

# Jedi Sentinel

The Jedi Sentinel uses the Force to ferret out deceit and injustice throughout the galaxy. This member of the Jedi Order strikes a balance between the physical aspects of the Jedi Guardian and the mental aspects of the Jedi Consular.

## Exploits

As members of the Jedi Order, the Jedi Sentinel is usually called into service as a last line of defense if the negotiations of Jedi Consulars cannot be resolved peacefully. When not on call by the Jedi Council, the Jedi Sentinel will most likely be found working with law enforcement personnel.

## Background

A Jedi Sentinel typically starts out as a Padawan learner instructed by a higher-ranking Jedi Master. He begins his career at 1<sup>st</sup> level, and is encouraged to pursue intellectual and physical endeavors. The Jedi Sentinel would be just as likely to be found in a library researching some little known tidbit, as he would be found in a training facility.

## Game Rule Information:

Jedi Sentinels have the following game statistics.

### Abilities

Jedi Sentinels should be gifted in all areas, but the most important are Dexterity, Wisdom, and Charisma.

### Vitality

Jedi Sentinels gain 1d8 vitality points per level. The character's Constitution modifier applies.

### Class Skills

The Jedi Sentinel's class skills and their key abilities are as follows:

Computer Use (Int), Craft\* (Int), Disguise (Cha), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Knowledge\* (Int), Move Silently (Dex), Pilot (Dex), Profession\* (Wis), Read/Write Language (none), Sense Motive (Wis), Speak Language (none).

\*This skill actually encompasses a number of unrelated skills. Each time this skill is learned, a specific category must also be chosen. Examples include Craft (droids), Knowledge (Jedi Lore), Profession (lawyer).

Skill points at 1<sup>st</sup> level:  $(6 + \text{Int modifier}) \times 4$ .

Skill points at each additional level:  $6 + \text{Int modifier}$ .

### Class Features

All of the following are class features of the Jedi Sentinel.

### Starting Feats

Jedi Sentinels begin play with the following feats.

Exotic Weapon Proficiency (lightsaber)

Force-Sensitive\*

Weapon Group Proficiency (blaster pistols)

Weapon Group Proficiency (simple weapons)

\*This feat has associated Force skills. These associated Force skills are class skills for this character class due to the possession of this feat.



## **Equipment**

A Jedi starts play with a lightsaber provided by his Master. Later, the Jedi may construct his own lightsaber.

## **Force Training**

The Jedi Sentinel gains a bonus Force feat at 1<sup>st</sup>, 3<sup>rd</sup>, and 4<sup>th</sup> levels. This bonus Force feat must be selected from the following list:

Alter, Control, Sense.

Once one of these Force feats are selected, its associated Force skills become class skills.

## **Force Immunity**

The Jedi Sentinel gains the ability to withstand rigors to mind and body. At 1<sup>st</sup> level, the Jedi Sentinel gains the ability to resist the affects of a Fear check. When you are targeted by Fear, you may make an opposed Will check (with a DC equal to the opponent's Fear check); if you succeed, you negate the penalty without taking a Dark Side Point. At 6<sup>th</sup> level, the Jedi Sentinel gains the ability to withstand the effects of stunning damage. You gain +5 to any Fortitude saving throw made to resist a successful stun attack (whether technological or Force-based). At 12<sup>th</sup> level, the Jedi Sentinel gains the extraordinary ability to ignore the effects of any poison or Force effect that would normally leave him paralyzed.

## **Deflect (Defense)**

A Jedi learns to deflect blaster bolts and other projectiles with his lightsaber, thereby providing a dodge bonus to Defense against such attacks. You must be carrying an activated lightsaber to use this special ability.

Deflecting an attack is a reaction that costs the Jedi a move action in his next round. The Jedi must indicate that he is using deflect (defense) when an opponent declares an attack against him but before any attack rolls are made. When used in this fashion, the Jedi gains the dodge bonus against all ranged attacks directed at him in the round.

Each time the Jedi gains deflect (defense), it provides a +1 dodge bonus to Defense when he uses a lightsaber to block ranged attacks.

Deflect (defense) can also be used in conjunction with total Defense for even greater protection, providing the dodge bonus for deflecting the attack, and the +4 dodge bonus granted by using total defense.

## **Bonus Feats**

At 2<sup>nd</sup>, 9<sup>th</sup>, 15<sup>th</sup>, and 20<sup>th</sup> level the Jedi Sentinel gains a bonus feat. All prerequisites must be met and the Jedi Sentinel must choose from the following list: Alertness, Attuned, Cautious, Combat Reflexes, Peacemaker, Self-Sufficient, Shadow, Sharp-Eyed Track, and Weapon Finesse.

## **Deflect (Attack)**

A Jedi learns to deflect blaster bolts with his lightsaber to redirect the attack back toward a target within one range increment of the Jedi's position. The type of blaster used against the Jedi governs the range increment. You must be carrying an activated lightsaber to use this special ability.

Deflecting and redirecting an attack is a reaction that costs the Jedi a move action in his next round. The Jedi must indicate that he is using deflect (attack) when an opponent declares an attack against him but before any attack rolls are made. Both deflect (defense) and deflect (attack) can be used together in the same round, however, the Jedi can decide to forego the Defense bonus in order to receive a better chance at redirecting the attack.

The Jedi can deflect and redirect a number of attacks equal to ½ his Jedi level, rounded up. The redirected attack must miss the Jedi by 5 or less; any attack that hits the Jedi or misses by 6 or more cannot be redirected.

If the Jedi can redirect the attack, the Jedi immediately rolls an attack using his lightsaber attack bonus and applies a -4 penalty. If the attack is high enough to hit, the redirected attack deals damage to the target (the type of blaster determines the amount of damage dealt). Each time the Jedi gains deflect (attack), the penalty associated with the redirected attack is lessened by one.

## Increase Lightsaber Damage

As a Jedi Sentinel gains levels, the amount of damage dealt by his lightsaber increases. Each time the Jedi gains increase lightsaber damage, the weapon's damage increases by +1d8.

## Deflect (Extend Defense and Attack)

At 8<sup>th</sup> level, the Jedi Sentinel learns to extend her defensive and offensive deflection skills to others within 2 meters of his position. You must be carrying an activated lightsaber in order to use this special ability.

Now the Jedi can provide a dodge bonus to anyone within 2 meters of his position, and he can deflect and redirect ranged attacks made against anyone within 2 meters of his position. All rules regarding deflect (defense) and deflect (attack) apply; the result of this is that the Jedi may extend this ability in order to help those nearby.

## Block

This is a modified form of deflect (defense) that allows the Jedi to deflect a ranged attack without the use of a lightsaber. The Jedi must have some sort of protective gear, or an item that can withstand the ranged attack. The dodge bonus provided by deflect (defense) is used when a Jedi blocks a ranged attack without a lightsaber. Block doesn't allow a Jedi to redirect the attack or to extend the defense beyond the Jedi's position. All other rules concerning deflect (defense) applies.

## Jedi Knight

At 7<sup>th</sup> level, the Jedi Sentinel graduates from Padawan learner to Jedi Knight and gets a bonus knight feat. This bonus knight feat must be drawn from the following list, and the sentinel must meet any prerequisites: Burst of Speed, Knight Speed, Dissipate Energy, Lightsaber Defense, Knight Defense, Force Mastery, Force Mind, Knight Mind, Weapon Focus (lightsaber).

## Credits

A 1<sup>st</sup> level Jedi Sentinel starts play with 1d4 x 250 credits.

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1 <sup>st</sup>	+0	+1	+2	+2	Force training, Force immunity (fear)	+3	+1
2 <sup>nd</sup>	+1	+2	+3	+3	Bonus feat, deflect (defense +1)	+4	+1
3 <sup>rd</sup>	+2	+2	+3	+3	Force training	+4	+1
4 <sup>th</sup>	+3	+2	+4	+4	Force training	+4	+1
5 <sup>th</sup>	+4	+3	+4	+4	Deflect (attack -4)	+5	+1
6 <sup>th</sup>	+5	+3	+5	+5	Force immunity (stun), Increase lightsaber damage (3d8)	+5	+2
7 <sup>th</sup>	+6/+1	+4	+5	+5	Jedi Knight	+6	+2
8 <sup>th</sup>	+6/+1	+4	+6	+6	Deflect (extend defense and attack)	+6	+2
9 <sup>th</sup>	+7/+2	+4	+6	+6	Bonus feat	+6	+2
10 <sup>th</sup>	+8/+3	+5	+7	+7	Block	+7	+2
11 <sup>th</sup>	+9/+4	+5	+7	+7	Deflect (defense +2)	+7	+3
12 <sup>th</sup>	+10/+5	+6	+8	+8	Force immunity (paralysis), Increase lightsaber damage (4d8)	+8	+3
13 <sup>th</sup>	+10/+5	+6	+8	+8	Deflect (attack -3)	+8	+3
14 <sup>th</sup>	+11/+6/+1	+6	+9	+9		+8	+3
15 <sup>th</sup>	+12/+7/+2	+7	+9	+9	Bonus feat	+9	+3
16 <sup>th</sup>	+13/+8/+3	+7	+10	+10	Deflect (defense +3)	+9	+4
17 <sup>th</sup>	+14/+9/+4	+8	+10	+10		+10	+4
18 <sup>th</sup>	+15/+10/+5	+8	+11	+11	Increase lightsaber damage (5d8)	+10	+4
19 <sup>th</sup>	+16/+11/+6/+1	+8	+11	+11	Deflect (attack -2)	+10	+4
20 <sup>th</sup>	+17/+12/+7/+2	+9	+12	+12	Bonus feat	+11	+4