

## Jedi Sentinel Class - KotOR2

Written by The Old Republic

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In depth descriptions of the Jedi Sentinel 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).

Sentinels strike a balance between the first two types and possess admirable combat skills with some extensive knowledge of the Force. These are often dispatched to regions across the galaxy to work as ambassadors and investigators for unusual concentrations of the Force. Bastila Shan and Visas Marr are examples of this type. Sentinels are generally signified by yellow lightsabers.

\*Certain portions of this page was retrieved from  
&quot;[http://en.wikipedia.org/wiki/Jedi\\_Master](http://en.wikipedia.org/wiki/Jedi_Master)&quot;;

### Jedi Sentinel 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.

[Force Immunity: Fear](#)

[Force Immunity: Paralysis](#)

[Force Immunity: Stun](#)

Force Immunity: Fear

Prerequisites: Jedi Sentinel

The Jedi possesses an inner calm that cannot be shaken by mere threats to mind or body. The Force grants understanding, which is a shield that fear cannot breach. This feat is always active.

Force Immunity: Paralysis

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Prerequisites: Level 12 Jedi Sentinel

The Jedi is one with the Force, moving within it as it moves within all things. This connection prevents fear or loss of senses, and blocks any attempt at paralyzation. This feat is always active. This feat replaces Force Immunity: Stun.

Force Immunity: Stun

Prerequisites: Level 6 Jedi Sentinel

The Jedi has an unshakable connection to the Force and, through it, to the galaxy as well. No amount of damage or distraction will cause fear or a loss of alertness. This feat is always active. This feat replaces Force Immunity: Fear.