

THE ACADEMY

DARKFALL CHEETSHEET

Welcome to Darkfall!

This page should contain everything you need to know for your first adventure into Darkfall: Unholy Wars that isn't covered by the tutorial. If you need some help getting started and you feel a little overwhelmed, join "The Academy" on EU server and we'll help you along your way. If you want to know more in detail you can examine the full manual provided by the game developers here: <http://www.darkfallonline.com/manual> and there is excellent info on the official forum.

Dirk Gently - The Academy

Full loot pvp

Darkfall: Unholy Wars uses a full loot open pvp system. This means outside of the safezone other players can kill you and take all of your equipment. Keep valuables in your bank and don't go out of the safezone in anything you can't afford to lose. Equipment is easy come, easy go in this game so don't get too attached to anything. If you're not used to a full loot mmo this can be a bit daunting, but you must treat your equipment more like consumables items than rare collectables.

A Little Bit About Gear

All equipment in Darkfall has stat requirements and all armour is class dependant. There are seven different types of armor for each class and are available with the following requirements in your primary statistic. 10, 20, 40, 70, 110, 120, 140. As an example as skirmisher requires 70 Dex to wear Studed Leather, while a warrior requires 110 strength to wear Full Plate.

Weapons work is a similar way. Each weapon has a "Rank" ranging from 0 to 80. The higher the rank, the better the damage and the more expensive to make. Any class can use any weapon but primarily Warriors use a two hander, Skirmishers a bow and Elementalists/Primalists a Staff. You will find that later in the game most players will level additional skills and all classes will carry a bow, a 1 handed weapon and a shield.

Fishing Trawler? Eh?

Sailing a Fishing Trawler around gives you fast prowess gains and is the recommend way of getting a lot of initial prowess before starting on the harder, but more rewarding feats. This is due to Diminishing Returns. The higher prowess you get, the smaller the gains are for tasks, just as gathering, fishing, trawling and killing mobs. This is not the case for feats, that always reward you with the same amount of prowess. This is why people often trawl the first 20-30k of prowess and then move onto feats to maximise the time with the high gains.

JOINING A CLAN

In mouse mode click the clans button on the right. On the left choose the "Browse Clans" button. Click the clan you are interested in, and then the (i) button for more info. This tells you everything you need to know and gives you the apply option. If you're playing on the EU server feel free to apply for "The Academy" and we'll do our best to help.

MOUNTS AND BOATS

Unlike many other games mounts (and boats) aren't bound to you. They can be looted by an enemy on your death or can be ridden/sailed away if you are not using them at the time. To spawn one, place your mouse over a suitable area free of obstacles and double click the figurine in you backpack. To despawn either, look at the mount or the wheel of the boat, hold F and choose "Despawn" to return it to your backpack. In the safezone you get a small amount of time before any other player can use them to give you a chance to safely despawn (2 minutes for mounts, 10 for boats) but outside of that any player may use yours as if it was their own.

Where do I spend my first prowess

There are a million different ways to spend your points, but there are a few general rules to follow if you want to become effective in a short amount of time. Each class has a primary statistic that is used to determine a large portion of their damage.

STR—Warriors (Two Handed Weapons)

DEX—Skirms (Bows)

INT—Elementalists (Staves)

WIS—Primalists (Staves)

The first 600 prowess you spend should be spent on your first two boosters, costing 200 and then 400 prowess. After this put points into your chosen weapon skill until hit hits 60. From here I would recommend getting the next booster that costs 800 points. After this you can increase your primary stat by 10 points, and then finally buy the last booster for 1600 prowess. This gives you 70 in your primary stat pretty quickly, increasing your damage and letting you wear rank 30 armour. By the time you reach this level you'll have a better understanding of where to go from there, but if in doubt ask for advice!

Where are the quests

Darkfall's equivalent to quests is the Feat system. These work like achievements in other games but reward you with prowess. Some feats are a lot easier than others, and some require a lot of work for very little gain so spent your time wisely. You can examine the feats by clicking the star on the right hand menu, or by pressing "J" in action mode.

DAMAGE INFO

Damage from normal attacks is calculated from the damage of the weapon, the stat the weapon uses and your skill in that weapon. You get 1 point of damage added for every 5 points in the stat, plus 1 point for every 20 in weapon skill and 1 further point for every 33.3 in weapon mastery skill. 2H Weapons use STR, 1H Weapons user Highest out of your STR or DEX, Bows/ Knives use DEX and finally Staves use INT.