CONTENTS

ENTERING THE OLD REPUBLIC

Installation

To Install (Disc Users)

Insert Disc 1 into your disc drive.

When the *Star Wars™: The Old Republic™* Installer appears, follow the on-screen instructions.

If the Installer does not appear automatically, launch the setup program manually in Windows® 7, Windows Vista®, or Windows® XP by opening **Start > Run**, typing D:\Setup.exe in the text box (substitute the correct letter for your DVD-ROM drive if other than D:).

Once the game has installed, you can launch it from the Start menu (or the desktop icon, if you chose to create one).

To Install (Digital Download)

Once the installer has downloaded, select it and follow the on-screen instructions.

Once the game has installed, you can launch it from the Start menu (or the desktop icon, if you chose to create one).

Starting the Game

To start the game from the Start menu:

Navigate to **Start > All Programs > EA > BioWare > Star Wars – The Old Republic** and locate the *Star Wars: The Old Republic* shortcut. Click this shortcut to start the game.

To start the game from the Games menu:

Users who have enabled the Games menu can locate the game at **Start > Games.** There you'll find the *Star Wars: The Old Republic* shortcut in the root folder.

NOTE: In Windows Vista Classic Start menu style, games are located in the Start menu under **Start > Programs > Games > Games Explorer** menu.

Minimum Specs

Operating System

You can play *Star Wars: The Old Republic* on Windows XP, Windows Vista, or Windows 7.

Computer

Your computer should have either an AMD Athlon 64 X2 Dual-Core 4000+ or better, or an Intel Core 2 Duo Processor 2.0GHz or better.

RAM

Your computer's RAM should be as follows: for Windows XP: 1.5GB, and for Windows Vista and Windows 7: 2GB. For PCs using a built-in graphical chipset, 2GB RAM recommended.

Video

Your computer's graphics card should be ATI X1800 or better, nVidia 7800 or better, or Intel 4100 Integrated Graphics or better.

DVD-ROM

Ensure that your DVD-ROM is 8X or better.

NOTE: Minimum of 256MB of on-board RAM and Shader 3.0 or better support.

Account Creation

You must create an account on the official *Star Wars: The Old Republic* website in order to play the game. If you are not logged in to your *Star Wars: The Old Republic* account when you go to enter your Game code, the screen prompts you to either sign in to your account or create a new account. The email address that you use when you create your account will also be the email that is used when you login to either www.swtor.com or the game.

Login

To login to *Star Wars: The Old Republic*, enter your account email and password in the game launcher, and then click LOGIN. After any updates to the game are downloaded, click NEXT to continue. However, if there are no updates, the welcome screen appears, providing links to new topics and tips. To begin playing, click PLAY.

Setting Options

Click the gear icon in the lower left corner on any of the game launcher windows to access the game's Settings menu. Here, you can adjust your computer's Max Upload Speed and Max Download Speed. If you are having lag issues, this may help, but in most cases you do not need to adjust your settings. After making changes, click SAVE to save and exit, or click CANCEL to undo any changes and exit.

Customer Service

If you need to contact Customer Service or if you would like the latest information in our knowledgebase, head to www.swtor.com/support.

Customer Service will help you with any issues you may encounter while creating your account, connection to the game servers, or patching the game. They can also assist with any other technical issues you experience while running the game. If you experience problems while playing *Star Wars: The Old Republic*, or with other players, contact our in-game Customer Support for help. Customer Support can assist with your characters, items, skills, and other aspects of the game, 24 hours a day, every day.

Click the question mark icon located on the right end of the toolbar at the top of the game screen to contact Customer Service.

GENERAL TROUBLESHOOTING

Game Lockups and Video Problems

◆ If your computer has blocky or distorted graphics, locks up, will not start, or if the computer reboots during loading or while playing the game, make sure the video card drivers in your computer are up-to-date.

◆ A list of the most common video card manufacturers can be found on the *Star Wars: The Old Republic* support site at www.swtor.com/support

Sound Issues

◆ If you don't hear any sound while playing the game, if the game's audio cuts out, or if the game doesn't sound right, please confirm that you have the most up-to-date version of DirectX installed on your computer.

◆ Verify that you have the most up-to-date sound card drivers for the sound card in your computer.

◆ A list of the most common sound card manufacturers can be found on the *Star Wars: The Old Republic* support site www.swtor.com/support.

Connection and Patching Issues

◆ If you are unable to patch or connect to the servers, first check to see if your web browser is conecting to the Internet. If your web browser is not able to connect to any websites, then this most likely indicates a problem with your Internet connection. This needs to be addressed by your Internet service provider.

◆ Also, make sure the *Star Wars: The Old Republic* service is up and running. At times, the service is down due to maintenance or other unscheduled events. You can verify the status of the service at www.swtor.com.

◆ If the issues persist, you can also try rebooting your wired/wireless router.

◆ If you continue to have problems with connecting, try additional troubleshooting steps found on the *Star Wars: The Old Republic* support site at www.swtor.com/support, or contact your local Internet provider for assistance.

CUSTOMER SERVICE SURVEYS

After receiving help from Customer Service, you may be asked to participate in a brief survey. These surveys are short and easy to finish. The information you provide is extremely helpful in improving the provided service. If you are invited to participate, we encourage you to fill out the survey so that we can continue to refine our service offerings to better serve you.

CHARACTER CREATION

The character you create represents your role in *Star Wars: The Old Republic*. Will you serve the Empire, fight for the survival of the Republic, or live your life somewhere in between? You can create up to eight characters per server, with a maximum of 40 characters across five servers, letting you play out multiple storylines.

While creating a character, left-click and move the mouse to rotate the camera and scroll the mouse wheel to zoom in and out of the character's image.

Choose Your Allegiance

Choose to be part of The Galactic Republic or The Sith Empire.

The Galactic Republic
Explorers and diplomats founded The Galactic Republic 20,000 years ago. It is now a vast democracy with the Supreme Chancellor as its leader. The Republic is a chaotic amalgam of many worlds, corporations, and species, which often clash with each other.

The Sith Empire
The Sith Empire is a rigid, militaristic society where aliens are subjugated and the Sith Lords are supreme. The mysterious, all-powerful Sith Emperor rules over the Empire, and to Imperial citizens, power is everything; only the strongest ascend to glory.

REPUBLIC CLASSES

Jedi Consular

The power of Jedi Consulars goes far beyond meditation and mediation, and nothing illustrates this as vividly as their graceful movements in battle. Whether beset by an army of assassin Droids or caught in the middle of soured negotiations, Jedi Consulars fight with an open conduit for the Force and manipulate massive elements to disable or even destroy their enemies.

Starting Planet   Tython
Starship   Defender

Advanced Classes

Sage

Sages are famed for their wisdom as much as for their powerful healing and defensive skills. In troubled times, Sages bring together the insight of the past with raw power to change the flow of galactic events.

Group Role	Heal, Damage
Weapon	Lightsaber
Armor	Light

Shadow

Wielding double-bladed Lightsabers, Shadows embrace the synergy between melee and Force combat, enabling them to strike down enemies of the Order with deadly efficiency.

Group Role	Tank, Damage
Weapon	Double-Bladed Lightsaber
Armor	Light

Jedi Knight

Whether deflecting a barrage of blaster-fire to defend allies or charging in to challenge a Sith Lord, the role of Jedi Knights is crucial in any conflict. Jedi Knights enjoy the benefit of ancient teachings that have been passed down through hundreds of generations. Combining these time-tested maneuvers with the natural guidance of the Force, Jedi Knights are capable of achieving extraordinary feats.

Starting Planet	Tython
Starship	Defender

Advanced Classes

Guardian

Guardians are the wall between the good people of the Republic and their enemies. They stand firm in the face of overwhelming odds and dare opponents to attack.

Group Role	Tank, Damage
Weapon	Lightsaber
Armor	Heavy

Sentinel

Control and focus are the hallmarks of Sentinels. Through years of training, Sentinels learn the art of using two Lightsabers simultaneously to create an intricate web of damage that is almost impossible to evade.

Group Role	Damage
Weapon	Dual Lightsabers
Armor	Medium

Smuggler

The Smuggler's approach to fighting is guileful and improvisational. Preferring to tip the odds in their favor from the beginning, Smugglers often rely on the element of surprise, using stealth and trickery to catch opponents off guard. Despite Smugglers' sly tactics, they are more than capable of holding their own in a fair fight. Fast on the draw and crack shots with a blaster, Smugglers tend to shoot first and survive to the end.

Starting Planet   Ord Mantell
Starship   XS Freighter

Advanced Classes
Gunslinger

Master of the trick shot and willing to take advantage of every opportunity, the Gunslinger learns how to fire two blasters at once and specializes in long-range combat.

Group Role   Damage
Weapon   Dual Blaster Pistols
Armor   Medium

Scoundrel

In addition to their trusty blaster, Scoundrels pack a stealth belt, scattergun, and med pack—everything needed to get in, knock the enemy for a loop, and get out alive.

Group Role   Heal, Damage
Weapon   Blaster Pistol, Scattergun
Armor   Medium

Trooper

Whether fighting as part of a small strike squad or at the forefront of a larger force, Troopers unleash unrivaled firepower against their enemies. Troopers believe that their rifle is their best friend, and the military is constantly challenged to design faster, more powerful, and more reliable weapons every year. Wielding such rifles and wearing protective battle armor designed by the Republic's top engineers, Troopers do not hesitate to step right into the crossfire. Whether storming a base or a battlefield, Troopers charge into the fight, guns blazing.

Starting Planet   Ord Mantell
Starship   BT-7 Thunderclap

Advanced Classes
Vanguard

Unstoppable and utterly fearless, Vanguards are the first and best line of defense in the Republic Military.

Group Role   Tank, Damage
Weapon   Blaster Rifle
Armor   Heavy

Commando

Trained in advanced assault tactics and weaponry, Commandos charge into battle with massive assault cannons, overwhelming their enemies with brute firepower.

Group Role	Heal, Damage
Weapon	Assault Cannon
Armor	Heavy

SITH EMPIRE CLASSES

Bounty Hunter

Whether working for Credits or principle, Bounty Hunters pursue targets with dogged determination and methodical precision. Bounty Hunters are renowned for their versatility on the battlefield and their ability to go toe-to-toe with Force-users. Their legendary abilities in this arena have earned them the nickname "Jedi Killers." Whoever they must face, Bounty Hunters come armed with the most advanced weaponry on the black market, packing heavy firepower and always keeping a variety of tricks and gadgets at the ready.

Starting Planet	Hutta
Starship	D5-Mantis

Advanced Classes

Powertech

The best in shielding, defensive tactics, and high-powered flamethrowers combine to make Powertechs impenetrable one-man blockades who get up close and personal to take down enemies of all sizes.

Group Role	Tank, Damage
Weapon	Blaster Pistol
Armor	Heavy

Mercenary

Pairs of blasters, deadly heat-seeking missiles, and heavy armor make Mercenaries mobile weapons platforms. There's no problem extra firepower can't solve, and no one with any sense gets between Mercenaries and their target.

Group Role	Heal, Damage
Weapon	Dual Blaster Pistols
Armor	Heavy

Imperial Agent

Relying on range, surprise, and an arsenal of state-of-the-art gadgets and weaponry, the Imperial Agent enters battle with a confident strategy. Although striking from a distance or from the shadows plays to the Agent's strengths, a well-equipped operative is more than capable of evading enemies when necessary or moving in close to quietly slide a blade between an opponent's ribs. Whether on a solo mission or working in conjunction with a strike team, this operative keeps a finger on the right button for almost any situation.

Starting Planet   Hutta
Starship   X-70B Phantom

Advanced Classes
Operative

Whether ambushing enemies from stealth or using advanced medical technology to keep colleagues in the fight, Operatives do whatever it takes to advance the agenda of the Empire.

Group Role   Heal, Damage
Weapon   Blaster Rifle, Vibroknife
Armor   Medium

Sniper

Identified as the most elite sharpshooters in the galaxy, Snipers use their extensive training to eliminate sensitive targets and turn the tide of battle in the Empire's favor.

Group Role   Damage
Weapon   Sniper Rifle, Vibroknife
Armor   Medium

Sith Inquisitor

Whether facing a traitorous fellow Sith or a crowd of Republic soldiers, Inquisitors fight with unlimited fury to create a storm of destruction. Expertise in conducting Force energies further allows Inquisitors to draw upon the life essence of themselves and others. They can channel this energy to bolster their powers, harm their foes, and even reinvigorate their allies. Often wielding a double-bladed Lightsaber, Inquisitors use quick, guileful, and lethal maneuvers to strike their enemies down with astonishing speed.

Starting Planet   Korriban
Starship   Fury

Advanced Classes
Sorcerer

Sith Sorcerers draw energy from the forbidden depths of the Force, mastering techniques that sap and drain enemies as they invigorate allies, or simply wreak utter devastation.

Group Role   Heal, Damage
Weapon   Lightsaber, Focus
Armor   Light

Assassin

Assassins leap from the shadows, channeling Force lightning through their double-bladed Lightsabers to disable and drain their enemies. They are masters of subterfuge, feared by even the most terrible opponents.

Group Role	Tank, Damage
Weapon	Double-Bladed Lightsaber
Armor	Light

Sith Warrior

Sith Warriors' skills with Lightsabers are unrivaled. Driving at their enemies with strong, crushing blows, Sith Warriors quickly beat foes into submission or death. Though Lightsabers are the Warriors' primary method of attack, they also use their dark command of the Force to paralyze, terrify, and kill. Protected by heavy armor and powers of intimidation, Sith Warriors wade into the thick of the fight and unleash pure hatred and fury to eliminate all in their path.

Starting Planet	Korriban
Starship	Fury

Advanced Classes

Juggernaut

Stalwart defenders of the Sith Empire, Juggernauts embody the teachings of Marka Ragnos, charging into enemies with heavy armor and pure rage.

Group Role	Tank, Damage
Weapon	Lightsaber
Armor	Heavy

Marauder

Entrusted with the task of destroying the Empire's enemies, the dual-wielding Marauders embody the teachings of Naga Sadow. Never hesitating, never faltering, there is no swifter bringer of pain in the galaxy.

Group Role	Damage
Weapon	Dual Lightsabers
Armor	Medium

SPECIES SELECTION

The vastness of the galaxy is matched only by the sheer number of species inhabiting it. After selecting your class, you must then choose your species. Not all species are available to every class.

Chiss
Chiss are secretive and mysterious blue-skinned people. They are the only official allies of the Sith Empire, making them a subject of interest to the other species.

Cyborg
Cyborgs are Humans enhanced by cybernetic implants. Most cybernetics are implanted into humans to compensate for injuries.

Human
Humans are the most common species in the galaxy, and they are the norm against which other species are judged. They are known for their versatility. Humans are found within both Republic and Imperial ranks.

Miraluka
Miraluka is a species that closely resembles Humans. However, they are born without eyes, and instead view the entire galaxy through the movement of the Force within it.

Mirialan
Mirialan are loyal to the Republic and deeply spiritual, following a religion built around a basic concept of the Force. They tattoo geometric designs onto their faces to celebrate life achievements.

Rattataki
Rattataki are born and bred in a culture of war, and they never walk away from a fight. They are known to tattoo harsh, deep black symbols across their white skin and serve under the Empire.

Twi'lek
The Twi'lek have long been oppressed with only a small group escaping slavery, and free Twi'lek fight for the Republic. Their colorful skin and Lekku make them instantly identifiable.

Zabrak
The Zabrak have two visually different cultural groups that are split between Republic and Imperial space and allegiance. Both sides are fiercely independent and known for their horns and facial tattoos.

Sith Pure Blood
Descendants of the alien species that gave the name of the Sith Order and humans, Purebloods have a high percentage of Force sensitivity and sharp bone ridges.

Gender and Appearance

Select the character's gender, and then adjust his or her appearance. Depending on your species and gender, there may be up to 10 features that you can adjust.

Use the sliders in the Appearance box to adjust each feature. Click the arrows on either side of the sliders to view the different options or select the random button to generate a character with random features. If you like an adjustment, you can click the lock icon to lock that adjustment in place. Make note of the slider numbers to share your customized feature set with other players.

Name

Enter a unique name for your character. Other players see this name as your character travels across the galaxy. Your name must be unique. If someone has already selected your name, you will be prompted to choose a different one. You can choose to generate a random name as well.

CONTROLS

The default control scheme for *Star Wars: The Old Republic* is listed below. To customize your key bindings, click the gear icon on the tool bar at the top of the game screen to access the Preferences window. Click the Key Binding tab in the lower left and assign your custom key commands.

Movement and Attacking Commands

Move	**W/A/S/D** + arrow keys
Strafe	**Q/E**
Target enemy	left-click enemy
Attack and support commands	**0 – 9**, **-**, or **+**
Hide/show UI	**ALT** + **Z**
Companion commands	**CTRL** + **1** – **CTRL** + **0**

General Commands

Select menu or game option	left-click option
Collect fallen loot or item	right-click highlighted area
Character Sheet	**C**
Inventory	**I**
Abilities	**P**
Mission Log	**L**
Social Window	**O**
Guilds	**G**
Game Menu	**ESC**
Customer Service Help Request	**CTRL** + **/**

Chat Commands

Say	**/S**
Yell	**/Y**
Whisper to send a private message to another player	**/W** then enter the player's name
General chat channel	**/GENERAL** or **/1**
PvP chat channel	**/PVP** or **/2**
Trade chat channel	**/TRADE** or **/3**
Chat with only party members	**/P**
Chat with only Guild members	**/G**
Look for a player	**/WHO** then enter the player's name

HUD

Chat window

Menu panels

GAME SCREEN

Mission tracker

Mini Map display and options/ PvP Warzone/ Time/Server Lag/ Messages/ World map access

Companion information

Character sheet/Health/XP/Target info/Quickbar
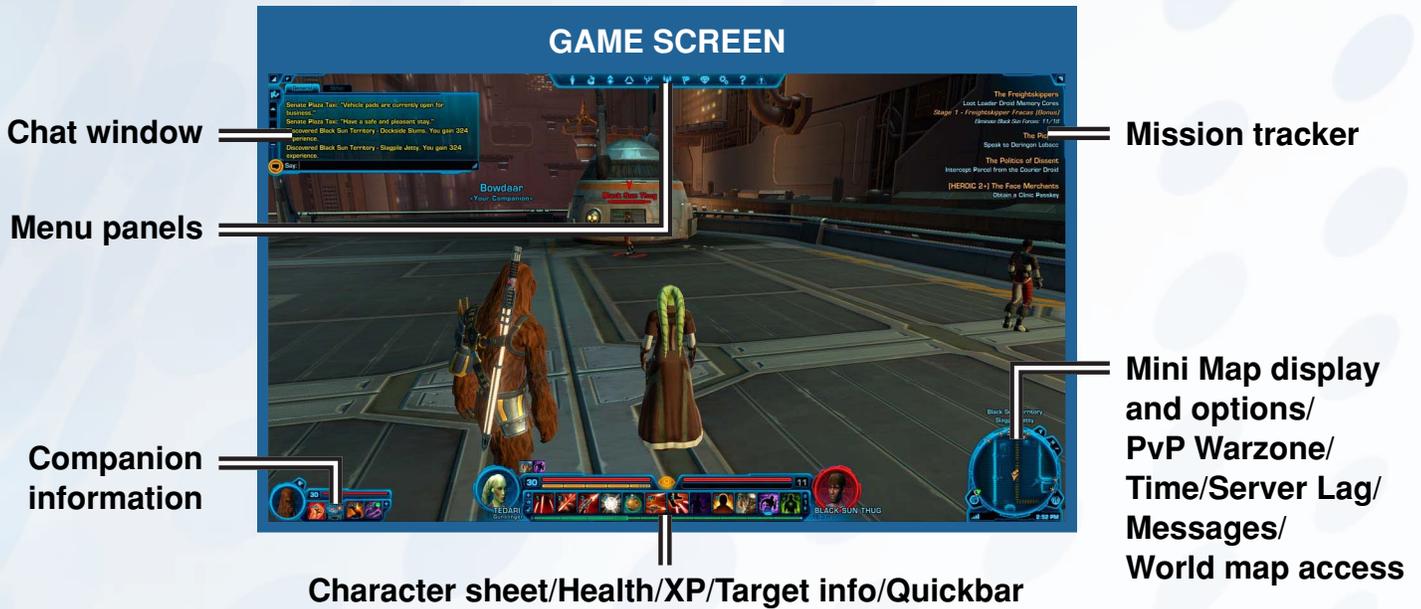
Chat Window

In the Chat Window, you can talk to other players in your general area and communicate with party and Guild members. You can also review different conversations that take place in the various chat channels, such as General Chat, Party Chat, Guild Chat, and others.

Menu Panels

The bar at the top of the screen serves as your primary menu for in-game options and features. The icons on the bar grant access to various game features, informational panels, and game options such as the inventory, character statistics, Crew Window, Codex, and more.

Mission Tracker

This pop-out menu contains all of your currently tracked missions. By default the Mission Tracker is expanded, but you can click the small tab icon in the upper right to minimize or expand your Mission Tracker. For more information, see Mission Log.

Mini Map

This ever-present on-screen map, located on the bottom right-hand side of the screen, allows you to view your current location, track mission objectives, view trainers, vendors, and more. For more information, see Map Panel.

Character and Target Portrait

The character and target portraits are located on the left and right sides of the health bar, resource bar, and Quickbar. The left portrait displays your character's image and the right portrait shows your selected target's portrait. When targeting another player, right-click the target portrait to view additional options. From here you can whisper, add the player to your friends list, invite the player to join a group, view more information, request a duel, and trade items. You can also right-click your character portrait to toggle your PvP flag.

Health and Resource Bars

The red gauge next to your portrait is your health bar. The bar diminishes as you take damage, and when it is completely empty, you are defeated and suffer penalties for the loss. When this happens, you have the option of either calling a medical drone to revive you from your current location or returning to the nearest medical center.

The resource bar is directly under the health bar and represents your class specific resource type.

Both the health and resource bars regenerate over time, but some classes can also use their abilities to refill them quickly.

Experience and Current Level

The number next to your portrait is your current level. You increase levels by gaining a certain number of experience points (XP). The yellow XP bar at the top of your Quickbar tracks your XP progress. Once the XP bar is completely filled, your character gains a level.

NOTE: When you spend time in a cantina (including logging out while inside) the XP bar changes color. This change in color indicates that you are rested. While in a rested state, XP gained from killing creatures is greatly increased.

Quickbar

The Quickbar located at the bottom of the screen is where all of your assigned quick-select abilities are found. To add more Quickbar slots, go into your Preferences menu and select the amount of Quickbar slots you want to add. Abilities dragged from the Abilities panel into your Quickbar are conveniently assigned to key commands. For more information, see Abilities Panel.

Companion Information

Once you gain a companion, you can choose to summon them to explore the galaxy by your side. When a companion is with you, their information is displayed in the lower left corner of the screen. For more information, see Companions.

CHARACTER SHEET

To open the Character Sheet, press **C**. The Character Sheet displays a wealth of information about your character, ship, and companion. Select one of the tabs and hover over the various sections, items, and statistics for further information, including effects that equipped items and skills have. The two stat layouts located at the bottom of the character and companion tab can be switched between Ranged, Tech, Defense, Melee, Force, and PvP, depending on the character's or companion's class.

Character

The Character tab displays your current level, stats, Social and Valor rank, equipped items, and Light/Dark alignment, as well as your choice of Ranged, Tech, Defense, and PvP stats.

Overall Stats

Strength	Increases your aptitude in melee combat.
Presence	Increases the effectiveness of your companion.
Aim	Increases your aptitude with ranged weapons.
Cunning	Increases your aptitude with technological abilities.
Endurance	Increases the amount of damage you can suffer before being defeated.
Willpower	Increases your aptitude with Force powers.
Expertise	Increases your effectiveness in PvP combat.
Social	Displays all Social points earned from communicating with others.
Valor Rank and Points	Valor Rank is experience gained through PvP. The higher your Valor Rank, the more experienced you are in PvP combat. Valor points are earned as you receive higher Valor Ranks and can be used to purchase PvP items.

Ranged

Damage (Primary)	Base damage done by your main-hand weapon.
Bonus Damage	Damage added to the basic ranged attack. Powerful attacks gain a larger multiple of this damage.
Accuracy	Chance that ranged attacks will successfully hit the target. Accuracy over 100% reduces the target's defense.
Critical Chance	Chance that a successful ranged attack will deal critical damage.
Critical Multiplier	Critical range hits increase damage done by the listed multiplier.

Tech

Bonus Damage	Increases the damage dealt by technological attacks.
Bonus Healing	Increases the health restored by technological abilities.
Critical Chance	Chance that a successful technological ability will deal critical damage, or perform a critical heal.
Critical Multiplier	Increases the damage done by a successful critical attack.
Energy Regen Rate	Energy regenerates over time and refills your energy bar from left to right. If you fully deplete your energy bar, regeneration goes more slowly.
Accuracy	Chance that your technological attacks will affect the target. Accuracy over 100% reduces the target's resistance.
Activation Speed	Reduces the time needed to activate or channel abilities, so they can be executed more quickly.

Defense

Health	Amount of damage you can suffer before being defeated.
Armor Rating	Armor reduces the amount of damage suffered from Kinetic and Energy attacks.
Damage Reduction	Passive damage reduction versus all four damage types.
Defense Chance	Chance to avoid incoming attacks, broken down by attack type.

Melee

Damage (Primary)	Base damage done by your main-hand weapon.
Bonus Damage	Damage added to the basic melee attack. Powerful attacks gain a larger multiple of this damage.
Accuracy	Chance that melee attacks will successfully hit the target. Accuracy over 100% reduces the target's defense.
Critical Chance	Chance that a successful melee attack will deal critical damage.
Critical Multiplier	Increases the damage done by a successful critical attack.

Force

Bonus Damage	Increases the damage dealt by Force powers.
Bonus Healing	Increases the health restored by Force powers.
Critical Chance	Chance that a successful Force power will deal critical damage, or perform a critical heal.
Critical Multiplier	Critical hits or heals increase damage done or health restored by the listed multiplier.
Accuracy	Chance that your Force powers will affect the target. Accuracy over 100% reduces the target's resistance.
Activation Speed	Reduces the time needed to activate or channel abilities, so they can be executed more quickly.

PvP

PvP Damage Boost	Increases damage dealt when attacking a Player or Companion Character.
PvP Damage Reduction	Reduces damage suffered when attacked by a Player or Companion Character.
PvP Healing Boost	Increases health restored when healing a Player or Companion who is involved in PvP Combat.

Ship

The Ship tab appears after acquiring your starship. This tab details your starship's stats, your starship's equipment, and any other Ship upgrades purchased.

Companion

The Companion tab displays your companion's current level, stats, and equipped items.

ABILITIES PANEL

To open the Abilities panel, press **P**. The Abilities panel displays the abilities that you and your companion have learned, as well as abilities that you can unlock through further training. The tabs on the bottom of the panel help organize your abilities by category, and the different ability types indicate their function. You can drag certain abilities from the Abilities panel into your Quickbar for easy use in combat.
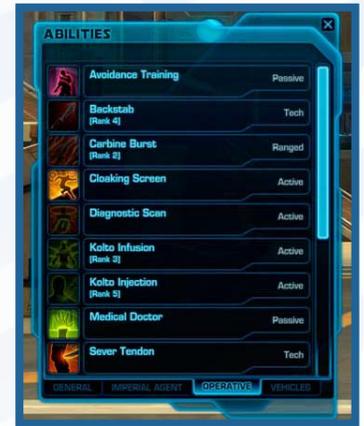
Ability Tabs

General	Non-combat abilities.
Class	Abilities granted by your base class.
Advanced Class	Abilities granted by your advanced class choice.
Companion	Your currently summoned companion's abilities. Your companion automatically uses abilities according to his or her current settings.
Vehicles	Calls land vehicles in your possession.

Ability Types

Active	Character buffs and support tools. You can drag these abilities to your Quickbar.
Passive	Once earned, these abilities automatically bestow passive benefits, including equipment proficiencies and skill enhancements. You cannot activate these abilities or drag them to your Quickbar.
Ranged	Ranged weapon attacks.
Melee	Melee weapon attacks.
Tech	Technology-based attacks that often hit for heavy damage and inflict various effects.
Force	Abilities guided through use of the Force. They often hit for heavy damage and inflict various effects.
See Trainer	Abilities that are currently available to you through your class trainer. You have not learned these abilities yet.

SKILLS TREE PANEL

Shortly after leaving the starting planet around level 10, you choose an advanced class in a mission. At this point, the Skill Tree panel is unlocked. To open the Skill Tree panel, press **K**.

Choose Your Path

Each advanced class has three Skill Trees from which you can choose. Each tree focuses on improving a different skill set. Your choices influence what skills are available and the group role you will play (tank, healer, damage).

Starting at level 10, you receive a single Training Point each time you gain a level. You can spend your points at the Skill Tree panel. Initially, you can only choose from the bottom row of each Skill Tree. Spend five points in a single tree to open up the next row of skills. Spend a total of 10 points on a single tree to open up the third row, and so on, until you reach the top skill.

You can focus solely on a single tree or spread out your skill points between the three. Keep in mind that you'll only earn enough skill points to reach the top tier of a single tree, so plan your choices accordingly! Additionally, skills in higher tiers tend to be more powerful, making it beneficial to focus your choices.

NOTE: Skills with a blue border give passive benefits, increasing the effectiveness of your abilities. You can often invest skill points in passive skills several times, multiplying the effect of the given benefit. Skills with a green border represent new activated abilities for use during combat.

NOTE: There is an option to remove your Training Points from one tree and apply them to another tree for an in-game Credits fee. This fee increases the more frequently you use this option. However, the fee reduces to a standard fee with time.

SOCIAL WINDOW

To open the Social Window, press **O**. The Social Window is one of the main tools used to interact with the *Star Wars: The Old Republic* community. Use this window to add friends, search for other players, add players to the ignore list, and check on your Guild. The top right of each tab displays how many friends or overall players are currently online.

Friends

Access this tab to keep track of the players you have added to your Friends List and view their whereabouts, level, and class.

To add a friend, click the **+** icon at the bottom of the window, type in the player's name, and click ADD FRIEND to include him or her in your Friends List. You can also type /friend and then the player's name to add someone to your Friends List. To remove a player from your Friends List, select the player and click the **-** icon.

Who

Use this tab to locate players for group missions, Operations, Flashpoints, and other events that suggest or require two or more players to complete. The tab shows
a list of players, which includes their name, level, class, location, Guild, and whether they are looking for
a group.

You can filter your search by Name, Level, Class, Planet, and LFG status. Type in what you would like to filter by in the text box at the top of the window to begin.

Ignore

The Ignore tab lists the players you have chosen to ignore. Chat from the players on this list is filtered from your chat window. An ignored player cannot send you mail or trade items with you.

To ignore a player, click the **+** icon on the bottom of the window and type their name. To remove a player from the Ignore list, select the player and click the **-** icon.

MAP PANEL

Getting your bearings straight is important for anyone exploring the various planets and locales within the galaxy. To access the Map panel, press **M**. The Map panel shows a large overhead Area Map, which displays what zone you are currently in. The dark yellow paths on the map show the major roads in the area. Follow those paths to get to your destination quickly. Click the window on the bottom right corner to switch between the Area Map and the World Map. The World Map breaks down every major area on the planet or location into sections.

NOTE: When you move while the Map panel is open, it fades into the background, but the Area Map is visible enough to navigate through an area. The entire Map panel reappears when you stop moving.

Legend

The maps display a number of helpful icons to guide you in the right direction. The legend on the left window displays the general icons you find on maps. Use these icons to locate special locations, like vendors or mailboxes. You can only select to view one set of icons at a time.

By default, your party member's mission objectives are displayed on your map as purple icons. You can disable these icons in your Preferences menu. If you are unsure where your next destination is located, look on the map for any green-colored icons. They guide you to the nearest mission offer or objective.
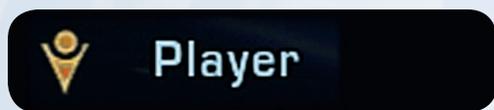
Your Position
Displays your current position.
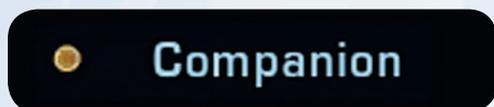
Companion
Shows your companion's location.

Party Member
Displays where your group members are located.
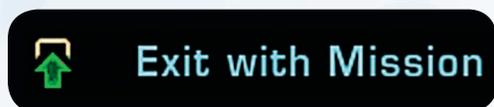
Exit
Indicate where you can move to another area. Hover over the icon to see the name of the area and a list of mission objectives/offers in the area.

Mission Offer
Displays available missions.
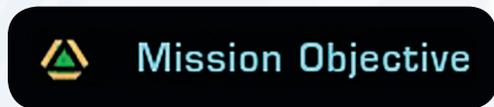
Mission Objectives
Displays where the specific task is located. (Party objectives are purple)

Click the menu to locate special locations, like a vendor, trainers, or mailboxes, as well as other options.

Breadcrumbing

When you have a mission that is not on your current map, look for a green arrow icon for guidance. Hover over this arrow to get information about which missions can be completed in this direction. This icon shows where you need to go to get to your mission.

If you are in a group and your group members have a mission in a particular direction while you do not, the arrow on your map is purple instead of green. If you and your group have the same mission, then the arrow remains green.

MISSION LOG

To open the Mission Log, press **L**. Accepting and completing missions is the most effective method to gain experience, Credits, and items in the galaxy. The Mission Log lists all the missions you have accepted. On the left, your missions are categorized by Class, Planet, Open World, and PvP. Each mission is color-coded to indicate the difficulty level. Easy missions, colored gray and green, are below your current level. Yellow missions pose a moderate challenge and are at or around your current level. Difficult missions, colored orange and red, are above your current level. You can view the following information and options on the Mission Log.

Tasks	The box to the right displays the selected mission's recommended level and informs you what objectives need to be accomplished in order to complete it.
Summary	Displays a brief description of the mission.
Reset	Resets your progress and returns you to the beginning of the mission.
Abandon	Lets you abandon the mission. You may pick it up again from the original mission NPC.
Track/Untrack	Toggles whether or not the mission appears on the Mission Tracker and the map.
Share	Shares the mission with party members. Some missions cannot be shared—when they are unavailable, this option is gray and cannot be selected.

Mission Tracker

When you accept a mission, its title and a brief objective description are listed on the Mission Tracker. Click a mission on the tracker to access the Mission Log. All accepted missions are automatically displayed on the Mission Tracker, but you can toggle individual missions off and on in the Mission Log.

Mission Rewards

When you complete a mission, a Mission Rewards window appears on-screen and offers potential rewards. Some missions have you choose between two or more rewards. If you close this window without accepting the reward, a blinking icon appears in the upper right corner of the screen until you claim it.

Codex

To open the Codex, press **L** and click the Codex tab. The Codex lists all the information you have gathered on various subjects within the galaxy. You obtain a Codex entry automatically through exploration and discovery. Each Codex entry is organized into sections (Location, Species, Organizations, etc.), and each section has a progress bar and tally to indicate the amount of data available and how much data you have collected on a particular subject.

In order to see your progress and browse the codex entries, select that planet's entry. Each planet entry displays a breakdown of what information has been found on that planet. This breakdown can be maximized and minimized. Select OVERVIEW to compare progress against all planets.

Companions

As you get ready to depart from the initial planet on your adventure across the galaxy, you encounter your first ally. This companion wants to join your vessel as a member of your crew. Through the course of your adventures, more characters join your crew. Eventually you can choose which companion joins you on your journey from a full roster of crewmates,

You start your game without a companion, but you acquire one as the story develops and your level increases. Near the end of your first planet is where you have contact with your first companion. As your crew grows, you eventually have several companions at your service.

Summoning Companions

You can use the Crew Window to summon your desired companion when you are not in combat. Only one companion can adventure with you at a time. Click the summon companion icon next to the crewmember's profile to call them to your side. The summoned companion automatically aids you in battle, using his or her abilities to help overcome the enemy. If your companion (or any friendly player) happens to fall in combat, use the Revive ability to bring your ally back into the action.

Companion Quickbar

Use the Companion Quickbar to give basic commands: order your companion to remain passive during combat, use a particular fighting style, or use a specific ability. Toggled abilities are lit at the bottom with a blue light while active. Click the + icon to expand the Companion Quickbar, add additional abilities, and gain manual control of multiple additional abilities. For more information, see Companion AI.
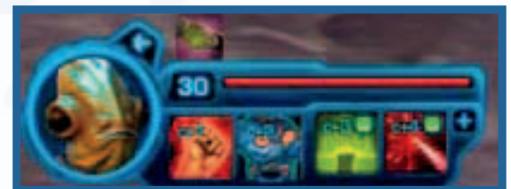
To give items to your companion, select the Companion tab on the Character Sheet, click the item, and drag it within the corresponding slot within the companion sheet.

Changing Companion Appearances

Is the latest companion not meshing well with the look of your crew? Purchase New Appearance packages from Companion Customization Vendors to alter the appearance of your companions.

Equipping Companions

Equip companions at the Companion tab in your Character Sheet, much in the way you equip yourself. All companions have certain restrictions on what they can or cannot equip.

Affection Points

Each of your companions has a unique personality. Light side or Dark side responses do not affect companions, but they do have their own morals and ideas with which they agree and disagree. As your crew's leader, your attitude toward others often affects the way your companion sees you. When you respond in a way that aligns with your companion's viewpoint, you are awarded Affection Points for that companion. On the other hand, acting in a way that aggravates a companion results in lost Affection Points. Increase your companion's affection to explore his or her personal story via conversation and missions.

Only your currently summoned companion is affected during conversations. You can also increase your Affection Points through other means, such as purchased companion gifts and gathering. Be aware, however, that certain gifts may not impress certain companions.

Selling Junk

Not everything you pick up is useful to you. Some items are simply too broken or don't have a practical use for your needs. To help clear up your inventory and let you focus on the mission at hand, you can send your companion away for a brief time with instructions to sell all low-quality items in your inventory. Right-click the companion's portrait to have them sell junk, or open the Crew Window and select the sell junk icon next to the currently summoned companion to send them off.

Companion AI

You may wish for more control over your companion's behavior. To customize your level of control, use the AI toggles for each of your companion's abilities to choose whether the companion decides when to his or her abilities, or whether you manually activate the abilities. Players who are not interested in managing their companion can leave the default toggles on and let the companion run on autopilot.

GUILDS

A Guild is a group of like-minded players who come together to progress forward in the game. When choosing a Guild, it is strongly recommended you find a Guild with players who share your interest and play patterns. To join an existing Guild, you need to be offered an invitation from a member of that Guild.

To create a Guild, you must:

Form a full four-member party (each founding member cannot be a member of another Guild). The leader of the group becomes the Guild Leader. In order to be a Guild Leader, you must be a level 10 character. The Guild Leader can create new ranks of the Guild, and assign powers to those ranks. He or she can also send a message of the day that Guild members see on login.

Pay a one-time 5,000 Credits fee.

Once you have met these requirements, visit the Regional Guild administration office (located on Coruscant for Republic and Dromund Kaas for Empire). Type in the Guild name and click CREATE to start the organization.

Guild Window

To open the Guild window, press **G**. View a list of Guild members currently in the game in the Guild window. Each member displays a level, class, location, Guild rank, and Member note. When you join an already established Guild, your rank increases with every enemy defeated and mission accomplished.

The total number of Guild members is displayed on the top-right corner of the panel. Check SHOW OFFLINE MEMBERS to display all members of the Guild, including those not currently logged into the game. The bottom of the panel displays the Guild's Description and Message of the Day.

Guild Leader Options

The Guild Leader has a number of special features to help organize the Guild's general activities and events.

Roster   View a list of the Guild members, including detailed descriptions of every member.
Manage   Add and remove members.

CONVERSATION MODE

During conversations, you select reactions to the various references, demands, and statements of the character to whom you're speaking. Whenever it's your turn to speak, the conversation Choice Wheel presents multiple responses you may choose. Responses vary between cooperative, antagonistic, flirtatious, intimidating, and other emotions, depending on the current situation. Choose your responses carefully, as your attitude affects the way others perceive you and may impact their decision to confide in or become hostile toward you.

Light Side vs. Dark Side

At times, your response to a particular subject reveals the true nature of your character. Will you go out of your way to secure additional medical supplies for an ailing population, or would you rather take the items for yourself and sell them at a profit? Hover over the different responses to view which side they represent. Responses that steer toward the Light side are marked with a blue icon in the middle of the Choice Wheel, while responses that steer toward the Dark side are marked with a red icon. Choose carefully when presented with these options, as your decision will earn you points toward the chosen side.

Social Points

When entering a conversation with other players in your party, a random number from 1 to 100 is assigned to each player after he or she chooses a response. Players who don't choose their response in time forfeit their chance at speaking for that turn.

The player with the highest number gets to respond for that turn of the conversation and earns more Social Points than the others for taking charge in the group. Players who lose the conversation roll gets a small bonus toward future rolls and may even get rolls greater than 100! There are special events, such as world and bonus missions, that award Social Points as well. Accumulating Social Points increases your Social level, which is displayed on your Character Sheet. Visit Social Items Vendors to purchase items based on your Social level.

ITEMS AND EQUIPMENT

While exploring the galaxy, you obtain various items that help you on your journey. To hold all these items, you're given an Inventory Module that can contain up to 30 items. To open your Inventory Module, press **I**. You can expand your module another 10 slots for a certain amount of Credits. Further expansions cost an increasing amount of Credits.

Item Type

The galaxy is full of various objects from small trinkets to large weaponry, and all of them serve a purpose. Hover over an item to view more details about it.

Loot	These items have no use but can be sold to any vendor for some Credits.
Consumables	Use these items to heal yourself, gain special attributes, or get a boost in certain stats.
Equipment	Outfit yourself or companion with these items to change your physical appearance and/or increase your defensive or combat statistics.
Item Modification	Attach these accessories to a weapon, armor, or other equipment with modification slots to enhance the object's stats.
Crew Skills	Use materials to create equipment or other items.
Commendations	Items specific to the different locations you have traveled to.

Mission Items Tab

These are items obtained while completing a mission, and in some cases, you may be required to use these items in order to complete a mission. These items do not take up any space in your regular inventory and are stored in a separate module. Click the Mission Items tab to on the bottom of the Inventory Module to access these special items.

Color Coding

The color of an item's name indicates its rarity and quality.

Gray	Low-quality items that have no practical value to you but can be sold to vendors for some Credits. Your companion will sell these if you select the Sell Junk option.
White	A common low-quality item or equipment that gives no boost to stats. Health and recovery items are in this category.
Green	Premium or uncommon items and equipment that give you a small stat boost.
Blue	These items (usually labeled Prototypes) increase your stats more than green items. They can be modified to boost their general attributes.
Orange	These custom items can be fitted with a range of item modifications.
Purple	These powerful items (sometimes labeled Artifacts) have additional effects on top of increased stats.
Yellow	Special mission-specific items obtained during a mission.

Durability

No matter how powerful a weapon or armor becomes, it still suffers general wear and tear. Weapons and equipment degrade the most when you are defeated in combat. To check your equipment's durability, hover over the item. The item's durability is represented by a numerical value, and if it reaches zero, the item is ineffective until repaired.

When an item is nearly broken, a yellow indicator appears on the near your portrait. When that icon turns red, the item is completely broken is no longer useful to you. Hover over this indicator to see which items in the inventory are in urgent need of repair. Regularly repair your items through any vendor.

Item Modification

You can modify some equipment to enhance general statistics. To modify an item, hover over the desired item and press **CTRL** and right-click the item to open the Item Modification page. Only items that have the Right-click to Modify option can be modified in this fashion. The Item Modification page displays all the available modification slots, including upgrades already installed and any open slots. To add a modification, click-and-drag a modification item into a slot to attach it to your equipment. Once you are satisfied with your modifications, click APPLY to attach the modification. Some modifications are locked when added to an item—for example, color crystals cannot be removed. Adding a new modification to a slot that already contains one replaces the old modification with the new one.

Item Rating

Equippable items have a rating indicating their general level of quality. This number gives you a rough idea of how powerful the viewed item is compared to other items you're wearing. To raise the rating, look for certain modification items that can increase these ratings, and attach them to your equipment.

Equipping Items

You can equip yourself, your companion, and your starship with a variety of items that enhance stats and change appearances. In order to equip an item, click-and-drag it from the inventory into an equipment slot on the Character Sheet.

Item Requirements

Some items can only be equipped if you meet its requirements, such as gaining Social Points, Valor Points, or Light Side or Dark Side Points. These scores are shown on your Character Sheet. To view an item's requirements, hover over the item to see whether or not you can equip the item. Items often require a character to be at or above a specified level as well as to possess the right proficiencies for type of weapon (blasters, Lightsabers) or armor grade (light, medium, heavy).

Bound Items

Certain equipment items bind to you once you equip them. You can sell them to vendors for Credits or destroy them, but you cannot trade them to another player or sell them in the Galactic Trade Network.

Clearing out Your Inventory

Over time, your Inventory Module fills with items. Since you have a limited number of slots available, you eventually need to make room for potentially better items down the road. There are several ways to clear space in your inventory:

Destroy an item, permanently removing it from your inventory. To do this, click-and-drag the item to an area of the game screen outside of your inventory, then left-click. A window appears asking you to confirm the item's destruction.

Sell an item to a vendor. You also can send your companion to sell your gray items to a vendor.

Put up the item for sale in the Galactic Trade Network.

Trading

You can trade items or Credits with any player you see on the game screen. Target the character, right-click the character's portrait, and then select TRADE to open the trade window. You can trade up to seven items in one trade. You can also trade credits. Both you and the other player can place items from your inventories into the trade slots. Select TRADE when you are satisfied with the deal to complete the transaction.

GALACTIC TRADE NETWORK

The Galactic Trade Network connects buyers and sellers throughout the galaxy using a virtual storefront that lets you purchase and put up for sale items crafted and collected throughout your adventure. Every item on the Galactic Trade Network comes from other players, ranging from new equipment to crafting materials and consumables. It's a great place to make money, but keep in mind that the Galactic Trade Network requires a deposit for items placed on sale and takes a small commission on everything you sell. Once an item is sold, the Galactic Trade Network holds the Credits for an hour before the seller can collect.

NOTE: Credits make the galaxy go round, and the Galactic Trade Network is at the heart of the galactic economy. Always consider selling good-quality items that you can't use on the market to other players before selling to a vendor. You'll often earn more Credits for the sale (even with the commission), which can in turn be used to purchase items that you and your crew need.

Buy

As a buyer, you can use your earned Credits to purchase new items for yourself, your companion, or even a friend or Guild member. Items purchased through the Galactic Trade Network immediately appear in your Mailbox for pickup.

Buyer Interface

Category	Specify the item type you're searching for. Select a category in order to search the Galactic Trade Network.
Subcategory	Further specify the item type you're searching for. For example, the subcategories under the Armor category consist of Light Armor, Medium Armor, and Heavy Armor. You must select a subcategory when one is available.
Rarity	Specify the minimum rarity, and thus overall quality, of the items you are searching for. For example, selecting Premium searches for items of at least Premium quality.
Required Level	Specify the level requirement for displayed items. This is especially useful when updating equippable items.
Cost Range	Specify the minimum/maximum number of Credits you're willing to spend.
Usable By	Select yourself or one of your companions to display only items that character can use.
Name Filter	Only displays items whose names contain the specified name filter.

Seller Interface

Duration Specify the number of days your item will appear on the Galactic Trade Network. Longer durations require a larger deposit. If an item does not sell in the specified time period, it will be returned to you via your Mailbox.

Your Buyout Price Specify the number of Credits other players must dish out in order to purchase your items.

Deposit Your deposit changes depending on the duration of your sale, as well as the asking price. Your deposit is refunded when the auctioned item sells or expires.

NOTE: Access the Galactic Trade Network through Galactic Market Kiosks stationed in various spaceports and colonies. Search for Kiosks using the map's legend to easily locate them. Keep in mind that bound items cannot go up for sale on the marketplace.

MAILBOX

Every Mailbox you come across connects directly to you. Use Mailboxes to send messages, items, and Credits to other players without having to meet them in person. Likewise, you can pick up all incoming mail, including messages from the Galactic Trade Network, at your Mailbox. Note that you cannot send mail to yourself.

Inbox

Inbox messages are organized into sender and subject, and a Credit and/or attachment icon appears if the sender included such items within the message. The amount of time each message has been in your inbox is also indicated.

Compose

To attach several items when composing messages, place them in the available slots. You cannot send bound items through the mail. You can also attach Credits to messages. When sending items that you expect to be paid for, select COD (Credits on Delivery) and indicate the amount of Credits the receiving player must pay in order to take the item.

TRAINERS

Class trainers have both the experience and the knowledge to aid you in your path, and they are stationed all over the galaxy. For a price, your class trainer will teach you new skills as you gain levels. Check the Abilities panel after leveling up to view the upgrades and additional abilities your trainer has available. Then, find the nearest trainer through the Map panel and purchase the abilities. Make sure you do this after every level to get the most out of your available abilities.

VENDORS

Without the proper equipment, you don't stand a chance against your enemies. Fortunately, the galaxy is full of vendors looking to turn a profit while supporting the cause. Most vendors accept Credits for their wares, but some prefer other means of payment, indicated to the right of the item in the vendor window.

Equipment Vendors

Equipment Vendors range from selling weapons and armor to stims for short-term performance boosts. Spend your Credits to replace outdated items and stock up on curatives for emergency situations.

Commendation Vendors

While adventuring on different planets, you acquire Commendations specific to the area you're in. Visit the local Commendation Vendor to purchase items using Commendations from that planet. Most of your Commendations are shown in your Inventory Module.

PvP Vendors

You receive Warzone Commendation medals for competing in Warzones and can use them to purchase PvP gear from PvP Vendors. The more Warzones you take part in and win, the more Warzone Commendations you earn.

Social Item Vendors

Increase your Social level through conversations to purchase and equip items sold by special Social Item Vendors. The item description indicates the Social level required to equip the item.

GROUPING

You don't have to explore the galaxy alone. As you gain more experience and complete more missions, you may join or create a group (a maximum of four players) to tackle the more difficult challenges, like Instances and Flashpoints. You may find certain difficult missions easier to complete with one or more players at your side.

NOTE: A companion already counts as a group member and automatically leaves a group when it has more than two players.

Forming/Joining a Group

To create or join a group, a player either invites one or more characters into a party or receives a group invite. If you get a group invite, you have the option to accept or decline the invitation. The player who sends out the initial invite is designated the group leader. There are two ways to invite a player to join your group.

Chat Window	Type /invite followed by the player's name in the Chat Window.
Social Window	Right-click any player's name in the Social Window and select INVITE TO GROUP.

Group Options

Once you are in a group, your party members' portraits and health bars are displayed on the left side of the game screen. Right-click any of your party members to select from a number of options.

Inspect Player	Opens up the group member's Character Sheet.
Follow Player	Sets your player to automatically follow the selected group member.
Trade	Trades items from your inventory with a group member.
View Schematics	Allows you to view what items the group member can craft.
Request Duel	Invites the party member to a friendly PvP duel.
Remove from Group (leader only)	Removes the player from the group.
Promote to Leader (leader only)	Transfers group leadership to the group member.

Loot Rolls

When the group picks up a unique item, by default, all members have the opportunity to roll for the item. When an item is put up for a roll, a window appears displaying the item. A green meter counts down how much time you have to roll for the item. Select NEED or GREED to roll for the item, and a random number is generated for every group member. The player with the highest number is awarded the item. If you want a good chance at securing the item, select NEED. Otherwise, choose GREED if you want to give the other members a better chance at obtaining the item.

Loot Options

The group leader can adjust how the party handles looting.

Free for All	Loot is gathered on a first come, first serve basis.
Round Robin	Group members alternate looting items.
Loot Threshold	Select the item quality type that initiates a loot roll. Choose from Premium, Prototype, Artifact, and Legendary item types.
Loot Master	Allows a group leader to have complete control over loot distribution.

INSTANCES

When traveling the world, you may see a green shimmering door or a red shimmering door. These doorways mark Instances, which contain missions for you to complete. Green doors indicate an available or current mission, while a red door indicates a mission you do not have or a mission you may not be able to get.

Some Instances are class-specific, while others are attached to group missions. You can only complete class-specific Instances with the required class, and grouping with other classes is not possible. Group Instances let players join together, and anyone can complete the Instance if a group member is on that mission.

If two players are on the same mission and it is a class-specific Instance, both players must decide if they would like to go into the Instance as a pair or if they would like to go into the Instance alone.

Heroic Areas

When you enter a heroic area, purple text and a purple map name appear on-screen. These areas are usually marked with the word Heroic and are particularly dangerous when entered alone. These are open world areas that only battle-hardened groups can survive.

FLASHPOINTS

Flashpoints are action-packed, story-driven adventures that test a group of players to their limits, putting them up against difficult foes in volatile situations. These events feature large, self-contained special areas with enemies that require skill and cooperation to defeat. Flashpoints are more challenging than single-player missions and offer more valuable loot and rewards. These scenarios become available after you complete certain missions or events (like traveling between planets). To participate in a Flashpoint, join or create a full four-player group and travel to the event's entrance.

Players also participate in group conversations that can affect the outcome of the Flashpoint. During conversations, each group member selects a Choice Wheel response and gets a randomly generated number. The player with the highest roll speaks on behalf of the group and earns a Social Point bonus.

OPERATIONS

High-level groups receive Operations that involve eight- to 16-player Instances that are similar to a Flashpoint. These missions have various difficulties, ranging from a standard challenge to an extreme trial. More difficult Operations have better loot drops, so the risks do have rewards. Due to the challenge of Operations, it's important to make use of every player's class and abilities. Teamwork is essential.

REPUBLIC VS. EMPIRE

At present, the Jedi and the Sith have established an uneasy peace, following a conflict that has gone on for many centuries. Despite the cease-fire, hostilities still continue in scattered sectors of the galaxy. Citizens of the Republic and the Empire alike are in constant danger when traveling these areas.

Dueling

Practice Duels

Before setting out into contested territory, you can spar with allied players. Right-click a player's portrait and select REQUEST DUEL to challenge another player to a friendly sparring match. If accepted, engage in a one-on-one battle against each other until one of you is near death.

Open World PvP Territorial Zones

Open world PvP territorial zones are objective-based areas where players work for different factions in order to capture enemy objectives within the world. This mode focuses on guerrilla-style warfare, as opposed to combat in large groups.

In most open world PvP areas, there are two bases. The goal is to destroy the enemy base and control area. You receive rewards and loot when you complete this task. However, the enemy group can swoop in and retake the objective at anytime.

Warzones

There are several sectors in the galaxy where the Sith and Jedi fight to secure territory. These Warzones are live battlefields where players from both factions fight each other for territory. As a member of either the Republic or the Empire, you can enlist yourself into these Warzones to gain special rewards.

To queue yourself or a group to a Warzone, click the Warzone button on the Mini Map. The Warzone window opens to display PvP stats including your Valor, Rank, and PvP Currency. Select QUEUE SOLO to enlist individually, or form a group and select QUEUE GROUP.

It may take several minutes after you queue a Warzone before you enter the battle. Before the battle begins, pay attention to the descriptions and objectives displayed on the loading screen. You have to complete these objectives in order to win the battle. Win or lose, combatants come back from these skirmishes with lots of XP, Credits, and special rewards.

PvP Commendations	Earn medals during a warzone and receive Commendations for your service. You can trade these tokens for specialty PvP goods.
PvP Valor	Some PvP items require you to be of a certain Valor rank in order to equip them. Gaining Valor points results in earning a higher Valor Rank. Earn Valor through participating in PvP.

GETTING AROUND THE GALAXY

Walking and Running

Throughout the majority of your adventure, you move around on foot. At first, you can only walk from place to place, but as you progress through the game, you earn the Sprint ability. Once it's available, learn this ability from a trainer and equip it to your Quickbar. Activate this ability to run through an area. The ability does not work when you are engaged with an enemy.

Bind Terminals

Access a location's Bind terminal to activate it and allow use of the Quick Travel ability. The Quick Travel ability lets you easily move to any previously activated terminal on your current planet. You can use the Quick Travel ability at a terminal once every 30 minutes. Most major sections on a planet or location have a terminal. Find a terminal in the zone or area and right-click it to activate it.

Transport Service

There are transport service lines running through most of the major areas on each planet or location. In order to use them, you must first locate the transport and speak to the representative. The representative gives you clearance to use that line. Once you have approval to enter two or more areas, you can take a transport to travel between these areas for a few Credits.

When you talk to the transport service representative, a map appears with the taxi routes you can take. Hover over the transport icons to see where they are located and how much the fare costs. Click the icon for the area you wish to travel to, and you are shuttled off to that area.

Personal Speeders

Personal speeders are great when you need to travel quickly across land. When you reach level 25, you can purchase a personal speeder with a certain number of Credits. To access your personal speeder, open the Abilities panel and click the Vehicles tab. Right-click the personal speeder to activate it, and right-click it again to deactivate. You can also click-and-drag the personal speeder to your Quickbar for ease of access.

STARSHIPS

All renowned heroes and villains require a means to travel the galaxy in pursuit of their goals. After proving your abilities and nearly reaching the halfway point of your career, you earn the privilege of captaining your own starship large enough to hold you and your entire crew.

Starship Amenities

While a starship's primary function may be space travel, there's a host of other amenities on board.

Holoterminal

Your entire career would be spent traveling if you had to talk to everyone in person. Luckily, your starship comes equipped with a Holoterminal for instant communication. It's especially helpful during missions and for emergency situations.

Cargo Hold

Use the onboard Cargo Hold to clear up your inventory and store items that you don't directly need on your person. Additional bays become available for extra storage when you reach level milestones indicated when using the Cargo Hold.

Crew

Your starship is home to both you and your crew. As your entourage grows, you can find your crew members hanging out in various parts of the ship. Check in with them now and then, as crewmembers will request your help at times, leading to missions that will strengthen your bond.

NOTE: The Holoterminal and Intercom can only be used when directed through a mission objective.

Galaxy Map

Use the starship's Galaxy Map to travel around the galaxy with ease. Right-click the map control to view an overhead of the galaxy's various space sectors. A player icon displays what sector you're currently stationed in. Hover over a sector to view a list of the planets you can visit as well as the location of current missions.
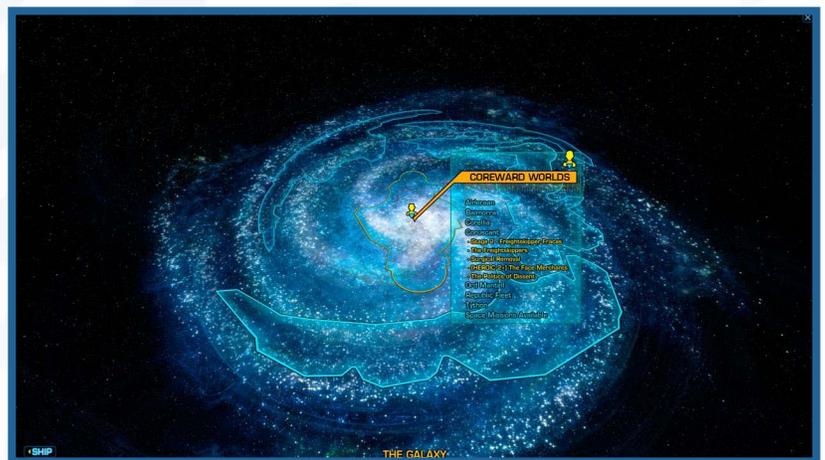
Sector Icons

Each space sector is split in segments, and each segment is designated as an Imperial Space, a Republic Space, a Neutral Space, or a Contested Space. Hover over a space section to view its owner. Different icons within each sector indicate different actions you can undertake, from engaging in space battles to traveling to different planets and boarding mammoth space stations.

Planet

Hover over a planet to view its level range, as well as any missions you have there. A blue stripe indicates that the planet is under the Republic's control, while a red stripe indicates that the planet is under the Empire's control.
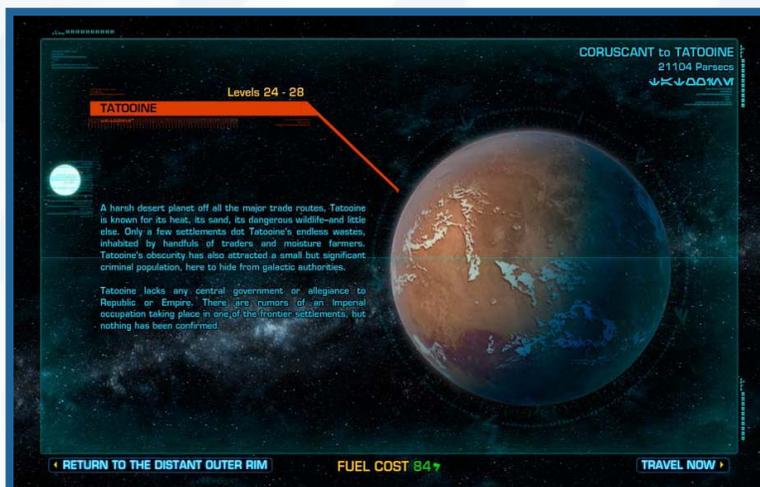

Space Station

Space stations are much smaller than planets but often have useful things like trainers, vendors, and even Flashpoints. You'll often be directed to space stations, derelict space ships, and other locations while on a mission. In some cases, completing the location's mission removes access to that location on your galaxy map.

Space Battle

Space battles challenge you to put your starship to the test and engage in full space combat. You must complete the assigned mission objective before the enemy can destroy you. As you play through the game, more space battles become available.

NOTE: When visiting planets and space stations, your starship is docked in the Ship Airlock. Return at any time to get back on board.

Space Combat

When engaging in space combat, your starship automatically flies the best general line through the mission. It's up to you to avoid incoming fire and space debris. Do your best to stay alive and complete your mission.

Move firing cursor	mouse
Move ship	**W/A/S/D**
Fire blasters	left-click
Lock onto missile targets	right-click (hold)
Fire missiles	right-click (release)
Barrel roll	**SPACEBAR**

NOTE: Your starship has a finite number of missiles, so use them wisely! Starship equipment can increase many of your ship's capabilities.

Space Missions

You may take part in any unlocked space battle on the galaxy map. Engaging in space combat missions will reward you with credits, XP, and fleet commendations.

Fleet Command

Check the Fleet Command terminal next to your Galaxy Map when the available mission icon appears. These missions are often repeatable and direct you toward specific battles that require your assistance.

CREW SKILLS

Your companions can help you in more than combat. Companions can also assist with errands and can have trade skills assigned to them.

Crew Management

As your crew grows, so does your ability to craft. Open the Crew Window to order crew members to collect or craft new items. Select a Mission or Gathering trade skill item to view available missions, and depending on the crewmember's mission performance, they may return with a low, medium, or high supply yield. Successful missions increase your skill level with the corresponding trade skill.

Crew Bonuses

Some crewmembers are particularly adept at certain trade skills, increasing the chance that they will return with high yields when undertaking the specific trade skill. The crewmember's profile lists any bonuses when sending them out on assignment.

Gathering

Slicing, Archaeology, Bioanalysis, and Scavenging focus on collecting crafting items throughout the galaxy.

Mission

Underworld Trading, Treasure Hunting, Investigation, and Diplomacy focus on collecting items throughout the galaxy, similar to the Gathering trade skills. The items collected through Mission trade skills, however, differ from those collected through Gathering and sometimes offer rare ingredients or even Companion Gifts.

Crafting

Biochem, Artifice, Cybertech, Armormech, Synthweaving, and Armstech focus on the creation of equippable items created from ingredients discovered through the Gathering and Mission trade skills.

Crafting Exceptional Items

There is a chance that an item you craft will be of exceptional quality. Exceptional quality items are labeled with a special prefix and possess an augment slot. Augments can be installed to make crafted items more powerful.

Reverse Engineering

After choosing your crafting skills, you're given the ability to reverse engineer certain items in your inventory. Reverse engineering breaks items down into components you can then use to craft new items, including a higher quality version of that same item. You can reverse engineer most items that you craft and some items that you find in the world. To reverse engineer an item, open your Inventory Module and left-click the reverse engineering icon.