Sith Assassin Class (from Jedi Sentinel Class) - KotOR2

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In depth descriptions of the Sith Assassin 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).**Sith Assassin 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 Camouflage
 Greater Prestige Sense
Sneak Attack I
Sneak Attack II
Sneak Attack III
Sneak Attack IV
Sneak Attack V
Sneak Attack VI
Sneak Attack VII
Sneak Attack VIII
Sneak Attack IX
Sneak Attack X

Force Camouflage
 Prerequisites: Kreia or Jedi Watchman or Sith Assassin

 This power enables the Jedi character to use their Stealth skill without a Stealth Field Generator. The power lasts until the character deactivates it.

Greater Prestige Sense
 Prerequisites: Jedi Watchman or Weapon Master or Sith Assassin or Marauder Jedi Sense

 With their improved mastery of the Force as it relates to battle situations, the combat-oriented prestige classes gain +2 Defense at Level 1 and an additional +2 for every subsequent 5 class levels. These bonuses stack with those of Jedi Sense, but are determined separately for each

class.

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 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 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.