

Heavy Armor Proficiency - KotOR2

Written by The Old Republic

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

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Battle Armor

Feats Required:

Armor Proficiency - Heavy

Defense Bonus: 8

Max Dexterity Bonus: +1

This isn't the heaviest of armor, but it comes close. Designed for heavy militias, it has the protection needed to keep a soldier alive during ranged combat with massive weapons.

Correlian Powersuit

Feats Required:

Armor Proficiency - Heavy

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Defense Bonus: 2
Strength: +2

Essentially an improved version of powered battle armor, the powersuit employs a system of servomotors to enhance the wearer's strength.

Durasteel Heavy Armor
Feats Required:
Armor Proficiency - Heavy
Defense Bonus: 10
Max Dexterity Bonus: +0

Battle armor production is thriving on Bonadan as the Republic recovers from war. This model's thinner skin of durasteel reduces weight, but still restricts movement somewhat.

Echani Heavy Armor
Feats Required:
Armor Proficiency - Heavy
Defense Bonus: 10
Max Dexterity Bonus: +1

Echani Heavy Armor is comparable to typical heavy battle armor in terms of protection, but allows for slightly more mobility.

Felenar Armor
Feats Required:
Armor Proficiency - Heavy
Defense Bonus: 11
Max Dexterity Bonus: +4

This flexible armor is made of a variety of exotic minerals. Markings suggest that it was created by a species called the Felenar.

Flex Heavy Armor
Feats Required:
Armor Proficiency - Heavy
Defense Bonus: 10
Max Dexterity Bonus: +3

Flex Heavy Armor allows for greater mobility than even some medium armor. The primary alloy is still durasteel, but it is treated in methods that are poorly understood by most in the Republic. In fact, it is unclear who manufactures these rare suits of armor.

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Lotran Braceman Armor

Feats Required:

Armor Proficiency - Heavy

Defense Bonus: 11

Max Dexterity Bonus: +1

Bonus Feat: Percise Shot 1

Bonus Feat: Targeting 1

The lotran are a militaristic species from the industrial planet of lotra on the Outer Rim. Their versatile armor is a favorite among experienced bounty hunters.

Mandalore's Armor

Feats Required:

Armor Proficiency - Heavy

Defense Bonus: 11

Max Dexterity Bonus: +0

Damage Resistance: Resist 25/- vs. Electrical

Mandalore's personal suit of armor is traditional Mandalorian battle armor. Despite the numerous battles it has doubtless survived, it appears to be in exceptional condition. It is said that he will never voluntarily take it off, even while sleeping.

Mandalorian Assault Armor

Feats Required:

Armor Proficiency - Heavy

Defense Bonus: 10

Max Dexterity Bonus: +0

Damage Resisitance: Resist 25/- vs. Cold

Damage Resisitance: Resist 25/- vs. Fire

This was the armor of the Mandalorian elite frontline troops, a sight that Republic soldiers were all too familiar with during the war.

Mandalorian Battle Armor

Feats Required:

Armor Proficiency - Heavy

Defense Bonus: 11

Max Dexterity Bonus: +0

Damage Resisitance: Resist 25/- vs. Electrical

Republic soldiers saw this armor all too often during the Mandalorian War. It's understandable that the conflict could drag on when a fanatical enemy is so defensively outfitted.

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Mandalorian Heavy Armor

Feats Required:

Armor Proficiency - Heavy

Defense Bonus: 12

Max Dexterity Bonus: +0

Immunity: Stun, Fear, Horror

This armor is reserved for respected veteran Mandalorians. Immensely sturdy, stabilizers diffuse energy throughout the frame, shielding the wearer from the disorienting impacts.

Matrix Armor

Feats Required:

Armor proficiency - Heavy

Defense Bonus: 13

Max Dexterity Bonus: +0

Damage Resistance: Resist 5/- vs. Energy

Maxtrix Armor is typically used for starship plating. Adapting it to personal use is expensive and technologically difficult. The armor is particularly resistant to blaster fire.

M'uhk'gfa

Feats Required:

Armor proficiency - Heavy

Max Dexterity Bonus: +1

Damage Resistance: Resist 10/- vs. Bludgeoning

Damage Resistance: Resist 5/- vs. Energy

Damage Resistance: Resist 10/- vs. Piercing

Damage Resistance: Resist 10/- vs. Slashing

Cumbersome, but powerful armor, M'uhk'gfa is the battle plate used by elite Gammorean warriors. Traditionally, each Gammorean warrior would fashion his own battle plate from metal fragments on the battlefield of their victories.

Powered Battle Armor

Feats Required:

Armor proficiency - Heavy

Defense Bonus: 9

Max Dexterity Bonus: +1

Strength: +1

The micro-hydraulics of this armor provides the operator with both protection and strength enhancement. It is rare outside of professional mercenaries and soldiers.

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Verpine Zal Alloy Mesh

Feats Required:

Armor proficiency - Heavy

Defense Bonus: 12

Damage Resisitance: Resist 25/- vs. Cold

Damage Resisitance: Resist 25/- vs. Fire

Damage Resisitance: Resist 25/- vs. Sonic

Using the highly expensive Zal alloy, the Verpine have developed a suit without peer. The only thing greater than the protective capabilities of this armor is the price.