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Title: SWTOR Sith Marauder Guide by Ziegler

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SWTOR is trying something a little different than the conventional talent trees in which a player picks their special abilities for their general class. Instead, each class will pick their special secondary class early in the game; these secondary classes play much differently than their counterparts, despite being under the same general class.

For instance, a Star Wars: The Old Republic Sith Marauder is a specialized class of the Sith Warrior general class.

A SWTOR Sith Marauder's counterpart class is the Sith Juggernaut. As the name implies, the Juggernaut is built to take massive damage and serve as a group's tank. While they can still deal some pretty impressive damage; a SWTOR Sith Marauder generally tops its counterpart in this regard.

What's the Role of the Sith Marauder?:

The Star Wars: The Old Republic Sith Marauder is a dual wielding evil Jedi that unleashes massive damage with lightsabers. For those players who are familiar with World of Warcraft, think of them as fury warriors done right; massive damage right at the front lines. The Sith Marauder is a great choice for someone who loves melee DPS but does not want to be a tank; you get all the action of the battle without having to take the brunt of the damage for healers or other ranged DPS classes that are not made to withstand any direct hits.

Like many MMOs, the Sith Marauder not only gets specialized abilities, it also gets two specific skill trees that players can put points in for powerful bonuses in damage and critical hits. These two trees, the â€œCarnageâ€• and â€œAnnihilationâ€•, are only available to the Marauder specialized class. T a third tree that the Marauder shares with its Juggernaut Sith Warrior counterpart; the â€œRageâ€• tree wi provide players the opportunity to put points into some stance and Force bonuses that can increase survivability. For more generic game details or other classes, check the game-specific websites such as http://www.starwarstheoldrepublicguide.org/ .

Marauders also have a temporary stealth combat as well, which may prove especially useful for some PVP situations and Flashpoint runs, and they are the only melee class able to dual wield light sabers. Marauders, being a warrior based character can wear the heaviest armor of the game. In addition, the armor does not hinder the Marauder's ability to unless melee DPS and critical hits.

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Ziegler - About Author:
More details about the class are shared at websites such as a Star Wars: The Old Republic Marauder and a SWTOR Guide.

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