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## Swtor 2020 ultimate class guide

This ultimate SWTOR Beginners step-by-step guide will take you from character creation, through your first steps to preparations for EndGame! Note! I keep rev visiting and updating or adding new segments to this guide. If you have any suggestions or detect a piece of outdated or incorrect information from 6.0 in this article, please let me know! This guide is for beginner players and maybe some returning veterans who want to catch up on what has changed and how. This article is not a strict order You must follow me because of the large number of opportunities you have available before you, but you must use it as a framework to build and move forward. Integrated into this guide you will also find a series of videos. You don't have to keep an eye on them all. Think of them as a bonus addition to expand and improve your knowledge of what you're reading about what you're reading. Start! CHARACTER CREATIONS Luckily for you, the decisions you make during the initial character creation process are mostly editable later in the game. You can do this through the initial character creation setup of the Design Center Like any self-respecting MMORPG, Star Wars The Old Republic also offers extensive modifications and customizations to your own character. Starting at level 1 or higher Depending on the status of your account, a different number of character spaces per server will be available. When you start creating the character, The first thing you'll see are the following options: Start a NEW Character – start your adventure from the beginning of the game, at level 1 with all the stories unlocked (the limitations of F2P still apply!) and it's available for you to explore.Commander's Token – a Cartel Market (SWTOR's InGame store) that allows you to create another character either lvl 60 or lvl 70 in a new slot (up to 1000). This token does not grant access to content that you have not yet unlocked. It just gives you the character. Start with a Knights of the Fallen Empire lvl 60 character – create for you a new character that has all the stories before this expansion blocked with the default options made and you can only play KOTFE content and newer versions. Start Assault right away with a level 70 character. If you initiate Assault, you know that some basic default decisions from previous stories will be made for you. Immediately reach lvl 70 via the master's Datacron token - allows any character between lvl 1 and 69 to be immediately increased to lvl 70. The token is available for purchase through the InGame Cartel Store for Cartel Coins or the Galactic Credit Trading Network. The next step is the actual creation of the character. The first decision here is if you want to play for the Empire Republic. Each faction offers 8 unique classes with 3 disciplines each. Some classes have only 1 role (DPS), while others can be DPS and healings or DPS and tanks. What you choose depends heavily on your preferred style of play above all. Classes and roles in both they are identical in terms of performance, but have different class stories, missions, animations, equipment and so on. Now we get to the best part: customize your appearance and choose a name for your Star Wars hero. There are several buttons at the top of that screen - clicking on them will tell you more background information about the class you have chosen. Which class to choose There are 4 basic classes for the Republic and 4 for the Empire. Each has a unique personal story for you to experience that is 100% free. All basic classes have every 2 advanced classes. You must choose your advanced class when you start the game. This election is permanent. In addition, each advanced class has 3 different combat competition options, called disciplines. Some classes can damage and heal, others can do damage and tank, while some classes can only harm dealers. Disciplines can be changed at any time during the game (except while in combat). I invite you to take a look at my SWTOR Beginner's Guide for all classes and disciplines. It's an article aimed at new SWTOR and MMO players and will help you better understand the game's settings, what disciplines are in general, which style is best for you. Appearance Designer The Appearance Designer lets you modify your character's appearance in several ways, including Species, Body Type, Head, Scars, Skin Color and many more. It is important to know, however, that all of this will cost you real-life money to accomplish. While the initial creation of the character is 100% free, if you want to modify the physical appearance of your character in the Appearance Designer, you will have to pay with Cartel Coins. The Appearance Designer is available at the Starfleet Cartel Bazaar. You can also buy and install one in your own Galactic Fortress. Outfit Designer From the moment you create your character, you'll want it to look great. This is inevitable. The fresh look comes not only from your choice of species, hair and bout, but above all from outfits! On the Character Sheet you have the opportunity to dress up your character in a number of different outfits and change them with the click of a button. At the top of the panel you will see some tabs - the first is your real team with the stats you want for your character. Here are numbered tabs: they represent the different number of outfits you've selected for your character. Please note, however, only the first Outfit tab is free. The rest you have to unlock with Poster Coins or Credits. For more information about Costume Designer, see my Video explained from all UI elements (linked in the next section of this guide). It will also show you and tell you more about the suits. USER INTERFACE, MENUS AND KEYBINDS Like any classic MMO game, SWTOR also relies on toolbars, HP bars and various types of windows and menus to provide your character with everything you might need and function. Please note that this is not an in-depth overview. It would take one article completely another to describe every little detail about the user interface and Keybinds. Instead, I'll trust you to have at least the very basic experience with MMO or MOBA games. This should be enough. User Interface (UI) In this section I will focus mainly on the user interface. The user interface are all menus, toolbars and windows you see and/or open manually on the screen. The most important parts are HP bars with your avatar and the toolbars of your target with your active skills. Below you can see a couple of screenshots of the default UI with which the game starts. Here's what each of the numbers represents: Avatar of your character. The avatar of your target. Your buffs (they appear on the right side for your target). Your damages (they appear on the right side of your target). Resource BARS and HP: Show how much life you have left (red) and what resources you have. The + button opens the EDIT menu of the user interface, from here you can switch to another layout or create your own. XP Bar, showing your progress to the next level (it also shows your legacy XP and renowned XP in lvl cap) SWTOR Main Menu Bar now, let me explain very briefly some of the terms I used earlier. Some classes are based on specific resources (power/mana/etc) that must be built before you can use some of your special abilities. For this is the bar under the HP red bar. Mine is currently empty in this image above. Some classes build resources, while others run out and have to reload. An important part of the HUD is the minimap as well as the large overlay map. On the minimap you can see your current position quickly and easily along with all kinds of useful information, such as nearby vendor locations, mailboxes, coaches and so on. You have access to absolutely all menus through the main menu bar, located by default at the top center of the screen (screenshot to the right of this text). The user interface can be customized and all its parts can be moved, re-scaled, and edited separately. If you're interested in trying something more advanced and EndGame friendly later, check out my own custom UI settings. I have expanded this section into a separate article. SWTOR's massive new UI Guide is designed to help new players and returning veterans flatten the learning curve and enter the loop as quickly as possible. Keybinding vs Mouse Click on This small segment here is mostly personal opinion and what I suggest, is not 1000% you might think or want to do while enjoying your game. Please take this into consideration as you read. Key linking is a key aspect of mastering the game, even though clicking with the mouse is also perfectly fine if you don't press yourself to become a hardcore player. Some roles allow you to click with the mouse, but it is generally more time consuming and causes proper placement of UI elements. For example, when cured using only the mouse to activate skills, abilities, all major toolbars to be as close to the group frame as possible. I suggest using skill groups or clusters. This allows you to have visually easy access and knowledge of what is where you are. If you decide to go by Keybinding, then the more keys on your keyboard (and mouse) program, the better. Start slightly with just the core skills and keep mapping new skills and features as you gain in-game experience and progress toward EndGame. This segment was included here, because personally I think it is detrimental to your success to learn keybinding as soon as possible, as long as, of course, you are starting with a clear mind and do not come to the game with established habits of another MMO. I have a great in-depth video overview and tutorial for key linking in SWTOR: CURRENCIES Currencies Tab There are 2 universal InGame coins that you will use all the time, Credits and Coins of the cartel. The rest of the coins are for the EndGame in SWTOR. You may want to recheck this section of the guide later when you are close to reaching the level limit. You can track all your coins from the Currency tab of your inventory. Basic Coins There are several coins in the game that you need to know from the beginning. Here are their names along with a brief description of which one does what: The most basic coin in Star Wars The Old Republic. Earned by looting defeated enemies, such as mission rewards and selling items on the Galactic Trading Network. Cartel Coins Cartel coins are the currency that can be purchased with real-life money or won in very meame amounts throughout the game (mainly by completing InGame achievements). Cartel coins are used to purchase items from the InGame Cartel Store or to unlock various legacy perks for your characters and Legacy. EndGame Coins The following coins will be used to equip your character with EndGame gear and in some cases to equip them with more expensive and rare clothing, armor and/or weapons. See the Vendors section at the end of this guide for more information on that topic. Tech Snippets This is the new coin introduced in Update 6.0 Assault that you will use to mainly buy gear peaces, but some other things too. It is an EndGame coin and can be won by simply playing the game – as a reward for missions, tasks, conquest and more. In the Fleet of the Republic and empire (the main center of each faction) you will find vendors who will be willing to exchange some Spoils of War treats in exchange for technological fragments (and often also credits). Misc Currencies lokath Power Shards earned and used in the lokath Daily Area to buy various items. If you want to get more check out my in-depth guide to lokath Daily Missions game. Fleet Praise Can be used to purchase reward items from the fleet's praise provider, or upgrades for your starship's personal starship upgrades Both suppliers can be found near the Galactic Trade Market in Starfleet. Added Ossus Currency Relics with Update 5.10. It can be obtained in Ossus by completing daily and weekly quests. It is used to buy decorations, costumes and other toiletries from decoration sellers in Ossus. A token that means your achievement in support of Light or Dark Side. You can win during the victory phase of the Dark vs Light event by leveling up your command rank (1 token per rank if you've sided with the victorious side) or defeating unique bosses who appear during the same victory phase if you've sided with the losing side. Event Coins These are special tokens that you can earn during a global event, such as Nightlife Casino Token token tokens. LEVELING UP There are 3 most popular and productive ways to enjoy the game and level up your character from 1 to limit level. Before you start your adventure, check out the full Star Wars guide The Old Republic Timeline of Events. It will help you know where and when the game is located and what are the reasons for many of InGame's stories and events to occur. If you decide to put aside the leveling process and prefer to focus on becoming the best dog fighting driver in the universe, then this SWTOR Galactic Starfighter Guide for Beginners is just what you need! Leveling strategies Today leveling in SWTOR is incredibly easy and fast. If you don't believe it, you probably started your adventure recently and don't remember the fights players had to endure, like Sprint in lvl 14, Speeder in lvl 25, No XP Stims, No Legacy Perks, No free Gear, No Level Sync and more and more. There are some ways fast enough to progress through the levels. I will describe below some of them and tell you that they are suggested or not and also why. If you consider yourself a very casual player and don't care how long it will take you to get to the level cap, by all means play the game in its Free to Play (F2P) mode or buy something small to get your status updated to Preferred. F2P has a total of limitations on the leveling part, as well as the EndGame aspect of SWTOR. Game 6.0 update allowed free players to access the first two SWTOR expansions for free. Rise of the Hutt Cartel and Shadow of Revan are 100% free for everyone now. This raised the level limit for F2P to 60. However, while the leveling of restrictions they're so serious. However, if you want to continue playing beyond level 60, you will need to subscribe for 1 month. This will give you access to all the content in the story, from lvl 51 to the last current patch. See the Expanded Guide on Leveling Up at SWTOR for more information on paths that the game offers you. Here are some links with more useful information: Leveling through class history missions is the best way to go for. It's not the fastest, but it will show you amazing stories told through your own eyes and decisions with tons of cinematic scenes. The Character Story is mostly a solo experience. The game allows you to group together, but for the most part it's about you doing your missions and your friend doing his. The locations are often different and all the mobs you face are easy to knock down, bringing a second player doesn't really speed things up. The stories are also meant to be experienced alone. Watch all those long cinematics, enjoy your interaction with the rest of the world and develop your own adventure however you want it to be (with the obvious limitations of choice... this is an MMO after all :P) (By Class Story Missions I focus here on a subscriber player who goes only after personal and unique missions of his purple class. For non-planetary subscribers story would be a necessity too, because players do not receive additional XP boosts and perks) [embedyt] gallery \_pagesize leveling through Heroic is probably the best and most boring way to advance towards the level limit. If you have a group of friends, it's sure to be effective and fast, but it can seriously affect the game's entertainment value. The use of the Heroic Terminal in Starfleet will greatly speed up the growing process. Heroic ones are group missions of 2 or 4 men, but most of them can be alone. These missions can be collected on the various planets that occur or through the activity window. Depending on the level of your character, different missions will be seen in both the Group tabs and the Individual tabs. Leveling through Flash Points and/or War Zones is very entertaining and interesting, especially if you have a group. It's fast enough, albeit slower than heroic farming. For this method to work well, however, you would need up to 3 friends with appropriate classes to be able to jump from Flashpoint to the next. For Warzones the balance of the group is less important, because the teams are 8v8 or 4v4 and never perfectly balanced anyway, so lacking a tank or healer is much less important there compared to an Inflammatory Point. During PvP games, each player will be reinforced, so there's no need to think about which team you have. My personal recommendation is NOT to jump to Warzones as soon as they become available. In the first levels in the lowest rank, players lack skills. I don't mean that this important skill or that fantastic missing, no. I mean literally lacking the skills to use. Playing 10-15 minutes in PvP with only 2-3 buttons is very boring. Well, yes, it's true that you'll also be stuck with the same PvE skills, but in PvP the lack of skills is much more noticeable, remarkable, if you have PvP experience of another game before SWTOR. Some of the Flashpoints have solo mode. These are the Memory Points directly related to the game's history. You can run them only with your partner. [embedyt] height-658&amp;listType=playlist&amp;list-PL4Ov43effNJaouUSqX22iX THE memory pointscuNAJ2Cj m5E3&amp;plindex-0&amp;gallery \_pagesize-6&amp;gallery \_columns-3[/embedyt] can be solo or completed with up to 4 players or less + teammates. They are available in the Fleet of several NPCs, as well as on each planet to which they are related. War zones are events of 8v8 or 4v4 PvP instances. The easiest way to get to an Inflammation Point or War Zone is through the Activities Window. Leveling with mixed activities By far the best and fastest way to level up. If you have a group, run Flashpoints, if you're playing alone, go for the Missions in history, if you have a friend or two, join a few Warzones. The best productivity and results here are achieved by completing all your daily quests (found in Starfleet) for PvP and Inflammation Points and if you still have time to play the same day, look for your personal story. Story Progression Order Here is an infographic with all the progression of the story and events in their proper order from the start of the game. It's a bit dated, but it's so well presented and easy to use without zooming in and out like crazy that I decided to keep it for update 6.0 of this article as well. Thi was created by L.Melki for Game Update 3.0. In game update 4.0 you have linear story

chapters numbered 1 through 16: Knights of the Fallen Empire and Game Update 5.0 continued with nine more chapters: Knights of the Eternal Throne. Your choices have consequence, but these 25 chapters are strictly a solo experience and can be repeated as many times as you want. However, only the options of your first game in each character will count towards the future. After KOTET the story continued with The War for Iokath, which is also known as Theron's story arc among the community. It takes you later across three planets through new Inflammation Points of History - Umbara, Copero and Nathema. The 5.10 Jedi Under Siege update begins a new chapter and a new story for your character. Events will take you to the ancient Jedi world of Ossus, where you'll meet a number of old and new friends and enemies. Below is another infographic showing the full progression of the story to the prelude to Assault. It is created by user Alortania. Gear to level what gear mods are and how to use them during this guide I am mentioning several times the use of Orange Shells and Mods. Here's a brief description of what these things do for you and how to get them: Orange Shells can be rewards from missoins, purchased from suppliers or GTN, as well as purchased with real-life money on the Cartel Market. These represent gear pieces with 3 or 4 empty slots, where you can put mods to improve your character's stats. Mods for your Gear Gear be looted as a random drop of kills, quest rewards, crafted, purchased from vendors or in GTN for credits and more. There are 4 different types of mods, each giving you different stat bonuses for your character – Armor, Mod, Upgrade and Increase. During leveling, go through the Fleet Supplies section and consult the vendors there. They sell cheap mods and are your best resource for the right equipment while you are enjoying the game history. You can change your team's mods at an Item Modification station. You can use one for free in Starfleet, in the Supplies Section, or you can purchase one of your own Strongholds. Crafting and increasing Don't bother making equipment while leveling or increasing any of your armor pieces. It is expensive for a new player and absolutely useless. Every 4 or 8 levels are stopped by fleet mod providers and update mods in their shells. That's right. Get empty orange shells for all your armor slots (preferably Legacy Bound) and only change mods from time to time. The stats you're looking for (only while you're leveling!) are Crit, Power, and Mastery. Don't bother with Precision and never go down the path of resistance. In fact, you'll usually be well above the original mission or planet level, which means you'll be given level synchronization. If this happens, you don't even need to change mods in your armor and weapons. Learn more about level synchronization and how it works in my guide on how level sync video works. In the second half of this guide you can learn more about increasing your gear for EndGame character stats and their meaning There are many different stats on which your character can improve. I think it's wrong to focus on all of them from the beginning. It's important to learn the base ones first and how they affect your character's performance. Mastery: Mastery is an attribute that increases combat fitness and was introduced with Knights of the Fallen Empire. All of the previous primary attributes, Target, Cunning, Force, and Willpower, are now Mastery.Power: The Power attribute increases the strength of all your attacks, whether force attacks, forceless attacks, or even melee attacks. It's a powerful statistic, but it doesn't appear often. Critical: Increases your chance of critical hits with all kinds of ability. Accuracy: Higher accuracy rating increases your chance of hitting with attacks. Once you reach the strike limit, accuracy will begin to reduce enemy armor or resistance. Alacrity: Alacrity classification is a haste effect. Reduces the duration of channeled abilities and reduces cooldowns for abilities with activation times greater than 1.5 It does not affect abilities that use the default global cooldown of 1.5 seconds, such as instant abilities. Armor: Armor Classification (AR) or Armor is a character stat that reduces the energy damage and kinetic damage of a damage attack that hits a target. This should not be confused with the rebar classification value assigned to an individual object. Armor it is determined by adding the Armor values, not the Grade value, of all items equipped in the character. Absorbation: Increases the strength of your shield, allowing it to absorb more damage. Defense Rating: Increases the strength of your shield, allowing it to absorb more damage. Shield: Increases the chance that your shield will activate during an attack. Each item has a level of classification and quality. Both are clearly indicated at the top of the article's pop-up window. The higher they are, the better stats for this item will provide. Companions During the original class stories, some characters will be able to board and travel with you across the galaxy. Each of these Companions will have their own individual stories that you can choose to explore through conversations. As you explore their background, you'll learn more about where they came from, meet their own friends and family, and even fight together against their own personal enemies. There are also some special companions to unlock through various InGame missions and rewards. They will be displayed in the Companions tab and you will be able to level up the influence you have on them (a special statistic). This paragraph contains a spoiler of minor stories! After a certain point in history, most of your current peers will be lost. After Knights of the Fallen Empire events, you'll have to find, gather, and re-discover most of your companions along with new ones. To learn how to recruit them again, see the SWTOR Companions I keep updated status list frequently. Upgrade and outfit mates After bringing your teammates together and starting to venture into the galaxy, some teammates may wear a new look or need a new outfit to match their unique personality and style. While they are effective fighters and capable in battle regardless of equipment, there are a variety of options to change everything from armor and weapons to their physical appearance. Many teammates will give you the option to choose their armor and weapons, assuming they have the skills to do so. To change your team, open the Character Sheet in the game you can click the companion tab. You can then drag and drop any computer from your inventory into the appropriate computer slot. Companion vendors are scattered throughout the galaxy and will have tokens that will change the physical appearance of certain companions. These changes could be different paint jobs for droids or even change the race and hairstyle of humanoid companions. You can improve your partner's skills and performance by giving them gifts or by sending them on crew skill missions. Gifts can be obtained as random loot, or buy from a special Starfleet supplier in the Galactic Commercial Market section. Below is a list of what your colleagues would love and FAVOURITE to have as a gift from you. The original font of this chart can be found here. The best choice of a For YOU My personal recommendations are to use a healing companion if you play a DPS character and DPS companion if you play as a healer or tank. There are no more pre-preparation companions (a note for returning veterans :P). It can help speed up your game if you choose to turn off your partner's CC channel ability (it's always the last on their bar). Remember, this said here, like everything across the page, is a suggestion. If you prefer to have a DPS partner with your DPS character, that's perfectly fine. For better or worse the leveling process is so easy, that almost anything and everything is fine. Crew Skills and Manufacturing Professions Until you have a small army of alts on your side or good friends to provide you with resources, you can forget about being even remotely close to being self-sufficient in Crafting and Crew Skills Management. That said, there are a couple of ways to make a good profit by choosing the right crew skill for the right leveling and EndGame priority. Source: louisbertini.wordpress.com Below you will find all crew skills sorted by type and with a brief description friendly to tradition. Collection of Archaeology Overview Skills – the ability to search for objects imbued as lightsaber crystals and ancient artifacts and is best combined with Artifice or Synthweaving.Bioanalysis – the practice of collecting genetic material from creatures and plants and is best combined with Biochem.Scavenging – the art of recovering useful materials and parts of ancient or damaged technology, and objects obtained from Scavenging are very useful for scavenging. Cybertech and Armstech.Slicing – an ability to access secure computer systems and safe deposit boxes to acquire valuable data and rare schemes. And it's by far the best ability to make money and can be used with Cybertech. Armor Vision Manufacturing Skills - the ability to work with hard metals and electronic shielding to build all kinds of personal armor/Armstech – the ability to build blasters, Rifles and blaster upgradesCyclical cycle – the delicate construction work of Jedi and Sith Artifacts/Biochem – the engineering of performance enhancing chemical serums and biological implantsS techcycle – the technical expertise to build gadgets and components for Droids and high-tech armor/Syferates – the art of creating lighter suits and armor than are imbued with qualities of force Mission Skills Overview Diplomacy – the art of creating lighter suits and armor that are imbued with qualities of the Force Skills Overview Diplomacy – the art of directing and managing negotiationsInvestigation – the ability to examine evidence and follow clues to uncover valuable secretsField cover – the ability to track and recover Valuable by researching a number of tracksUnderworld Trading – experience in trading illegal goods and services The best crew skills My personal favorite combination is Biochemistry + Bioanalysis + Diplomacy. This combo will give you a decent amount of stimuli, adrenals and even implants (not that manufacturing equipment is useful days, but still...). Another possible approach is to collect 3 collection skills. If you want to prepare for the future with crafting materials, go for Bioanalysis, Archaeology and Scavenging. I only recommend this if you choose to level through Missoins Main Class History. Making Flash points and/or PvP will exclusively isolate you from the planets, where these resources can be found. Deconstructing Elements Deconstructing an element has 2 purposes: to learn a higher level of a schema: learning the top-level schema of an element is not guaranteed. It depends on the influence of your partner, who takes care of the work. To get the materials you need for something else – Sometimes you will create more items than you need to use, other times you may need to create specific items that you want RE in order to get a special manufacturing material that cannot be found anywhere else in the game. In the upper left corner of your inventory is a small icon/button that looks like a dismantled lightsaber handle. Left-clicking will open a new smaller window where you can place all the items you want to deconstruct. When you're done, a number of manufacturing materials and technology snippets will be placed in your inventory. If the item you want to deconstruct can produce a better schema, it will be written to the description pop-up. If the object can be investigated, it can produce a higher level of the schema (best element of the same type, with higher statistics). If not, you will still get the manufacturing materials, but nothing else. LEARN MORE - GUIDE for SWTOR beginners for crew skills and gearing UP and ENDGAME congratulations, my friend! You're done with all the low-level content and you're ready to take your first steps into a bigger world. The EndGame is just around the corner. First, there are a few things to keep in mind in terms of final preparations. Preparations It is important to note that this beginner-friendly guide leaves a lot of incalculable and unexplained details. If I try to throw away all the available information at once, you'll likely feel completely lost. On this subject I will be very short and accurate. If you want to play endgame, you need to be a subscriber. There's no way around it. Most content is blocked for Preferred and F2P players and parts that are not completely blocked are severely limited. Legacy Bound Gear First, make sure you're using a legacy paired orange gear housing where you'd put all your mods and boosts. If you don't like the look of any legacy set that's available right now, you can always correct your appearance with the use of the Tool SWTOR Appearance. Onslaught and Update 6.0 made all gear objects and Legacy mods bound. This means that you can now transfer both the right side and the left side of your freele character's team in the mail. Increasing your team increase your team by level limit will give you the best possible benefit in the Cost. Increases are also divided by levels and levels, which is why I suggested you don't increase your team before reaching the level limit. The eternal questions What increases do I need? and what increases are best for my class? cannot be answered with a constant. There are too many variables included, the most important of which is your current team and the balance of statistics. I have a number of class guides with ideal stats for each team level. You can use these guidelines to prepare for the FinalGame. As you strive to achieve the recommended values, consider creating or purchasing more increases of each type. This will allow you to change them after purchasing a new piece of equipment. For example, if your stats are balanced and you acquire a new headset with great precision that will release your accuracy statistic above 110%, it will exchange 1-2 accuracy boosts with those of Crit/Alacrity and rebalance your stats so that they are as close as the suggested idea values according to your class and role. I've expanded the topic of augmentations and their importance in a separate in-depth guide: LEARN MORE - SWTOR Magnification Guide: Everything the EndGame team needs to know is the longest and by far the most fun (or could be annoying, based on its own set of minds and objectives) part for any EndGame assailant. How to get started? Simple! I mean, it's not easy to learn where, what, how. I mean, you should start simple. Don't jump into the deep water. The final game's Level 75 team starts in the 268 object leaderboard to the 306 object leaderboard. There are a variety of intermediate levels. For completing the Assault story, you'll receive a full set of IR 268 gear for your character. Object Sorting is an internal game system that determines the power of a gear part or gear mod compared to the rest of the gear parts and assemblies currently available in the game. Attaches a numerical value to each piece, based on its rarity and statistics provided by it. Let's take a look at the possible ways to prepare yourself: Gearing from PvE If you've chosen the leveling method that involves Flash Points, you've already done some or all of them in their story mode (BioWare calls it Veteran Mode now). This will allow you to have a smoother and easier transition to hard mode (master mode after 5.0). Unless you have previous experience with SWTOR or at least another MMO, I suggest you start with the easiest content first: veteran mode flashpoints and story mode uprisings, as well as story mode operations. Heroic Dailies, Uprisings, Flash Points : This is really valid for both PvP and PvE. Running war zones, heroics, flash points and uprisings reward with a fairly random loot, which is still linked to your class and specifications. If you go through the content in its higher difficulty modes, you'll earn better loot drops at a faster pace, but a higher difficulty often equates to a higher challenge and requires more player experience and better equipment. I have quite a few guides on daily areas, uprisings and – By far the best method for gearing. Operations are always easy in Story mode. The only real challenge could be if you play like a tank, because someone would have to explain the basic mechanics of the boss before each encounter. However, this will not take long and in most cases they will be able to pick things up moving (I said that the mechanics in SM are easy and simple? Too many times already? Okay, this will be your last!), even without anyone advising you. For maximum effect, make sure you always have the weekly quest for the operation you're about to execute (collect it in Starfleet) and try searching for groups to do the daily operation in the Group Finder for an extra reward. Note, however, that the Group Finder for operations is mostly empty and no one queues there on their own. Teams are usually formed through general (or private) chats in Fleets and once all slots are filled, the whole group enters together. Check out my list of all SWTOR operations ordered by Difficulty.Galactic Renewal - the look of the game is very involved in this gear method. As you earn renowned levels, you'll receive a box with random rewards in it. Among them there may be a gear piece with statistics at or slightly above your current equipment level (object classification). Note for returning players: Galactic Renewal is the new version of Galactic Command. Levels are now purely cosmetic and you get rewards based on your character's current IR and team progression, not as renowned as you are right now. The activities window will be your close friend when you play with random players. It can also be used to collect and complete solo missions. PvP Gears If you only decide to participate in War Zones and Arenas, it's perfectly fine. Remember to visit Starfleet's PvP Mission Terminal and collect daily and weekly quests each time they are reset (weekly quests restart on Tuesday). Players participating in WarZones will receive a booster. This is a benefit to balance (but not absolutely equally) players and newcomers. Check out the SWTOR PvP Game Guide to learn all about the game modes available and how to prepare for the competitive gaming environment in the game! Gear priority I said at the beginning as for the most part - it is difficult or impossible to predict which gear piece you will get next. For the most part, the gear is going to be random. You'll need to prioritize the IR (Item Classification) of each gear item or mod you get over the stats and bonuses it provides. When vertical progression ends, horizontal. With Update 6.0 BioWare added a variety of equipment parts, armor sets and set bonuses. The inclusion of tactical elements and amplifiers makes balancing and optimizing your equipment more difficult and slower. The vertical progression is quite short, but the horizontal will take a lot of game time and your money. The most important elements for DPS and Healing roles are always the main hand and if you can, do your best to get them first. They are also usually the most expensive. The rest on the left and right side provide the improvement of the same statistics... except the dolls and the belt. They have 1 mod slot less, which means they provide fewer total number of statistics. Therefore, that would make them the last on the priority list. The best gear slot of the tanks is a little more contested, but I would go for a relic first, because they can be a lifesaver. Tanks don't mind handing out more DPS and any of the regular items in their bodies will provide equally important improvements. There's one more thing to consider and I've mentioned it before, but I'll do it again: balancing your stats as you prepare is NOT important. Do not prioritize statistics groups and statistics balance during vertical progression. The game decides which equipment to download for you from completed content or loot boxes based on your current IR. That's why until you've finished your vertical progression you shouldn't pay too much attention to which mods and items you use in your gear slots. Obviously, I would recommend that you stay true to your specifications at least. Do not place tank equipment on a DPS character. The pieces of equipment in your inventory will usually have a green arrow indicating that this item is more powerful than the one you currently have slotted on your character's gear sheet. Keep in mind that these can sometimes (often, actually) be wrong. I'm sure BioWare will eventually solve it and teach the system to better recognize and compare the elements and mods, but it's always best not to blindly trust that green arrow. It's also worth mentioning that level 75 content and under-75 content suggest a different approach to gearing. This means that for some classes it would be more beneficial to have one set of relics for level 70 and another for 75. This topic is widely covered in the separate SWTOR 6.0 class guides here in VULKK.com the following video will show you a newly developed third-party tool for SWTOR – Charplanner. I have an overview of it too, which is worth checking before I start using it. Last but not least - let me remind you that as with (almost) any other MMO on the market, SWTOR also rewards you better for making content more difficult. When you complete a Master Mode Flash Point, you'll get better rewards from it compared to what you'll get for doing so in Veteran or Story mode. Suppliers There are several suppliers in Starfleet, in the Supplies Section (in the outer circle), which you can use as a secondary gear method. Why secondary, because they sell items at fairly high prices – both for fragments and in addition to regular spoils of war vendors and Armor Sets, a special weekend-only merchant will appear in Starfleet and offer discounted prices for randomly selected items – Kai Zykken is your name and is also located in the Supplies section. An example of one of the fleet rebar set providers and their offerings. If you check check My SWTOR 6.0 armor sets and how to get them guide, you can read more about these armor sets and conquest vendors. For a complete understanding of how the vertical and horizontal aspects of the gear process work at level 75, check out the Full SWTOR EndGame Gear Guide for Lever 75. ADDITIONAL SOURCES FOR BEGINNERS Here are some additional sources you may want to take a look at to learn more about your leveling and gears in Star Wars The Old Republic: The best way to stay in touch with my latest updates, guides, tutorials and news posts is to subscribe to my YouTube channel and Weekly Newsletter. So... how about we finish it with a JOKE? – How long will it take me to get an lv 1 character to 75 and completely prepare it? - Probably not as long as it took VulkK to write this guide... This SWTOR Beginner's Guide is the most extensive article about the game I've written to date. It refers to a set of other guides that extend the basics explained here. I hope you found what you were looking for when I camera you here! Here!

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