

Jedi Watchman Class (from Jedi Sentinel Class) - KotOR2

Written by The Old Republic

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In depth descriptions of the Jedi Watchman 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).

Jedi Watchman is a title granted to one who has mastered the skills of a Jedi Sentinel.

Jedi Watchman 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](#)

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[Sneak Attack VII](#)

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

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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

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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.