

# Introduction

This Rogue Guide contains information useful for building and equipping a decent assassinating or rogue character. This guide is neither complete, nor does it cover every aspect and possibility. It is made for those players who want to create a fun and powerful rogue character in a reasonable amount of time without having to spend too much gold or an insane effort.

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# Weapon Special Moves

The well-timed use of weapon special moves is crucial in combat! Each weapon has two individual special moves. One special move can be activated before each blow. A weapon has a primary and a secondary special move. You must have a skill level of at least 70 in the appropriate weapon skill to use the primary special move. You must have a skill level of at least 90 to execute the secondary special move.

Executing a special move requires a certain amount of mana, so mana will be important for melee fighters as well. For melee fighters with low mana it is important to know that you will get a mana bonus for special moves if your skills meet certain conditions:

If the total skill points of

**Swords + Fencing + Macing + Archery + Parry + Lumberjacking + Stealth + Poison + Bushido + Ninjitsu** is ...

- 200 or lower: mana points as listed are required (for example Armor Ignore: 30)
- 200 – 299.9: -5 mana points are required (for example Armor Ignore: 25)
- 300 or higher: -10 mana points are required (for example Armor Ignore: 20)

Keep in mind that spellcasting warriors (with Bushido, Ninjitsu or Chivalry) will require more mana and thus higher Intelligence than pure melee fighters.

If a special move is performed within 3 seconds after another special move, the mana cost of that move will be doubled!

## List of available special moves



**Armor Ignore** - This special move allows the skilled warrior to bypass his target's Physical Resistance. The Armor Ignore attack will cause 90% of the damage it would cause if the opponent had 0 Physical Resistance. This ability is a big win against heavily armored fighters.

Associated Weapons: Hatchet, Long Sword, Bladed Staff, Hammer Pick, War Axe, Kryss, Spear, Composite Bow, Broadsword, Katana

Required Mana: 30



**Armor Pierce** - Send an arrow flying with the chance to pierce your opponents armor for 50% additional damage, with a possibility to damage the target's armor. Requires 50 or more Bushido or Ninjitsu skill.

Associated Weapons: Yumi, Sai

Required Mana: 30



**Bladeweave** - The use of Bladeweave triggers a random special move from the following list:

Armor Ignore, Bleed Attack, Block, Crushing Blow, Concussion Blow, Double Strike, Feint, Mortal Strike, Paralyzing Blow.

Bladeweave will not impart a special move that requires any special skill check (e.g. Faint requires Ninjitsu or Bushido) or that is unrelated to bladed weapons (e.g. Double Shot is an Archery move).

Associated Weapons: Rune Blade, Radiant Scimitar, Elven Machete, War Cleaver

Required Mana: 30



**Bleed Attack** - If you use this special move, the target will bleed for several seconds, taking damage as time passes for up to ten seconds. The rate of damage slows down as time passes, and the blood loss can only be staunched with the use of bandages. The Bleed Attack will cause a total of 15-31 physical damage to the target over the next 10 seconds. This additional bleeding damage is not reduced by armor.

Associated Weapons: Battle Axe, War Fork, Pitchfork, Cleaver, Executioner's Axe, Scythe, Cutlass, War Mace, War Axe, Large Battle Axe

Required Mana: 30



**Block** - Raises your defenses for a short time. Requires 50 or more Bushido or Ninjitsu skill.

Associated Weapons: Nunchaku, Sai, Tessen

Required Mana: 30



**Crushing Blow** - This attack increases the damage done by a weapon by 50%. Additional damage is applied as physical damage.

Associated Weapons: War Mace, Maul, Shepherd's Crook, Scepter, Smith's Hammer, Sledge Hammer, Axe, Broad Sword, Viking Sword, No-Dachi, War Hammer, Tetsubo

Required Mana: 25



**Concussion Blow** - This devastating strike is most effective against those who are in good health and whose reserves of mana are low, or vice versa. It applies between 10 and 30 extra hit points of damage that cannot be reduced by physical resistance or other defenses. The amount of the extra damage is based on the difference between an opponent's current mana and hit points; the greater the spread, the greater the damage.

Associated Weapons: Crossbow, Mace, Gnarled Staff, Battle Axe, Maul, Lance, Quarterstaff, Long Sword,

Halberd  
Required Mana: 25



**Defense Mastery** - Raises your physical resistance by 50% for a short time while lowering your ability to inflict damage. Requires 50 or more Bushido (Lajatang) or Ninjitsu (Kama) skill.  
Associated Weapons: Lajatang, Kama  
Required Mana: 30



**Disarm** - This attack allows you to disarm your foe. A successful Disarm leaves the victim unable to re-arm another weapon for 5 seconds.  
Associated Weapons: Bare Handed (using Wrestling skill), War Fork, Mace, Shepherd's Crook, Magic Wand, Pick Axe, Hatchet, Butcher Knife, Skinning Knife  
Required Mana: 20



**Dismount** - Perfect for the foot-soldier, this special attack can unseat a mounted opponent. The fighter using this ability must be on his own two feet and not in the saddle (with one exception: a lance can be used while mounted, but only if the opponent is also mounted and holds a lance). If it dismounted, the target will be knocked off his own mount and will take 15-25 extra damage from the fall. After an opponent has been knocked off their mount they are unable to remount for 5 seconds.  
Associated Weapons: Lance, Magic Wand, Pitchfork, Axe, Bladed Staff, Heavy Crossbow, Bardiche, Club  
Required Mana: 20



**Double Shot** - Send two arrows flying at your opponent if you are mounted. Requires 50 or more Bushido or Ninjitsu skill.  
Associated Weapons: Yumi  
Required Mana: 30



**Double Strike** - When using this special attack you can strike your opponent twice. This second strike can also either hit or miss according to the normal hit chance rules. There is a -10% damage penalty for this special move.  
Associated Weapons: Repeating Crossbow, Double Bladed Staff, Quarterstaff, 2 Handed Axe, Crescent Blade, Double Axe, Katana, Pick Axe, Scimitar, Daisho, Wakizashi  
Required Mana: 30



**Dual Wield** - This special move allows the caster to swing faster from a short duration (maximum swing speed increase). It requires 50 or more Ninjitsu skill.  
Associated Weapons: Tekagi  
Required Mana: 30



**Feint** - This special move cuts all damage, both melee and magical, dealt to you in half. The effect lasts for about five seconds. Requires 50 or more Bushido or Ninjitsu skill.  
Associated Weapons: Tessen, Bokuto, Daisho, Nunchaku  
Required Mana: 30



**Force Arrow** - The archer focuses their will into an arrow of pure force, dazing their enemy. Force Arrow imparts normal damage, but reduces the target's defense rating for 8 seconds.  
Associated Weapons: Elven Composite Longbow  
Required Mana: 15



**Force of Nature** - This attack increases the damage dealt by 65%. However, in compensation, the attacker receives a poison damage penalty of between 25 and 35 Hit Points for a short duration.  
Associated Weapons: Wild Staff  
Required Mana: 40



**Frenzied Whirlwind** - This attack deals damage to all enemies within 2 tiles in two successive hits over time. Requires 50 or more Bushido or Ninjitsu skill.  
Associated Weapons: Tetsubo, Wakizashi, Lajatang  
Required Mana: 30



**Infectious Strike** - The wielder must use this ability to deliver the venom of a poisoned blade. This ability does not require Tactics! With no poisoning skill you will only be able to inflict level 1 poison (lesser poison) on your victim. A poisoned weapon has a limited amount of poison charges (lesser poison: 19 charges, deadly poison: 12 charges). The poisoning skill of the wielder affects the inflicted poison level in the following way:

79 poisoning: Greater poison with a 79% chance to inflict deadly poison

80 poisoning: Minimum skill to deliver deadly poison every time. 80% chance to inflict lethal poison.

90 poisoning: Deadly poison with a 90% chance to inflict lethal poison.

100 poisoning: Lethal poison 100% of the time.

Associated Weapons: Butcher's Knife, Dagger, Cleaver, Kryss, Pike, Double Bladed Staff, Assassin Spike  
Required Mana: 15



**Lightning Arrow** - A charged arrow that hits target and any two allies of the target that are within 5 tiles with a lightning bolt, that does between 29 and 40 points of energy damage.

Associated Weapons: Nunchaku, Sai, Tessen

Required Mana: 15



**Mortal Strike** - A successful Mortal Strike will render its victim unable to heal any damage for 6 seconds (player) or 12 seconds (NPC). Does not prevent curing poison or stopping bleeding.

Associated Weapons: Executioner's Axe, Crossbow, Scepter, Crescent Blade, Hammer Pick, Bone Harvester, Bow, Short Spear

Required Mana: 15



**Moving Shot** - This special move allows archers to fire while on the move. This shot is somewhat less accurate than normal, but the ability to fire while running is a clear advantage.

Associated Weapons: Heavy Crossbow, Composite Bow, Repeating Crossbow

Required Mana: 15



**Nerve Strike** - Does damage and paralyzes your opponent for a short time. The paralyze chance is scaled based on Bushido skill, from 50% chance at 50 skill to 90% chance at 120 skill. The paralysis is breakable when the paralyzed target takes damage.

Associated Weapons: Bokuto

Required Mana: 30



**Paralyzing Blow** - A successful Paralyzing Blow will leave the target stunned, unable to move, attack, or cast spells, for a few seconds. Duration is 3 seconds (player), 6 seconds (NPC). The paralysis is broken when the target takes damage.

Associated Weapons: Bow, Pike, Bardiche, Bone Harvester, Unarmed (using Wrestling skill), Scythe, Gnarled Staff, Viking Sword, Scimitar, Spear, Black Staff

Required Mana: 30



**Psychic Attack** - This special move damages the defender's mind and their ability to inflict damage with magic. Psychic Attack lowers your opponent's Spell Damage Increase. The base effect is a 4% SDI decrease, and it can go up to 16%, depending how much smarter you are than your foe. SDI can actually become negative.

Associated Weapons: Elven Spellblade, Magical Shortbow

Required Mana: 25



**Riding Swipe** - If you are on foot, dismounts your opponent and damages the ethereal's rider or the living mount (which must be healed before it can be mounted again). If you are mounted, damages and stuns the mounted opponent. Requires at least 50 Bushido skill.

Associated Weapons: No-Dachi

Required Mana: 30



**Serpent Arrow** - based on your Poisoning skill, Archery skill, and Dexterity, you have a chance to apply poison within a certain range of strength.

Associated Weapons: Elven Composite Longbow

Required Mana: 40



**Shadow Strike** - This powerful ability requires secondary skills to activate. Successful use of Shadowstrike deals 25% extra damage to the target and renders the attacker invisible. At least 80 Stealth is required.

Associated Weapons: Skinning Knife, Club, Short Spear, Cutlass, Smith's Hammer, Two-Handed Axe, Dagger, Sledge Hammer, Assassin Spike

Required Mana: 20



**Talon Strike** - Talon Strike imparts a Damage Increase of approximately 20%. It also gives the target a negative Hit Point Regeneration for a short time. Requires at least 50 Ninjitsu skill.

Associated Weapons: Tekagi

Required Mana: 30



**Whirlwind Attack** - This special move allows a single warrior to damage multiple adjacent targets in a single attack. Whirlwind Attack is limited to aggressors; it will not cause damage to party members, allies, or innocents. Bushido skill will give additional damage Bonus. The higher your Bushido skill, the higher the bonus.

Associated Weapons: Black Staff, War Hammer, Halberd, Large Battle Axe, Kama, Double Axe

Required Mana: 15

# Skills

## Skill Points

All skill points added together cannot be higher than 700 points for 'new' accounts. Older accounts will see their skill cap raised with 5 points per year, up to a maximum of 720 points.

## Fighting and Tactics

Any fighting skill - Swordsmanship, Fencing, Mace Fighting and Archery - is suitable for a rogue. Also Tactics is obligatory. Mind the following rules:

- The fighting skill determines your chance to hit and to be hit. For this purpose, your own fighting skill is calculated against your enemy's fighting skill.
- The Tactics skill is directly responsible for the amount of damage you deal. The base damage percentage is equal to your Tactics skill plus 50% .

It is recommended to raise your fighting skill as high as possible. The best weapon is no use if you do not hit your enemy.

## Healing and Anatomy

Being able to heal yourself is very important in battle. There are some people who do not using healing skills at all, but focus on their damage output. They rely completely on killing their opponent swiftly and then vanishing in the dark. Healing and Anatomy are connected skills, as both influence your healing and curing abilities.

Anatomy also gives you a significant damage bonus which should not be neglected. It almost makes the skill obligatory for any weapon fighter.

### Anatomy Skill:    Damage Bonus:

10	10,00%
50	30,00%
100	55,00%
120	65,00%

### General facts

- The amount of damage healed depends on the Healing and the Anatomy skill.
- Compared to having no Anatomy skill at all, with Anatomy at level 100 you will heal approximately twice as much damage.
- At a minimum level of 81 for both Anatomy and Healing you will be able to resurrect a ghost.
- At a minimum level of 61 for both Anatomy and Healing you will be able to cure poison.
- As mentioned below, dexterity will influence the healing speed.
- Having a Healing skill below 85 should be avoided, as you will fail too often in critical situations.

A Healing skill of 85-90 should be sufficient for every situation. There's no urgent need to raise the Healing skill to 100.

### Passing on Healing

If you find ways to heal yourself by other means and pass on Healing and Anatomy, you can save a lot of skill points and make room for skills improving your combat abilities enormously. So, finding alternative ways of healing and curing yourself can be considered. Alternative ways of healing could be one or a combination of more of the following:

- Using greater heal / cure potions (enhance potions jewelry is recommended to make this efficient!)
- Using Magery Heal and Cure spells
- Using Hit Point Regeneration spells (Ninjitsu Dog Form, Bushido Confidence, Necromancy Horrific Beast, Spellweaving Gift of Renewal, Chivalry Close Wounds)
- Using weapons with high Hit Life Leech values (only useful against monsters)

## Hiding and Stealth

Those two skills can hardly be separated. A high hiding skill is required to be reliably able to hide. Stealth is required to secretly sneak up to your victim and surprise it. **Stealth requires a Hiding skill of at least 50.**

With a Hiding skill of 100, you have a 100% chance to successfully hide. You need a skill of at least 25 Stealth to be able to walk while hidden. The Stealth skill allows you to take steps while hidden. You have to be hiding when you start to use the skill. If you start walking while hidden you will automatically attempt to use Stealth. If you run out of steps while stealthing you will automatically attempt to use the skill again without a delay. This means, if you have a high Hiding and Stealth skill, you can theoretically walk hidden as long as you wish or you are detected.

**Stealth skill:      Maximum amount of steps before next hiding and stealth skill check:**

30	6
40	8
50	10
60	12
70	14
80	16
90	18
100	20
110	22
120	24

It is important to know that the more armor you are wearing, the harder it is to use Stealth. So the rogue's favored armor is leather armor or mage armor. When stealthing near other people or monsters, there is a chance you are detected. A check is made by comparing the rogue's Stealth skill and dexterity versus the other person's or monster's Detect Hidden skill.

Some Nijitsu abilities and attacks (like Shadowjump, Backstab and Surprise Attack) require the person to be in Stealth mode. A well-trained Stealth skill is a prerequisite if you want to be a serious ninja.

### Raising the skill

To raise Hiding you just have to use the skill all the time when walking around. You have to be patient here, especially when it comes to high skill levels.

Raising Stealth can be very easily combined with raising Hiding. When you reach a Stealth level of 25 your character will automatically try to stealth when you continue walking. As the Stealth skill is difficult based you have to wear more and more armor the higher the skill raises:

0-30:	Buy from Thief Guildmaster
30-65:	Stealth naked or with newbie clothes on
65-95:	Wear a full studded leather suit
95-GM:	Wear a studded leather suit and a close helm (you can also use plate gorget and plate gloves instead)

## Mana Regeneration

Due to the mana requirements of weapon special moves and other skill abilities (like Ninjitsu), a rogue has to keep an eye on his mana pool. The two skills increasing the natural mana regeneration rate are Focus and Meditation.

Base regeneration speed factor = (Meditation Skill \* 3) + Intelligence  
 Mana refreshed per second = (Base speed factor / 400) + (Focus / 200) + 0.2

- With 100 skill points of **Focus** your mana will regenerate approximately 2.5 times as fast.
- With 100 skill points of **Meditation** your mana will regenerate approximately 3.5 times as fast.

Focus is vital for fighters using Ninjitsu, Bushido and Chivalry, because if they run out of mana, they lose a great deal of their advantages. As the Focus skill also improves dexterity regeneration (important for swing speed!), it should be the preferred skill of any melee fighter. Of course, you can also use total refresh potions to bring your dexterity back to 100%. Focus is easy to raise (it rises automatically when your character's hit points, stamina or mana regenerates). In most cases you will find it difficult to fit Focus into your template, due to a lack of skill points.

Such fighters often use equipment with Mana Regeneration properties.

## Ninjitsu

Ninjitsu is one of the most useful skills to enhance your rogue abilities. To use these abilities, a Ninjitsu spellbook is required. It can be found as loot on several foes in Tokuno, but it can also be bought from player vendors. As a skilled ninja you can utilize a series of abilities that require mana, but no reagents. Here's a list of the Ninjitsu special abilities:



### Animal Form

Mana Cost: 10

Using an ancient secret only known to a few, the Ninja mysteriously takes the shape of a beast, granting himself animal-like ability. Animal form gives the Ninja the ability to transform into an animal, gaining special bonuses unique to each type of creature. There are 12 animal forms available to a skilled Ninja.

Animal:	Min. Skill:	Bonus:
Rabbit	0	Increases stealth skill by 20 points.
Rat	0	Increases stealth skill by 20 points.
Cat	40	Increases regeneration rate. The increase is based on your Ninjitsu skill.
Dog	40	Increases regeneration rate. The increase is based on your Ninjitsu skill.
Giant Serpent	50	Inflicts low level poison whenever you strike your opponent with a non-ranged weapon.
Bullfrog	50	Inflicts poison when your enemy damages you at short range.
Ostard	70	Increases movement speed.
Llama	70	Increases movement speed.
Wolf	85	Increases movement speed, grants a bonus to both hit chance and maximum hit points.
Bake-Kitsune	85	Increases movement speed, grants a bonus to both hit chance and maximum hit points.
Unicorn	99	Increases movement speed and grants immunity to low level poisons.
Ki-Rin	99	Increases movement speed and regenerates stamina quickly.

Ostard and higher forms allow you to stealth faster! Dog or Cat form is very very effective to tank dangerous creatures, due to its fast hit point regeneration. Animal forms can be quite powerful and useful spells.

Anything that can dismount a player character will force an opponent out of Animal Form. You cannot cast spells, use weapon special moves, or use ninja attack abilities while in animal form. (You can still use Mirror Images and Shadowjump.) When you are moving while using the skill, it skips the selection menu and automatically puts you into the last form that you successfully used.

More animal forms are available with the Talisman of the Fey. Those four talismans were introduced as a 8th Anniversary gift. Since the 9th Anniversary, they are also available via Heritage Tokens. Their abilities are:

Animal:	Min. Skill:	Bonus:
Squirrel	20	Transforms you into a Squirrel with no special abilities.
Ferret	40	Transforms you into a Ferret and gives +10 to Stealing skill.
Cu Sidhe	60	Transforms you into a Cu Sidhe which auto-self heals using Bandages.
Reptalon	90	Transforms you into a Reptalon giving you fire breath attacks.



### Mirror Image

Mana Cost: 10

Minimum Skill Needed: 20

Delving into the mystical aspect of Ninjitsu, the Ninja summons a perfect replica of her likeness in order to confuse her enemies. Those skilled in Ninjitsu can create a Mirror Image of their self, which can absorb a single attack from an enemy before disappearing. Ninja can create up to 4 Mirror Images at a time, making it quite difficult to determine which Ninja is real. Mirror Images will appear as if they are fighting, but they do not actually do damage to the enemy. At 120 Ninjitsu it is very hard to hit a ninja with a mirror image around. It is a useful combination with Mirror Image.



### Focus Attack

Mana Cost: 10

Minimum Skill Needed: 30

Summoning all of his skill and strength for a single attack, the Ninja strikes the enemy with great precision. Besides giving a damage bonus, Focus Attack also increases the effectiveness of any magical properties on the weapon the Ninja uses for the attack (at 120 Ninjitsu it doubles the chance to inflict weapon effects). The strength of these bonuses depends on the Ninja's skill in Ninjitsu.



**Backstab**

Mana Cost: 30  
Minimum Skill Needed: 40

Similar to Surprise Attack, Backstab requires the Ninja to be in Stealth mode in order to initiate this special attack, but instead of lowering the defense of the Ninja's opponent, Backstab applies a damage bonus to the attack, matching the Ninjitsu skill (80 Ninjitsu = 80% damage bonus against monsters, 45% bonus against players). Using this ability automatically reveals the Ninja, who then cannot stealth again for another 5 seconds. The strength of the damage bonus also depends on the distance you have tracked your opponent (this is the only case when Tracking comes in handy).

**Shadowjump**

Mana Cost: 15  
Minimum Skill Needed: 50

With great skill and precision, the Ninja stealthily jumps high into the air and lands a considerable distance away. Upon landing, the Ninja's Stealth ability determines if they remain hidden from view. You can shadowjump right next to someone pretty reliably. Also, Shadowjump can be used to move invisibly while mounted.

**Surprise Attack**

Mana Cost: 20  
Minimum Skill Needed: 60

Attacking from the shadows, the Ninja catches her opponent off-guard and unable to fully defend himself. An attack that can only be initiated by a Ninja in Stealth mode, Surprise Attack inflicts a defense penalty on the Ninja's opponent for a short duration. Using this ability automatically reveals the Ninja, who then cannot stealth again for another 5 seconds. The defense penalty applied to the Ninja's opponent is dependent upon the Ninja's skill in Ninjitsu.

**Ki Attack**

Mana Cost: 25  
Minimum Skill Needed: 80

Focusing his Ki, the Ninja uses momentum to strike the enemy with tremendous force. The Ki Attack is a special attack that requires the superb timing and quick movement of a well trained Ninja. In order to execute this attack, the Ninja will have to initiate the Ki Attack and then quickly close the distance between himself and his opponent to deliver an effective blow. The farther the Ninja travels to deliver the blow, the more powerful the Ki Attack. The effect can be maximized by using a high damage weapon and riding a mount (to increase distance).

**Death Strike**

Mana Cost: 30  
Minimum Skill Needed: 85

Striking the enemy with a special technique, the Ninja can cause damage long after the actual blow. After receiving a Death Strike, if the Ninja's opponent moves more than five steps, or five seconds elapse, the opponent will suffer damage determined by the average of the Ninja's Hiding and Stealth skills. Ranged weapons only do half the normal Death Strike damage. The damage dealt is far greater if the Ninja's opponent chooses to run away rather than stand and fight. Only highly skilled Ninja can execute a Death Strike.

You need at least 180 combined hiding/stealth to do any significant damage with it. The use of Death Strike against monsters is limited, as the monster has to move in order to take additional damage. However, this attack is most effective in PvP, as enemies are moving around a lot. Also, this attack ignores armor completely.

**Smoke Bombs**

Require a Ninjitsu skill of 50 to use. When they are used they block line of sight and make an immediate hiding check. The success is based on your Hiding skill. At 100 Hiding you will automatically succeed. Smoke Bombs cost 10 mana to use and they are subject to the Hiding skill delay.

Skill Required for crafting Smoke Bombs: 90.0 Alchemy  
Resources Needed: 1 Egg, 3 Ginseng

**Fukiya**



Can be loaded with 10 darts that can be deadly poisoned. This item does not have to be equipped to use, but you must have a hand free to use it. It can only be used at close range. (5 steps or less) When used, it makes an attack check using your Ninjitsu skill level. If it hits, it will inflict the level of poison on the dart. This allows you to inflict deadly poison without having a Poisoning skill.

Skill Required for crafting Fukiya Darts:	50.0 Bowcraft
Resources Needed:	1 Boards or Logs
Skill Required for crafting Fukiya:	60.0 Carpentry
Resources Needed:	8 Boards or Logs



### **Shuriken**

Up to 10 of these can be loaded into a ninja belt. You must have a hand free to use them from the belt. They can only be used from a distance of more than 2 steps. When used, they make an attack check using your Ninjitsu skill level. If it hits, the shuriken will inflict the level of poison that was applied to it. This allows you to inflict deadly poison without having a Poisoning skill.

Skill Required for crafting Shurikens:	45.0 Blacksmith
Resources Needed:	5 Ingots
Skill Required for crafting Ninja Belts:	50.0 Tailoring
Resources Needed:	5 Leather or Hides

### **Raising the Ninjitsu skill**

0-40:	By from Ninjitsu Trainer in New Haven
40-50:	Cast Mirror Images
50-90:	Perform Shadowjump
90 and higher:	Perform high-end Ninja special attacks (like Death Strike)

## Bushido / Parrying

Parrying alone is quite useful and has the highest chance to block. Another advantage is that there are nice shields out there, which give good bonuses like Defense Chance Increase or additional resists.

Bushido, however, additionally offers several special abilities (requiring no reagents, only mana), which are very useful in close combat. Also, Bushido allows the samurai to parry attacks **without using a shield**, which makes Bushido especially interesting for people using two-handed weapons. To be able to block an attack, the Parrying skill is required in addition to Bushido. Blocking is especially effective when the samurai uses a two-handed weapon. For a skill of 100 or greater in either Bushido or Parry, a **5% bonus is added to parry chance**.

### Chance to Block:

Prerequisite: DEX ≥ 80 (**with low DEX both Parrying and Bushido are useless!**)

+5% Chance to Block, if Parrying or Bushido is ≥ 100

Parry with a shield equipped :       $\text{Chance to Block} = (\text{Parrying} - \text{Bushido}) / 4$   
 Two-Handed Parry (shieldless) :       $\text{Chance to Block} = (\text{Parrying} * 10) * (\text{Bushido} * 10) / 41140$   
 One-Handed Parry (shieldless) :       $\text{Chance to Block} = (\text{Parrying} * 10) * (\text{Bushido} * 10) / 48000$   
 Parry without Bushido and shieldless :  $\text{Chance to Block} = \text{Parry} / 8$

With a Bushido skill of 100 and a Parry skill of 100 and a two-handed weapon equipped, you will block almost 30% of all attacks! (No shield equipped!)

### Examples for Chance to Block:

Skills (DEX ≥ 80):	Parrying 100 Bushido 0	Parrying 100 Bushido 100	Parrying 110 Bushido 0	Parrying 110 Bushido 110
One-handed weapon + shield:	30%	5%	32%	5%
One-handed weapon, shieldless:	17%	25%	18%	30%
Two-handed weapon, shieldless:	17%	29%	18%	34%

### Honor and Perfection

Honor offers a samurai the ability to increase the potential damage output by up to 100%. This does not work against other players!

First you have to honor your opponent. You do that via the virtue gump in the paperdoll, or better by setting up an appropriate macro. Once you honored the creature, you will start to improve in your perfection with each successful hit. The higher your perfection, the more damage bonus you get with your hits. The number of perfection steps you can gain in perfection is approximately 10. At 100 Bushido, each step of Perfection grants an additional 10% damage increase to your normal attack. Also at 100 Bushido, Perfection grants 100 Luck per level achieved. At the defeat of your opponent, you also gain back health, stamina, and mana based on the final level of Perfection you have achieved. However, perfection isn't easy to attain, or maintain. A missed hit results in a loss of 3 levels of Perfection. If you miss again, your perfection will be back to 0. Perfection always resets after the creature you honored is slain. That means, you have to honor your next opponent anew.

The Bushido special abilities are:



#### Honorable Execution

Mana cost: 0  
 Minimum skill required: 25

Attempts to deliver a killing attack to your opponent, gaining a swing speed boost afterwards. Failing to slay your enemy results in massive resistance penalties for a short duration.



#### Confidence

Mana cost: 10  
 Minimum skill required: 25

Places you in a defensive stance of confidence, allowing you to gain stamina and health each time you parry. Each successful parry will heal you 1 to (Bushido / 12) hit points, and refresh your stamina for 1 to (Bushido / 5). In addition the Confidence ability also greatly increases your regeneration rate for 4 seconds when you activate it. The regeneration is stopped if you are hit during that 4 seconds, but regeneration works through poison (however, damage from poison will interrupt). In total it heals (Bushido \* Bushido) / 576 + 15 hit points.



### Counter Attack

Mana cost: 5  
Minimum skill required: 40

Places you in a defensive stance that allows you to automatically counter attack the next time you successfully parry. This allows the samurai for example, to strike an attacker with a ranged weapon (even with a weapon special move) on long distance.



### Lightning Strike

Mana cost: 5  
Minimum skill required: 50

An attack with a 50% bonus to your chance to hit. Hit Chance Increase cap of 45% applies, however, if the Samurai is hit with Hit Lower Attack by an opponent, the full 50% applies to his Hit Chance. Also, with lightning strike you have a small chance (approximately 10%) to land a critical hit, which does a lot more damage to your victim.



### Evasion

Mana cost: 10  
Minimum skill required: 60

Puts you in an evasive stance for a short duration, allowing you to parry magical attacks like dragon breath and energy bolt.



### Momentum Strike

Mana cost: 10  
Minimum skill required: 70

If you strike an opponent with this ability, you will automatically strike another nearby opponent. You receive a damage bonus if you kill the first opponent.

### Raising the skill

For raising the Bushido skill, use the following abilities:

- 0-40: Buy from Bushido trainer in New Haven
- 40-50: Honorable Execution
- 50-80: Lightning Strike
- 80-100: Evasion or Momentum Strike, Lightning Strike

It is recommended to boost your skill to over 50 with jewelry and start training with Lightning Strike right away. A high Focus skill helps to train Bushido, as your mana will regenerate more quickly.

## Poisoning

Poisoning is a very useful skill in combat against players or monsters. Especially deadly and lethal poison can give a crucial advantage in battle. A minimum skill level of 80 is recommended for the serious assassin. Not only the kind of poison you apply to your blade, but also the Poisoning skill level of the wielder influences the power of the poison you can inflict to your opponent.

### Wielder's skill: Chance to inflict what kind of poison with a deadly poisoned blade:

79 Poisoning:	Greater poison with a 79% chance to inflict deadly poison
80 Poisoning:	Deadly poison every time. 80% chance to inflict lethal poison.
90 Poisoning:	Deadly poison with a 90% chance to inflict lethal poison.
100 Poisoning:	Lethal poison 100% of the time.

The message you see above your victim tells you what kind of poison you inflicted:

Lesser Poison (level 1):	"[Name] looks ill"
Poison (level 2):	"[Name] looks extremely ill"
Greater Poison (level 3):	"[Name] stumbles around in confusion and pain"
Deadly Poison (level 4):	"[Name] is wracked with extreme pain."
Lethal Poison (level 5):	"[Name] begins to spasm uncontrollably"

Darkglow (level 3):	"[Name] stumbles around in confusion and pain"
Parasitic (level 4):	"[Name] is wracked with extreme pain."

### Raising the skill

For raising the Poisoning skill, use the following poisons:

0-30:	Buy from Thief Guildmaster
0-42:	Lesser Poison
42-72:	Regular Poison
72-100:	Greater Poison

Keep in mind that the skill rises not only by poisoning blades, but also by inflicting poison to victims. Thus, the most efficient way to raise your skill is to grab a lot of appropriate poison potions, go to a place with not too dangerous monsters and poison them with your blade. Poison the monster over and over again for fastest skill gain. Keep in mind that when poisoning a blade or inflicting a poison you will lose karma. You can avoid negative karma by killing monsters at the same time.

### Mana

The Infectuous Strike requires 15 mana points. An assassin should have enough mana to use this skill several times in a row.

## Magic Resistance

Although it is always hard to bring up the extra skill points for Magic Resistance, it may be worth raising it, when you plan to fight spell casting monsters or players. However, it can be doubted that the benefits of resisting a casual spell are worth spending 100 skill points, especially because only a few spells can be completely resisted. This skill helps you lessen the severity of spells that lower your stats or ones that last for a specific duration of time. It does not prevent direct-damage spells, like Energy Bolt or Flamestrike.

If you do not have a Magic Resistance skill, curse spells from a lich or a grandmaster scholar (Evaluate Intelligence) can lower your stats by 18%, which is quite much. From a legendary scholar (with a skill of 120) even by 20%. Extremely dangerous monsters can lower all your stats by up to 28%. The annoying poison spell (which is very popular in pvp because it keeps the victim from healing himself) cannot be resisted at all without Magic Resistance.

### Resistable Spells:

- Magery Spells: Clumsy, Mana Drain, Paralyze Field, Weaken, Curse, Mana Vampire, Poison, Feeblemind, Paralyze, Poison Field
- Necromancer Spells: Blood Oath, Mind Rot, Corpse Skin, Pain Spike
- Spellweaving Spells: Essence of Wind, Thunderstorm

## Alchemy

While it is not obvious on the first glance, Alchemy can be used as a combat skill. The reason is that the Alchemy skill of the person who uses a potion, enhances the effect of some potions. This can be useful in combat situations, especially when using greater explosion potions. You can enhance the potion effect with magic jewelry (Enhance Potions), too. However, the bonus of magic jewelry is capped at 50%. With Alchemy skill this cap can be exceeded. The bonus to Enhance Potions is +10% for every 33 points of Alchemy (i.e., +30% at GM Alchemy). In other words:



The damage of **explosion potions** is increased by 1 for every 5 points of alchemy skill. The effects of Enhance Potion items are also added to explosion potions. (Base damage of a greater explosion: 20-40 area damage. With 100 Alchemy: 40-60 area damage.)



The damage of **conflagration potions** is increased by 1 for every 13 points of alchemy skill. The effects of Enhance Potion items are also added to conflagration potions. (Base damage of a greater conflagration: 4-8 damage fire field. With 100 Alchemy: 12-16 damage fire field.)



The duration of **invisibility potions** is increased by 1 second for every 10 points of alchemy skill. The effects of Enhance Potion items are also added to invisibility potions. (Base duration: 20 seconds. Duration with 100 Alchemy: 30 seconds.)

As the improvements of potion effects are quite limited, Alchemy isn't counted amongst the preferred combat skills.

## Necromancy

Necromancy offers a list of powerful evil spells, which can enhance your melee or mage character quite much. Along with Necromancy you will need the Spirit Speak skill, which serves three purposes: It has healing abilities (although not as strong as the use of bandages), it makes Necromancy spells more powerful, and it allows you to hear ghosts speak (the latter is less important). To cast Necromancy spells you will need Necromancy reagents.

## Chivalry

Chivalry offers some powerful special abilities, which are a great enhancement for a melee fighter. Chivalry does not require reagents, only mana. However, there are two downsides: In order to make the paladin abilities more effective, you will need high karma. This means you are forced to kill a lot of dangerous monsters and should avoid to die. Not everybody likes to be forced into this kind of playing style. The other disadvantage is, that you need tithing points in addition to mana, to be able to use the Chivalry abilities. A Paladin can earn these tithing points by donating gold at a shrine. A paladin will receive one tithing point per gold piece tithed, up to a maximum of 100,000.

## Magery

While magery doesn't seem like a typical rogue or melee skill, a rogue mage is a template that may need to be looked into. Of course, the pure mages (in combination with Necromancy or Spellweaving) are preferred templates, as those skills share their need for mana (high INT) and do not require stamina (DEX) at all. This makes it possible to create a mage with a high mana pool and many hit points.

However, other skill combinations should be considered, as they have been successfully utilized before:

For example, the so-called **Nox Mage** might be quite interesting. The Poisoning skill will enhance the level of poison you cast within two tiles of the target, or with poison fields. How high a level of poison you cast is based on how much combined poisoning skill and magery you have.

- |                              |   |
|------------------------------|---|
| ● Magery + Poisoning >= 130: | Normal poison instead of lesser poison  |
| ● Magery + Poisoning >= 170: | Greater poison instead of lesser poison |
| ● Magery + Poisoning >= 200: | Deadly poison instead of lesser poison  |

Another idea is the **Melee Fighting Mage**. This might be considered unorthodox, but this combination actually can be quite useful and a lot of fun. If you decide to try this template, you should keep the following issues in mind:

- You will need Spell Channeling weapons/shields (as they remain in your hand while casting spells), ideally with no Faster Casting penalty (most spell channeling weapons have Faster Casting -1). Those are not easy to find.
- You will have to decide between high mana or high stamina. High mana enables you to cast a lot of spells, while high stamina makes your weapon swing fast. With high INT (mana) you will be mostly a spellcaster but with the ability to use a weapon for additional damage. With high DEX (stamina) you will be mostly a melee fighter with the ability to cast a spell in between.
- Use items with magic properties to improve your spellcasting speed and mana pool, or your swing speed and stamina pool.

- Decent equipment for this kind of template is more difficult to find, as you also may want to combine the item property requirements with a 100% Lower Reagent Cost suit.
- If you add poisoning to your template, you could even poison your enemy with both spells and blade.
- Think also about adding Necromancy or Spellweaving to the template, for additional damage or self-protective spells.
- A possible template could contain the skills: Magery, Meditation, Evaluate Intelligence, Fencing, Tactics, Poisoning, Necromancy. (This is just an example! Other combinations are possible.)
- While Parrying (and maybe even Bushido) would be nice to have in such a template, these skills require at least 80 DEX. However, with such a high Dexterity, there wouldn't be enough Stat points left for an appropriate mana pool.

# Armor

## Resistance values

A character has the ability to resist against 5 types of damage: Physical, fire, cold, poison and energy. A naked character has zero resistance to each of those damage types. This means, he will receive the full damage that is dealt by a weapon, spell or monster. If you wear armor, you can increase those resistances significantly up to a maximum of 70 for each damage type, which will reduce the damage you receive, and increase your chance to survive. For example, if your fire resistance is 70, you will only receive 30% of the fire damage dealt by a spell, weapon or armor.

Each piece of armor has a certain value for physical, fire, cold poison and energy resistance. The resistances of all your armor pieces, hats and even jewelry add up to a total value for each damage type, for example:

Resistance	Naked	Simple equipment	Good equipment	Perfect equipment
<b>Physical</b>	0	35	62	70
<b>Fire</b>	0	43	59	70
<b>Cold</b>	0	27	48	70
<b>Poison</b>	0	36	57	70
<b>Energy</b>	0	21	60	70

Now what kind of attack deals what kind of damage?

### Weapons:

It depends on the material the weapon was made of. Standard iron weapons do 100% physical damage. Bronze weapons do more fire damage. Weapons crafted with verite ore do more poison damage. The total amount of damage is always 100%.

### Spells:

Spells deal mostly fire and energy damage. For example, Flamestrikes do fire damage, while Energy Bolts do energy damage.

### Monsters:

Monsters usually deal individual kinds of damage. For example, ice creatures deal mostly cold damage, Dragons deal mostly fire damage. This means, fighting a Dragon with low fire resistance might not be a good idea.

Physical damage is the most common damage type dealt by monsters and weapons, so this value should be especially high. Second important is fire, followed by energy and poison. A good suit should have the important resistances above 60, or even close to 70.

## Armor quality

It is important to use armor of high quality and made of barbed leather or high-level ore. A good leather armor absorbs as much damage as metal armor, but without the penalties for mana regeneration and stealth. Thus, a mage or stealthier should prefer leather armor, or armor wearing the „mage armor“ property. To craft iron armor, you should prefer valorite ore.

For maximum quality, the following things should be considered when buying or crafting armor:

- An exceptional piece of Armor will gain 6 points of resistance bonus that are distributed randomly among the resistance values of that item.
- The armor should be crafted with 100 skill in Arms Lore. For every 20 points of Arms Lore, you will get 1 additional point resist bonus, which is distributed randomly. With 100 Arms Lore, you will get 5 extra points of resistance on each armor piece.

When the armor is crafted by a grandmaster tailor with 100 arms lore, 46 - 48 points will be distributed randomly on the five resistances of each piece of armor, depending on the type of leather you're using. If you wear 6 pieces of armor (headwear, gorget, tunic, sleeves, gloves and pants) you can achieve a total of 288 resistance points. Assuming they were distributed evenly among the five resistances, your character would have a total average resistance of 57 on each physical, fire, cold, poison and energy damage.





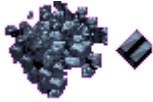
The best quality of leather armor will be achieved when the parts were made of **barbed leather** (which is green if not dyed). This type of leather can be carved from Ancient Wyrms, Dragons, White Wyrms and Nightmares.



The second best is made of **horned leather** (which is red in its original state). This type of leather can be carved from Drakes, Wyverns, Sea Serpents, Ki-rins and Unicorns.



**Spined leather** is still better than normal leather, but only third best. It can be carved from Giant Serpents, Dire Wolves, Ratmen, Alligators and other medium-level creatures.



The best material for iron armor is **valorite ore** (blue), followed by verite ore (green). However, those ore types are quite hard to find.

Type of armor:	Resistance per piece:	Total resistance of a complete set:	Average total resistance per damage type:
Exceptional Valorite Chainmail	48	288	57
Exceptional Barbed Studded	48	288	57
Exceptional Horned Studded	47	282	56
Exceptional Barbed Leather	47	282	56
Exceptional Horned Leather	46	277	55

As you can see, a high quality leather armor equals a high quality chainmail armor. The difference between studded and normal leather armor is marginal. Considering the stealth and meditation penalties of metal and studded leather armor, the armor of your choice should be exceptional barbed leather armor.

Armor with the property „Mage Armor“ can be found as monster loot or crafted with runic tools. These pieces do not have any penalties on meditation or stealth, even if they are made of iron.

To boost all your resistances to 70, you have to use runic crafted items, artifacts and special rings, bracelets, shields and other magic items.

# Weapons

















## General rules







You should select your weapon carefully to match your skills and your combat strategy. Do you want to deliver maximum damage with a single blow, or do you want to be able to be hitting very fast? The weapons are quite similar concerning their damage per second (DPS). Fast weapons do less damage, slow weapons do more damage. Also, consider the special moves individually assigned to each weapon. While fencing includes a wide range of blades with infectuous strike, swords and axes offer mortal strike, whirlwind attack and double strike. While maces seem less feasible for rogues (the club seems to be the only useful rogue weapon), bows offer some great special moves for ranged attacks (like force arrow and serpent arrow).











When choosing a weapon, you should select weapons with useful special moves. Also consider that switching weapons in combat is common practice.



- Exceptionally crafted weapons get a 20% damage increase bonus.
- For each 20 points in Arms Lore, you will get 4 points damage increase bonus for exceptional weapons. Thus, when an exceptional weapon is crafted with 100 Arms Lore, it will always have 40% damage increase.






























## Weapon overview







Axes	STR Req.	Damage	Speed	DPS	Special Moves primary / secondary
Axe (2H)	35	14 - 16	37	3.53	 
Battle Axe (2H)	35	15 - 17	31	3.05	 
Double Axe (2H)	45	15 - 17	33	3.2	 
Executioner's Axe (2H)	40	15 - 17	33	3.2	 
Hatchet (2H)	20	13 - 15	41	3.73	 
Large Battle Axe (2H)	80	16 - 17	29	2.87	 
Ornate Axe (2H)	45	18 - 20	31	3.62	 
Two-Handed Axe (2H)	40	16 - 17	31	3.14	 

















Swords	STR Req.	Damage	Speed	DPS	Special Moves
Bardiche (2H)	45	17 - 18	28	3.04	 
Bladed Staff (2H)	40	14 - 16	37	3.53	 
Bokuto	20	9 - 11	53	3.64	 










Bone Harvester	25	13 - 15	36	3.11	 
Broadsword	30	14 - 15	33	2.9	 
Butcher Knife	5	9 - 11	49	3.33	 
Cleaver	10	11 - 13	46	3.69	 
Crescent Blade (2H)	55	11 - 14	47	3.85	 
Cutlass	25	11 - 13	44	3.43	 
Daisho (2H)	40	13 - 15	40	3.5	 
Elven Machete	20	13 - 15	41	3.73	 
Halberd (2H)	95	18 - 19	25	2.74	 
Katana	25	11 - 13	46	3.69	 
Longsword	35	15 - 16	30	2.82	 
No-Dachi (2H)	40	16 - 18	32	3.4	 
Pickaxe	50	13 - 15	35	3.11	 
Radiant Scimitar	20	12 - 14	43	3.71	 
Rune Blade (2H)	30	15 - 17	35	3.56	 
Scimitar	25	13 - 15	37	3.29	 
Scythe (2H)	45	15 - 18	32	3.3	 
Skinning Knife	5	9 - 11	49	3.33	 
Viking Sword	40	15 - 17	28	2.78	 























Wakizashi	20	11 - 13	44	3.43	 
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Maces	STR Req.	Damage	Speed	DPS	Special Moves
Black Staff (2H)	35	13 - 16	39	3.63	 
Club	40	11 - 13	44	3.43	 
Diamond Mace	35	14 - 17	37	3.65	 
Gnarled Staff (2H)	20	15 - 17	33	3.2	 
Hammer Pick	45	15 - 17	28	2.78	 
Mace	45	12 - 14	40	3.25	 
Maul	45	14 - 16	32	3	 
Nunchaku (2H)	15	11 - 13	47	3.69	 
Quarter Staff (2H)	30	11 - 14	48	3.85	 
Scepter	40	14 - 17	30	2.82	 
Shepherd's Crook (2H)	20	13 - 15	40	3.5	 
Sledge Hammer	40	13 - 15	33	2.8	 
Smith's Hammer	40	13 - 15	33	2.8	 
Tessen (2H)	35	12 - 14	45	3.71	 
Tetsubo (2H)	35	12 - 14	45	3.71	 
Wand	5	9 - 11	40	2.5	 
War Axe	35	14 - 15	33	2.9	 

War Hammer (2H)	95	17 - 18	28	3.04	 
War Mace	80	16 - 17	26	2.64	 
Wild Staff	15	10 - 12	48	3.38	 

Bows	STR Req.	Damage	Speed	DPS	Special Moves
Bow (2H)	30	15 - 19	25	2.52	 
Composite Bow (2H)	45	13 - 17	26	2.4	 
Crossbow (2H)	35	18 - 22	23	2.76	 
Elven Composite Longbow (2H)	45	12 - 16	27	2.33	 
Heavy Crossbow (2H)	80	20 - 24	21	2.75	 
Magical Shortbow (2H)	45	9 - 13	38	2.59	 
Repeating Crossbow (2H)	30	8 - 12	41	2.67	 
Yumi (2H)	35	16 - 20	24	2.57	 

Fencing	STR Req.	Damage	Speed	DPS	Special Moves
Assassin Spike	15	10 - 12	50	3.67	 
Dagger	10	10 - 11	56	4.2	 
Double Bladed Staff (2H)	50	12 - 13	49	4.17	 
Elven Spellblade (2H)	35	12 - 14	44	3.71	 
Kama (2H)	15	9 - 11	55	3.64	 
Kryss	10	10 - 12	53	4	 

Lajatang (2H)	65	16 - 18	32	3.4	 
Lance	95	17 - 18	24	2.5	 
Leafblade	20	13 - 15	42	3.73	 
Pike (2H)	50	14 - 16	37	3.53	 
Pitchfork (2H)	50	13 - 14	43	3.86	 
Sai (2H)	15	9 - 11	55	3.64	 
Short Spear (2H)	40	10 - 13	55	4.18	 
Spear (2H)	50	13 - 15	42	3.73	 
Tekagi (2H)	10	10 - 12	53	4	 
War Cleaver	15	9 - 11	48	3.08	 
War Fork	45	12 - 13	43	3.57	 

Unarmed	STR Req.	Damage	Speed	DPS	Special Moves
Bare Fists	--	1 - 4	50	0.83	 

# Character Stats

## Stat Limits

- Without a stat power scroll, all stat points added together cannot be higher than 225 points.
- With stat power scrolls, all stat points added together reach up to 255 points. There are +5, +10, +15, +20 and +25 stat power scrolls. The latter are very difficult to get.
- The stat limit for an individual stat is 125. The minimum stat is 10.

## Intelligence

In the early days intelligence was only important for mage characters, as they needed a lot of mana. This has changed since weapon special moves and Ninjitsu / Chivalry / Necromancy / Spellweaving abilities require mana. You have to consider and test what kind of moves and abilities you want to use, and how frequently. Also you have to think about learning skills that regenerate mana, like Focus.

**A sufficient mana pool is crucial for a Ninja or a Samurai!**

As a general advise one can say that an intelligence value between 30 and 60 is recommended for a melee rogue or assassin, depending on whether he wants to utilize Ninjitsu and similar abilities or not.

## Dexterity

Your dexterity influences mostly the swing speed of your weapon and the speed of healing with bandages. In combat, with each hit you receive you will lose stamina. It is important to restore your stamina, which can be achieved either by drinking Total Refreshment potions (only possible with one free hand) or having a Focus skill to regenerate stamina. For every 10 points of Focus a player has, they will regenerate 1 stamina point more every 10 seconds. This means, with 100 Focus you will regenerate 10 points of stamina every 10 seconds.

### *Swing Speed:*

It is important to know that the swing speed of a weapon is capped at 1 hit per second. This means if you are using a fast weapon already (like a dagger), swing speed will not raise any further if your dexterity is higher than 85. As you don't want to waste stat points, you should keep that in mind when selecting your favorite weapon, as well as the special moves that come with a weapon.

### *Healing Speed:*

Dexterity:	Time to heal self:	Time to heal other:
10 - 19	11 Seconds	4 Seconds
20 - 39	10 Seconds	4 Seconds
40 - 59	9 Seconds	4 Seconds
60 - 79	8 Seconds	3 Seconds
80 - 99	7 Seconds	3 Seconds
100 - 119	6 Seconds	3 Seconds
>120	5 Seconds	2 Seconds

## Strength

Your strength determines your own hit points, and influences the damage you inflict with your melee weapon. Examples:

10 STR: A standard Katana deals a damage of 11-13 points.  
 80 STR: A standard Katana deals a damage of 13-16 points.  
 100 STR: A standard Katana deals a damage of 14-17 points.  
 125 STR: A standard Katana deals a damage of 15-18 points.

A general advise would be, to first determine the appropriate intelligence and dexterity values for your character template and dump the rest of your stat points into strength.



## Weapon Damage Examples

Here I want to give you some practical and realistic examples of how different factors will influence the damage you deal with a weapon, as well as how the type of weapon influences your combat strategy. In these examples I will compare two different weapons, a fast one and a slow one. The values below do NOT take the enemy's armor in account. Damage against an enemy with high armor-class will be much lower.

	Dagger (fast)	Halberd (slow)
Base Damage:	10-11	18-19
Speed (delay between hits):	1.25 sec	6.75
Damage per Second:	4.2	2.74

As you can see, the **Dagger** deals relatively few damage, but it is a very fast weapon. Thus it is suitable for interrupting spell casting, and you can use your weapon special moves quite often.

The **Halberd** deals almost two times as much damage per hit. However, it is quite slow. While the damage over time is lower than the dagger's, it is a good weapon to surprise your foe by taking a lot of his hit points with a single strike.

Now let's take a look at the weapon effects, considering the wielder's skills and stats, weapon quality, special abilities and magic properties. **Keep in mind that the weapon skill itself does not influence the damage, but your chance to hit and chance to be hit! It is calculated against the target's combat skill.**

Here we assume the wielder has *100 skill points in Tactics* and uses a *standard quality weapon*:

Modifiers (DEX, STR)	Dagger (Damage per Hit / per Second)	Halberd (Damage per Hit / per Second)
10 DEX, 10 STR	10-11 / 7	18-19 / 4.59
125 DEX, 80 STR	19-21 / 16	34-36 / 11.76
80 DEX, 125 STR	21-23 / 17.6	38-40 / 10.4

Let us continue with the best values from above. Now, we assume, the wielder has *100 skill points in Tactics*, *80 DEX* and *125 STR*:

Modifiers	Dagger (Damage per Hit / per Second)	Halberd (Damage per Hit / per Second)
40% Damage Increase (exceptional weapon)	25-27 / 20.8	45-47 / 12.27
100 Anatomy	26-29 / 22	47-50 / 12.93
100 Anatomy + 40% Damage Increase	30-33 / 25.2	55-58 / 15.07

The weapon damage has tripled, without even using magic weapons, just with the right skills and a high quality blade. We will now go on from here and try to increase the damage even more by adding additional features. We assume, the wielder has *100 Tactics*, *100 Anatomy*, *80 DEX*, *125 STR* and uses an *exceptional weapon*:

Modifiers	Dagger (Damage per Hit / per Second)	Halberd (Damage per Hit / per Second)
30% Swing Speed Increase (magical property)	30-33 / 25.2 (unchanged!)	55-58 / 20.55
Backstab (with 100 Ninjitsu) against monsters	60-66 / 25.2	110-116 / 15.07
Backstab (with 100 Ninjitsu) against players	46-50 / 25.2	85-90 / 15.07

Of course, this damage is reduced to a degree, depending on the armor of your opponent or the monster, as well as the resistance values of the foe's armor. In order to slay powerful monsters you should first find out their weaknesses, and then use a weapon crafted with the appropriate metal type (for example, while non-magical iron weapons deal only physical damage, bronze weapons do more fire damage).

Also, you have to consider that you will take hits too, which will reduce your stamina. Thus you will hit slower in the course of battle. Having a high Focus skill, and especially the use of Total Refresh potions, will help A LOT with overall damage in those situations.

Some special moves, like the Bleeding Attack or the Infectuous Strike, will deal additional damage over time. Especially Necromancers have some nice spells doing additional damage over time, like Blood Oath. Also the Paladin can use Chivalry abilities to achieve a similar effect, like Consecrate Weapon. Ninjas and Samurais have also their ways to make them stronger in battle.

# Advanced Guide

## Advanced Equipment

There are several ways to acquire equipment of higher quality:

- Random loot from high-end monsters
- Enhancing items with special material (ingots, leather)
- Random results from runic crafting
- Dedicated improvement of items by imbuing them

While the effects of special material is described above in the „Armor“ chapter, the other methods are described below.

## Magic Items

In order to compete in fights against other players or against very dangerous monsters, you'll need equipment with magic properties or artifacts. Below, there's a list of the most important magic properties. (Behind each property I wrote down the maximum value an item can reach. This way you can better determine the value of a magic item.)

### Weapons

Often, a weapons has magic properties which adds functions to it. The percentage number on weapon properties defines, in how many percent of the strikes the effects are applied. Here a few examples of useful magic properties for a weapon:

- **Damage Increase** increases the base damage you inflict with your weapon (capped at 100%). A grandmaster smith with 100 Arms Lore can craft non-magical weapons with 40% Damage Increase. Higher values can be achieved through magic items. Max: 50%.
- **Hit Lightning** and **Hit Fireball** will cast the appropriate magery spell on the target. These two are the ones doing the most damage. Max: 50%.
- **Defense Chance Increase** increases your final chance to dodge your opponent's blow (capped at 45). Max: 15%.
- **Hit Lower Defense** will lower the defensive capabilities of the target for a short time. The amount defense is lowered is equal to a Defense Chance Increase of -25. Max per item: 50%.
- **Hit Chance Increase** increases your final chance to hit your opponent (capped at 45). Max per item: 15%.
- **Hit Lower Attack** will lower the hit chance of the target for a short time. The amount the hit chance is lowered is equal to a Hit Chance Increase of -25. Max per item: 50%.
- **Hit Mana Leech** will convert 40% of the damage inflicted on the target into mana for the wielder. The value determines your chance to successfully leech.
- **Hit Stamina Leech** will convert 100% of the damage inflicted on the target into stamina for the wielder. The value determines your chance to successfully leech.
- **Hit Life Leech** will convert 40% of the damage inflicted on the target into hit points for the wielder. The value determines your chance to successfully leech.
- **Swing Speed Increase** increases the base speed at which you swing your weapon. The swing speed of a weapon is capped at 1.25 seconds per swing. SSI is capped at 60% Max per item: 35%.
- **Use Best Weapon Skill** means that instead of needing the appropriate weapon skill to wield the weapon effectively, your highest melee weapon skill will be used.

### Armor

Magic armor pieces can have much higher resist values, as the increase of resistance above the standard level is counted as a magic property. Well-equipped players have an armor set raising their resist values to 60 or higher. This cannot be achieved by using regular armor made by a grandmaster smith. Here a few examples of useful magic properties for armor:

- **Lower Mana Cost** will lower the amount of mana you need to be able to cast a spell or use a special move. Capped at 40%. Max per item: 8%.
- **Mana Regeneration** increases the rate at which you regain mana. For every point of Mana Regeneration you have, you will regenerate 0.1 point of mana every second. Capped at 18. Max per item: 2.
- **Hit Point Regeneration** increases the rate at which you regain hit points. For every point of Hit Point Regeneration you have, you will regenerate 0.1 hit point every second. Capped at 12. Max per item: 2.
- **Stamina Regeneration** increases the rate at which you regain stamina. For every point of Stamina Regeneration you have, you will regenerate 0.1 point of stamina every second. Capped at 24. Max per item: 2.
- **Stamina Increase** increases your maximum stamina by 1 point for every point of Stamina Increase you have. Max per item: 8.
- **Lower Reagent Cost** lowers the amount of reagents you need to cast spells. Every time you cast a spell there is a chance that no reagents will be used. If you have 100% Lower Reagent Cost, you will not need to carry reagents at all. This works for both Magery and Necromancy spells, for Chivalry abilities you will still need to have the required titling for the ability, but they will not be used. Max per item: 20%.
- **Mage Armor** means that you will be able to meditate actively while wearing that piece of armor, even though it

normally wouldn't allow you to do that. Mage Armor also does not increase the difficulty of using the stealth skill, like it normally would.

## Jewelry

Magic jewelry can be used to boost skills. It also can have some of the properties found on magic weapons or armor. However, some properties are only found on jewelry, like the following:

- **Damage Increase** increases the base damage you inflict with your weapon. Capped at 100%. Max per item: 25%.
- **Enhance Potions** increases the effects of heal, cure, strength, agility, refresh and explosion potions when they are used. Poison and nightsight potions are not affected. Capped at 50%. Max per item: 50%.
- **Strength Bonus** increases your Strength Stat by 1 point for every point of Strength Bonus you have. Max: 8.
- **Intelligence Bonus** increases your Intelligence Stat by 1 point for every point of Intelligence Bonus you have (also found on spellbooks). Max: 8.
- **Skill Bonus** increases your skillpoints in the skill named on the item, not any higher than your cap for that skill allows though. Max: 15.
- **Spell Damage Increase** increases the amount of damage your spells inflict. Capped at 15% for PvP. Max per item: 12.

## Artifacts

Artifacts can give a significant advantage in battle. Usually, they have even better properties than most magic items. By adding 2 or 3 artifacts to your equipment, you can improve your defense or your damage output a lot. Artifacts also have very high durability. If they are repaired when durability gets near 0, they can be used almost indefinitely unless you lose them. It is recommended to insure these kinds of items and toggle auto-insurance.

There are many many different Artifacts available. Here are only a few examples for common artifacts:

### Heart of the Lion

Breast plate armor which is rewarded for killing Paragon monsters. As you can see from its properties below, the armor can be worn even by characters with low strength (unlike normal breast plates). It also can be used by Stealthers and Mages, thanks to the Mage Armor property. And it has quite high resist values plus Defense Chance Increase, which reduces the damage you take from your foe.



- Luck: 95
- Defense Chance Increase: 15%
- Physical Resist: 15%
- Fire Resist: 10%
- Cold Resist: 10%
- Poison Resist: 10%
- Energy Resist: 10%
- Lower Requirements: 100%
- Mage Armor
- Durability: 255

### Pendant of the Magi (craftable)

This necklace is one of the craftable artifacts. To produce it, you need certain ingredients which can only be found as loot on peerless monsters, as well as a Tinkering skill of 100. The recipe can be acquired through one of the crafting quests in Heartwood. It is a very common item used favorably by mages. While it lowers the reagent and mana cost, it also increases mana regeneration. Very important for spell casting characters. The properties of this necklace are:



- Intelligence Bonus: 10
- Mana Regeneration: 3
- Spell Damage Increase: 5%
- Lower Mana Cost: 10%
- Lower Reagent Cost: 30%

Required ingredients:

- 1 Eye of the Travesty
- 2 Ingots
- 50 Star Sapphire
- 5 White Pearl

### Scrapper's Compendium (craftable)

This spellbook is one of the craftable artifacts. To produce it, you need certain ingredients which can only be found as loot on peerless monsters, as well as a Inscription skill of at least 85. The recipe can be acquired through one of the crafting quests in Heartwood. With its properties it is especially favored by mages:



- Spell Damage Increase 25%
- Faster Cast Recovery 1
- Faster Casting 1
- Lower Mana Cost 10%

Required ingredients:

- 100 Blank Scroll
- 10 Corruption
- 1 Dread Horn Mane
- 10 Taint

### Blaze of Death

This halberd is a nice weapon for two-handed swords fighters. Especially due to its spells it is a weapon with high damage output. The Swing Speed Increase comes in handy, as halberds usually are very slow weapons.



- Hit Fire Area: 50%
- Hit Fireball: 50%
- Swing Speed Increase: 25%
- Damage Increase: 35%
- Fire Resist: 10%
- Lower Requirements: 100%
- Durability: 255

### Essence of Battle (craftable)

This ring has very useful offensive properties for a melee fighter. It is counted among the craftable artifacts. To produce it, you need several ingredients found on peerless monster loot, as well as a Tinkering skill of 100. The recipe can be acquired through one of the crafting quests in Heartwood. The properties of this ring are:

- Strength Bonus 7
- Dexterity Bonus 7
- Damage Increase 30%

Required ingredients:

- 1 Captured Essence
- 5 Fire Ruby
- 2 Ingots
- 50 Ruby

### Resilient Bracer (craftable)

This bracelet has very useful defensive properties for a melee fighter. It is one of the craftable artifacts. To produce it, you need several ingredients found on peerless monster loot, as well as a Tinkering skill of 100. The recipe can be acquired through one of the crafting quests in Heartwood. The properties of this bracelet are:

- Resisting Spells +15
- Hit Point Increase 5
- Hit Point Regeneration 2
- Defense Chance Increase 10%
- Physical Resist 20%

Required ingredients:

- 5 Blue Diamond
- 1 Captured Essence
- 50 Diamond
- 2 Ingots

### Rune Carving Knife (craftable)

This fencing weapon is an Assassin Spike with very special properties. It is counted among the craftable artifacts. To produce it, you need several ingredients found on peerless monster loot, as well as a Blacksmithy skill of at least 70. The recipe can be acquired through one of the crafting quests in Heartwood. Mana leech and lower mana cost properties make sure you do not run out of mana so quickly. This is especially useful if you utilize mana-intense special attacks or abilities (like Ninjitsu). Stamina Regeneration is very useful for melee fighters as well. The properties of this weapon are:



- Hit Mana Leech 40%
- Stamina Regeneration 2
- Lower Mana Cost 10%
- Swing Speed Increase 35%
- Damage Increase 30%

Required ingredients:

- 1 Dread Horn Mane
- 9 Ingots
- 10 Muculent
- 10 Putrefaction

### Captain Quacklebush's Cutlass

Captain Quacklebush's Cutlass is one of the artifacts that can be found by defeating the Leviathan that can be fished up with a Fabled Fishing Net. The properties of the cutlass are:



- Dexterity Bonus 5
- Hit Chance Increase 10%
- Swing Speed Increase 20%
- Damage Increase 50%
- Use Best Weapon Skill

### Voice of the Fallen King

The Voice of the Fallen King is one of the artifacts that are awarded for defeating the six champions of the Gauntlet in Dungeon Doom. The properties of the gorget are:



- Strength Bonus 8
- Hit Point Regeneration 5
- Stamina Regeneration 3
- Physical Resist 2%
- Fire Resist 4%
- Cold Resist 18%
- Poison Resist 3%
- Energy Resist 18%
- Durability 255

### Shield of Invulnerability

The Shield of Invulnerability is one of the minor artifacts that can be found by defeating Paragon Creatures in Ilshenar. It can also be found by completing level 6 treasure maps or by defeating the Leviathan that can be fished up with a Fabled Fishing Net. The properties of the shield are:



- Spell Channeling
- Reflect Physical Damage 10%
- Defense Chance Increase 15%
- Physical Resist 8%
- Lower Requirements 100%
- Durability 255

## Runic Crafting

The best equipment in game is high-end runic crafted equipment. By using runic tools (like a runic sewing kit, a runic smithing hammer or runic fletching tool) a skilled crafter can create items with random magic properties and improvements. Although items found as monster loot can have magic properties, too, they often lack of good base quality (especially looted magic armor, which often has too low base resist values), even if they are enhanced. By using runic tools, magic properties are randomly added to high quality items you create. This can make runic crafted items more powerful than items found on monster loot, and sometimes even **more powerful than artifacts**.

The runic tools are available in different quality categories:

- Runic tailoring kit: Spined (low) – Horned (medium) – Barbed (high)
- Runic smithing hammer: Dull Copper – Shadow – Copper – Bronze – Golden – Agapite – Verite – Valorite
- Runic fletching tool: Oak – Ash – Yew – Heartwood
- Runic saw: Oak – Ash – Yew – Heartwood

The higher the quality, the more difficult they are to acquire. Runic tools come as rewards for filling Bulk Order Deeds (BODs). This is a very tedious, boring and time consuming job! Especially the high-end runic crafting tools (like the Barbed Runic Sewing Kit or the Valorite Runic Hammer) are extremely difficult to achieve. It can take a year of excessive crafting before you get one valorite hammer, which has 15 uses only. The lower the level of the runic tool, the more uses

it has.

Runic crafted items are the first choice of each player. Even medium-level runic tools can yield very decent equipment. You should consider getting those if you want to participate in PvP or fight dangerous monsters.

## Imbuing

The problem with runic crafting is that it yields random results. This means, you have to burn several runic tools before you get what you really want. A more efficient method is imbuing. With the Imbuing skill, you can apply up to 5 magic properties of your choice to weapons, armor, shields and jewelry, up to a certain intensity. You can imbue crafted items as well as monster loot. Even with a medium imbuing skill of 70-80, you can create quite useful equipment (with not too high intensities). The more attributes you want to add to an item, and the higher the intensity of the attribute is, the more Imbuing skill you need to succeed.

The downside of Imbuing is that you need rare imbuing ingredients for adding high-end attributes to items. These ingredients can mostly be acquired by hunting creatures in Ter Mur or the Stygian Abyss dungeon. The base ingredients (Magical Residue and Enchanted Essence) are created by unraveling items with magic properties. The higher the Imbuing skill, the better the results.

Another advantage is that Imbuing can and should be combined with other methods of getting magic items:

- You can imbue standard crafted items.
- You can imbue runic crafted items, if their intensity is not too high already. I.e., you can use a low-level runic tool to create an item that has a base attribute which is difficult to imbue, and then add more attributes to it.
- You can imbue monster loot, if it doesn't already have 5 magic attributes.
- You can imbue enhanced items
- If the success chance is high enough, you can (and should) enhance items after imbuing, to add properties that raise the item's intensity above the limit.

It is important to know that an imbued item can be repaired, but Powder of Fortifying cannot be applied to it anymore. This means, the item will eventually break. Thus it is recommended to use Powder of Fortifying before imbuing the item, to increase its durability to the required level.

# Combat

Your success in combat (both against monsters and other players) depends on the conditions described below. Once you have the right skills and equipment, and learn to master all your abilities in the heat of battle, you will be a powerful fighter. Often, one of those factors are neglected or underdeveloped. Most people just have great equipment and skills, but they lack of combat experience. This is your chance to learn and win against those.

## Skill

The right skill combination is important. Having one fighting skill alone is not a good idea anymore. You have to enhance your fighting abilities by adding appropriate supporting skills to your template. This will increase your damage output, improve your defensive abilities and give you more possibilities to cause your opponent a lot of distress. Here are a few examples of popular skill combinations:

- **Parrying + Bushido**  
(you'll have a high chance to block attacks plus some abilities to increase your damage output)
- **Ninjitsu + Stealth**  
(you'll have a variety of additional abilities to increase damage output, improve your defensive abilities or distract your opponent)
- **Poisoning + Stealth**  
(you'll be an assassin who can put your foe into great danger and have the ability to vanish quickly)
- **Chivalry**  
(you'll have many additional abilities to improve your offensive and defensive capabilities)
- **Magery + Spellweaving**  
(enhance your spellcasting powers with lots of useful mostly defensive new spells, including self-resurrection)
- **Magery + Necromancy**  
(enhance your spellcasting powers with a number of offensive evil spells)

Your fighting abilities also depend on other skills, which should be added in the right combination, such as Healing, Anatomy, Focus, Hiding, Magic Resistance, and so on. They are important supportive skills to keep you alive or regenerate Mana and Stamina.

## Equipment

Your equipment determines how much damage you take and how much you deal. Good equipment can make a big difference in combat. Your equipment should focus on the following attributes:

- **Resistance**  
Your armor resistance should be as high as possible, best in the high 60s. You can achieve that by using the right armor and jewelry to boost your resistance. For melee combat, physical resistance is most important. With bad armor you can't win a fight.
- **Hit and Defense Chance**  
By using special jewelry, weapons and artifacts you can improve the chance to hit and your defensive abilities. Watch for the right properties on your equipment.
- **Skill and Stat Boosts**  
Jewelry and artifact weapons can boost certain skills. This can help when you have reached your skill cap or you just want to improve a skill that is difficult to raise. You can use equipment to significantly raise STR, DEX or INT.
- **Additional Damage**  
Especially magic weapons, but also jewelry can give a significant damage bonus. Select your equipment by evaluating its attributes carefully.
- **Regeneration**  
Jewels, magic armor and artifacts can boost your hit point, stamina and mana regeneration, as well as the mana cost when using special abilities.
- **Leeches**  
Weapons can leech Mana, Stamina and Life energy from your opponent. These leeches can be important especially in battle against monsters, as they reduce your problems of running out of mana or stamina, and they grant you additional „healing“ aid.



## PvP Combat Tactics

Fighting other players is not at all only about skills and equipment, but also about combat tactics. As a matter of fact, your fighting tactics are mostly underestimated and will often decide whether you win or lose. Your success in combat depends on:

### Weapons:

You think you have a good weapon, because you spent half a million for a runic crafted blade with nice attributes at some Luna vendor? Then I tell you, you are wrong. The stuff you can buy at the player vendors are the masses of leftovers from some crafter who burned a dozen of runic hammers in order to create the one perfect weapon. You NEVER will find the perfect weapon on such vendors, because high-level runic hammers are extremely rare, have only a few uses before they break, and often do not even yield a perfect weapon after all. A crafter probably spent 100 million gold coins or many months of BOD-crafting before he is finally lucky enough to craft the weapon he needs. And you can be sure that this weapon is not meant for selling. PvP weapons should be crafted with golden, agapite or verite runic hammers. Valorite would be a waste (has only 15 uses) and lower runic hammers do not yield enough properties. The crafter should have 100 Arms Lore, of course. The material of the weapon is not really relevant.

### Equipment:

Dump your exceptionally crafted armor! It cannot compete. What you need is a combination of the best runic-crafted items and high-level artifacts. All pieces of your equipment need to be perfectly tuned and balanced to support your skills, stats and tactics. Finding the perfect suit can take years, or will require more gold than the average player will ever possess. Good armor is crafted with barbed runic tailoring kits.

### Tactics and Dirty Tricks:

You know everything about skills, stats and equipment. You still will die fast because you do not know the "secrets of PvP" yet. In the Early Days, combat was mostly about using the right combination of weapons/spells, and good timing. Today, this knowledge will not suffice. You need petals against poison, enchanted apples against curses, trapped boxes against paralyze, coordinate a number of different weapons and special moves to bring down your opponent, different kinds of potions, an obligatory (ethereal) mount, and knowledge about every glitch and bug in the game (flagging, guard-zone issues, paralyze fields, exploit of physical reflect armor to flag you as aggressor, etc.). Because an experienced Felucca-Murderer will know all those things and will use them against you.

### Timing:

You can have the best equipment and know all the tricks, you still have no chance when you hit your heal macro five seconds too late, when you forget to use your weapon special move, or forget to cast the right spell at the right moment. PvP is all about timing. There are many things you have to do, decide and consider at the same time during combat: When to hit your healing macro. When to chug which potion, when to switch to which weapon and use a certain special move, when to cast which spell, when to run, when to disarm your opponent, etc. And while you're doing that, you always have to watch your own health, your mana and stamina, and watch your enemy's health as well. A mortal strike or infectuous strike at the right moment can be crucial and determine who wins. Using attacks/spells at the wrong time can be a waste of mana and can determine who loses. All this you cannot learn by reading or watching others. It can only be trained by exposing yourself to dangerous PvP situations over and over again.

### Teamwork:

In many cases you will notice a perfectly coordinated behavior within successful PvP guilds. Voice chat tools are obligatory. Each player in the group needs to perfect his own tactics and coordinate it with his friends. One dismounts, the other disarms, the next paralyzes, and you cannot even get away anymore or defend yourself. This is followed by attacks like Mortal Strike, Poison or a few spells, and you'll find yourself face down in the dust within 5 seconds, while your enemy hasn't even received a scratch from you. While you probably can do well in a 1 vs 1 combat, you stand no chance if your enemy outnumbers you and coordinates his actions. Lessons learned: Never be defensive! Never be outnumbered!

### Skills:

Of course, skills do play an important role. They are the foundation that enables you to participate in combat. Don't worry too much about your character template, because there are many many different skill combinations that work well in PvP. Skills really are not the #1 issue if you want to learn how to PvP. You just have to find the skills that you're comfortable with. You may have to switch a few times before you find the combination which suits you best. Soulstones are a prerequisite to experiment with skills. Once you learned the skills, you don't have to worry about them anymore. And everybody, even a player who's not rich, can learn the necessary skills. 110 powerscrolls usually suffice, and they are not expensive.

### Stats:

Concerning stats, the only thing you have to do is balance them. The distribution of your stat points depends on the type of fighter you play (melee, spellcaster, hybrid). It also depends very much on your equipment. For example, armor pieces can boost your stats. A weapon with swing speed increase saves you some Dexterity points. And so on. Stat increasing powerscrolls are very useful, but also expensive. As the champ spawn bosses that yield such scrolls are usually controlled by big PvP guilds, your only chance will be to buy those scrolls from overpriced player vendors.

**Gold:**

Thanks to unlimited insurance, Felucca has lost all of its risk. If you go there, make sure you have enough gold to never worry about insurance losses anymore. You should have a minimum of 2 million in your bank, and all your items insured. Everybody in Felucca does that. Felucca fighters usually don't care about gold anymore. They just have enough.

**Training:**

You can read these lines and know them by heart, it still wouldn't help. Because all these facts have to become second nature to you, so you don't have to think too long before acting during combat. If you do not train under realistic conditions, you will forget about important things when you're suddenly face to face with your enemy. This determines whether you'll live or die. Start training with your guild mates! Even if you die over and over again, analyze your mistakes, your skill and equipment, and try again. It takes time, but one day you'll finally start to win fights. Then go to Felucca and fight. Watch how you bite the dust. You'll be frustrated, you'll curse those who cheat, you'll think you're totally inapt. But those who win fights do not give up, even if they died 300 times and lost millions of insurance money.