**Carth**:

STR: 13 -> 14

Remove Feat: Improved Two-Weapon Fighting

Add Feats:

Implant Lvl. 1

Toughness

Explanation: Your first main companion Carth’s setup is mostly consistent, save that the game doesn’t give him the feat or attribute he’s due at level 4 and he has two feats that could only be selected at level 4 (Improved Two-Weapon Fighting and Weapon Specialization: Blaster Pistol). To remedy this I’ve chosen to give him two basic feats instead, removing Improved Two-Weapon Fighting in the exchange.

**[Name Censored to Avoid Spoilers]**:

CHA: 10 -> 13

Explanation: This character’s only problem was lacking base attributes they should have. They already have all the combat-related attributes I think they should for their age and experience, however, so the extra attributes are instead directed to CHA. They’re a bit of a smooth talker.

**[Name Censored to Avoid Spoilers]**:

STR: 20 -> 18

DEX: 13 -> 14

CON: 20 -> 18

WIS: 12 -> 11

Vitality (base): 32 -> 24

Explanation: This character’s statline is heavily inflated, but they are also not human, and due to some other mechanical restrictions based on their species, I consider their attribute setup part of a racial bonus: +2 STR/+2 CON.

Pulling their STR and CON down to 16 (18 with the assumed racial bonus factored) gets them to a normal statline for a level 4 scout, but one point of WIS is traded for DEX, for thematic consistency—this character is far from the brightest, to put it lightly. The only additional change is pulling their base vitality down from 32 to 24; they’re already very strong, and don’t need the additional vitality to make them viable, especially when their CON is already so high.

**[Name Censored to Avoid Spoilers]**:

DEX: 18 -> 16

CHA: 15 -> 14

Add Power: Energy Resistance

Stealth: 0 -> 1

Awareness: 4 -> 5

Treat Injury: 4 -> 5

Explanation: This Jedi’s inflated attributes are pulled down to a standard position for a level 3 Sentinel, but in exchange they get some skill points they should’ve had at that level, but lacked.

TECHNICALLY they have one more power than they should with this addition, but one of those powers is Affect Mind, which no companion can use (but which is given to them for consistency, for when they use it in scripted dialogues). In Thematic KOTOR Companions the Jedi companions are left with Affect Mind, but it is not counted against their power total. Thus they gain Energy Resistance to bring them up to the number of active, usable powers they should have.

**[Name Censored to Avoid Spoilers]**:

Demolitions: 1 -> 3

Explanation: This droid character’s stats are ludicrously overtuned, but they are also the least-used companion in the game; there’s no reason to make what is already the least-used companion used even less. To that end I have left them as-is, and indeed buffed their demolitions slightly, since with their currently insane 20 INT they should actually have had significantly more skill points. I have not invested the full amount they are due, though, so the player still has some measure of skill points to spend during level-ups.

**[Name Censored to Avoid Spoilers]**:

STR: 15 -> 16

CON: 14 -> 15

Add Feat: Improved Toughness

Explanation: This character is mostly fine, though they’re 2 attribute points short (3 counting their level 4 point which they’re not granted by the time they become a party member), and they aren’t given their level 5 feat either. I’ve made them stronger and tougher, to synergize with some later statements they make.

**[Name Censored to Avoid Spoilers]**:

INT: 14 -> 10

WIS: 12 -> 10

CHA: 13 -> 14

Stealth: 5 -> 3

Awareness: 8 -> 1

Treat Injury: 8 -> 2

Explanation: This character, like all Jedi companions in KOTOR, is quite overtuned. To make up the attribute debt I’ve taken away a decent amount of their INT and WIS to represent some of the character’s inner turmoil. To slightly compensate for this, their CHA is increased with the remainder, giving them a +1 there.

Their stats have also been hit hard due to their INT reduction, but there is still potential here through level-ups, if the points are directed in the right way.

**[Name Censored to Avoid Spoilers]**:

DEX: 14 -> 17

CON: 10 -> 14

Vitality (base): 60 -> 72

Combat Logic Upgrade -> Tactician Logic Upgrade

Computer Use: 0 -> 3

Security: 0 -> 3

Explanation: This droid character has some structural issues, no pun intended. The biggest one is the most obvious: a droid that literally can’t use melee has 16 STR. 10 attribute points—9 if you’re being generous and counting the point they get at level 4—blown on an entirely useless attribute.

Now, droids are probably stronger than humans, and I don’t think it’s logically consistent to remove the STR even though they can’t use it. Rather, I consider it a racial trait: +6 STR for being a bipedal droid. That frees up some points to spend elsewhere where they desperately need it to remain relevant, bumping their DEX up to 17 and giving them some much-needed CON to stay in the fight.

Other oversights have also been corrected here, including giving them the proper Tactician Logic Upgrade they should’ve received at level 6, restoring their base vitality to the amount it should be for a level 6 combat droid, and granting them the additional skill points they should’ve had at their level.

**[Name Censored to Avoid Spoilers]**:

DEX: 16 -> 14

CHA: 15 -> 12

Treat Injury: 4 -> 7

Awareness: 5 -> 6

Explanation: Wow a Jedi and an inflated stat line, where have I seen this before! The attribute inflation has been nixed; taken together, the reduction of these two attributes definitely makes them less powerful, but hopefully now non-Jedi companions will see more playtime. They DO at least gain some skill points which were due to them and never properly granted.