

Light Armor Proficiency - KotOR

Written by The Old Republic

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

Listed for you below are word for word in game descriptions of all the available light armor that you can wear in the game.

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Baragwin Shadow Armor
Defense Bonus: 7
Max Dexterity Bonus: +4
Skills Stealth: +4
Special: Upgradeable, Armor

A specialty of the Baragwin, this modifiable suit has advanced adaptive camouflage technology that, when combined with a stealth generator, allows it to blend in nearly seamlessly with the background when viewed from any direction. It is generally only sold to respected governments, but a number have found their way into more disreputable distribution channels.

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Bonadan Alloy Heavy Suit

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

Defense Bonus: 6

Max Dexterity Bonus: +4

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.

Darth Bandon's Fiber Armor

Defense Bonus: 5

Max Dexterity Bonus: +5

Damage Resistance: Resist 25/- vs. Fire

Special: Upgradeable, Armor

Despite the unfortunate fate of Darth Bandon, this light armor remains a desirable asset for any warrior. The silvery polish reflects a pride in craftsmanship rarely seen today.

Echani Fiber Armor

Defense Bonus: 5

Max Dexterity Bonus: +5

Special: Upgradeable, Armor

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Many elite Echani duelists use armor of this type, though its adaptability has made it popular with professional soldiers and bounty hunters alike.

Echani Light Armor

Defense Bonus: 5

Max Dexterity Bonus: +5

Damage Resisitance: 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.

GenoHaradan Mesh Armor

Defense Bonus: 7

Max Dexterity Bonus: +5

Skills Stealth: +4

Dexterity: 3

This perfectly balanced armor provides maximum protection without hampering a Genoharadan agent's ability to stalk his prey in total secrecy.

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.

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Light Exoskeleton

Defense Bonus: 6

Max Dexterity Bonus: +5

Dexterity: +1

Strength: +1

A relatively new type of power-assisted armor, this suit mimics the major muscle movements of the wearer with mechanical impulses, resulting in greater strength and faster reaction times.

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.

Republic Mod Armor

Defense Bonus: 5

Max Dexterity Bonus: +4

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The Republic has prospered militarily by keeping its troops well supplied with modular armor, ensuring they are always prepared for a variety of battle conditions.

Zabrak Battle Armor

Defense Bonus: 6

Max Dexterity Bonus: +4

Damage Resisitance: 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.