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KreiaJedi ConsolurKreia is the first person you will encounter in the game. She doesn't join you at first, but immediately enters your mind to provide advice throughout the journey. Her most powerful attribute is her ability to wield the force. This means that she works well as a ranged character and should be equipped with a blaster rifle or pistol. InfluenceKreia can be a difficult character to read but there is one thing that will always please her: manipulation. Be sure to speak to Kreia once you have reached level 15 and have a very strong alignment in either direction. At this point she will give you access to the addition classes that come with being evil or good. When you recieve your personalized lightsaber crystal in the Crystal Caves of Dantooine, speak with Kreia and she will center the crystal on your alignment and make it more powerful. Starting Attributes Point Values Bonus Strength 10 Dexterity 15 3 Constitution 15 3 Intelligence 14 2 Wisdom 15 3 Charisma 12 1 Vitality 36 Force 49 Defense 16 Fortitude 6 Reflex 5 Will 6 Starting Skill Computer Use 2 Demolition Stealth 5 3 Awareness 6 3 Persuade 5 1 Repair 2 Security Treat Injury 6 3T3M4Expert Droid If you choose to play the prologue (or have play'ed the first game) you will become familiar with T3 quickly. Droids are useful for' ranged combat and immunity to force powers. T3 also has a very high intelligence.InfluenceKeeping T3 on your side involves speaking kindly to him. This will usually entail choosing the lighter side of a conversation. If you are looking to be evil, abuse T3 at every opportunity. He can even be sold for scrap on Nar Shaddaa, although he will return later in the game. If you gain enough influence with T3 you will have the option to permanently upgrade his capabilities. This will also depend on your computer, intelligence, and repair skills. You can upgrade him a total of four times. The last time will give you the ability to heal droids through the force.If you have a bit of influece over the robot, you are able to have him make computer spikes for you. This can be done as often as you like. Starting Attributes Point Values Bonus Strength 10 Dexterity 15 2 Constitution 14 2 Intelligence 16 3 Wisdom 10 Charisma 10 Vitality 30 Force Defense 14 Fortitude 3 Reflex 5 Will 1 Starting Skill Computer Use 6 4 Demolition 2 4 Stealth Awareness 2 Persuade Repair 6 4 Security 6 4 Treat Injury Atton RandScoundrel Atton appears on the mining colony of Peragus trapped behind a force shield. If you choose to play as a female he will show more interest in getting to know you. The scoundrel class grants Atton the ability to return to battle after loosing all of his health. He also has the survival skill which makes it harder to inflict damage on him as his health depletes. At first, Atton is better as a ranged fighter, but as you increase his damage and melee skills he can become a formidable soldier at close range. InfluenceAtton can be trained in the ways of a Jedi Sentinel if you play your cards right. In order to accomplish this you must go to the refugee section on Nar Shaddaa without Atton. Two Twi'leks will approach you and give you information regarding Atton's past. Return to the ship and question Atton on the subject. If you have sufficient influence with him he will confess to his shady past and ask to be trained as a Jedi. Starting Attributes Bonus Strength 12 1 Dexterity 16 3 Constitution 14 2 Intelligence 10 Wisdom 10 Charisma 12 1 Vitality 24 Force Defense 19 Fortitude 5 Reflex 8 Will 3 Starting Skill Computer Use 3 Demolition 4 Stealth 4 3 Awareness 5 Persuade 1 Repair Security 5 Treat Injury Bao-DurTech Specialist This old friend served in the Mandalorian Wars with you. He has impressive skills with computers and as he gains in levels he will upgrade any droids that have joined your team. He can also give you an infinite number of shields if you have influence over him. Use his shield breaker technique to break through the annoying barriers that enemies will sometimes put up. InfluenceBao-Dur can also be trained as a Jedi Guardian. You must have considerable influence over him and he will bring up a new line of conversation. He will voice his luck with being reunited with you and begin training. Starting Attributes Bonus Strength 14 2 Dexterity 10 Constitution 14 2 Intelligence 15 2 Wisdom 14 2 Charisma 10 Vitality 48 Force Defense 10 Fortitude 5 Reflex 4 Will 6 Starting Skill Computer Use 9 4 Demolition 9 2 Stealth 1 Awareness 8 2 Persuade Repair 9 4 Security 9 4 Treat Injury 4 2HandmaidenSoldier Your character must be male for the Handmaiden to join you after leave Telos. She has the Echani strike ability and is an incredibly powerful unarmed specialist. InfluenceThe Handmaiden can be trained to become a Jedi Guardian if you choose to pay her special attention throughout the game. When she appears on the Ebon Hawk you will have three opportunities to battle with her. These battles will have the same rules as the earlier Echani duels on Telos. You must defeat her and then ask Kreia about her lineage. When you find out about her mother, return to the Handmaiden and convince her to train as a Jedi. Whether or not you convince her to study the force, the Handmaiden is one of the game's most powerful characters and can be helpful in any battle. Starting Attributes Bonus Strength 14 2 Dexterity 16 3 Constitution 14 2 Intelligence 10 Wisdom 10 Charisma 14 2 Vitality 78 Force Defense 16 Fortitude 8 Reflex 6 Will 3 Starting Skill Computer Use Demolition Stealth 5 3 Awareness 8 Persuade 2 Repair Security Treat Injury 8 HK-47Combat Droid HK-47 is an assassin droid that you may remember from the first game. His disassembled body can be found in the storage room of the Ebon Hawk. HK is very useful as a ranged fighter and can be especially deadly with a powerful blaster rifle. In order to reactivate this droid you will need to find his missing components scattered around the galaxy. As a rule, be sure to search the wreckage after a battle against other HK droids. Here is where the parts are found: 1. Search the wreckage after the HK attack inside the mines on Peragus.2. Buy parts from Kodin on Nar Shaddaa.3. Search the wreckage after the HK attack on T3 inside of Voga's warehouse.4. Buy parts from 1B-8D in the western square on Onderon.5. A fifth but unnecessary part can be found by siding with the female trader Greeda on Nar Shaddaa. Once you complete all missions on Dantooine and Onderon return to Greeda and she will offer you improved items at a lower price. One of these items is a behavior modification part that can be installed in HK. InfluenceGaining influence with HK-47 is a relatively simple procedure. Just act as evil as possible when he is on your team and he will develop beaming admiration for the depraved quality of your personality. Starting Attributes Bonus Strength 16 3 Dexterity 16 3 Constitution 10 Intelligence 14 2 Wisdom 12 1 Charisma 10 Vitality 72 Force Defense 19 Fortitude 5 Reflex 5 Will 3 Starting Skill Computer Use 2 Demolition 5 2 Stealth Awareness 5 1 Persuade Repair 6 2 Security Treat Injury 1Visas MarrJedi Sentinel After Visas attacks you on the Ebon Hawk she will hang around the ship and meditate. This Jedi Sentinel will develop very strong force powers and is probably the best companion to have in battle besides the Handmaiden. InfluenceDeveloping your influence over Visas Marr often requires using light side responses. You should speak about stopping her former master and saving her from the trappings of the dark side. Once you have gained enough influence over her, ask her about the blindness of her people. A conversation thread will appear that asks her how she sees through the force and she will teach you the Force Site technique. This can be used to see through walls and gives a bonus to your force points and experience. Starting Attributes Bonus Strength 12 1 Dexterity 18 4 Constitution 12 1 Intelligence 10 Wisdom 12 1 Charisma 15 2 Vitality 30 30 Force 24 24 Defense 18 18 Fortitude 6 6 Reflex 9 9 Will 4 4 Starting Skill Computer Use Demolition Stealth +4 Awareness +1 Persuade +2 Repair Security Treat Injury +1HanharWookiee Scout When you encounter the bounty hunters on Nar Shaddaa, Hanharr will join the team if your character has fallen to the dark side by a significant margin. If you are a light side character you will be joined by his rival Mira. Hanharr has the Wookiee Rage technique which adds a bonus to his damage and makes him nearly unstoppable in hand to hand combat. Wookiees can't wear implants or armor, but his boosted stats more than make up for this. InfluenceIn order to gain respect from Hanharr you are going to have to take command over him. Choose whatever conversation options seem the harshest and you will accrue small amounts of influence with the creature. Some of these responses include: "They were strong enough to cage you - as it should be""If you think such deaths bother me, they do not""If Mira spared your life, it was more likely to humiliate you before others than mercy"Once you gain enough influence over him, Hanharr will give up his life debt and become a true team player. For this to happen you must first talk to Kreia and have her reveal why Hanharr has joined the group. Starting Attributes Bonus Strength 20 5 Dexterity 13 1 Constitution 20 5 Intelligence 10 Wisdom 12 1 Charisma 8 -1 Vitality 60 Force 0 Defense 11 Fortitude 9 Reflex 5 Will 5 Starting Skill Computer Use Demolition 6 Stealth Awareness 6 1 Persuade -1 Repair 4 Security Treat Injury 5 1MiraScout If you decide to take the path towards the light side, Mira will join you on Nar Shaddaa instead of Hanharr. While Hanharr is an impressive melee fighter, Mira excels at ranged attacks. She has a special attack that is launched from her wrist rocket launcher. She can also develop an incredibly accurate shot which makes her a deadly sniper. Mira will make you an infinite supply of grenades. At first she only creates the non-lethal variety, but with a high demolition or persuade skill you can convince her to up the power of the weapons. InfluenceIn order to gain influence over Mira you must remark that she seems to be more comfortable on your ship. Then you must speak to her directly after meeting the Twin Suns on Nar Shaddaa. Training Mira to become a Jedi is only semi-useful because she is best suited to ranged attacks with grenades and rifles. Starting Attributes Bonus Strength 10 Dexterity 16 3 Constitution 12 1 Intelligence 14 2 Wisdom 11 Charisma 10 Vitality 54 Force Defense 19 Fortitude 6 Reflex 8 Will 5 Starting Skill Computer Use 4 Demolition 6 3 Stealth 6 4 Awareness 6 Persuade Repair 2 Security 6 2 Treat Injury 3 G0-T0Expert Droid G0-T0 joins the party after the quest to board his ship on Nar Shaddaa. He is an expert droid that is skilled at stealth attacks and using the work bench. As a floating droid he can also move through mine fields without triggering the explosion. This droid can create free security tunnels for you at any time. InfluenceDuring your conversations with the droid you can immediately lose influence by insulting his capabilities. Make sure to praise the droid's skills so he will become more trusting. He will also be pleased by any opinions that are in favor of a strong republic, whether these are light or dark comments. G0-T0 can offer you a bonus quest if you ask him how you can save the republic. Take the light side on the main quests on Dantooine and Onderon and speak to him afterwards and he will reward you with 4,000 credits. Once you complete the Nar Shaddaa quests and have influence over the droid, you can reveal his true base of operations. Starting Attributes Bonus Strength 10 Dexterity 17 3 Constitution 12 1 Intelligence 16 3 Wisdom 10 Charisma 10 Vitality 54 Force Defense 19 Fortitude 3 Reflex 8 Will 2 Starting Skill Computer Use 9 5 Demolition Stealth 4 4 Awareness 5 Persuade Repair 5 5 Security 9 5 Treat Injury MandaloreSoldier Canderousmandalorefull.jpgMandalore is the head of the Mandalorians who resides on the moon Dxun. He joins the party before you land on Onderon and is a relatively useful melee fighter. His Mandalorian armor is permanent and cannot be changed. InfluenceThe best way to gain influence with this warrior is to make statements that praise the act of combat and war. Also, any time you see Mandalorians, approach them with this character to reunite his tribe. A group can be found outside the enclave on Dantooine and in the flop house on Nar Shaddaa. After you gather his people, Mandalore will reveal his story and true identity. Starting Attributes Bonus Strength 15 2 Dexterity 12 Constitution 15 2 Intelligence 12 1 Wisdom 12 1 Charisma 12 1 Vitality 65 Force Defense 23 Fortitude 6 Reflex 2 Will 2 Starting Skill Computer Use 1 Demolition Stealth 2 1 Awareness 5 1 Persuade 2 1 Repair 1 Security Treat Injury 9 1DiscipleSoldier The Disciple is found in the basement of the Jedi Enclave on Dantooine and he will only join your party if you are a female. His main function is a healer and just as T3 can upgrade items like a workbench, Disciple has the ability to perform the functions of a lab table.InfluenceSpeak politely to the Disciple and you will gain influence with him. After a few conversations you can ask him to teach you the meditation skill. This will give your character a force bonus. If you praise the republic and the Disciple's mission, you will gain more influence with him and eventually he will reveal that he is a diplomat. When the conversation thread "you look familiar to me" arises you will have the option to train him as a Jedi Consular. It should be noted that it is much easier to train him as a Jedi if you are following the light path. Starting Attributes Bonus Strength 14 2 Dexterity 16 3 Constitution 14 2 Intelligence 10 Wisdom 10 Charisma 14 2 Vitality 78 Force Defense 15 Fortitude 8 Reflex 6 Will 3 Starting Skill Computer Use Demolition Stealth 5 3 Awareness 8 Persuade 2 Repair Security Treat Injury 8 Reddit and its partners use cookies and similar technologies to provide you with a better experience. By accepting all cookies, you agree to our use of cookies to deliver and maintain our services and site, improve the quality of Reddit, personalize Reddit content and advertising, and measure the effectiveness of advertising. By rejecting non-essential cookies, Reddit may still use certain cookies to ensure the proper functionality of our platform. 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