

JEDI TRAINING

This section offers information, strategies, and tactics regarding every aspect of the game, from Force powers and feats to prestige classes and advanced lightsaber forms. Read on to learn techniques for battling any type of foe, how to use different skills in combination, what to do at a workbench, and what Force powers and feats to select when leveling up. For specific information on the game effects for each feat and power, see the detailed Appendices at the back of the book.



THE D20 GAME SYSTEM



ATTRIBUTES

STRENGTH (STR)

Strength measures your character's muscle and physical power. Your strength modifier is applied to:

- **Melee attack rolls**
- **Melee damage rolls**
- **Critical strike stun DC**



The modifier applies to both conventional melee weapons, like the vibrosword, and to lightsabers. For those fighting with two weapons, only half of your strength modifier is added to damage done with your off-hand weapon. Strength is the most important attribute for guardians or for anyone who wants the ability to deal out massive damage in short order.



DEXTERITY (DEX)

Dexterity measures hand-eye coordination, agility, reflexes, and balance. Your dexterity modifier is applied to:

- **Ranged attack rolls**
- **Reflex saves**
- **Defense**
- **Stealth skill rolls**



Dexterity is important for all characters because it directly influences your ability to avoid attacks. Most types of armor, however, restrict your movement and therefore impose an upper limit on how much of your DEX modifier you can use; check each item's description to find out. Robes and some special armors, like Atton's ribbed jacket or Mira's ballistic mesh jacket, have no maximum DEX bonus restriction.

For scouts and droids, dexterity is the most important physical attribute because of the bonuses granted to ranged attack rolls. The Two-Weapon Finesse feats allow a nimble but weak character (like Visas Marr) to add their DEX modifier to melee and lightsaber attacks (but damage rolls still use your STR bonus, as normal). Furthermore, a scout's Uncanny Dodge feat, which lets you take *no* damage on a successful Reflex save (instead of half damage), is greatly enhanced by high DEX. For those aspiring to become a Jedi watchman or Sith assassin or those desiring deadly accuracy with ranged weapons, invest all your attribute points into DEX.

CONSTITUTION (CON)

Constitution represents your health and stamina; the higher your constitution, the harder you are to kill. Your constitution modifier is added to:

- **Vitality**
- **Fortitude saves**



Every character can benefit from having a high constitution, because your CON bonus is added to your vitality every time you gain a level. Should your CON bonus increase during the course of the game, the extra vitality points are added retroactively for every level you have. Having a high CON bonus also improves your resistance to poisoning and certain Force powers, like Drain Life and Wound.

INTELLIGENCE (INT)

Intelligence determines how well your character learns and reasons. Your intelligence modifier is added to:

- **Number of skill points received each level**
- **Computer Use skill**
- **Demolitions skill**
- **Repair skill**
- **Security skill**
- **Sniper Shot stun DC**



For scouts and droids, intelligence is extremely important. The majority of skills benefit from high INT, and you get extra skill points every level equal to your INT bonus. For ranged specialists (HK-47 especially), high INT also increases the chance of stunning your target when using the Sniper Shot feat.

Intelligence also affects your dialogue choices during conversations. While this doesn't alter the outcome of most events in the game, it does allow you to pursue extra lines of questioning or to capitalize on any opportunity for reward. Intelligence also comes into play when you're solving various puzzles in the game. An example of this occurs on Peragus, when you try to decode the lockout override for the emergency lift. If your character has high INT, the decoded solution appears automatically as one of your input choices.

WISDOM (WIS)

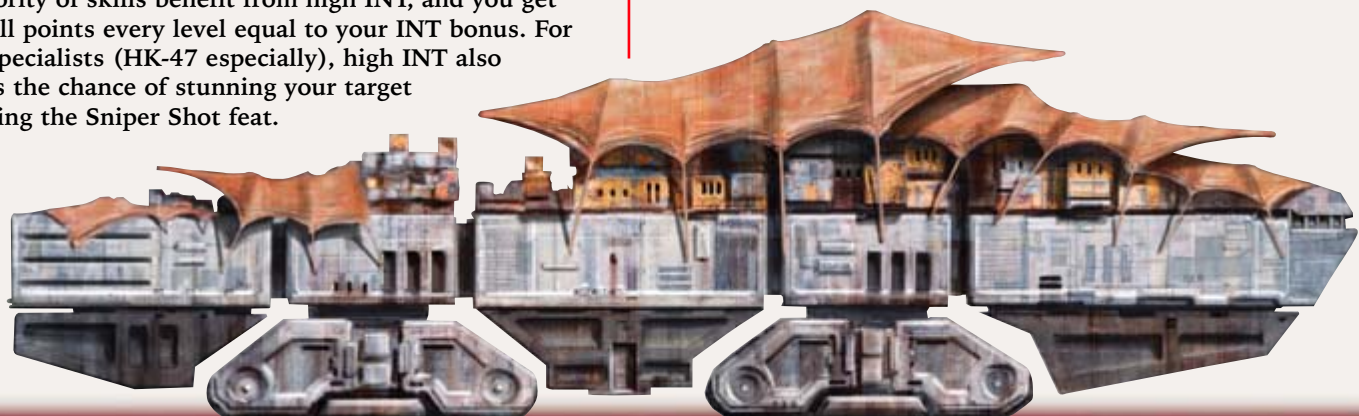
Wisdom describes a character's willpower, common sense, perception, and intuition. Your wisdom modifier is added to:

- **Awareness skill**
- **Treat Injury skill (including Heal)**
- **Will saves**
- **Force points**
- **Force power save DCs**



Wisdom is the primary attribute for Consulars because of the many ways it influences your Force powers. Your WIS modifier is added to your Force point total every time you gain a level, and it's added to the save DC for resisting the effects of your Force powers. For those specializing in healing, like the disciple, a high wisdom also allows you to get the most out of your medpacs.

Wisdom also influences dialogue choices similar to the way intelligence does. It's particularly useful for detecting when someone is lying to you or not telling the whole truth. High wisdom can help you get straight answers from many of the people you talk to.



JEDI TRAINING

CHARISMA (CHA)

Charisma measures the force of your personality and your ability to influence others. Your charisma modifier is added to:

- Persuade skill
- Force power save DCs
- Attacks and saves of your companions

High charisma is mainly beneficial for your character because of your leadership role. Anyone in your party gets to add your CHA modifier to all their attacks and saves, an advantage that can add up quickly. In addition, those with high CHA use Force powers with greater potency. Consulars should consider investing in this attribute, though devoting your points to wisdom and dexterity is generally preferred.



CLASSES

When you create a new character, there are three class options to choose from. Your selection determines the style of play you want to pursue for the rest of the game and has balanced strengths and weaknesses. The Jedi Guardian is a warrior, specializing in combat; however, their usual armor selection and low mental stats make them poorly suited to Force power mastery. The Jedi Sentinel is a cunning opportunist who uses skills and subtlety to accomplish his or her goals; the downside is a low number of feats and below-average combat potential. Finally, the Jedi Consular is a master of Force powers and has expertise in supernatural effects like Force Lightning or Heal; this impressive ability carries a price, and Consulars fare poorly in melee scrapes.

JEDI CLASSES

JEDI GUARDIAN

Utilizing brawn and instinct over intellect and cunning, the Jedi Guardian is usually the first line of defense against a rampaging enemy. Focus on taking down foes with weapons rather than Force powers. Make one important decision as you create your character: Do you want to fight with melee or ranged weapons? Strength is associated with close combat, while dexterity bonuses apply to ranged attacks. It's better to master one form or another, rather than to settle for a middling performance with both.



For skills, boost your Persuade, as only the player has this. Add as many Treat Injury points as you can; as a warrior you need all of the extra health you can muster, and light side Guardians can really become self-sufficient using the Heal power. Any remaining points can optionally be placed in Awareness. You won't have any other options than that; Jedi Guardians are not skill specialists.

For melee Guardians, master Critical Strike first, as this has a potential to stun and inflict terrible damage. Also look at Power Attack if your strength is high enough; you can really push enemies back at higher levels, and this is excellent for one-on-one confrontations. Pursue Flurry to master level; this works very well against large groups of weaker opponents and combined with Two-Weapon Fighting, you can get three attacks per round.

For ranged Guardians, dominate with Power Blast, Rapid Shot, and Sniper Shot if you have other characters for protection, but be warned—high-level enemies can reflect your shots back at you, a shortfall melee characters don't have. With their heavy armor and limited amount of Force powers, there are few other ranged attack options. One useful exception is Force Push, a universal power that's not restricted by armor. Your Guardian should learn it as soon as possible.





JEDI SENTINEL

The Jedi Sentinel is a much more subtle character than the Guardian, preferring to learn a variety of skills instead of focusing on a few combat-heavy techniques. By using skills at every opportunity, you can gain a lot of extra experience; thus, the Jedi Sentinel has the advantage of being able to advance in level more quickly than other classes do. To begin, place some of your attribute points into intelligence; this grants you more skill points and dialogue choices in the game, including some interesting party member-based options, and it also eases puzzle solving. For the remaining attributes, pick either strength or dexterity depending on your preference for close or ranged combat, bump up your constitution, and take your remaining stats up to 10.

With your palette of skills, you can begin to master as many as you wish. Favor Computer Use over Repair, leaving the latter skill to your droids. Add points to your Persuade, as this can lead to some conversations where you can turn the tide in your favor. Also add points to your Treat Injury to help you overcome your less impressive constitution bonuses.

With your higher skill points, you can head down the path of a Stealth specialist and augment this with preferences for Awareness and Demolitions skills as well. With stealth mode engaged, you can move through dangerous territory unimpeded, lay mines for enemies, and then coax them into your deadly trap. Use your skills to reactivate and control broken droids, and use Demolitions to remove mines while searching the path ahead; solo mode is an advantage here.

For feats, Sentinels automatically receive Force Immunity, shrugging off psychic attacks. In combat, aside from Precise Shot and the preferred attacks, long-range Sentinels should maximize their Sniper Shot as the stun potential is based off your intelligence. So, when you're not scouting ahead in stealth mode, try acting as a tagger, stunning enemies from long range, and let your other party members run in to finish the job.



JEDI CONSULAR

Jedi Consulars rely on the Force, and if you wish to employ a wide range of powers, this is the class for you. When choosing attributes, maximize your wisdom to become more powerful than you can possibly imagine, and raise your charisma to decrease the penalty for using powers of opposite alignment. This has the added benefit of improving your entire party's chance to hit; this means a Consular will always have the most powerful companions. Place all your points in Persuade and Treat Injury; let other party members worry about problems associated with other skills.



Your combat feats are extremely limited, so begin with Toughness, an ability all characters should possess. As you progress, learn Rapid Shot or another ranged attack, and have a blaster equipped for backup. However, your main feat is Force Focus, enhancing your Force powers still further. Back this up with suitable equipment, such as the Force Focusing Visor or the Circlet of Sareth.

The Consular's main advantage is the wide selection of Force powers and large pool of Force points, but be ready to choose a light or dark path and follow the powers that help your alignment, as you suffer penalties for employing powers diametrically opposed to your destiny. For light side Consulars, plan on helping your party by utilizing Heal, Force Valor, and Revitalize, as well as the ever-popular Stun trio, which is extremely effective. Dark side Consulars will favor the more dramatic and deadly powers, such as Force Storm, Drain Life, and Death Field.

The universal Force powers, which are used by either type of Consular, are another excellent choice. Perfect Force Speed early so you can avoid any close-combat enemy. Also master Force Wave, an excellent power attack that affects multiple foes, sending them sprawling before they can even reach you.



JEDI TRAINING

PRESTIGE CLASSES



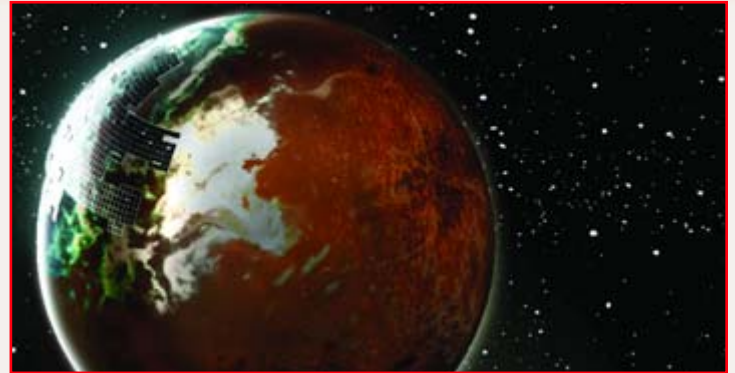
When you reach Level 15, and if you've attracted Visas Marr to your party, you have qualified for a Prestige class. Talk to Kreia on the *Ebon Hawk* to trigger the advancement. There are six choices available; light side players can choose

from the three Jedi Prestige classes, while those on the dark side choose from the three Sith Prestige classes.

When you accept a Prestige class, it replaces and augments whatever regular class you had before. You're considered to be first level in your new career, but the amount of experience points needed to gain levels remains what it would be for a character of your total level. There's a Prestige class corresponding to each regular class, and while you're free to choose any combination you wish, whether combat skill or Force power master, stick to one specialty to maximize potential in any field.

JEDI WEAPON MASTER

Corresponding to advanced Guardians, Weapon Masters are bathed in the light side. Choosing the ways of the master fighter grants you three important combat feats. The first is Deflect, an ever-improving ability that allows an enemy's blaster fire to be turned against them. At Level 3, the impressive Inner Strength is learned. Even if the enemy's attacks actually connect, they are still shrugged off and the damage lessened. The final feat is Increase Melee Damage, adding yet more damage to melee strikes. Learn this Prestige class if you seek a character with incredible combat potential.



SITH MARAUDER

The rampaging force of the Sith is the marauder, a close-combat specialist with a thirst for blood and destruction. This is reflected in Fury, a devastating power that affects the user with an unmatched combat potential, especially if coupled with the



strength-enhancing equipment you already have; overcome the defense penalty with the finest armor and shielding devices. Add to this the Increase Combat Damage feat, which inflicts even more pain and suffering, and you have the strongest possible attack machine around. Unsubtle but effective, choose the Sith marauder when you want to be responsible for the most melee murdering in the Old Republic.

JEDI WATCHMAN

For those Jedi with a background in stealth warfare that wish to reach the zenith of their powers, the only possible option is the Jedi watchman.

Minimize the risk to your teammates by scouting the path ahead, and with skills such as Stealth already



learned, maximize your silent running with the use of Force Camouflage, a power that replaces and improves the stealth field generator equipment. The watchman is also granted the Sneak Attack feat, which can be learned up to Level 7, three levels short of the Sith assassin but still deadly enough to deal a fatal blow to anyone you're attacking from behind.



SITH ASSASSIN

If your path to the dark side involved being cloaked, striding through crowded areas undetected and then launching a surprise attack on a victim, your Prestige class should be that of Sith assassin. Leave the fools that masquerade as your teammates behind, and improve on your powers to hide yourself. Further complement your Stealth skill with Force Camouflage, eliminating the need for special stealth equipment. The Sith assassin also gains Sneak Attack, but unlike the Jedi watchman, it can perfect this feat to Level 10—enough to almost bring down a bantha with a single strike.



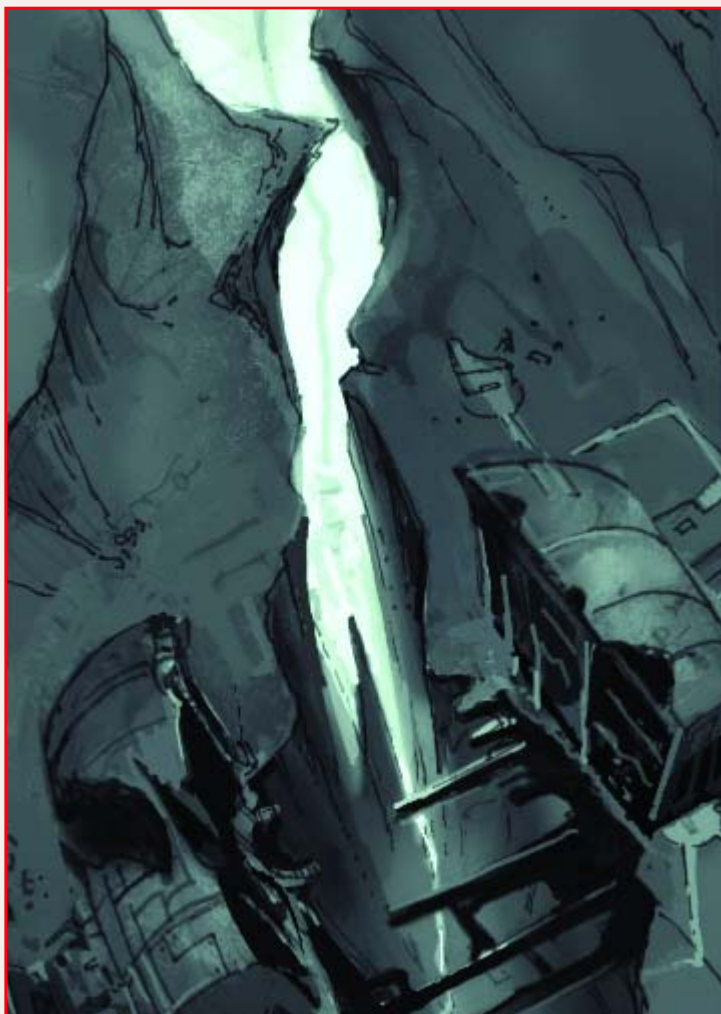
JEDI MASTER

If you have used the power of the Force extensively and have taken the long and arduous path away from the dark side, then congratulate yourself; you now have the abilities of a true Jedi Master. This venerable position grants you two new abilities as well as Prestige Sense, a lesser ability than the Greater Prestige Sense gained by the four combat-heavy classes. The feat is Light Side Enlightenment, a nebulous improvement to your teammates' morale, which brings like-minded individuals to you but alienates those favoring the dark side. Inspire Followers is also yours, bathing your team in light and increasing their combat potential.



SITH LORD

Have you fallen to the dark side and used the power of the Force to inflict misery and suffering? Then become what was preordained: the Sith Lord. This fearsome position grants you two new abilities as well as Prestige Sense, a lesser ability than the Greater Prestige Sense gained by the four combat-heavy classes. Increase your grip on the Force by employing the newly learned Crush Opposition feat, sapping the will of those who dare step in your way. Further alienate or attract your fellow party members with Dark Side Corruption, pushing light side brethren away but feeding off those who embrace your ideals.



SKILLS

The array of skills you command influences almost every aspect of the game outside of combat. Your options for solving puzzles and completing quests usually depends on what skills you have available; furthermore, extra dialogue options become available in many situations for those with the right expertise.



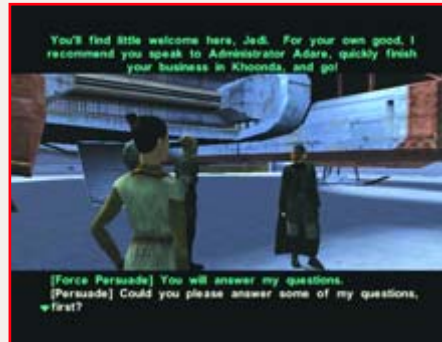
When you create your character, and every time you gain a level, you receive skill points. The amount of points you get depends on your class, plus extra points equal to your INT modifier. You then spend these points to increase a skill's rank. For class skills, you get one rank per point spent. For cross-class skills, each rank costs two points. The maximum rank you can have in any skill is equal to your level plus three—four ranks at first level, five at second level, etc.

Whenever you use a skill, a d20 is rolled and your skill ranks and related attribute modifier are added. If the total meets or exceeds the DC of the task you're attempting, it succeeds. Some skills, like Treat Injury, can instead modify the result of another action. For example, whenever you use a medpac, you add your Treat Injury skill to the amount of health restored.



Some skills, like Demolitions, have consequences if you fail—trying to disarm a deadly mine could result in it blowing up in your face. If there is no consequence for failure, such as trying to open a locker with Security, then you are allowed to “take 20”

on your skill check. In other words, it's assumed that you have enough time to keep retrying your task until you get it exactly right. In game terms this means there is no random roll for the skill check; you're automatically given the maximum roll: a 20.

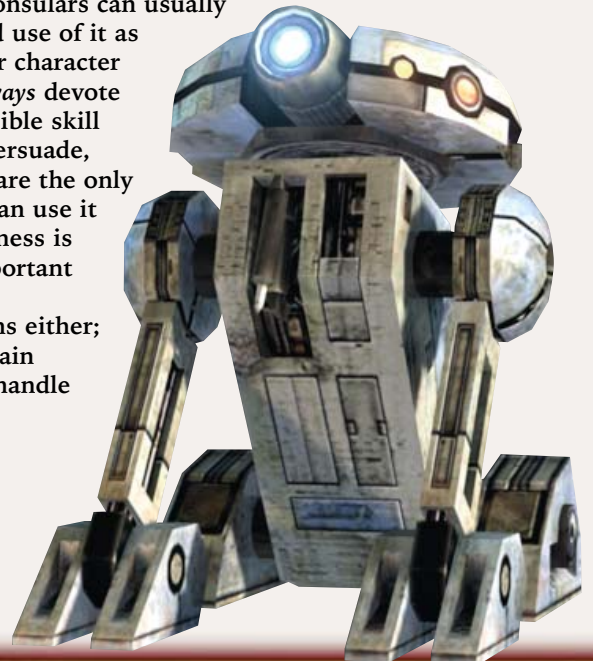


There are other ways skill aptitude can benefit you. In conversations, many new lines of dialogue appear depending on your skill ranks and the situation. For example, if you deliver the protocol droid to Jana Lorso on Citadel Station, you

can offer to Repair the droid if you are skilled, earning you some extra credits.

Skill ranks also play a role in item creation. Every skill except Persuade is related to the construction of every possible item; powerful or exceptional items can only be made by someone with sufficient rank in the related skill. Making healing items requires Treat Injury, grenades require Demolitions, and so on. See the Appendices for specific information on each item.

It's not possible or advisable to force any character to learn every skill. Instead, focus each member of your party on those few skills they are best suited to. Droids or others with high intelligence should specialize in Computer Use, Demolitions, Repair, and Security. Consulars should devote points to Treat Injury. Stealth is the domain of Sentinels and Scouts (Consulars can usually make good use of it as well). Your character should *always* devote every possible skill point to Persuade, since you are the only one who can use it all. Awareness is not as important for your companions either; let your main character handle this skill.



COMPUTER USE (INT)



Computer Use allows you to slice computer programs using disposable logic rams called computer spikes. You might disable gun turrets, access encrypted data, open security doors, or sabotage enemies with poison gas vents or power overloads.

The more complicated the task, the more spikes are required. A high rank in this skill reduces the number of spikes required by 1 (to a minimum of 1) for every four ranks total (including your INT modifier).

Computer Use impacts more than your computer spike reserves. In many situations, especially when interacting with droids, a high Computer Use skill comes in handy. This skill also makes puzzle solving easier. For example, when you access the terminals in the Sith Academy on Korriban, you won't need to memorize your complicated ID number if you have high Computer Use—you can input the ID automatically.

DEMOLITIONS (INT)



Use Demolitions to set, recover, or disarm mines. Such devices range in difficulty from minor (DC 10) to devastating (DC 30). Attempting to disarm a mine adds 5 to the DC, while attempting to recover a mine adds 10. This skill cannot be used

untrained—you must have at least one rank in Demolitions to try anything with mines at all. It's strongly recommended that you give your character at least one rank at first level.

Demolitions are extremely handy for dealing with the numerous minefields you encounter. Tough characters may be able to shrug off the effect of a few minor mines, but a field of strong mines can quickly wipe out your entire party if they aren't handled with care; always have a Demolitions specialist on hand when exploring new areas.

More fun than recovering mines is laying them yourself. Combined with Stealth, you can lay devastating traps for your enemies by sneaking into their territory and carpeting the place with mines. Mira's Point Guard ability allows her to step through all mines with impunity and to plant incredibly devastating traps. For example, she can clog a narrow passage with mines, then run through it when enemies are in pursuit. She'll pass by unharmed, but her foes won't be so lucky.

STEALTH (DEX)

Stealth governs the use of camouflage devices to enter stealth mode. If a character equips such a device and activates stealth mode, opponents must make an Awareness check versus the character's Stealth check or they will be unable to detect them, even if the character is in a direct line of sight. A character in stealth mode can set, disable, and recover mines. Any combat actions cancel stealth mode.



You can't use Stealth unless you have some type of stealth device equipped (unless you are a Jedi watchman or Sith assassin using Force Camouflage). The simple stealth field generator is the most basic of these devices, and you can always find one on Peragus during the first part of the game. Other enhanced devices enable stealth and provide bonuses to your skill. See the Appendices for specifics.

So when you're in Stealth Mode, what can you do? Laying mines in enemy territory is usually a good idea. There are also many situations in which you can sneak up to a terminal and sabotage or undermine your enemy before you mount a conventional assault. Finally, there are two places on Nar Shaddaa where you can overhear whispered conversations by approaching unseen; see the walkthrough for more details.

Finally, there's the Force power Mind Trick. This ability causes your target to become distracted for 30 seconds (if they fail a Will Save), greatly increasing your chances of passing by undetected. Use of Mind Trick, unlike all other Force powers, does *not* cancel stealth mode.

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AWARENESS (WIS)

Awareness governs the ability of a character to spot objects or enemies hidden by stealth. If a successful check of this skill is made against the Stealth skill of an enemy or the DC of a mine, the enemy or object is noticed and becomes visible. Awareness is always active, but results are best if the character is moving slowly. Running imparts a -5 penalty to any Awareness check.

Your main character should carry the burden of devoting skill points to Awareness, since that's who you're usually controlling. Even if Awareness fails, you can still spot cloaked enemies by their shimmering outline. Mines, however, are practically impossible to see without good Awareness; spotted mines are clearly shown as brightly glowing spheres. Those specializing in Demolitions should therefore also have a high Awareness skill.

Awareness can also affect conversations, allowing you to notice clues, inconsistencies, or other things a less observant character might miss. This is another reason why your character should build up this skill.



PERSUADE (CHA)



Have your main character use or gain ranks in this skill. Persuade options appear during dialogue when interesting or sensitive information is available that someone might otherwise be reluctant to reveal. In fact, most beings you speak to

can be Persuaded in some way or another. When used, rank in this skill is compared with how extreme the request is. A guard might easily agree to a bribe, but convincing him to abandon his post would be much harder.

Your character should always devote maximum skill points to increasing your rank in Persuade, giving you the most options when speaking with friends and enemies alike. In conjunction with this, you should also learn the Affect Mind and Dominate Mind Force powers. Using the Force to control another's mind can sometimes earn dark side points, but if it's the only alternative to combat, you might earn light side points instead.

REPAIR (INT)



Repair allows you to fix disabled mechanical devices like droids or terminals using disposable packages of parts. The number of part kits required increases with the difficulty of the repair. This skill reduces the number of parts required by 1 (to a

minimum of 1) for every 4 points total, including your INT modifier. Repair also modifies the amount of vitality points recovered when using items to heal any droids in your party. Finally, a high Repair skill increases the amount of components you get when breaking down items at a workbench.

Every droid in your group should prioritize this skill, as it makes all of their healing items more effective. Repair is also used in the creation of many items, or whenever any item is broken down into components. If you have a huge stock of parts, a Repair skill isn't vital, but you should always try to have one Repair expert with you at all times.

As with other skills, high rank in Repair enables new dialogue choices in certain places. There are several situations in which Repair and Computer Use overlap; for instance, a broken terminal might be fixed with Repair or reprogrammed with Computer Use. Therefore it's usually sufficient to have a character invest in one or the other, but not both.



SECURITY (INT)

Security is used to access electronic locking devices. Once you invest points in this skill, it becomes one of the default options on targeted doors and containers. Security spikes grant a bonus to this skill, and any in inventory also appear as a default option.



Locked containers and doors are everywhere, so Security is a vital skill. You can't use it at all unless you have at least one rank, so it's a good idea to take this skill at first level, when you create a new character. While you can bash open most locked containers, doing so has a good chance of ruining the contents; with Security, you don't have to fight your way into a hidden locker only to come away with a few broken items.

TREAT INJURY (WIS)



Treat Injury improves the amount of damage healed when a medpac is used. Advanced medpacs and life support packs apply multipliers to the user's skill, increasing the amount healed a great deal.

Consulars should always invest in this skill; their supporting role as healers allow them to make the most of it. In addition, Consulars have high wisdom, which also improves your Treat Injury skill. Treat Injury is also used in the creation of healing items at lab stations. Unlike other skills, few dialogue options are opened by having high Treat Injury, but the ability to heal yourself quickly is extremely important. Strongly consider this skill as a choice for your main character.

FEATS

Feats are specialized talents that grant your characters special combat abilities, enhance skills, or give other benefits. Whenever you gain a level, the number of feats you can select depends on your class. Guardians get the most feats, while Sentinels get the fewest. In addition to these, each class also bestows automatic feats, such as the Guardian's progression through various levels of Unarmed Combat Specialist. Finally, each character has their own unique array of individualized feats.

The Appendix provides a complete list of all feats, with detailed information about each one's specific game effects. In this section, we provide general information about the different types of feats and how to use them. Read on to find out which feats are too good to pass up, and which ones you can do without.

COMBAT FEATS

While Attack is the default option when targeting an enemy, you almost never use it because combat feats are so much better. There are three basic styles of combat feats, and each one has three levels of progression (Basic, Improved, and Master) and separate varieties for melee and ranged attacks.

POWER ATTACK AND POWER BLAST

These feats allow you to inflict extra damage with every successful hit; the drawback is that your attacks are less accurate. As you progress to Master level, the attack penalty becomes negligible while the damage bonus becomes enormous. Because this



feat carries no defense penalties, it's always useful when facing tough enemies. It's not as effective against targets that are small and quick, like maintenance droids; their high defense makes your attack penalty a real liability, and their low vitality means dealing extra damage is probably a waste.

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FLURRY AND RAPID SHOT

By sacrificing finesse, you can deliver an extra attack every round with this series of feats. Flurry and Rapid Shot used in conjunction with Two-Weapon Fighting results in three attacks per round instead of two. These feats are best utilized against swarms of weaker enemies, allowing you to mow them down quickly. Use of this feat penalizes both your attack roll and your defense, making it less optimal when fighting very strong opponents or in one-on-one duels.



CRITICAL STRIKE AND SNIPER SHOT

Precision and focus are the main traits of this style of combat, but your defense is penalized as a result. Attacks made with these feats suffer no penalty and have double the normal chance of scoring a critical hit. This probability gets even better as the feat progresses. In addition, every successful hit forces your target to make a Fortitude Save or be stunned for 6 seconds. The DC against this effect depends on the feat level and your class level; Critical Strike also adds your STR bonus to the DC, while Sniper Shot adds to your INT bonus. These feats are devastating when used in combination with a weapon that's been upgraded to increase its critical threat range.



FORCE JUMP

Worth an honorable mention, Force Jump is the only reason you might want to make a standard melee attack. This feat allows you to leap instantly to any enemy within range, which is very useful against distant foes pelting you with ranged attacks, especially in the latter parts of your quest. It only works if you execute a standard attack while equipped with a lightsaber.



OTHER COMBAT FEATS

There are other combat feats than these, but they aren't as potent, and you really only need to consider them in situations where you're desperate for something novel or if you have already maxed out the feats you prefer. The series of Dueling feats provides bonuses for those using one-handed weapons; you might consider these for Kreia, but in all other cases Two-Weapon Fighting is better. Dual Strike grants combat bonuses when you and a companion attack the same enemy, but since there are many situations in which you must fight alone, this feat isn't always useful. Weapon Finesse allows you to use your DEX bonus (instead of STR) with melee attacks, but those in melee generally wear armor that limits this feat's effectiveness.

EQUIPMENT FEATS

TWO-WEAPON FIGHTING

Every character except Kreia can and should master Two-Weapon Fighting as soon as possible. While anyone can hold a weapon in each hand and make two attacks per round, doing so carries severe attack penalties unless you are trained for it. By the time you've learned all three levels of this feat (and Superior Two-Weapon Fighting, for those with Prestige classes), you can make an extra attack every round with no penalties at all. This effectively doubles the combat potential of your entire group. Another advantage of Two-Weapon Fighting is that you can use different modes of attack at once. For instance, you could equip a sonic weapon in one hand for attribute damage and an ion weapon in the other hand for extra power against droids.



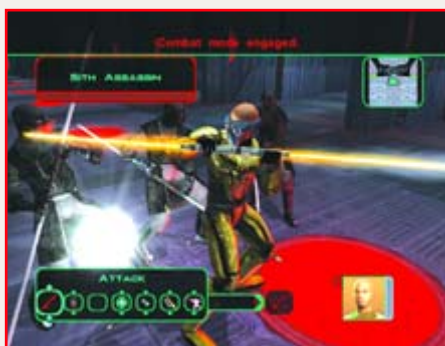
WEAPON FOCUS AND WEAPON SPECIALIZATION

Each type of weapon (pistol, rifle, melee, and lightsaber) has a series of feats for those who truly want to master their chosen form of combat, an ambition that we applaud. Each feat has three levels. The first provides basic proficiency; without it, you can't use that type of weapon at all. Every character should pursue at least one of these feats to completion, depending on what type of weapon they prefer.



ARMOR PROFICIENCY

Armor comes in four varieties: robes, light armor, medium armor, and heavy armor. Robes require no special training and can be worn by anyone; the lowly miner's uniform falls in this category. All other types of armor require you to have the appropriate feat. Light Armor proficiency is automatic for everyone except Consulars, who should select it anyway so they can wear Zeison Sha armor (which doesn't restrict Force powers). Everyone else should upgrade to Heavy Armor proficiency as soon as possible. While most heavy armors limit your maximum DEX bonus, these can be lessened by installing flexible underlays. Only Wookiees and droids, who can't wear any type of armor, don't need to worry about this feat.



SKILL FEATS

Skill feats provide varying bonuses to your character's skills. Some, like Empathy or Gear Head, grant bonuses to skills that you've already learned; the bonus increases from +1 to +3 as you advance. Each skill also has a specific feat that allows you to treat it as a class skill (if you can't already). You can take some of these feats for your droids, but since the benefits offered are slight, you're better off with something else.

SPECIAL FEATS



In addition to all the types of feats previously discussed, there are a few others that deserve special mention. Regenerate Force Points and Regenerate Vitality Points are both very useful and should be taken by every character who can

select them. Everyone should also master the series of Toughness feats; the extra vitality granted really adds up at higher levels. The Conditioning feats add a bonus to all saves, but this enhancement is better obtained by wearing the right equipment. Most other special feats are learned automatically, either as an innate character trait or as a bonus from character class; see the "Interplanetary Datalog and Bestiary" section or the information on character classes earlier in this section for more information.



FORCE POWERS

Force powers are not just the sole domain of Consulars; you must be able to channel the Force no matter what your class if you hope to complete your quest. Only Jedi or Sith can use Force powers, and each power costs Force points for each use. There are three basic categories: light side powers, dark side powers, and universal powers. Powers that match your alignment cost less Force points, while powers opposite of you cost a lot more. It's good to focus on powers attuned to you, but even dark side players can benefit from a few light side powers (such as Heal), and vice versa.

Like feats, most Force powers have three levels of strength. To qualify for a Force power, you must have the required number of class levels, and you must have learned all previous powers in the series. A complete list of all Force powers with their specific game effects is in the Appendix. This section covers the most important powers and offers advice on which ones to select, when to use them, and how to get the most out of them.

All Force users benefit from having high wisdom and charisma. The modifiers for these attributes are added to the DC that any target must make against your Force powers. In addition, high wisdom increases the total amount of Force points you have to spend. High charisma reduces the amount of extra Force points spent when using a Force power of opposing alignment.

Some Force powers are restricted by armor. This means you can't use that power if you're wearing any type of armor except robes. For Consulars, this isn't an issue. Guardians and Sentinels should select Force powers that aren't restricted by armor, such as Force Push. A few special light armors, like the Zeison Sha initiate armor or the Jal Shey neophyte armor, allow the wearer to use Force powers freely.

LIGHT SIDE POWERS



Most light side powers affect you and your allies, but there are a few exceptions. One of the most important is Heal; apart from medpacs or the passage of time, it's the only way to replenish your vitality. Revitalize, which allows you to bring back fallen allies from

death, is less vital; allies arise on their own as long as one person survives the skirmish.

There are several defensive and supporting Force powers in this category that light side Jedi should use often. Force Aura, Force Valor, and Force Barrier applied in combination can turn the tide of any battle; this becomes even more effective when you learn Force Enlightenment.



TIP

Defensive Force powers persist for a limited duration, but use them before a battle begins to save time. Use them before opening that next door, rounding that next corner, or whenever you suspect a skirmish is imminent.





The light side isn't strictly about defense. Two powers, Stun and Stun Droid, are extremely useful, especially in your quest's earlier stages. They become less potent as enemies become more resistant to their effects, but learn the

first tier of these abilities for use at lower levels.

DARK SIDE POWERS

The dark side arsenal focuses on pain, destruction, and violence. The greatest potential for battle-field mastery lies in this realm. Above all, Shock is essential to learn. Its strongest form, Force Storm, can inflict huge damage on a dozen enemies at once; destroy entire squads of foes in a few rounds with this ability. The more enemies you face, the more effective this power becomes.



Other dark side powers are also impressive. Fear (and its stronger cousins, Horror and Insanity), doesn't cause any damage but does paralyze large groups for 18 seconds. This gives you time to spend a few rounds restoring health,

taking potshots, or carving through the enemy in melee. This series of Force powers isn't restricted by armor; even Guardians can use it freely. Like Shock, this ability works best on large groups of enemies—a challenge you face often in later stages of your journey.

Dark side specialist have yet more options. Slow (including Affliction and Plague) is ideal for very tough opponents. The save DC for Plague is 100, making resistance impossible; the guaranteed attribute damage makes even the strongest storm beast or Jedi Master a lot more manageable. Force Crush, only available to Sith Lords, is even more devastating than Force Storm, though it affects only a single enemy. The remaining dark side powers, such as Drain Life, Drain Force, and Wound, are also potent but can't match the incredible strength of the others in this category. Save them for higher levels, after you've exhausted other options.



UNIVERSAL POWERS

This category includes many different types of both offensive and defensive Force powers and includes several unusual powers that act more like feats: They are continually active and don't use any Force points. One of the most important is Affect Mind (including Dominate Mind). Only your main character can use this power. It allows you to augment your Persuade skill with the Force; very few beings can resist its effects. Every player should learn this power when they qualify (Level 6). When a Jedi has this power, extra options appear during conversations (it has no effect on droids).



In the offensive domain, the universal power Force Push is the first in a trio of critical abilities that every Jedi should learn, no matter what class. Both light and dark side characters can use it without penalty, and it's not restricted by armor. The strongest

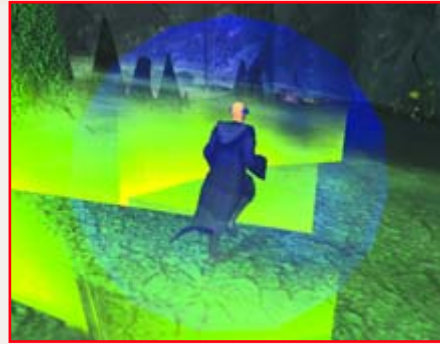
form, Force Wave, is ideal when a swarm of enemies mobs you in melee. It sends them hurtling away from you, inflicts damage, and can stun. Late in your quest you are often alone against overwhelming numbers; Force Wave saves your life every time.

JEDI TRAINING



For Consulars focused on defense, Energy Resistance and Battle Meditation are ideal. Like Force Valor and similar abilities, these powers make your party stronger and tougher, tilting the odds greatly in your favor. Other universal powers are suited to

the Sentinel's style of stealth and subterfuge: Mind Trick and Force Camouflage make sneaking around child's play. Every Jedi also learns Breath Control, which protects you from poisonous gases; you'll use this power extensively on Nar Shaddaa, Korriban, and Malachor V.



There are many other powers in the universal category; most of them are either learned automatically, like Precognition, or should be avoided, like Force Body. If you are interested in a unique challenge, create a character who

specializes in Force Suppression and Throw Lightsaber; this might be a fun change of pace for advanced players.

FORMS



Forms are Force manipulation techniques that enhance a Jedi's lightsaber prowess or Force power potency. You learn some forms automatically as you gain levels in your chosen class, while other forms are learned from the lost Jedi

Masters you meet. The Appendix provides details on the specific game effects of each form and contains information on where each one is learned. Guardians and Sentinels learn lightsaber forms, which are used in melee combat, while Consulars learn Force forms; these make your Force powers stronger while at the same time reducing the Force points needed to use them. You can have only one form active at a time.



LIGHTSABER FORMS

Lightsaber forms generally apply bonuses and penalties, so you must choose the right form for the situation. Shii-Cho is the most basic form, learned by all Jedi classes at Level 7. It carries no disadvantages and should be your default choice for



most situations. Makashi, another basic form all classes learn, grants many attack bonuses at the expense of blaster deflection. When you face beasts or melee opponents, use this form. Advanced forms are learned only by the Jedi Weapon Master, Jedi Watchman, Sith Marauder, and Sith Assassin Prestige classes. Of these, Juyo and Niman are the strongest. Juyo carries defense penalties but allows you to make an extra attack; combined with Two-Weapon Fighting and Flurry or Rapid Shot, this brings your number of attacks every round to four. Niman is noteworthy for carrying no penalties of any kind; keep this form active for a sweeping boost in combat potential.

FORCE FORMS



The esoteric Force forms are the domain of the Consular and corresponding Prestige classes, Jedi Master and Sith Lord. Instead of lightsaber forms, these characters gain supreme mastery with Force powers. Keep Force Channel or Force Affinity selected to regenerate Force faster, allowing you to tackle entire armies single-handedly with a volley of Force Storms and Insanity without having to stop and rest. The other forms, Force Potency and Force Mastery, are suited for dueling situations rather than endurance. They cause your Force powers to cause more damage and last longer, but you must spend more Force points in exchange.

EQUIPMENT AND ITEMS

One of the most important factors influencing your success in combat is your equipment quality. By opening every container and looting the remains of every enemy, you can find hundreds of items. The type of items you find are usually random; even the remains of unique enemies like Revan or Darth Sion may contain an incredibly rare and powerful lightsaber...or nothing at all. The majority of stock sold by various merchants is random as well. The key to effectively equipping your character lies in recycling unneeded goods into something better, keeping upgrade slots filled, searching diligently, and spending credits freely.



The quality of items you find depends on your class level. For example, you find many medpacs during the beginning of your quest. As you become stronger, you begin finding advanced medpacs. Finally, life support packs, the strongest healing item, begin to appear. This means your older equipment is continually becoming obsolete. Even though there's no limit to the amount of items you can carry, it's best to sell or decompose anything you no longer use. This gives you raw materials you can then shape for other uses.



The Appendix lists every item in the game and contains details of each one's game effects. This section provides general information about different types of items and tips on getting the most out of them.

WEAPONS

There are four basic types of weapons: pistol, rifle, melee, and lightsaber. Each one requires the corresponding Weapon Proficiency feat before it can be equipped.

PISTOLS

Pistols are the weakest weapon type, but they make up for it in other ways. They may not cause enormous damage, but they are small enough to hold in one hand. This means you can use Two-Weapon Fighting to fire two pistols every round. Sentinels and other ranged specialists can combine this with Flurry for best effect. If upgradeable, pistols can be fitted with scope, firing chamber, and power pack.



JEDI TRAINING

RIFLES

Since rifles require both hands, you can only equip one at a time. The advantage is that rifles do almost twice as much damage as pistols on average. Even so, only the most powerful rifles are worth the trade of having one less attack per round. Your rifle specialist is probably HK-47, whose assassin rifle is the most powerful of this group. Upgradeable rifles have the same type of modifications as pistols: scope, firing chamber, and power pack.



MELEE WEAPONS

Melee weapons vary from the puny plasma torch to the mighty Sith tremor sword. Until you are able to finally build a lightsaber, mundane melee weapons are your only option for close combat. Even with lightsabers available, some special melee weapons, like the arg'garok, are hard to surpass in terms of raw damage potential.



Most melee weapons are small enough to hold in one hand, but some exotic types possess two blades and require both hands to use. Two-Weapon Fighting applies when using two single-bladed weapons or one double-bladed weapon; using two separate weapons is best because you then have six upgrade slots to utilize instead of three.

Melee weapons usually inflict slashing, bludgeoning, or piercing damage, but there are exceptions. A plasma torch, for instance, causes fire damage, making it useful for bashing open doors or other things resistant to physical attacks. Customize upgradeable melee weapons with grip, energy cell, and edge for enhanced performance.

LIGHTSABERS

The hallmark of the Jedi, lightsabers are in a class of their own. In order to wield one, you must build it yourself by collecting the necessary components. Lightsabers differ from mundane melee weapons in several ways. They accept different types of upgrade items; each can be fitted with three crystals (one of which determines the lightsaber's color) a lens, an emitter, and an energy cell. Many feats, Force powers (like Force Jump and Throw Lightsaber), and lightsaber forms, only work with this type of weapon. Unlike melee weapons, lightsabers always do energy damage (plus other types, depending on the upgrades installed). This allows them to ignore some enemy defenses. You can also use a lightsaber to quickly open a security door by vaporizing the lock.



ARMOR



There are four basic categories of armor: robes, light armor, medium armor, and heavy armor. In addition to providing a defense bonus, many kinds of armor also provide other benefits like resistance to certain damage types or bonuses to your attributes or skills. Upgradeable armors can be fitted with both an overlay and an underlay. Overlays generally enhance the armor's performance against certain damage types, while underlays more often affect the wearer by enhancing abilities, granting regeneration, etc.



ACCESSORIES



Every character has a number of additional equipment slots beyond basic weapons and armor. Droids have a different set of slots than everyone else. For your human companions, there are five ways to accessorize. Implants, headgear, gloves, and

belts all provide various benefits to defense, attributes, skills, attacks, or saves. Some types grant damage or status immunities or other abilities, like Regeneration. Many accessories also have restrictions on who can use them; each type of implant requires a minimum constitution score, for example. The fifth type of accessory, the armband or shield, can be equipped on both the right and left arm. Unlike other types, shields have limited durations and don't operate automatically—you must activate them from the command menu. You can only use shields a limited number of times before they burn out and become worthless.

Your three droid companions, T3-M4, HK-47, and G0-T0, can also be fitted with accessories, but droids use different types than your other characters. The sensor and utility slots hold passive upgrades that are continuously active, like HK-47's droid assassination module. In addition, droids can equip two special weapons, such as T3-M4's shock arm, and a shield. With a few rare exceptions, this latter type of accessory holds limited charges and must be activated manually.



MINES AND GRENADES

Often overlooked, the numerous mines and grenades that you collect throughout your quest can be devastatingly effective when used in the right situations, especially at lower levels. A character with Stealth and Demolitions can place mines in the



path of the enemy before initiating battle; done properly, you can wipe out groups of foes with a single attack. Grenades have a huge impact when used against clusters of weaker enemies. Because of their unique vulnerability, almost all droid battles can be ended quickly with a few ion grenades. Adhesive grenades are also incredibly useful, especially against enemies that lack ranged attacks, like beasts. A successful hit glues your foes in place, giving you time to retreat or attack safely from a distance.

WORKBENCHES AND LAB STATIONS



Workbenches and lab stations allow you to create new items from scratch using components and chemicals, and they allow you to install enhancements in upgradeable equipment. The amount and type of raw materials and required skill needed

for making each type of item is included in the Appendix. Your ship has a workbench built in, T3-M4 can be used to install upgrades, and the disciple acts as a mobile lab station. Take time to use these facilities whenever possible and turn your old items and scrap into something you can use.