

New Archetype: Jedi Sentinel

The Jedi sentinel uses stealth and subterfuge to accomplish the will of the Force, seeking out evil in the very shadows it calls home. This archetype strikes a balance between the Jedi consular (focusing on diplomacy and a mastery of the Force) and the Jedi guardian (focusing on physical abilities and mastery of the lightsaber) while being oriented more toward infiltration skills. Jedi sentinels are most common during the Sith Wars (4,000+ years before A New Hope) and in the millennium leading up to the Battle of Ruusan (1,000 years before A New Hope) because of the permeating and insidious influence of the Sith throughout the galaxy in these eras.

However, they are almost unknown in the Jedi Order by the time of Palpatine's rise to Supreme Chancellor.



Roleplaying

Jedi sentinels are notoriously independent, most comfortable acting alone and without backup in the galaxy's most wretched hives of scum and villainy. While some take this independent streak to the extreme -- questioning the authority and wisdom of the Jedi Council -- most are perfectly willing to take orders, as long as they can carry out such orders via their preferred methods. Unfortunately, some sentinels adopt the mentality that "the ends justify the means," which can lead them to become the very evil they seek to destroy.

In addition to the archetype levels described in the table below, many Jedi sentinels take levels in the Jedi watchman prestige class (see the article "Classes of the Old Republic" at <http://www.gamespp.com/starwarskotor/gettingTheMostOutOfYourJediSentinel.html>). In fact, they can potentially qualify for this prestige class after 7th level, sooner than any other Jedi. Other sentinels may choose to focus on their stealth by taking levels in the infiltrator prestige class (Hero's Guide) or focus on their target bonus abilities by taking levels as a bounty hunter, but both of these are generally frowned upon by the Jedi Council because it may make the sentinel uncomfortably similar to an assassin. Finally, Jedi sentinels that turn away from the light side may prefer to take levels the dark side assassin prestige class (again, see "Classes of the Old Republic").

Jedi Sentinel (Archetype)

Level	Class	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special Defense Bonus	Reputation Bonus
1st	Jedi consular	1	+0	+2	+1	+2	Force training, deflect (defense +1) +3 +1

2nd Jedi consular 2 +1 +3 +2 +3 Bonus feat +4 +1

3rd Jedi consular 3 +2 +3 +2 +3 Force training, deflect (attack ?4) +4 +1

4th Jedi consular 4 +3 +4 +2 +4 Force training +4 +2

5th Jedi consular 4 / Jedi investigator 1 +3 +5 +3 +5 Bonus feat, profile, target bonus +1, deflect (defense +2), block +5 +2

6th Jedi consular 4 / Jedi investigator 2 +4 +6 +4 +6 Contact, increase lightsaber damage (3d8) +6 +3

7th Jedi consular 4 / Jedi investigator 3 +5 +6 +4 +6 Target bonus +2, favor +1, Jedi Knight +6 +3

8th Jedi consular 4 / Jedi investigator 4 +6 +6 +4 +6 Contact, deflect (attack ?3) +6 +4

9th Jedi consular 5 / Jedi investigator 4 +6 +6 +5 +6 Deflect (extend defense and attack) +7 +4

10th Jedi consular 6 / Jedi investigator 4 +7 +7 +5 +7 Increase lightsaber damage (4d8) +7 +4

11th Jedi consular 7 / Jedi investigator 4 +8 +7 +6 +7 - +8 +4

12th Jedi consular 8 / Jedi investigator 4 +9 +8 +6 +8 Healing +8 +5

13th Jedi consular 8 / Jedi investigator 5 +9 +9 +7 +9 Target bonus +3, favor +2 +9 +5

14th Jedi consular 9 / Jedi investigator 5 +9 +9 +7 +9 Skill Emphasis +9 +5

15th Jedi consular 10 / Jedi investigator 5 +10 +10 +8 +10 Deflect (defense +3) +10 +5

16th Jedi consular 11 / Jedi investigator 5 +11 +10 +8 +10 Bonus feat +10 +5

17th Jedi consular 12 / Jedi investigator 5 +12 +11 +9 +11 Increase lightsaber damage (5d8) +10 +6

18th Jedi consular 13 / Jedi investigator 5 +12 +11 +9 +11 Deflect (attack ?2) +11 +6

19th Jedi consular 14 / Jedi investigator 5 +13 +12 +9 +12 Skill Emphasis +11 +6

20th Jedi consular 15 / Jedi investigator 5 +14 +12 +10 +12 Deflect (defense +4) +12 +6

Variant: Unorthodox Training

Jedi sentinels receive training fairly different from that of a mainstream Jedi consular, focusing more on stealth and infiltration than diplomacy. Remove Diplomacy, Intimidate, Read/Write Language, Bluff, Speak Language, and Treat Injury from the Jedi consular class skill list, and instead add Disable Device, Disguise, Hide, Listen, Move Silently, Search, and Spot.

Variant: Bonus Feat

The unorthodox training of Jedi sentinels also extends to their bonus feats. Instead of the normal selection available to the Jedi consular (at 2nd and 16th character level), the Jedi sentinel may choose her bonus feat from the following list: Alertness, Aware, Cautious, Combat Expertise, Low Profile, Persuasive, Sharp-eyed, Stealth, or Trustworthy.

Variant: Fearless

Because they operate independently (often deep in the bowels of a Sith stronghold), Jedi sentinels develop a fearless temperament. Instead of the Jedi consular's healing ability (at 12th character level), she gains immunity to all fear effects, such as the skills Fear and Intimidate. This includes any effect that would cause her to become shaken, frightened, or panicked, such as the Frightful Presence feat or the starweird's telepathic scream (see Ultimate Adversaries, page 122).

Page designed in Notepad, Logo`s done in Personal Paint on the Commodore Amiga

All text, HTML and logos done by FreddyB

Images stolen from an unknown website at some remote time in the past.

Any complaints, writs for copyright abuse, etc should be addressed to the Webmaster [FreddyB](#).