

Medium Armor Proficiency - KotOR

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 (also known as SWKotOR and KotOR).

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

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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.

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Cinnagar War Suit

Defense Bonus: 7

Max Dexterity Bonus: +3

Damage Resisitance: Resist 15/- 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.

Davik's War Suit

Defense Bonus: 8

Max Dexterity Bonus: +3

Damage Resisitance: Resist 10/- vs. Cold

Damage Resisitance: Resist 10/- vs. Fire

Davik spent lavishly on his safety, and many a bounty hunter ended up dead in the streets for underestimating both his will to live and the protective qualities of his armor.

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.

Environmental Bastion Armor

Defense Bonus: 7

Max Dexterity Bonus: +3

Damage Resisitance: Resist 100% vs. Cold

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Damage Resistance: Resist 100% vs. Fire
Damage Resistance: Resist 100% vs. Sonic
Special: Upgradeable

A modified environmental suit, this armor gives the wearer complete protection from the elements as well as superior combat protection. With additional enhancements, it can be converted into a completely contained environmental system and shield the wearer from outside radiation as well.

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 Exoskeleton
Defense Bonus: 9
Max Dexterity Bonus: +2
Constitution: +1
Strength: +2
Special: Upgradeable

A heavy and durable suit, this mechanical exoskeleton provides much greater strength and endurance, and vastly improved armor protection to the wearer than lighter models. With additional enhancements, this capability can be expanded even further, rivaling some light armored vehicles for protection.

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Jamoh Hogra's Battle Armor

Defense Bonus: 11

Max Dexterity Bonus: +2

Immunity: Critical hits

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.

Krath Holy Battle Suit

Defense Bonus: 9

Max Dexterity Bonus: +2

Damage Resistance: Resist 15/- vs. Cold

Damage Resistance: Resist 15/- vs. Fire

Damage Resistance: Resist 15/- vs. Sonic

Many Krath sought to be guards of their dark temples in armor of this type. Cynics dismiss this fervor, noting that guard duty was safer than participating in military slave raids.

Light Battle Armor

Defense Bonus: 7

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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.

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.

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