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SWTOR Credits: a Guide to Get More Credits by Roy N. Hummell

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Here we can learn all that is possible about how to get more Star Wars: The Old Republic Credits in this new game. In all of the Star Wars games, Credits are the equivalent of money. Credits play a major a role in SWTOR as gold does in WoW, ISK or Eve Online. Getting more Credits in SWTOR means being able to obtain even more gear, items, and skills.

Crafting in the SWTOR is one of the skills players should pay great attention to. Crafters have access to the best stuff in the game. The stuff, or items will be called "crits" which means random rolls to get a +1.

This sort of system is commonly found in many of the MMORPGs, but not in WoW. It means you can craft what some call an "epic item" which is on par with dungeon loot. Every once in a while you will be allowed to "crit" on your craft then you can craft or create an item which may contain a bit of extras or bonuses. For example, a crafted item can boost your character's HP by +10. Items like these can become massively valuable. For example, in FFXI it's not common at all for items of +1 to become valued at between ten and thirty times their more normal variant value. Crafters learn early they earn little money and often lose on "normal quality" crafts but then can earn really big with "crits".

For folks looking to earn easy Credits this scenario means three things:

Crafts will be really pricey to power-level because everyone will be trying to climb over each other to earn the best loot to max them out. Next, because of this, people will be reselling their stuff at ridiculously high prices. Players who are actually in a position to create the high quality items will be rewarded with tons of earned Credits.

The best way to work this game is to find the balance between crafting and gathering. Be smart. Send your teams out to gather (sell items) and to splice (meaning get recipes). Sell the gathered stuff at the highest price you can to guys wanting to power-level their craft. Then be sure to splice for the great recipes yourself. Once lots of players are at a maxed out level then crafting supplies will be flooding into marketplaces since most players are going to be too lazy to craft anything. The best professions are weapons or armor makers. These guys will be raking in Credits.

Great strategy entails selling materials early for tons of Credits, and then re-buying them back later when demand dies down. When supply goes up it means you sold early when it was high then later came in and bought low. Smart. When you earn Credits early it gives you the advantage of leveraging out later to power-level your craft. In conclusion, players will have lots of Credits left over. Learn to hoard your Star Wars: The Old Republic Credits. Get to the markets early. Folks that power-level themselves instead of stopping to craft only hurt themselves in the long run. Craft early. Stock up Credits. This makes leveling out later really easy.

If players want to buy Credits, why not check out Star Wars: The Old Republic Credits?

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