Star Wars: the Old Republic Jedi Sentinel by Roy N. Hummell

Article published on December 8th 2011 | Games

In Star Wars: The Old Republic, an upcoming MMORPG, a Sentinel is depicted as one of two advanced classes for a Jedi Knight, but was originally one of three branches of the Jedi Order before the Jedi Purge, the others being Guardian and Consular. This specialized class character is primarily a dual lightsaber wielder creating a near-unbreakable defense against his/her opponents. In addition to dual lightsaber skills, a SWTOR Jedi Sentinel (http://www.swtorjedisentinel.com) has Melee DPS (Damage Per Second) and Temporary Battle Stealth as other primary focuses and is considered a Saber Fighting Specialist.

Along with these abilities, a Jedi Sentinel has three skill trees that can be achieved: Watchman, Combat, and Focus. Under Watchman, a player can use Juyo Lightsaber form in melee DPS attacks, which makes a Jedi Sentinel more dangerous yet effective in prolonged fights. For instance, the Overload Lightsaber skill enables a lightsaber to charge with deadly energy for 15 seconds and when used as three consecutive melee attacks, the target burns with elemental damage for 6 seconds.

The Combat skill tree allows the gamer to enable the Ataru Lightsaber form to rapidly dispatch enemies. This particular form can be used in such special abilities as Blade Rush which requires the use of dual lightsabers to dish out heavy damage and resultantly, triggers the Ataru form. After a few seconds, the same form has an extra 30% chance to be activated. The Ataru Lightsaber form can also be useful in Opportune Attack, in which Ataru form hits can result in a Sentinel's next ability that consumes the Focus skill tree to deal 10% more damage to opponents.

While on the subject of Focus is shared with the Jedi Guardian. This allows a player to use melee attacks with advanced Force techniques in Shii-Cho lightsaber form. While in this form, a Sentinel can use the Zephyr skill to reduce cool down of all force abilities by 3 seconds.

Besides all aforementioned abilities, a Jedi Sentinel can acquire many other special talents from the skill trees to add to his/her arsenal. These include: Arcing Strike, Disable, Distraction and perhaps the most advanced attack to acquire: Twin Arcs allowing the player to dish out high damage to up to three enemies at once in melee range with dual lightsabers.

As the release of SWTOR draws near, Star Wars: The Old Republic Jedi Sentinel class should likely be a prime choice to players . Furthermore, it will, no doubt, be one of the best class of avatars to achieve to become a true warrior in the Jedi Arts.

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Article Keywords:
swtor jedi sentinel, star wars the old republic jedi sentinel, swtor jedi sentinel class, star wars the old

republic sentinel class

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