even so, many mercenaries swear the tradeoffs are worth it.

Powered Light Battle Armor

Defense Bonus: 8

Max Dexterity Bonus: +2

Damage Resistance: Resist 25/- vs. Sonic

Strength: +1

This is an early attempt at power-assisted armor. Dampening fields block the noise of servomotors, unintentionally shielding against external extremes in sonic frequencies as well.

Sith Battle Suit

Armor Proficiency - Medium

Defense Bonus: +7

Max Dexterity Bonus: +7

This battle armor's name is actually created by Aratech, who named it after the Sith to benefit

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from their flame (or infamy). This combat suit is very flexible for medium armor.

Verpine Fiber Mesh

Defense Bonus: 8

Max Dexterity Bonus: +3

Raxsus Nuli had plans of planetary conquest in the wake of Sith aggression. Though eclipsed by recent events, the Jedi saw the pirate jailed and his Verpine stockpiles auctioned.

Verpine Fiber Ultramesh

Feats Required:

Armor Proficiency - Medium

Defense Bonus: 10

Max Dexterity Bonus: +3

This Verpine combat suit is the most protective standard medium armor available, surpassing the defensive capabilities of most heavy armor.