**Carth**:

STR: 13 -> 14

Remove Feat: Improved Two-Weapon Fighting

Add Feats:

Implant Lvl. 1

Toughness

Explanation: 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.

**Mission**:

CHA: 10 -> 13

Explanation: Mission’s only problem was lacking base attributes she should have. She already has all the combat-related attributes I think she should for her age and experience, however, so the extra attributes are instead directed to CHA. She is Griff’s brother, after all—a real smooth-talker.

**Zaalbar**:

STR: 20 -> 18

DEX: 13 -> 14

CON: 20 -> 18

WIS: 12 -> 11

Vitality (base): 32 -> 24

Explanation: Zaalbar’s statline is heavily inflated, but much like what I do with Hanharr in KOTOR 2, I consider this part of a racial bonus: +2 STR/+2 CON for being a Wookiee, with the tradeoff being that chest armor can’t be equipped.

Pulling Zaalbar’s STR and CON down to 16 (18 with the assumed racial bonus factored) gets him to a normal statline for a level 4 scout, but one point of WIS is traded for DEX, for thematic consistency—Zaalbar isn’t the brightest, after all, if he can be talked into the idea that slavery is a good idea by the brother he tried to kill over it years ago, and in the span of an afternoon at that. The only additional change is pulling his base vitality down from 32 to 24; he’s already very strong, and he doesn’t need the additional vitality to make him viable, especially when his CON is already so high.

**Bastila**:

DEX: 18 -> 16

CHA: 15 -> 14

Add Power: Energy Resistance

Stealth: 0 -> 1

Awareness: 4 -> 5

Treat Injury: 4 -> 5

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

TECHNICALLY she has one more power than she 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 dialogues). In Thematic KOTOR Companions the Jedi companions are left with Affect Mind, but it is not counted against their power total. Thus she gains Energy Resistance to bring her up to the number of active, usable powers she should have.

**T3-M4**:

Demolitions: 1 -> 3

Explanation: T3’s stats are ludicrously overtuned, but much like G0-T0 in KOTOR 2, there’s no reason to make what is already the least-used companion used even less. To that end I have left him as-is, and indeed buffed his demolitions slightly, since with his currently insane 20 INT he should actually have had significantly more skill points. I have not invested the full amount he is due, though, so the player still has some measure of skill points to spend during level-ups.

**Canderous**:

STR: 15 -> 16

CON: 14 -> 15

Add Feat: Improved Toughness

Explanation: Canderous is mostly fine, though he’s 2 attribute points short (3 counting his level 4 point which he’s not granted by the time he becomes a party member), and he isn’t given his level 5 feat either. I’ve made him stronger and tougher, to further emphasize how he claims he’s older and less robust in KOTOR 2.

**Juhani**:

INT: 14 -> 10

WIS: 12 -> 10

CHA: 13 -> 14

Stealth: 5 -> 3

Awareness: 8 -> 1

Treat Injury: 8 -> 2

Explanation: Juhani, like all Jedi companions in KOTOR, is quite overtuned. To make up the attribute debt I’ve taken away a decent amount of her INT and WIS to represent her inner turmoil and self-questioning, as well as the obvious foibles she makes. To slightly compensate for this, her CHA is increased with the remainder, given her a +1 there.

Her stats have also been hit hard due to her INT reduction, but there is still potential here through level-ups, if the points are directed in the right way. This weakening of Juhani will hopefully incentivize the use of other party members.

**HK-47**:

DEX: 14 -> 17

CON: 10 -> 14

Vitality (base): 60 -> 72

Combat Logic Upgrade -> Tactician Logic Upgrade

Computer Use: 0 -> 3

Security: 0 -> 3

Explanation: Forget his frequent disassembly, in both games HK just seems to have some structural issues. In KOTOR there are a few problems, but 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 he gets at level 4—blown on an entirely useless attribute.

Now, droids are probably stronger than humans, and I don’t think it’s right to remove the STR even though HK can’t use it. Rather, borrowing from Zaalbar, I consider it a racial trait: +6 STR for bipedal combat droid classes. That frees up some points to spend elsewhere where HK desperately needs it to remain relevant, bumping his DEX up to 17 and giving him some much-needed CON to stay in the fight.

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

**Jolee**:

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! Jolee is an older fellow and his bones ache a bit, so he’s lost some DEX. The quirky old man thing doesn’t really sell with crowds as well as it did in 2003 either, so CHA has come down. Together, this definitely makes Jolee less powerful, but that says something about how much his attributes were boosted above what they should be; hopefully, between all the Jedi nerfs here, non-Jedi companions will see more playtime.

He DOES at least gain some skill points which were due to him and never properly granted.