SWTOR Leveling Guide and Basics by Anita T. Hesser

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On December 20th, 2011 (December 15th for those with a pre-order) one of the most anticipated MMORPG titles will be released: Star Wars: The Old Republic. Already, beta players have begun to make their own SWTOR leveling guide and walkthrough blogs, and it won't be long until we see an official Star Wars: The Old Republic leveling guide or two for sale.

But before you check out any SWTOR leveling guide, knowing a few basics of the game can help you make a class and race selection for a more streamlined leveling experience. Aren't sure where to start? Confused at which starter planet is which? Let's take a look at the basics that can help you find the right Star Wars: The Old Republic leveling guide for your upcoming character.

Starting Planets and Classes:

To break it down, there are four starting planets, meaning two for each faction. If you decide you wish to play a character from the Empire , depending your choice of class, you will either start on Hutta or Korriban.

If you decide to support the Republic, your starter planets will either be Ord Mantell or Tython.

Here is a list of classes starting on their respective planets:

Hutta: Bounty Hunter, Imperial Agent

Korriban: Sith Warrior, Sith Inquisitor

Ord Mantell: Trooper, Smuggler

Tython: Jedi Knight, Jedi Consular

What to Expect:

Hutta: Remember Jabba the Hutt? As the name implies, Hutta is the home planet of Jabba's race: the Hutts. Just like Jabba, it's not a pretty place or sight. The Hutts transformed a once beautiful landscape into a smog-ridden, industrialized nightmare.

Korriban: An isolated planet in the Outer Rim and home to the Sith. The dusty red surface and inhospitable environment is what you might expect when you compare the planet to Mars; huge red canyons and craters dotting the barren landscape.

Ord Mantell: The starting planet for players who choose the Smuggler or Trooper class. This planet is a mountainous planet filled with volcanic islands and peaks. Despite this, it offers some beautiful scenery for a starting area, with many of the leveling hubs being built on the sides mountains.

Tython: Jedi players begin here. This place is reminiscent of the beautiful areas found on Earth. Forests, mountains, waterfalls and caverns make the backdrop for the Jedi players that begin their journey here.

A player written SWTOR leveling guide can give further details and information to help you pick your starting planet and begin leveling smoothly from start. More details about leveling could be found at

http://www.swtorlevelingguides.net/ . Some of the more general sites and blogs such as http://www.swtorguide.net/swtor-guide/swtor-leveling-guide/ also offers useful leveling readings to get you started.

Article Source:
http://www.articleside.com/games-articles/swtor-leveling-guide-and-basics.htm - Article Side

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Read more about levels, planets and guides at: http://www.swtorlevelingguides.net/ and http://www.swtorguide.net/swtor-guide/swtor-leveling-guide/ .

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