

Scoundrel Class (from Main Character Class) - KotOR2

Written by The Old Republic

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In depth descriptions of the Scoundrel class from the Xbox and PC role playing video game Star Wars: Knights of the Old Republic II: The Sith Lords (also known as SWKotOR2 and KotOR2). **Scoundrel Feats**

Listed for you below are word for word in game descriptions of all the available feats that your characters can master for this class.

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Scoundrel's Luck

Prerequisites: Scoundrel

Scoundrels have a knack for getting in trouble, but as compensate, they also possess an incredible instinct for survival. This feat is always active and grants defensive bonuses in combat. This bonus starts at +2 at level 1 and increases by +2 for every subsequent 6 levels (levels 6, 12, 18, etc.).

Sneak Attack I

Prerequisites: Level 1 Scoundrel, Level 1 Sith Assassin, or Level 1 Jedi Watchman.

Sneak Attack 1 adds 1-6 points of extra damage to attacks when the target can't respond to the attacker. The extra damage is applied to attacks made from behind the target, attacks, and any

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attacks made while in Stealth Mode (combat cancels Stealth Mode, but the first attack receives the bonus). The extra damage is no multiplied in the case of a critical hit.

Sneak Attack II

Prerequisites: Level 3 Scoundrel, Level 3 Sith Assassin, or Level 4 Jedi Watchman.

Sneak Attack II adds 2-12 points of extra damage to attacks when the target can't respond to the attacker. The extra damage is applied to attacks made from behind the target, attacks, and any attacks made while in Stealth Mode (combat cancels Stealth Mode, but the first attack receives the bonus). The extra damage is no multiplied in the case of a critical hit.

Sneak Attack III

Prerequisites: Level 5 Scoundrel, Level 5 Sith Assassin, or Level 7 Jedi Watchman.

Sneak Attack III adds 3-18 points of extra damage to attacks when the target can't respond to the attacker. The extra damage is applied to attacks made from behind the target, attacks, and any attacks made while in Stealth Mode (combat cancels Stealth Mode, but the first attack receives the bonus). The extra damage is no multiplied in the case of a critical hit.

Sneak Attack IV

Prerequisites: Level 7 Scoundrel, Level 7 Sith Assassin, or Level 10 Jedi Watchman.

Sneak Attack IV adds 4-24 points of extra damage to attacks when the target can't respond to the attacker. The extra damage is applied to attacks made from behind the target, attacks, and any attacks made while in Stealth Mode (combat cancels Stealth Mode, but the first attack receives the bonus). The extra damage is no multiplied in the case of a critical hit.

Sneak Attack V

Prerequisites: Level 9 Scoundrel, Level 9 Sith Assassin, or Level 13 Jedi Watchman.

Sneak Attack V adds 5-30 points of extra damage to attacks when the target can't respond to the attacker. The extra damage is applied to attacks made from behind the target, attacks, and any attacks made while in Stealth Mode (combat cancels Stealth Mode, but the first attack receives the bonus). The extra damage is no multiplied in the case of a critical hit.

Sneak Attack VI

Prerequisites: Level 11 Scoundrel, Level 11 Sith Assassin, or Level 16 Jedi Watchman.

Sneak Attack VI adds 6-36 points of extra damage to attacks when the target can't respond to the attacker. The extra damage is applied to attacks made from behind the target, attacks, and any attacks made while in Stealth Mode (combat cancels Stealth Mode, but the first attack

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receives the bonus). The extra damage is no multiplied in the case of a critical hit.

Sneak Attack VII

Prerequisites: Level 13 Scoundrel, Level 13 Sith Assassin, or Level 19 Jedi Watchman.

Sneak Attack VII adds 7-42 points of extra damage to attacks when the target can't respond to the attacker. The extra damage is applied to attacks made from behind the target, attacks, and any attacks made while in Stealth Mode (combat cancels Stealth Mode, but the first attack receives the bonus). The extra damage is no multiplied in the case of a critical hit.

Sneak Attack VIII

Prerequisites: Level 15 Scoundrel, Level 15 Sith Assassin

Sneak Attack VIII adds 8-48 points of extra damage to attacks when the target can't respond to the attacker. The extra damage is applied to attacks made from behind the target, attacks, and any attacks made while in Stealth Mode (combat cancels Stealth Mode, but the first attack receives the bonus). The extra damage is no multiplied in the case of a critical hit.

Sneak Attack IX

Prerequisites: Level 17 Scoundrel, Level 17 Sith Assassin

Sneak Attack IX adds 9-54 points of extra damage to attacks when the target can't respond to the attacker. The extra damage is applied to attacks made from behind the target, attacks, and any attacks made while in Stealth Mode (combat cancels Stealth Mode, but the first attack receives the bonus). The extra damage is no multiplied in the case of a critical hit.

Sneak Attack X

Prerequisites: Level 19 Scoundrel, Level 19 Sith Assassin

Sneak Attack X adds 10-66 points of extra damage to attacks when the target can't respond to the attacker. The extra damage is applied to attacks made from behind the target, attacks, and any attacks made while in Stealth Mode (combat cancels Stealth Mode, but the first attack receives the bonus). The extra damage is no multiplied in the case of a critical hit.