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Catching people off-guard are the Bounty Hunters primary weapon and even more frightening is if you are marked by the Empire, the Bounty Hunter will show up for sure, there is no doubt about it. For whoever is marked by the Empire will constantly live in a life of doom, fear and always paranoid about the people around.

The Star Wars the Old Republic Bounty Hunter is notoriously known to be far more than mercenaries for hire. They are themselves a legacy - an ancient brotherhood with a glorious history. Their specialty is to track targets across multiple star systems, and with this degree of difficulty, the Swtor Bounty Hunter is equipped with expertise. As some of the targets he/she is finding are prominent, powerful and often feared by others in confrontation.

When traveling, the Bounty Hunter are usually equipped with jetpacks. Yes you heard me right, jetpacks. Soaring and wandering mid air allows the SWTOR Bounty Hunter to reach inaccessible places and especially to weave out of dangerous situations. Combined with their aerial combat, another one of their deadly attack modes, they are also know by the name "Death from Above", truly a class that strikes from all angles.

Their choice of weapons are focused on quick firing laser blasters, range of darts, chaffs and the destructive flamethrower. The Bounty Hunter are highly skilled in ranged combat. They are also equipped with the ability to generate heat which before you can use it again, must be allowed to dissapate.

Now a few starting abilities that may get you excited about this class include:

Rigid shots which fire a quick stream of blasts causing average damage. Missile blast which fires a rocket at an enemy doing a huge amount of damage and an effective knockdown to the first target. This skill is an area damage and can hit up to 3 targets. The Flamethrower torches everything in a 10 meter radius and inflicting damage for a maximum of 4 seconds.

The Bounty Hunter's life only leads down two paths. Either be known as an infamous glory or walk down the path of death itself.

The other 2 paths this SWTOR class can also walk down are Powertech and Mercenary. A Powertech comes equipped with heavy plating similar to that of a second skin and never fails to have an arsenal of the newest prototype technology. Always the best in armor shielding, smart defensive strategies, high powered flamethrowers and a fearlessness combine this Powertech to be a one man crew.

The other road is down the Mercenary path. Geared for high powered offense, the Mercenary has