

IMPORTANT COMBAT TIPS

that will really make a difference!

-A key aspect of TH combat is that it relies heavily on buffs. You can buy them from vendors, or use potions, food, crafted products, other items. Without buffs, combat becomes significantly more difficult, even if you think you have the proper equipment. This is particularly true against Bosses.

-It isn't advisable to advance in more than one important combat skill because the more you split your skill points, the less effective you will become in the long run. Better to focus on one combat skill.

-It is advisable to start your signature combat skill at level 2 or even 3.

-The Combat Tactics skill is very important. Many buffs and actions depend on it and you can only trade items between party members in combat if you are a level 6 combat tactician. Combat Tactics is a generic skill everyone can benefit from.

-On the combat directive panel you can choose the type of actions you want your particular character to use. "AI Decides" will choose responses automatically. If you want more control or don't think the AI is making the best choices, you may be specific and set the character's combat style to a particular one. Remember that you need to have appropriate skill levels:

Martial - applies to all types of fighters but be careful what kind of weapon you use in connection with your highest martial skill. Bare handed fighters must use iron fists (knuckles) to be effective

Arcane - Magical Knowledge skill

Divine - Healer skill

Music - Musical Knowledge skill

Psi - Psionics skill

Rogue - Dirty Tricks skill

-Crafting skill will have a very deep impact on your adventuring performance. Although practicing these sidelines takes time, crafted items not only result in material gain but improved buffs against your enemies. Give yourself an edge and make money at it while you wander around finding stuff!

-Have healing materials on you, even if you or your companions have healing capabilities. Potions and other items can turn the tide of battle. There are also potions to increase Mana, Creativity, or Psi. Crafted potions have a much greater potency than ones found or purchased.

-Stacking Item Properties: Those having the same prefix, e.g. a bracer with "T1" strength bonus and a ring with the same "T1" strength bonus will NOT stack. Items with different numbered prefix however do stack for an increased benefit e.g. T1 + T2 + T3 have the combined benefit.

-Mobs have differing combinations of strengths and weaknesses which means, your character needs to learn this and adapt to choose the best tactics. This greatly depends on the archetype you chose for your character, the equipment you have, buffs, and your party members' unique abilities.

-There are several damage types in the game (slash, pierce, bludgeon, fire, acid, shock, cold, magic, sonic, blight, virtuous and psi). Mobs will vary in their resistance. This means you will benefit from a varied set of weapons too. Due to this mechanism, every character may have find certain enemies to be very tough.

-Healers do concussion damage based on alignment: Good ones do virtuous damage, evil ones do blight damage and wishy-washy ones do pierce damage. Since undead have a higher inherent damage resistance to pierce and blight, wishy-washy and evil healers have a hard time concussing them effectively. Evil healers and psionics have an even bigger disadvantage against this kind of foe. You can overcome this by using weapons, increasing your skill, or having party members who are more effective against these mobs than you to do the attacking.

-Bards do percussion damage, either magic or sonic.

-Magicians do elemental damage: fire, acid, shock and cold.

-Weapons with extra elemental damage can give you a really hefty boost because mobs, particularly in the first third of the game, are not well-equipped against it. This is why casters can be more effective at the expense of defense.

-In order to utilize some tactics, you can vary the directive settings. If you want a more defensive stance, set Anger to low and Aid to high. If you want to be more offensive, then Anger should be high and Aid should be low.

-Berserk can help you win tougher combats but it has a 24 hour (game time) penalty before reuse.

-Every level of the Sneak skill increases your critical damage multiplier, which can be your trump card in a combat situation. Don't neglect Sneak even if you are a caster type.

-There are items that can summon creatures to your aid but only in combat. As soon as combat ends, they disappear. These pseudo-companions have a high aggro which makes them excellent cannon-fodder to have in front. Their main job is to draw the attention of enemies from you to themselves. This applies in the later stages of the game, too. No matter how ineffective

these creatures become at damaging foes, they can still take a few blows for you or slow the enemy down while you can make your move.

-Sometimes it can be a smart tactic to flee and regroup after you have defeated part of a group of enemies. Although you will probably get the panic debuff for a period of time (unless you are immune to fear), you can always come back and finish the rest.

-There are situations when you can simply evade the enemy by "sneaking" past them. Watch the roaming mob and try to keep distance from it while moving through its territory. At times you can greatly advance the story this way. Again, you can come back later to finish it off.

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Normal (red label)

Everything works against them.

Mini Boss (green label)

They are stronger and more resistant than normal enemies and a few of the combat actions don't work against them.

Normal Boss (blue label)

They are even stronger, have much HP and most of the combat actions don't work against them.

Greater Boss (purple label)

They are the strongest, only brute force is effective, be it a weapon or spell.