

THE ACADEMY

DARKFALL CHEETSHEET #3

Entering into the middle game

By the time you've spent a week or two in Darkfall you should have an understanding of the basics, how increase your prowess and how to earn some gold. In this 3rd instalment we're going to look at where to spend your prowess and some of the additional features you might not be aware of in Darkfall: Unholy Wars.

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COMMON SKILLS

You start with four common skills, Heath Self, Health to Mana, Mana to Stamina and Stamina to Health. You should place all of these skills on your radial menu and use them as often as you can when fighting. It's very important to manage your stats in Darkfall, as running out of stamina leaves you moving slowly unable to attack, resulting in a very quick death. No mana means no spells, and no health means it's all over. Learning to manage your stats is vital to winning fights. If you have no mana but lots of heath, a cast of Health to Mana can keep you spells coming. Casting stamina to health restores a lot of hitpoints, and combined with heal self it really keeps you alive. It's worth remembering that on each spell cast you gain more of the target stat than it costs on the source stat, so constantly cycling "cycling" your transfers is a good way to keep your stats high. Putting points into these common skills improves their efficiency as does levelling your Wisdom.

GETTING AROUND

There are several portal chambers dotted around the world. They are all located outside of the safezone and can be found by pressing M to open your map and turning on the "Teleports and Portals" option found on the left. It costs between 100 and 400 gold to travel between portal chambers, and you don't have to "discover" them to be able to teleport to them. They are an excellent way to visit mob spawns that are a lot further afield. Unlike summoning there is no cooldown for using a portal chamber.

BROKEN EQUIPMENT

You cannot repair equipment, when it's broken it's gone forever. Keep an eye on the durability of your equipment and remember that you always have your dawn weapons available for emergency situations!

Where should I be spending my prowess now?

Our initial guide directed you to buy the first 4 boosters, +10 in your primary stat and 60 in your chosen weapon skill. As you progress you want to be working on the following things:

1. Get your primary stat to 110. This can be achieved by 70 base and the maximum booster. 110 In your primary stat lets you wear mastery armour and use higher level mastery weapons.
2. Increasing your Weapon skills. You will want to level up their chosen weapon skill to 100 and purchase the weapon mastery. Warriors should also work on their archery skill as that is very important.
3. Increasing your Strength, Dexterity and Wisdom to 70. For all characters strength provides hitpoints, Dexterity provides attack speed and Wisdom provides mana and makes your heal self and transfer skills more effective.
4. Put 25-50 points in your common skills, such as Heal Self, Heath to Mana, Mana to Stamina and Stamina to Health.
5. Put 25-50 points on your primary school abilities. The first 25-50 points are very cheap and should be done at an early stage.
6. Visit the NPC in any safe zone town to purchase additional skills. Each school has two skills that can be purchased, a regular ability costing 1500 and an ultimate ability costing 3000. You can only use the ultimate ability of your primary school so do not waste prowess on the ultimate of your secondary school. Warriors should take "Stampede" as their first ability and Skirmishers "Evade" as they are both essential skills for all situations.
7. If you've been doing resource gathering, putting some points in the gathering skills will increase the speed at which you gather quite significantly. The first 50-75 points are quite cheap but the final 75-100 costs quite a lot of prowess so is best saved for later.

CRAFTING

Don't be afraid of doing some crafting in the early to mid stages of your game if you haven't tried it already. It doesn't cost any prowess to level up your crafting until you get to crafting mastery so it won't hamper your combat ability early on. With Armour Smithing, Leatherworking and Tailoring you can level up in a certain pattern to get additional rewards. Every time a new set is available to craft (normally each 25 points of skill) make sure you complete one full set to get a small reward from a feat. After this there is a follow-on feat for crafting 100 of any item in that set. Once you've completed those 100 items you'll have achieved the feat and be almost at the stage where you can make the next level of armour up. When you achieve this once again craft a single full set, then craft 100 pieces for the next feat in the chain.

Gathering your own resources and making your own equipment can be very rewarding, especially as it means you can be self sufficient. You'll want mastery level gear later on in the game, but you'll find that rank 30 items are still very effective, especially for PvE.

Crafting is a multi-stage process with plenty of prowess along the way. You'll get a prowess gain for gathering the material, a second prowess gain for refining it and a 3rd gain from crafting the finished item.