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Star Wars: The Old Republic gives players access to a wide variety of classes and specializations which allows them to fine tune their playing style . One of the most powerful classes in the SWTOR universe is the Imperial Agent. Those who chose to serve the evil Empire can chose between two advanced specializations: Operative and Sniper. Though they both share a few traits, these two specializations are very different. Let's check out the SWTOR Sniper specialization.

The Sniper class should be familiar to any fans of fighting, shooting or role-playing games. It is a classic class focusing on hiding in hard to reach areas and sniping opponents within a blink of an eye. The Sniper class in SWTOR is no different. Players gain access to a variety of low to medium level stealth abilities, allowing them to be concealed in the shadows and strike from a far, greater distance. Though it must be remembered: compared to the Operative, their stealth skills are a weaker.

However, placing a Sniper on high ground, he or she turns into an elusive opponent. The Sniper, as the name suggests, possesses high marksmanship skills. Snipers can use long range sniper rifles with powerful telescopes. Their excellent marksmanship means their weapon becomes stabilized during zoomed in mode. With stability in the players' hands, the Sniper is able to snipe the target. Excuse the pun. Snipers possess advanced entrenching skills which aids them to create a well protected bunker. They can set up gun turrets as well as a "Cover Pulse", which is a mine knocking other players away from them.

The Star Wars: The Old Republic Sniper class has access to engineering skills. Engineering skills allows the Sniper to create droids, protecting them from players trying to attack his position either directly or from surprised attacks. The Sniper is able to take control of a droid, navigating it through battle and taking out enemies at little to no risk to their own personal health. Not only does the Sniper possess excellent marksmanship, Snipers can concoct poisons.

While the Sniper is a great class,perfection cannot be achieved. Their emphasis on long range marksmanship leaves them nearly helpless in close range combat. Players who have their bunkers raided by even one player will find themselves quickly overwhelmed. Another disadvantage is the low level stealth ability compared to the Operative. Operatives can blend into the background, turning them close to invisible. Keep in mind that is what Operatives do; they camouflage like chameleons. Snipers do not. If you to learn more about the Sniper, more class specific content could be found at game-related sites such as <http://www.swtorsniper.com/> .

Nevertheless, this specialization is perfect for players whom enjoy stealth, sniping opponents in impossible areas to find, creating robots to do their dirty work and camping in safe spots for hours without interruption from attackers. Before deciding on a class, looking up on how the game plays out from commonly resources such those found at <http://www.starwarsoldrepublicguide.net> is recommended. That way, you can avoid picking a class and later discovering another that better fits your playstyle.

Article Source:

<http://www.articleside.com/games-articles/star-wars-the-old-republic-sniper-guide.htm> - [Article Side](#)

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Read more about sniping and concocting poisons at a [Star Wars: The Old Republic Sniper](#). The writer also shares more of his writings about SWTOR at the website a [SWTOR Guide](#).

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