



Player Builds: a Guide to Orbs.

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1. Orbs Overview

When you first start the game and each time you level up, you'll be able to place orbs into four different attributes. Since there is no limit on the skills you can train, your attributes will determine what damage you'll be best at, what weapons and armor you have access to, combat stats like stamina and health regeneration, how much you can carry, and which skills you'll be good at.

The Maximum number of orbs you can place is 215. You also can align yourself with a city to gain that city's orb. Every player starts with 5 orbs in each attribute. This gives a max total orb count of 236.

Orb Source			#Orbs
Beginning Orbs			7
Level 2 –105 Orbs	104 Levels	2 Orbs per Level	208
Base Orbs	4 Attributes	5 Orbs per Attribute	20
City Faction Orb	1 City	1 Orb per City	1
Total			236

2. Four Attributes

You can place orbs in four different attributes. Here's an overview of the attributes and how they impact your abilities.

STR (Strength) - Melee damage / Carrying capacity

As you can see, STR allows you to carry a lot more things in your backpack (pots, bandages, ammunition, item drops) and do more damage with melee weapons.

	Base	Bonus	Total
STR	65	5	70
DEX	50	41	91
INT	5	2	7
CON	5	20	25

DEX (Dexterity) - Range damage / Hit accuracy / Shots blocked

Dexterity will improve your ability to block other players' shots when standing next to them if they are using a ranged weapon, and decrease the chance your shots will get blocked from mobs or other players. DEX also triggers a lot of specials for weapons such as *Sword of a Thousand Truths*, *Lifestealer*, and *Heilige Lance*. Dexterity is an all around useful attribute, and one you want to level if you want to be an archer.

INT (Intelligence) - Magic damage / Fizzle rate

Intelligence is the orb for mages. It determines the power of your spells and how often your spells succeed. There are several tradeskills that rely on your Intelligence.

CON (Constitution) - Health points / Regeneration / Stamina

More constitution will help you stay alive and attack longer. This is a good attribute for tanks who need hit points and mages who need stamina to cast more spells.

3. City Faction Orb

There are three starting cities: Silvest (Humans), Krog (Orcs), and Whisperdale (Night Elves). You can align with any of them by speaking to the Steward of the city. Once you pledge to that city, you gain a permanent orb. You can't change unless you purchase the City Faction Orb reset from the store.

- Silvest: 1 orb in INT
- Krog: 1 orb in STR
- Whisperdale: 1 orb in DEX



4. Bonuses to Orbs

You can receive a bonus to attributes from various things such as food, armor, special totems, spells, and your race (Human, Orc, Night Elf).

Food

Food effects are temporary and do not stack. You can only have one food effect active at a time but you can change it by eating a different food. Skills that give you food are Baking/Mixing, Roasting, and Brewing (you may also need to know the Agriculture skills Foraging, Planting, and Harvesting to grow your own ingredients). The Dragoner's Den website has good list of food and related bonuses.

- Brewing: http://reikoshea.com/dragoneers/brewing_soc.html
- Mixing/Baking: http://reikoshea.com/dragoneers/cooking_tr.html
- Roasting: http://reikoshea.com/dragoneers/roasting_soc.html



You eat the Pumpkin Pie.
Eating the food increases your Strength, Dexterity and Stamina Regeneration!

Armor and Weapons

Armor and weapon bonuses usually give higher bonuses than food or totems, and the bonus doesn't go away until you remove the equipment. Most pieces of equipment have level or attribute requirements to equip. For example, the Orc Mining Helm requires a Strength of 45 to equip, Player Level 50, and gives a +10 bonus to Strength (in addition to Mining Skill and Cut Resistance bonuses). Finding the best armor for your build and level can be difficult, but it's worth it to spend time searching for the right piece if you want to make the most out of your build. AEA (Ashen Empires Auction) has a good database of armor and weapons: <http://aeauction.com/>



Totems

Totems can be made with the Runecrafting skill. The bonuses from totems have a timer, but the totems are re-usable and stack with food and spell buff bonuses. The Dragoner's Den website has a good list of totems and related bonuses: http://reikoshea.com/dragoneers/runecrafting_soc2.html.

Race

Each playable race receives a bonus orb in one attribute for every 20 levels, for a max of 5 bonus orbs. You chose your race when you create your character. If you want to change race, you can buy a race change from the store.

- Humans: Bonus to Intelligence
- Night Elf: Bonus to Dexterity.
- Orc: Bonus to Strength



Spells

Certain spells can be cast on you to alter your attributes. Some spells can only be used on the caster. A good list of spells and their buffs can be found here: <http://pagesperso-orange.fr/stanze/spells.html>

5. Skills

There are several combat skills as well as useful trade skills that let you craft various items and foods. If you like hunting, choose a hunting build you like then see what trade skills your build is best at. DEX is most used in Tradeskills, followed by INT.

- Agriculture
 - Foraging: INT
 - Planting: INT
 - Harvesting: DEX
- Archery
 - Bows: DEX
 - Cross Bows: DEX
 - Thrown Weapons: DEX
- Blacksmithing
 - Mining: STR
 - Iron Smelting: INT
 - Iron Forging: STR
 - Iron Repair: DEX
 - Gold Repair: DEX
 - Metal Salvage: DEX
- Command
 - Leadership: INT
- Cooking
 - Baking: INT
 - Brewing: INT
 - Mixing: DEX
 - Roasting: INT
- Fishing
 - Fly-Casting: DEX
- Healing
 - First-Aid: CON
- Jewelry
 - Jewelry Making: DEX
 - Jewelry Repair: DEX
 - Jewelry Salvage: DEX



- Leathercrafting
 - Leather Repair: DEX
 - Leather Salvage: DEX
 - Leatherworking: DEX
 - Skinning: DEX
 - Tanning: INT
- Magery
 - Alchemy: INT
 - Body: INT
 - Critical Blast: None
 - Critical Heal: None
 - Extended Duration: None
 - Mind: INT
 - Nature: INT
 - Soul: INT
- Melee (Melee weapons also use STR to determine damage)
 - Axes: DEX
 - Block: None
 - Blunt Weapons: DEX
 - Critical Hit: None
 - Dodge: None
 - Double Attack: None
 - Large Blades: DEX
 - Mage Weapons: INT
 - Polearms: DEX
 - Small Blades: DEX
 - Unarmed Combat: DEX
- Runecrafts
 - Runecrafting: INT
- Tailoring
 - Cloth Repair: DEX
 - Cloth Salvage: DEX
 - Sewing: DEX
 - Spinning: DEX
 - Weaving: DEX
- Wood Working
 - Wood Salvage: DEX
 - Wood Repair: DEX
 - Lumberjacking: STR
 - Milling: DEX
 - Carpentry: DEX



6. Things to remember

- Never base your build on items/gear unless you are rich and you can re-orb every time a new weapon/armour come out.
- You will level faster as a warrior because mages lose stamina faster and cannot tank as much as a warrior who has more armour/resistance and HP at lower levels.
- When hunting a certain mob, learn its damage types and gear for resistance.
- Use your build to its FULL potential (use everything to its full extent).
- If you can wear it, find some way to use it to your advantage.
- There's a Valinor orb reset NPC west of town, use it to try different builds before leaving for mainlands.

7. Player Builds

The main builds that players use now are listed below. You can make any build you want, though.

DEX Archer/Melee (Zues Build)

Base orbs:

- 100 STR
- 80 DEX
- 50 CON

You can use large blades, small blades, pole arms, blunt weapons, bows, crossbows. Your main DPS (damage per second) is your Bows/Xbows and certain melee weapons but you will do decent damage with most weapons. Depending on what weapon you can wear, you will have a better weapon with more DPS in one of the melee weapon classes - which is the one you will use. You also have STR to carry more. This build allows you to hunt and use a large variety of melee weapons and range weapons which will all do decent damage. Because you have DEX mobs won't block your shots as much. There is also a quest item heartwood bow/crossbow that has 3 rune slots which allows you to do nooby buffs/heals (like I said, use your build to its full potential).

Con Warrior/Range

Base orbs:

- 100 STR
- 50 DEX
- 80 CON

The main weapon used with this build is the *Ancient Sword of Agon*, which is a large blade. Melee is this build's main strength. Con Warrior can also get high HP/Regen and do medium damage with ranged weapons. You also have STR to carry more which is convenient. Use high damage with 1 space melee weapons but don't hunt primarily with range as your shots would get blocked by mobs a lot and you do a lot more damage with melee. This is a very easy build to level up with as you can tank a lot of mobs.

Dex Archer/Melee

Base orbs:

- 100 STR
- 100 DEX

This is an archer/melee build – the highest damage is with ranged weapons as it is 100DEX and mobs won't block your shots from range. You can shoot from a distance with bow/xbow - the high DEX allows you to do high range damage on mobs. However, you can also use a 1 space melee weapon (large blade, small blade, blunts) or a 2 space melee (pole arm). You also have STR to carry more and do high ranged damage on mobs.

Dex Archer

Base orbs:

- 100 DEX
- 100 CON

The Dex Archer's main damage is with ranged weapons as you are 100DEX, have low STR, and won't be blocked as much by mobs or players when hunting or PVPing. You still have the option of using thrown weapons, xbows, or bows (xbows and bows are the best range). You can still use some melee weapons that require no STR, but the best melee weapons are STR required. You can't carry as much as a STR based build.

Battle Mage

Base orbs:

- 100 STR
- 100 INT

Battle Mages use magic/spells and melee weapons. You can hunt with melee weapons then heal, buff yourself and debuff/root mobs with spells and magic. Battle Mages get a lot of INT to increase magic damage as there isn't a good battle mage melee weapon that can compare to STR/CON required melee weapons. You also have STR to carry more in your backpack.

Con Mage

Base orbs:

- 100 INT
- 100 CON

Con Mage is the best class of mage at the moment for its base orbs. INT gives high DPS and less fizzle rate, offensive spells, healing spells, rooting spells, debuffing spells and buffing spells which boosts your orbs. You have a lot of CON which is high HP and regen which allows you to tank a lot of mobs or players. You can't carry as much as a STR based build.

Dex Mage

Base orbs:

- 100 DEX
- 100 INT

The main DPS for Dex Mage is ranged weapons or magic/spells. As you are DEX/INT you can use either bows/xbows or staffs/wands to use offensive spells. You can't carry as much as a STR based build but you can use bows to hunt and then switch to wand/staff to heal/buff yourself or root the mobs with a spell and switch to your range weapon to kill.

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Note from the Author:

YOU'RE EITHER WITH US OR AGAINST US...CHOOSE YOUR DESTINY, FLAWLESS VICTORY!

I have been 100str/80dex/51 con since I first started playing and I will never switch orbs. I am a PKer and a guild leader of (A), Army of Darkness, I started PKing at level 30 and haven't stopped since.