Sspitfire’s No-Brainer Guide to PFO - Work in Progress

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With Thanks to…

Nihimon
Giorgo
Randomwalker
Illililili
Dazyk
Hoffman

…and everyone at Goblinworks for bringing us such a great game!

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OFFICIAL New Player Guide

OFFICIAL Combat Guide

OFFICIAL Crafting Guide

‘Cheatle’s Guide’

Nihimon’s Google Drive

- **Sspitfire’s Feat Advancement Tables**
- **Dazyk’s PFO Quick Reference**
- **Dazyk’s Keywords Guide**
- **Feat and Recipe Data from the Devs**

PFO Wiki

Paizo PFO Forums

Feedback for Sspitfire’s No-Brainer Guide to PFO

Harad Navar’s (Officially Really Amazing) Unofficial PFO Atlas

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Introduction

So before we get started, there is one very important thing you need to know about PFO. **Its complicated.** I've been immersed in it for months now and am still discovering new mechanics to the game. The up-shot of this is that you will not be bored with learning this game for some months to come. The down-shot is that you can forget about having an "optimized" character straight out of the gate. But that is fine! You don't need to have one!

That brings us to point number two. **PFO has no experience cap.** None. Zip. Zilch. Zero. Or rather, infinity. What this means for you right now is this: **Don't be afraid to play around.** Worried that feat you are about to buy isn't worth it? No biggie! Buy it; try it out; and if you don't like it, go train something else. The only thing it cost you is time- 1 hour per 100 experience points, to be precise. And no, that is not 1 hour of in-game time. That is 1 hour of time. The only requirement to gain experience is an account with its monthly subscription fee up-to-date (which, by the way, means you are basically paying $15 per month for 73,000 experience points per month).

That said, **experience expenditures are permanent. Goblinworks has been clear in that there will be no respec'ing of characters as new feats and features are added. We will likely be permitted to change the Race of our characters once during the life of the character, as new races are released.** So if you really want to play a gnome, but gnomes are not available, just wait! But if you want to play a Druid, then your choices are to either save your experience as much as you can for when Druids are released; or just play normally, spend your experience with an eye towards druids, and when Druids are released, rededicate your character.

One final disclaimer: **If you are playing in Early Enrollment, you are playing an incomplete game that is in development. You are playing in part to have a really nice edge when the full game launches in 2016, and in part to help us make a better game!** So expect bugs. Expect things to not work right all the time. Expect to have really great ideas about how something should work, then find out it has either a) already been discussed and discarded or b) is happening next week/month/year.

The rest of this guide is aimed at getting you into the game as gently as possible. **Major key points will be in bold.** *Helpful assignments for you to practice or explore materials are in green italics.* At various points along the way, I will have printable pages with information that may be useful to have on hand while you roam the game.

Lastly, this document is very long, but I am unable to include functioning links at this time. In lieu of this, I have set up the document such that the page number listed in a Table of Contents is exactly the number you need to type into your PDF viewer to jump there. Abridged Table of Contents are re-produced at the start of each Part of this guide, as well is the page of useful external links (hyperlinks work, internal links do not).

Technical Issues

Desync'ing

Desynchronization, or "Desync'ing," is currently a common problem in PFO. While Goblinworks is working hard on fixing the various issues that cause it, it may be a while before the issue becomes a badge of honor memory subject to endless "When I was your age..." jokes rather than a common occurrence. Basically, what happens when you desynchronize is the information your computer has (your "client") is too different from the information the server has, resulting in a loss of communication between the client and the game server. Some of the signs of desync'ing are below. **In all cases, there is only one solution for desync'ing: quitting the client and re-logging in.**

Signs of Desync'ing:

1. **You suddenly crash to the log-in screen with an error message telling you you cannot be connected to any map servers. This is normal and working as intended.**
2. **You suddenly teleport to another location. If this happens, log out immediately and continue to re-log until you are back in your original location. If you continue to play after a teleport while in the teleported location, you will loose all of that progress when the server finally puts you back in the proper place at a later log-in. Finally, report the issue to Goblinworks via Submit Bug (explained in the next section).** That said, teleportation is a serious issue that has been resolved. Zog willing, it should not happen to you. Hail ZOG!
3. Icons on the mini-map stack up at the edge instead of clearing away as you leave an area.
4. You are getting a message stating that you are not logged in to any chat channels.
5. You type in the chat box, hit enter, but your text never posts.
6. ~~Your icon in the World Map disappears (happens occasionally when you die).~~ *Fixed.*
7. NPC trainers, doors and/or other UI components stop responding to commands.
8. Players all stop moving and/or monsters do not react to your presence.
9. You suddenly fall through the ground- **in which case, keep running forward until you eventually wind up back "on the ground."** To be safe, re-log.
10. You re-spawn after dying with an empty health meter and unable to move. Re-log.
11. An attack suddenly stops cooling down properly and remains greyed out.

Finally, in the worst case, you may have a very difficult time logging back in because the hex you were in was over crowded with players. **If you do get logged back in, are still seeing symptoms such as 3 through 8, but CAN move, then leave the area you are in.** Preferably, leave the hex for an adjacent hex as that will move you into a new game server.

However, simply leaving the mini-map area with a high volume of player characters can also remedy the issue. When you re-log from the “cleaner” location, you should be fully in the game with no problems.

Apple Users

Apple client users need to be aware of one primary issues with the Apple Client: VRAM crashes. Basically, the higher the graphics setting you try to run the game on and the more different types of hexes and players you encounter, the more likely your game client is to freeze up on you. There is no other fix other than to force the client to close and re-log in. The issue is known to GW. It is caused by the VRAM not clearing out properly and filling up.

Combat Glitch

There is currently a small glitch with the combat system that you will likely encounter from time to time. Basically, when you target an enemy, key up an attack, and then switch targets before the attack goes off, the attack becomes “stuck.” Keying a different attack is the simplest way to fix the problem.

Getting Oriented

You will first spawn into the world in a starter town (ST). Starter Towns are NPC-held towns that have everything you need to build the character of your liking. They may also be your home for the first month or so of gameplay, or until you find a settlement to join. See the *Navigating Starter Towns* box for more on how to get around town.

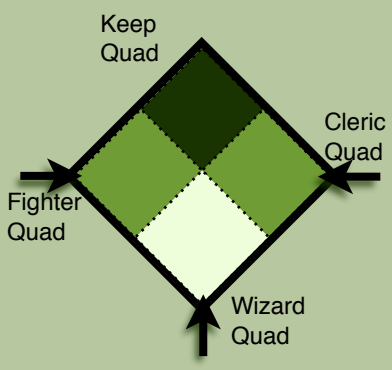
Navigating Starter Towns

For navigation purposes, the best way to imagine STs is as a diamond. You can think of the town as having four separate areas: the Keep Quad, the Fighter Quad, the Cleric Quad, and the Wizard Quad. The Wizard Quad is the lowest point in town while the Keep is in the highest quadrant.

Unfortunately, starter towns are not all oriented in the same way. Often, the Keep is in the south, exactly opposite the maps provided by GW!

The map on page 17 is printer friendly. Also, if you press the 'M' key, you will pull up the world map. Click the "Settlement" tab on the map to see an in-game map of a Starter Town- but it does not show you where you are in town!

Arrows indicate entry points.



Once you get over the exhilaration of taking your first breath as an immortal in Golarion, a few things may be of immediate interest to you on the screen.

The Mini-Map

In the lower righthand corner is the mini-map. It should have a bunch of little tan circles in it- those are the Thornguards and trainers. When you are not in town, you will see little red circles that are goblins, bandits and skeletons Oh My! You might also see some tan circles that indicate other players in your area. To read more about the mini-map and its many facets, read the *All About the Mini-Map* box on page 15.

The Chat Box

Located in the lower lefthand corner, this is fairly self explanatory. The Help Tab is global and can be used to ask other players for help. It is also moderated by Game Moderators to keep the spam down, among other things. The Local Tab is local to the people on your mini-map. The Hex Tab is local to the hex you are in. The Party Tab is global and will come into play when you are partied with someone. The Chat Tab monitors Local, Party and Hex, but NOT Help. See the *Chat Me Up!* box for useful commands that are input via the chat box. One useful tip: **The wheel on your mouse can be used to scroll up in the chat box.** Also, there is a small arrow on the lower lefthand side of the chat box that can be used to hide the box.

Chat Me Up!
Follows are some basic chat commands.

Action	Command	Notes
Whisper	/w <name>, <message>	That comma is important!!!
Reply	/r	Replies to last person you received a whisper from
Trade	/trade	Have to have target player selected
Party Invite	/invite <name>	Can do from anywhere in the world to anyone else
Leave Party	/leave	
Part Message	/p OR /p <message>	Changes to Party Channel OR Posts to Party Channel
Frame Rate	/fps	~30 FPS is the sweet spot
Emotes	/bow, /wave, /clap, /whistle	Have to have target player selected

Quest & Achievements Box

In the upper righthand corner is the Quest and Achievements Box. Right now it is empty and you can safely ignore it. I'll direct you to it when it does become important. The arrow in the upper righthand corner can be used to hide this for now, if you want.

Menu Icons

In the upper lefthand corner, rather small looking, are the Menu Icons. We'll discuss each one as they become relevant to you. For now, click on the icon. You have several options here, including "Quit," "Settings," "Submit Bug," and "Help."

Quit - We used to have a "Log Out" option until GW figured out it was creating some of the issues we were experiencing. Now it is just "Quit," which closes the client.

Settings - Settings are really simple right now. **Key point about sound: attack sounds cannot be muted.** One day we will able to. Today is not that day.

Submit Claim Ticket - Mostly you will use this for bugs. Bugs are issues in the game that recur frequently and aren't supposed to be there. Do try to be clear, specific and concise. **Bug reports automatically record your location, so you don't have to hassle with reporting it.**

WHAT!? No Alternate Keybindings!?
Rest assured superior being of the ESDF race. It is possible to change your key bindings. Follow this link for a wonderful exposé on how to do it (12th post down).

paizo.com/threads/rzs2r7hg?Alternate-KeyBindings#12

All About the Mini-Map

The mini-map possesses a wealth of information, if you know how to access it all. Other than the toggles on the lower lefthand side of the mini-map, there are not currently any adjustments to be made to the tool. But that's fine. It works well as it is.

The symbols inside the map represent a wide range of things:
1. Your directional arrow and coordinates (mouse over)
2. A Resource Node
3. An NPC combatant
4. Your pin, or the direction you need to travel in to reach it
5. An Escalation event icon
6. Another player character

On the upper lefthand side of the map, three additional icons may appear depending on the hex you are in.

A. The Hex icon represents different types of hexes.

Settlement Hex. Indicates settlement hexes- regardless of presence of a settlement. They are immune to Escalations and have weak Resource Node drops.

Crusader Road. Indicates hexes "protected" by NPCs. These hexes have universal but weak Node drops, basic mobs, and can never be infected by an escalation. **Safe for beginners.**

Wilderness Hex. These hexes are prone to infection from Escalations and can be very dangerous. They also tend to have Node drops specific to their terrain type.

Badlands Hex. These hexes are prone to infection from Escalations and can be very dangerous. They have greatly increased resource drops compared to Wilderness hexes.

Monster Hexes. These hexes are the **source of Escalations** in an area and are very dangerous. They have among the best Node drops on the map.

Monster Homes. These hexes are immune to Escalations, but instead have a stable contingency of a given type of monster. They are typically very dangerous but rewarding.

B. The Escalation icon lets you know that an escalation is active in the hex, what the escalation is, and what strength it is at.

C. The PvP icon lets you know if the tower in that hex is available to be captured or not. If this icon is red, then player kills are free of reputation loss.

You can mouse over most of the icons and symbols for additional information. For example, mousing over your directional arrow will give you your present coordinates.

Player characters come in 3 colors. **TAN** for other players. **BLUE** for party members. **RED** for aggressive players.

You can double-click on the world map to set a pin. The mini-map will show in which direction it is in. You can see the pins of other players also within range of your mini-map.

When you cross hex boundaries, they typically show up as a shadowy band running across the Mini-Map. This is a great marker to keep track of where you are in a hex without having to constantly refer to the World Map.

Combat Bar

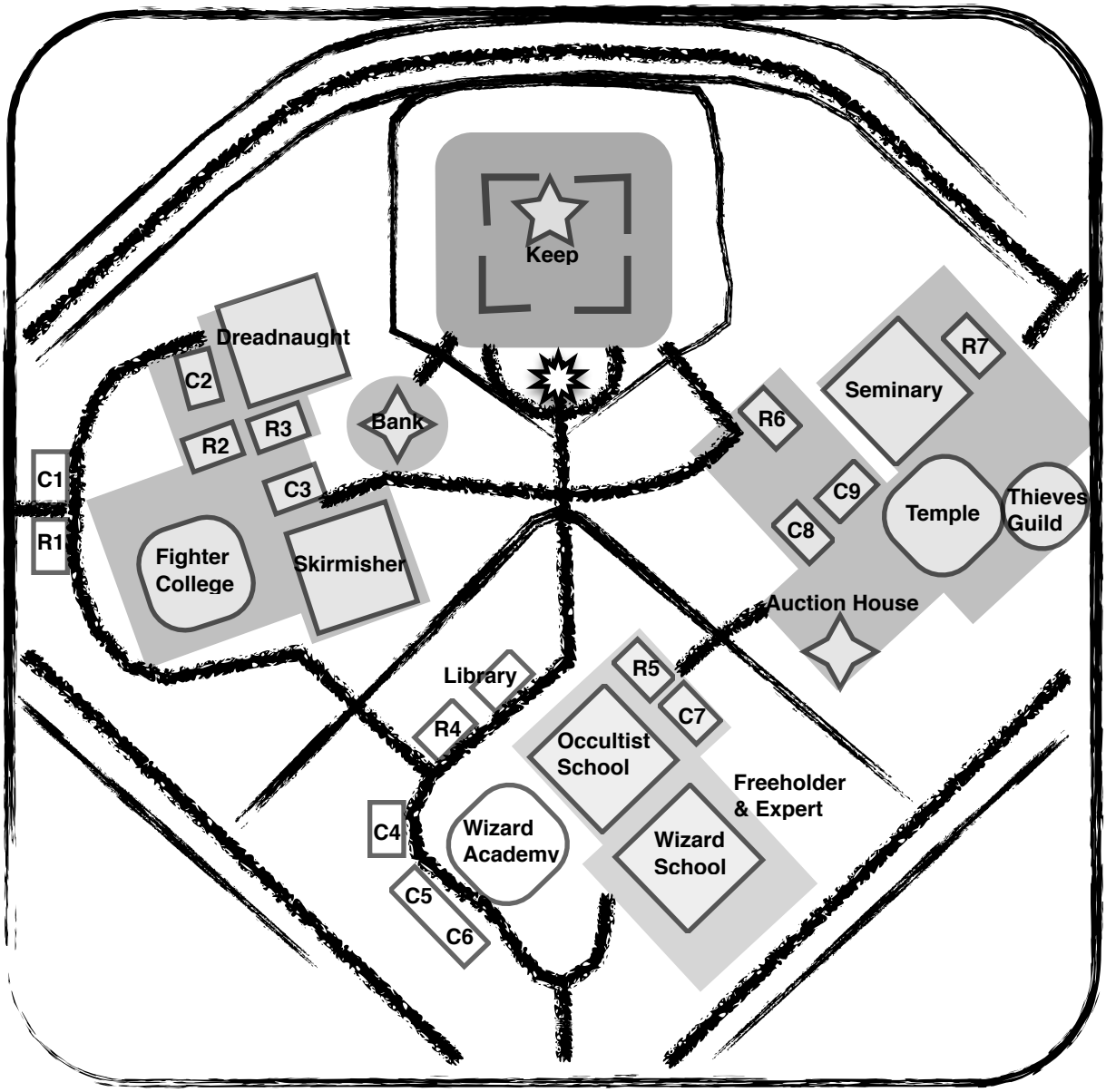
Finally, in the bottom center of your screen is the Combat Bar. We'll cover that when the time comes, too.

Now Let's Get Movin'!

You can move forward, backward, turn left and right, and move side-to-side with A, S, D, Q, W, & E. Or you can use the arrow keys to move around, but not side-to-side. Lastly, holding both mouse buttons down moves you forward. Moving the mouse changes your direction. Holding the *left-mouse button* down and moving the mouse will change your *camera angle*. Holding the *right-mouse button* down and moving the mouse will change your *character's facing direction*. The mouse wheel will zoom you in and out. Now press space. Fascinating. **Press 'r' to auto-run, Control to sprint, 'x' to stealth and Shift to walk.**

Assignment: Double-click on the mini-map right next to the arrow in the middle. Now go run around the settlement a bit until you get used to the controls, then come back to the pin you just set.

Starter Town Map PRINT ME!



Attack Trainer

Armor/Feature Trainer

Crafter/Refiner Trainer

The Keep

Bank/Auction House

Shrine/Spawn Point

C1 - Bowyer
C2 - Weaponsmith/Engineer
C3 - Armorsmith
C4 - Artificer
C5 - Jeweler
C6 - Alchemist
C7 - Tailor
C8 - Leatherworker
C9 - Iconographer

R1 - Sawyer
R2 - Gemcutter
R3 - Smith
R4 - Loom
R5 - Arcanist
R6 - Tanner
R7 - Apothecary

Dirt Paths

Slopes/Hills

Feat Training

Now that you are oriented and moving around, it is time to do some training. **The game does have tutorial quests. You can ignore them without major penalty.** Or you could do them and send feedback to Goblinworks (GW) on how they can be improved. Either way, let's get you some feats. By the way, **DO NOT DELETE YOUR CHARACTER. EVER.** Its throwing away money for absolutely no benefit to yourself, whatsoever.

Basic Training

Stand by the Shrine of Pharasma (where you spawned into the world) and turn to face the Keep. Now turn to the left about 90 degrees until you can see the large, multi-story building down the hill from you. That's the Bank. Head that way, but stay to the right of the building.

Head into the wooden structure that should be coming up in front of you. This is the **Dreadnaught School**. Note that if you went to the *left* of the Bank, you would have gone to the Skirmisher. Both "buildings" look the same, but the Dreadnaught Trainer will be wearing heavy armor with a helm while the Skirmisher Trainer will be in light armor with a hood. Once you have found the trainer inside, right click on them!

A window just popped up that has two tabs in it: Available Feats and Unavailable Feats. Also, in the lower lefthand corner is your total Experience (should be 1,000 and some change right now). All trainer windows look the same. All feats are listed in Alphabetical Order.

Now scroll down the list until you find the following feat: Hit Points 1. It should say "Exp Cost: 1" below the name and have a "Train" button on the right. Mouse over the Feat for its tool-tip to popup. Training this feat will give you 25 extra hit points. Click "Train." Hit Points 2 is now available! It costs 5 Experience Points. Click "Train" again. And now the Hit Points feat has disappeared.

To find out why, click on the "Unavailable Feats" tab and find Hit Points again. When you mouse over the feat, it should say this: "Requires category points: 3 Martial, or 3 Subterfuge, or 3 Arcane, or 3 Divine, or 3 Crafting, or 3 Adventure." **All of these will be explained later; but for now what it means is you need to go do stuff in the game in order to advance in training.** Go back to the Available Feats tab and train the following items: Inertia 1, Heavy Melee Attack Bonus 1, Escape 1, Power 1, and Toughness 1.

Assignment: Want to be a Fighter or a Cleric? This is the place for training your heavy melee weapons! Train the Weapon Proficiency from the weapon group you would like to learn (long swords and great swords are Heavy Weapon Proficiency, while maces are Hammer Weapon Proficiency). Also, go ahead and train both Medium and Heavy Armor Proficiency as well as Fortitude 1.

Now head across the way to the **Skirmisher Trainer**. Find Reflex Bonus 1 and train it.

Assignment: Want to be a Ranger[1] or a Rogue? This is the place for training your light melee weapons and bows! Train the Weapon Proficiencies from the weapon groups you would like to learn.

Assignment: Still want to be a Fighter? Locate the Fighter College in this area and train Trophy Charm Implement Proficiency 1. You can also train Fighter Armor feats and Feature feats here. You have Achieved Fighter Role 1! Ignore the plain-clothes commoner for now.

Next stop is the **Academy**. It is in the Wizard Quad, down the hill from where you are now. Head out of the Skirmishers and down the hill. The structure you are looking for is a large stone walled building on boulders. Once there, train the feat “Mage.” Ignore the plain-clothed commoner, for the time being.

Assignment: Want to be a Wizard? This is the place for training your Wizard Feature and Armor Feats! Train Spellbook Implement Proficiency 1 and Power 2. If you locate the Wizard School and the Occultist School (in the same area), you can train Arcane Weapon Proficiency 1 and gain access to staff and wand attacks! Don’t forget to train Arcane Attack Bonus, too! At the Occultist School, train Wisdom 1. You have Achieved Wizard Role 1! Note the Occultist trainer has different attacks from the War Wizard Trainer.

Now that we are done here, head out and up the hill to the *opposite* side of town you just came from: the Cleric Quad. There should be another large stone structure similar looking to the Academy. That is the Temple. Behind it, you will find our next stop: the **Thieves Guild**. Drop in and train “Resiliency.” This is also where you can train Stealth and Perception. Go ahead and grab one of each of those, too. As before, ignore the commoner for now. We’ll come back for them later.

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[1] Technically Rangers don’t exist in the game right now, but we all know what they look like: Rogue’ish Fighters and wannabe Clerics with Pets.

Assignment: Still want to be a Rogue? This is the place to train your Rogue Feature and Armor Feats. Train Rogue Kit Implement Proficiency 1. You have Achieved Rogue Role 1!

Congratulations! You have now trained a little bit of everything you need to go kills some goblins and bandits more safely. Unless you were following some of the Assignments above, you should have about 550 experience left. Below is one more combat role Assignment to round out your character.

Assignment: Still want to be a Cleric? Head in to the Temple and train Holy Symbol Implement Proficiency 1 and Power 2. You can also train Cleric Armor feats and Feature feats here. Next, pop over to the Seminary and train Will 1, Focus Weapon Proficiency 1, and Divine Attack Bonus 1. You have Achieved Cleric Role 1! Again, ignore the plain-clothed commoner!

Feat Slotting

You've trained some feats and gained some strength, but you aren't ready to go make dead goblins yet, buddy! We need to slot some of those feats you trained so you can get the benefit of them.

First, press the 'F' key. Your Feats Window should now be open. You can also open this window by clicking on the symbol in the upper lefthand corner. At the top of the window are two tabs: Passive Feats and Active Feats. Not surprisingly, Passive Feats are ones that require no action on your part to use (other than slotting some of them). Active Feats need to be slotted and then activated to get their benefit. Right now, all of the passive feats you trained should be showing in the window. Anything that does not require being slotted has a icon.

Press the "P" key. This brings up your Paper Doll. It can also be brought up by clicking on the symbol in the upper lefthand corner. This is where everything goes- gear, weapons, armor, and passive feats that you slot. Feat slots are all boxes while equipment slots are all circles. Right now, the only things on your doll are a Club and Peasant Clothes- the most basic of weapons and armor. Lets spice things up with some feats.

Click the "Armor" sub-tab under Passive Feats. Now you should only see the Mage armor feat you trained earlier. Also, the Armor Feat box should be lit up on your Paper Doll. Drag the Mage icon over to that box and drop it in!

Next, click on the "Defensive" sub-tab. You have three Defensive Feat boxes (all lit up now on the Paper Doll) available to you. Right now you only have one Defensive Feat, though, so drag and drop it into a box. Toughness 1 gives you 10 extra hit points. That is it for your Passive Feats for now. When you train Features (i.e. Domains, Schools, Weapon Specializations or Rogue Features) and Reactives, they will be slotted here as well.

You can close the Paper Doll now and click on the Active Feats tab of the Feats Window. Here you have all the active feats you can slot, including Attacks, Expendables, Utilities, and Situationals. Click on the Attack sub-tab. At the bottom center of your screen, the attack boxes should all be lit up. Note the club symbol on the left indicating you have a club equipped in your main-hand right now.

There are two types of attacks: Primary and Secondary. Primary Attacks are cheap, spam-able attacks that take up the attack slots 1, 2 and 3. Secondary Attacks are usually more expensive, have conditional effects, and take up attack slots 4, 5, and 6. **Primary attack icons are**

outlined in a light border while Secondary attack icons have a black border. Go ahead and drag the Primary attack Inertia into the #2 attack slot. Next, do the same with the Secondary attack Escape, placing it in the #5 attack box. You have now slotted two extra attacks in addition to the basic attacks that come with your club!

Finally, click on the Utility sub-tab. The boxes labeled 7 and 8 should now be lit up in the center bar. Drag and drop the Resiliency utility to box #7. Whereas attacks require a weapon to use AND are specific to that weapon, utilities have no item requirement and anyone can use them.

Congratulations! Now you are ready to go make orphans of goblin babies (and maybe a few human babies, too). Go to your next assignment!

Assignment: You're all equipped and ready to rumble, so lets get down to the task we have all been waiting for: killing things! Head in any direction you like out of town. Find and kill 10 Goblins, 10 Bandits and 10 Wolves. You can see where you are on the World Map, so you can't get lost. If you closed it previously, open up the Achievements box in the upper righthand corner of your screen to track your progress.

Oh, right, I should probably tell you how to swing that club of yours if I want to see you back here without tooo many deaths. To target a creature, hit "Tab." To attack a creature in melee, get next to it and press 1, 2, 4 or 5 on the number strip. I recommend opening with #2 (Inertia) and then spamming #1 (Basic Attack) for each target. Use #5 (Escape) if things get too hairy. Using your utility, Resiliency (#7), regularly will greatly reduce the damage you take. The red bar is health, the blue bar is stamina, and the yellow bar is power (which you can ignore for now).

Lastly, if your club should mysteriously disappear in combat, you probably hit the "~" key next to the 1 key. Press it again to re-equip your club. You can see what loot you get by pressing "i" (*)and selecting the All tab. Good luck! (If you want to know more about combat at this time, you can skip down to Basic Combat, below.)*

Basic Combat

Combat is pretty straight forward. You press tab to target a goblin, then press numbers 1 through 6 on the number strip to attack the goblin. Presumably, the goblin (and not you) will then die.

But, since I know you still have questions, here are some answers.

What is the Blue Bar that keeps going up and down? - That is your Stamina. Each attack costs a certain amount of stamina. You are recovering Stamina constantly- even while you are attacking! Everyone has a maximum of 100 points of stamina.

What is the Yellow Bar? - That is your Power. It is used by Expendables- but more on that later. For now, you can ignore it.

What is that Red Bar? - No question is a stupid question! That is the health bar.

How do I recover Health? - Once the fight is done and your toon has put its weapon away, your health bar will refill quite quickly.

What are those little icons by my banner? - Which Icons? There are two different sets- small icons that pop up on the left and right side of your banner that usually have arrows above or below them -and- larger icons that pop up below your banner. The small icons indicate when you have been hit with a buff or debuff- or a positive or negative change to your character's combat abilities. The larger icons indicate different statuses your character is affected by. They don't do anything directly; but they are very important for other reasons we will discuss in Part 4: Combat.

What happens when I die? - Already? Seriously? *sigh* Alright, here we go. Three things happen when you die. First, you re-spawn at a Shrine of Pharasma according to where you died and in what hex you died in. **Second, all of the equipment you had equipped takes 1 point of durability damage (out of 20). Third, any items you had in your inventory are left behind in your Husk- AND ARE SUBJECT TO BEING DESTROYED/LOOTED.**

What is a Husk? - Husks are left behind by characters who die with stuff in their inventory. Pharasma is powerful; but moving tons of solid objects through the ether to her nearest shrine is a bit more than she cares to do for the careless!

Husks can be looted by anyone without consequence (other than you getting angry at them). However, looters can only take 1 item at a time, while you can claim your whole husk in one go. To loot or gather a husk, stand next to it and right click on the pile on the ground- NOT the whirly white cloud.

When you die, a pin will be left on the map to guide you to your husk. If you happen to pick up some more stuff on the way back to your husk *then* have the misfortune to die before reaching your old husk, fear not! Any previous husks you may have dropped but not yet retrieved will remain in the world. However, the pin to guide you to your husks will only show the location of the *most recent* husk you dropped.

Thanks for the explanation of "What is a Husk," Sspitfire; but that isn't what I asked. I asked, "What do you mean my stuff can be destroyed!?" - Everything in its proper order :) Here is how item destruction mechanics work.

1. **If you have 3 or fewer copies of an item in your inventory, then each copy has a 25% chance of being destroyed. This means you could get lucky and have no copies of the item destroyed or get very unlucky and have all three copies of the item destroyed (about a 1% chance of that happening, by the way).**
2. **If you have 4 or more copies of an item, then one-quarter of the stack of items is destroyed, *rounded down.***

Say you have 1 Short Sword, 7 Lesser Cure Tokens, and 200 Copper Coin when you die. When you get back to your husk, you have a 1 in 4 chance of finding you having lost the Short Sword. You will also have lost 1 Lesser Cure Token (7÷4 =1.75, *rounded down to 1*) and 50 Copper Coin. Don't die.

Assignment: Don't die. Seriously, spend 15 minutes straight fighting mobs without getting killed. If you get killed, reset the clock. Once you have survived for 15 minutes, reset the clock and go for 30 minutes. Then an hour. And when you do die? Write down why you died and what you might have done differently to avoid it. Even if you died because your computer crashed, think about what you might do differently knowing that you always face the risk of your computer crashing. And don't be afraid to bite off more than you can chew, from time to time!

The Experience of Budgeting

Or, rather, the budgeting of experience. I could let you run off into the game at this point and get lost, have fun, and waste lots of experience. But that would be irresponsible of me. Here are some very important points to keep in mind when budgeting experience and balancing the desire to do everything with the need to *not* do everything.

Point 1: You can buy into level 2 of all four Combat roles (Wizard, Rogue, Fighter and Cleric), including attacks, for about 2 1/4 days worth of experience. So don't be afraid to play around!

Point 2: Purchasing Level 2 of any and all Attacks and Utilities in the game gets you absolutely nothing unless you have +1 or higher equipment to use it with. So don't do it until you are ready. All other feats grant additional benefits with each rank, regardless of equipment quality.

Point 3: You could purchase up to Level 8 of all 17 Crafting and Refining skills in the game. It would take you a year and a half to do. **If you want to dabble in crafting, pick 2 or 3 and do them around rank 3 or 4. If you want to be a dedicated crafter/refiner, pick 1 or 2 and stick with them. You cannot easily do a powerful combat character and a dedicated crafter/refiner in the same build, however.** Trade for the rest of what you need. If you are a crafter, you will invariably need materials from at least two different refiners to make your wares. Truly and honestly, the more you try to branch out with crafting on a single character, the more useless a crafter you will become.

Point 4: If you plan on being an adventurer, here are some very cheap but valuable skills to pick up to rank 3: Forester, Dowser, Miner, Scavenger, Survival, Nature, Arcane, Planes, Local, History, Stealth, Perception. This will cost you 1.3 days of experience and get you nice boosts to a wide variety of skills that will always be of use.

Point 5: Read Part 2: Advanced Feat Training. It will make your life a whole lot easier (and will spare me having to answer questions like, "Where do I get Martial Points?" and "How do I raise my ability scores?"). READ IT! Reading the section on Feat Types, long as it may seem, will also help you build a more complete character- in combat and out.

A Community of Helpers

Pathfinder University (PFU) has regularly scheduled classes taught by some of the most experienced players in the game. You can find a schedule by following the link.

In addition, you can always get on Golarion Mumble at golarion.mumble.com, Port 3093, Password PFOnline. You will need to download and install Mumble first, which you can do following the link below. Ignore the bit about needing to create an account or a server. Just click on the “Download Mumble” link on the right side of the page.

http://www.mumble.com/get-mumble.php

Pseudo-Conclusion

You are now ready to depart on your journey through Pathfinder Online. Of course, there is still much you have yet to learn and discover! But this concludes the guided part of this guide. From here on out, this guide and the game are a Choose Your Own Adventure story. Have fun!

Part 2 of the guide will cover feat training in depth. Whether you are just starting out or an experienced vet, this section contains valuable information. It will answer questions and provide insights about Achievements, Ability Score advancement, different Feat Types, and Experience Budgeting.

Part 3 of the guide will cover a few important miscellaneous topics. If it is not in Parts 1, 2, 4, or 5, it should be in Part 3. Part 4 of the guide will take you gradually deeper into the mechanics of Combat in PFO. Part 5 will do the same but with the focus on Crafting instead. Finally, Part 6 introduces a few important topics vital to the game, but that are not strictly necessary to play. I strongly recommend reading each of the items in Part 6 as they will give you a healthy background in what PFO is, what it is not, why some things are the way they are, and where this game is ultimately headed.

One final parting bit of advice. **Do not be afraid to ask for help and do not be afraid to work with other players.** Your enjoyment of this game will depend heavily on how much you are able to do these two things- and that is by design.

Oh yeah, last but not least. Go back and visit those commoners I told you to ignore- they are at the **College, Temple, Thieves Guild, and Academy**. They have nice things for you. See you in game!

~Sspit

PART 2: ADVANCED FEAT TRAINING

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OFFICIAL New Player Guide

OFFICIAL Combat Guide

OFFICIAL Crafting Guide

‘Cheatle’s Guide’

Nihimon’s Google Drive

- **Sspitfire’s Feat Advancement Tables**
- **Dazyk’s PFO Quick Reference**
- **Dazyk’s Keywords Guide**
- **Feat and Recipe Data from the Devs**

PFO Wiki

Paizo PFO Forums

Feedback for Sspitfire’s No-Brainer Guide to PFO

Harad Navar’s (Officially Really Amazing) Unofficial PFO Atlas

Introduction

No matter what you do in PFO, Feat Training will be a part of your life from Day One to Day The Last. Unfortunately, however, feat training is not always the simplest affair in the game. Part 2 of this guide will walk you through all the different aspects of Feat Training, from Achievements and Ability Scores to Experience Budgeting.

Before we begin, let's cover a few basics. **Of course, all feats cost Experience points and, as I mentioned in Part 1, experience is earned at a rate of 100 experience per hour.** No exp grinding in this game! Oftentimes, however, experience is not the only thing required to buy a feat. There are several different things that may limit your access to the next rank of a feat. Follows is a list.

Category Points (CP). Category Points are earned by doing certain things in game to complete Achievements. CP are discussed in the achievement section.

Achievement Levels. In order to raise certain feats, you have to have completed the appropriate level of an Achievement that is related to that feat (e.g. Long Bow Expertise for Long Bow Attack Feats).

Role Levels. Role levels (like Rogue 1 or Fighter 3) are actually Achievements themselves. They are also covered in the Achievements section.

Ability Score Minimums. Ability Scores act as rank advancement gates, just like Achievements and Category Points. See the Ability Scores section for more information.

1	2	3	4	5	6	7	8	9	10
FEAT RANK	EXP COST	CP	IMPLEM PROF RANK	ATTK BONUS	ACHIEV LVL	ROLE LVL	ABIL MIN	ABIL BONUS	CUM BONUS
1	81	0	1	1	-	1	10	0.009	0.009
2	692	3	-	2	1	2	10	0.046	0.055
3	2,433	10	-	3	2	4	10	0.116	0.171
4	5,936	19	-	4	3	6	10	0.220	0.391
5	11,856	31	2	5	4	8	11	0.359	0.750
6	20,863	45	-	6	5	10	13	0.535	1.285
7	33,645	60	-	7	6	12	15	0.748	2.033
8	50,898	78	-	8	7	14	18	0.998	3.031
9	73,328	97	3	9	8	16	22	1.287	4.318
10	101,653	118	-	10	9	18	26	1.614	5.932
11	136,595	129	-	-	10	19	30	2.070	8.002

Part 2 - Advanced Feat Training

Proficiency Feats. Attack, Armor and Feature feats all require you to have a certain rank of Proficiency Feat in order to advance them.

Other Feats. Other feats, like Attack Bonuses or Reflex Bonuses, may also be required before you can train certain feats.

Assignment: Have a look at the table below, pulled from **Sspitfire's Feat Advancement Tables**. *This is an abridged rank advancement progression for Feature Feats. The good news is, this is the most complex progression you will have to deal with. The bad news is, it is pretty complex.*

1 - Feat Level is simply that. The color indicates what Tier of power the feat falls in.
2 - Experience costs increase exponentially! Not including everything else you would have to train first, getting to rank 11 with a Feature feat will take 182.5 days.
3 - CP = Category Points - Number of Category Points you have to earn to qualify for that feat rank.
4 - Implement Proficiency is another feat you have to have trained before you can pass certain ranks of Feature feats.
5 - Each Feature has a weapon associated with it and that weapon has its own attack bonus, which you have to have trained to qualify for higher ranks of the Feature.
6 - You also have to have completed Expertise Achievements with those weapons.
7 - Role Levels are Achievements as well, which you have to meet in order to advance a Role's Feature.
8 - Ability Score Minimums are required for advancing out of Tier 1 in any feat.
9 - This is the ability bonus training that rank of the Feature Feat grants.
10 - This is the cumulative ability bonus for all ranks of that Feature you have trained.

So training feats can be a touch complicated :)

Feat Types

There are a lot of different types of feats. This section will brief you on each of them while the Assignments will tell you what to buy if you are just starting out. Note that this section tends to be heavily biased towards combat roles rather than crafter roles. Lastly, each Feat Type corresponds with its own tab in **Sspitfire's Feat Advancement Tables** (with the exception of Gathering, Crafting/Refining and Professions. Those all have one section: Crafting).

Proficiencies

Proficiencies serve one purpose: to grant you access. In all cases, they grant access to feats associated with an item. In the case of Armor Proficiencies and Implement Proficiencies, they also grant the ability to actually use the associated items. Higher ranks of Proficiencies are required to access higher quality versions of their associated items. Proficiencies also act as gates for feat advancement. For example, you can not train Tier 2 Armor Feats until you have the appropriate Armor Proficiency at rank 2.

Weapon Proficiencies. These grant access to the Attack Feats associated with each weapon. You start with Simple Weapon Proficiency, which grants access to club and dagger attacks.

Armor Proficiencies. You get Cloth and Light Armor Proficiency at the start. Medium and Heavy Armor Proficiency are required to wear those types of armor and access their associated Armor Feats.

Implement Proficiencies. These grant the use of things like Spellbooks, Holy Symbols, Rogue Kits and Trophy Charms. They also gate Role Level increases, Feature Feats, and Expendables.

Sspitfire's Feat Advancement Tables will always list proficiency requirements in a column labeled "Prof", "Armor P", "Implement", or "Weapon P."

Assignment: If you have no idea what you want to build, yet, head over to the Dreadnaught Trainer and pick up Medium and Heavy Armor Proficiency and a melee Weapon Proficiency for a weapon you would like to use (unless you want daggers or short swords). Next, head over to the Skirmisher Trainer and pick up Bow Weapon Proficiency. This is also where you can pick up Light Weapon Proficiency for light blades. Finally, head over to the Fighter College and train Trophy Charm Implement Proficiency. This gives you Fighter 1.

Attack Bonuses

This is another fundamental feat tree for Combat characters. Attack Bonuses act as gates for a wide range of feats, including Features, Reactives, Proficiencies, and Attack Feats. **Attack Bonuses come in two forms: Special Attack Bonuses that are specific to an attack type and Base Attack Bonus (BAB), which is generic to all weapons and all roles.**

Special Attack Bonuses. These add +4 to your attack rolls for a particular type of attack, such as Light Melee (daggers, short swords and rapiers), Heavy Melee (all other melee weapons), Ranged (bows), Divine (Cleric attacks), and Arcane (Wizard attacks).

Base Attack Bonus. BAB adds +2 to all attack types.

Sspitfire's Feat Advancement Tables will always list attack bonus requirements in a column labeled "Spec BAB" or "Atk Bonus."

Assignment: Go ahead and trot around to the Skirmisher and Dreadnaught trainers and pick up Ranged Attack Bonus 1, Light Melee Attack Bonus 1, and Heavy Melee Attack Bonus 1. If you are going for a Wizard or Cleric build, drop by the Occultist (Wizard) or Seminary (Cleric) and pick up the respective Arcane or Divine Attack Bonus 1, as well.

If you have completed the final assignment in Part 1 (or have done any amount of killing things), you should have enough Category Points to buy Base Attack Bonus 1. Go ahead and do so!

Features

Features are the most important feat tree of any combat role. They provide static benefits that increase with each rank of the Feature. However, their real importance is due to their relationship with Implements. We'll discuss that relationship more in Part 4: Combat. **For now, suffice to say that your Feature directly influences how powerful your Spells (Cleric and Wizard) and Maneuvers (Fighter and Rogue) will be.** Features are also one of the primary sources for ability score bonuses to combat characters. Features have to be slotted in order to benefit from them.

Features are cheap enough at Level 1 that you can dabble in them; however, they quickly become expensive due to their power. Ultimately, you will have one main Feature that you max

out, plus one or two side Features that you rank up for the Ability Score Bonuses and versatility.

Assignment: If you are looking for a quick fix on your feature right now, do one of the following.

Fighter: @ Fighter College, train a Weapon Specialization
Rogue: @Theives Guild, train Cut-Throat
Cleric: @ Temple, train Glory Domain
Wizard: @ Academy, train Evoker School

Now slot your Features!

Armor

Armor Feats are a major part of any role, combat or not. Like Features, they provide static bonuses that increase with each rank of the Armor Feat. **Armor Feats provide even more benefits, however, if you have them slotted with the correct armor type.** We'll cover this more in Part's 4 and 5. For now, just follow this simple matching guide:

Cloth Armor & Clothes. Mage, Scholar, Binder, Guide, Outfitter.

Light Armor. Chameleon, Scout, Swashbuckler, Pioneer, Rambler, Artisan, Wright.

Medium Armor. Archer, Evangelist, Healer.

Heavy Armor. Crusader, Dragoon, Unbreakable.

Armor Feats have to be slotted before you can get their benefit.

Armor feats are extremely cheap. In the short run, you will have multiple different ones trained so you can play with them. In the long run, you will have one main one that is your go-to and that you keep as high as possible. You will likely then have a couple of side Armor feats for specific situations. It only takes 1.8 days worth of experience to get an armor feat up to Level 6, where you can take advantage of Tier 2 armor. So don't be afraid to diversify!

Assignment: Go train the following, according to your role.

Fighter: @Fighter College, train Archer, Dragoon, Unbreakable

Rogue: @Theives Guild, train Chameleon, Scout, Swashbuckler
Cleric: @ Temple, train Crusader, Evangelist, Healer
Wizard: @ Academy, train Binder, Mage, Scholar

If you did Part 1, you should have Mage slotted with Peasants Clothes. KEEP THIS COMBINATION until you have the appropriate armor type (Light, Medium or Heavy) for your other Armor Feats.

Attacks

Attack Feats are the final major feat tree for any combat character. You will be training many of them for all of the different weapons you decide to play with. While an individual feat is fairly cheap to raise to max rank (about 2 weeks worth of experience to rank 6), en masse they become quite expensive.

PSA: By itself, increasing a rank of an attack feat gains you nothing. By itself, increasing the quality of your weapon gains you nothing. Increasing the quality of your weapons AND the rank of your feat gets you better attacks. So don't go training rank 2 of an attack feat while you are still running around with basic weapons.

Attack feats include Cleric Orisons, Wizard Cantrips, and all physical weapon attacks. For those of you coming from various d20 game systems, you may recognize "Orisons" and "Cantrips" as 0-level "spells" that can be cast unlimited times per day. In PFO, the "unlimited times per day" part is still there. However, "Spells" are a completely different thing as they fall under "Expendables." So, there are no "wand spells" in PFO. There are "wand cantrips."

Assignment: By now you have trained at least one weapon proficiency. Pick one of the weapons you have trained proficiency for and go to the appropriate trainer to train some attacks for that weapon. Note that you will need to use Tool Tips for each attack to check and see what weapon it is for.

Physical Weapons
Train all of the attacks for the weapon you want to use.
Skirmisher: Bows, Light Blades (Short sword, dagger, rapier)
Dreadnaught: Heavy Blades, Hammers, Polearms, Axes, Shields

Divine Focus Orisons
Seminary: Train the following attacks, then one more primary and one more secondary of your choice. Remember: Primary attacks have the lighter border.

Primary - Fire Bolt, Agile Feet
Secondary - Minor Cure, Touch of Darkness

Arcane Wand Cantrips
Occultist & War Wizard: Train the following attacks, then one more primary and one more secondary of your choice. Remember: Primary attacks have the lighter border.
Primary - Flare, Ray of Frost
Secondary - Binding Web, Windrider

Arcane Staff Cantrips
Occultist & War Wizard: Train the following attacks, then one more primary and one more secondary of your choice. Remember: Primary attacks have the lighter border.
Primary - Hellflume, Shadow Blast
Secondary - Killing Joke, Protective Ward

Expendables

Expendables are not feats, per se, but they are worth including here for clarity's sake. **Expendables are things like Spells for Wizards and Clerics or Maneuvers for Rogues and Fighters. They can't be trained at trainers like other feats can.** Instead, you have to learn them from a Spell Page or a Maneuver Page, which are dropped by monsters very very rarely. The upshot, though, is that once you learn an Expendable, it is with you always.

Finally, one last major difference between Expendables and regular feats is that you do not increase the rank of Expendables. Once learned, it is learned, and there is nothing else to do with it except use it and enjoy.

Hit Points & Power

These are staples for pretty much all combat roles and some non-combat roles, too. They are cheap and simple to understand. Training Hit Points gives you more Hit Points. Training Power gives you more Power. Hit Points has 20 ranks while Power has 40 ranks.

Two important notes:
1) Only Fighters and other martial roles are intended to go above rank 15 Hit Points as, after rank 15, only Martial Points will meet the Category Points requirements.

2) Caster roles like Wizards and Clerics are required to have double the Power non-caster roles are- thence the reason Power has 40 ranks instead of 20!

Saves & Recovery

There are three “Saves” in PFO and they are taken directly from d20 table-top traditions: Reflex, Fortitude and Will. **Combat-wise, saves work completely differently from their table-top relatives. They are more akin to table-top’s “Armor Class” mechanic.** But we will discuss that more, later. What you need to know now is this: Saves are prerequisites for increasing your Role level (see below) as well as prerequisites for various other feats. They are cheap to get into the first few ranks and worth investing in, even if just to rank 3 or so.

Recovery is a whole ‘nother beast. **It isn’t required for anything, except for if you want to survive.** If you plan on spending any time outside of town, having this up to rank 5, at least, is a very good idea. Higher is better.

Fortitude. Fighters and Clerics, requires Martial Points, @Dreadnaught

Reflex. Rogues, requires Subterfuge Points, @Skirmisher

Will. Wizards and Clerics, requires Divine or Arcane Points, @Occultist or Seminary

Recovery. Everyone and no one, All Points, @All trainers above

Assignment: Press the ‘C’ key or the *icon in the upper lefthand corner of your screen to pull up your Character Sheet. Now locate the “Defenses” box just below your Resistances- middle left side of the window. That is what you are training to increase with Saves. Each rank grants +4 to the Save. +4 might not look like much, but trust me when I say it is huge.*

If you haven’t yet, head to the trainers listed above and go ahead and pick up rank 1 of each of the different saves and Recovery. It ~~may~~ will save your life some day :)

Utilities

Utilities are a special form of attack. Like attacks, they have 6 ranks of power. They are also slotted in the attack strip, on the far right. Like Attacks, some Utilities are defensive while others are offensive. Like attacks, Utilities have specific equipment that is associated with them. That is where the similarities stop, however.

Utilities do not (currently) require you to have the appropriate gear equipped in order for the Utility to work. For example, you can use the Evasion Utility without having a "Feet" slot item equipped. Utilities are also much more expensive to train up. Whereas the highest minimum ability score for Attacks is 20 at Level 6, the highest for Utilities is 30 at Level 6. Some Utilities are "Role Specific" while others are more "General Purpose." That said, there is nothing stopping a Fighter from training the necessary feats to gain access to a Wizard's True Strike Utility.

Currently you do not need to train Utilities beyond rank 1. Like Attacks, they only increase in power if you have both higher ranks of the Utility AND higher quality gear equipped. HOWEVER, the mechanics that make that increase in power happen are not currently implemented!

You will ultimately want to have a wide variety of Utilities trained so you can experiment with them and figure out what works best with your play-style and different situations.

Assignment: If you did Part 1, you've already trained Resiliency. If you plan on being a Ranged combatant or avoiding combat all together, then Evasion(@Skirmisher) is another great Utility to pick up. If you want to skewer things or pulverize them with a large stick, then Charge(@Dreadnaught) is the way to go. Just to be safe, go ahead and train both of those, plus Bulwark and Trip. (Bulwark helps protect you from things like Trip.)

Reactives

Reactives are passive feats you slot on the Paper Doll. They do their thing when a specific condition is met during your attacks. They have 5 ranks of power and increase in power regardless of your equipment. There are currently three types of Reactives in the game.

Critical Reactives. These are generic Reactives that any role can train. Whenever you score a critical hit, the effect of the reactive is applied.

Master of Opportunity (MoO). These Reactives require levels of the Fighter Role to train. They do good things when your target has the "Opportunity" condition. Opportunity comes up anytime a character uses a ranged attack, certain spells, or moves too quickly in combat. In other words, often.

Rogue Reactives. These Reactives require levels of the Rogue Role to train. They do good things when your target has the "Flat-footed" condition. When Rogue Feature Feats are fully

implemented, Rogues will always treat their targets as being “Flat-footed” when the conditions of their Rogue Feature are met.

Reactives are expensive! You might dabble in several at rank 1, but only a few at rank 2. The ones you really like will go beyond that. That said, you generally get good bang for your buck, even at Level 1. Don’t be afraid to train several of these and play with them and see how they fit your play-style or different situations.

Critical Reactives can be trained at most of the Attack trainers. Rogue Reactives can only be trained at the Thieves Guild. MoO’s can only be trained at the Fighter College.

Lastly, one very important warning: **Rogue Reactives and MoO’s can hurt you and your allies if you or your allies meet the condition for the reactive. DO NOT slot MoO: Stumble, Stand Still or Slip if you plan on using tokens, potions, or any other buffs a lot in combat- whether on you or others. The only MoO that is safe to slot for all purposes is MoO: Suffer. MoO: Stop can affect your allies if you are trying to buff or heal them in combat; but it cannot affect you. Rogue Reactives will affect you and allies anytime you or they have the Flat-footed condition. Critical Reactives are safe in all circumstances.** These issues are known to GW and will be fixed- hopefully sooner rather than later.

Assignment: At this point, we are going to depart form the whole “Role-based” training advice. Even if you are playing a Wizard, I recommend training the necessary feats to get Fighter 1 so you can train Master of Opportunity: Suffer, if nothing else. I’ll explain why later; but suffice to say the extra 10 base damage is very nice at this stage of the game. Picking up MoO: Stop or MoO: Stumble are also good, provided you heed the warning above.

If you are a Rogue, go ahead and train some Rogue Reactives. You might not use them now; but you definitely will later.

Do not train Tiring Critical at this time. It does nothing.

Defensives

Defensives are the final slotted passive feats currently in the game. **Defensives provide very marginal benefits relative to their experience costs.** On the one hand, you could get away without ever training them. On the other hand, they give that extra edge you need to be among the best in your Role.

Speaking of Roles, there are currently only two Role-specific Defensives in game right now: Bravery and Strong Back. Both are quite valuable and well worth investing in a rank of. If you plan on carrying a lot of stuff, Strong Back is worth training up to rank 2 or 3 (higher if you will be a dedicated Gatherer). The other defensives truly provide very incremental benefits for their experience cost.

Defensives have 5 ranks of power. They require nothing other to train them and slot them to get their full benefit.

Assignment: Have that level of Fighter yet? You'll need it if you want to train Bravery 1- which you do want to do. You can train Bravery at the Fighter College. Strong Back requires nothing other than you find the Freeholder Trainer and train it. Lighting Reflexes is your best bet for the third Defensive.

Magic Items

You may have noticed that there are two Passive Feat slots for "Magic Items" on the Paper Doll. Those are not yet implemented. When they are, they will work with magic items some how. More information will come as it is available.

Skills

Technically, everything here and in the following three sections counts as a skill. However, I like to break skills up into four groups, based on their purpose and their experience rates. "Skills," in my parlance, are things like Bluff, Stealth, Perception, and all of the knowledge skills. They all start off costing 1 experience point and gradually increase from there.

Better Know a Monster!

Each rank of a Knowledge Skill you know increases the drop rates from mobs. Follows are the Knowledges in PFO and their associated critters.

Knowledge	Monster
Local	Humanoids (Goblins, Humans)
Survival	Wolves
History	Undead
Geography	Giants (Ogres)
Arcane	
Planes	Extra Planar (Hellhounds)
Nature	Plants

Currently, only one Role has a skill requirement: Rogue requires Stealth and Perception in order to advance in level. Otherwise, Skills, themselves, generally only have CP requirements and ability score requirements. Note that the final rank of any skill requires a 30 in its associated ability score, so your character really has to be at the top of its game to get there.

Bluff. Currently does not do anything, but may be worth training anyways in anticipation of its functionality in the future. Bluff is Personality-based.

Stealth. This is a Dexterity-based skill that hides your character from other players and monsters. It requires Subterfuge Points to advance, so if you are not a Rogue, you may have some difficulty getting to higher ranks of Stealth. We'll discuss its mechanics in the combat guide.

Perception. This is a Wisdom-based skill that is currently used to detect players that are stealthed.

Knowledge Skills. See the Side Box, *Better Know a Monster!*, for what knowledge skills are associated with what monsters. Note that if you are coming from the Table-top Pathfinder tradition, there are some important difference here. Currently, the knowledge skills increase loot drop rates from their associated monster type.

Assignment: Go ahead and pick up Stealth 1 and Perception 1 at the Thieves Guild. If you have been killing things, then you should be able to train Perception higher. Feel free to do so.

Now head over to the Library (in the Wizard Quadrant) and train one or a couple of ranks of each of the Knowledge skills there. If you want to focus on just one Knowledge skill, Knowledge Local is the way to go. It covers most of the critters you will murder-rob in the game. Lastly, Survival is also a knowledge skill in PFO. To train it, however, you need to drop by the Tanner up on the Cleric Quadrant. It gets you more loot from Wolves.

Crafting, Refining

Finally! Something that doesn't have anything to do with killing things! These are the skills you need to make weapons- so other people can kill things, and armor- so other people don't get killed by things. Which kinda makes this section the second stop for anything that has anything to do with killing things. (Gathering is the first stop.)

Crafting and Refining skills aren't quite the whole economy, but they are just about it. They are extremely expensive to get in to and even more expensive to take it the full monte. We'll deal with all of this in much more detail in Part 5: Crafting. To give you a sense of the cost of Crafting and Refining, at this point you have spent, at most, 124 experience on a single item.

That single item only has about 5 or 6 ranks and doesn't need to be increased very frequently. Crafting and Refining start at 456 experience points and have 20 ranks in total.

The higher your skill is, the faster you can make items and the higher the quality of items you can make. For Refining, higher skill also increases the chance of randomly producing a higher quality refined item.

Assignment: No assignment for these! Crafting and Refining are too personal and too expensive for me to have you running around dumping experience on things you might not be interested in.

Gathering

The base of the crafting process is gathering the raw materials. There are four feats for this and all four are worth dabbling in, either a little bit or a lot. Of course, you could also easily make a dedicated Gatherer, as well.

Gather skills have 20 ranks of power, like all other skills. They also take the same amount of time to reach rank 20 as Crafting and Refining skills, requiring dedication to reach the highest ranks. However, Gathering skills start off much cheaper and do not begin to "catch up" to Crafting and Refining skills, cost wise, until rank 15. If you plan on being an "Adventurer," Gather skills are likely worth investing in. If you are going for a pure combat approach, you can skip these skills.

The higher your skill is, the faster you harvest nodes, the more you will get from nodes, and the higher the quality of the materials you can get from nodes.

Dowser. This is a Personality based gather skill for collecting essence from Essence nodes, a.k.a. "A collection of colorful sparks" on the Mini Map. Everybody uses essence once they start refining with +2 and +3 recipes.

Forester. This is a Wisdom based gather skill for collecting wood and herbs from Forest nodes, a.k.a. "A collection of interesting plants" on the Mini Map.

Miner. This is a Constitution based gather skill for collecting ore, coal and minerals from Rock nodes, a.k.a. "A collection of shiny rocks" on the Mini Map.

Scavenger. This is a Wisdom based gather skill for collecting miscellaneous items from Middens (Mittens!), a.k.a. “A pile of trash” on the Mini Map. Middens have some unique drops, like pelts and fiber, but will also drop things usually found in Rock and Forest nodes.

Assignment: Level 1 in a gather skill only costs 25 experience, so lets go train them! You can find Dowser at the “Arcanist Workshop” outside the Academy. Near the Arcanist is the “Loom.” You can train Scavenger there.

Forester is available at the “Sawmill.” They are easy to find- just head to the bank, then stand with your back to the door, and walk straight forward through all the other buildings. Well, almost. Stop off at the “Smelter” (first building on the right) for Miner, then keep walking down to the Sawmill.

If you know you will be doing a lot of gathering, even on a combat character, Level 4 for everything is good. Taking the time to go all the way to Level 6 or 7 is best. At 7 you start to get Tier 2 materials.

Professions

Professions are the last kind of skill in the game. Currently, only three Professions are in game, and none of them do anything yet. They are Soldier, Officer and Seneschal. The first two will be important when combat formations become a thing. The Seneschal will be important for characters that have responsibilities with settlement management.

Professions actually have the exact same experience and ability score progression as Crafting and Refining feats. However, I treat them separately because they have different functions in game and because they have a unique Achievement and Category Point progression.

Wow. That was a lot for just describing the different types of Feats. Now go grab yourself a drink! I certainly will.

Achievements: You get a Gold Star today

Virtually all feats have Category Points requirements as well as specific Achievement requirements for advancement. This section discusses Achievements in depth.

Category Points

As you were practicing your golf swing on goblin heads, you may have noticed a few Achievement notices pop up, like Hammer Expert 2. Lets open up the Achievement window and check those out. Click symbol in the upper righthand corner, then select the Completed tab.

If you completed your final assignment in Part 1, you should have at least Hammer Expert 2, Wolf Slayer 1, Goblin Slayer 1, and Bandit Slayer 1. Look more closely at Hammer Expert. The number tells you the level you have achieved. The last word on the final line, “Martial,” tells you the type of Category Points you receive for that achievement. However, in order to determine how many Martial Points you actually have, you need to do a little math:

> **Martial: 3 means you have 3 + 2 + 1 = 6 Martial Points**
> **Martial: 5 means you have 5 + 4 + 3 + 2 + 1 = 15 Martial Points**

See? Simple. If you have multiple sources of Martial Points, then add up each source as per above, then add all the sources together.

Now look at your Wolf Slayer, Goblin Slayer and Bandit Slayer achievements. They all award Adventure Points. If they are all Level 1, then adding them up means you have 3 Adventure points.

Assignment: What if one of them is Level 2? How many Adventure points do you have now? And if all three of them are Level 2?

Answers: (2 + 1) + 1 + 1 = 5 and (2 + 1) + (2 + 1) + (2 + 1) = 9

Category Points requirements for feats are listed under the CP column in Sspitfire’s Feat Advancement Tables. They typically start out at 1 to 10 CP for rank 2 or 3, and progress up to 129 CP for the final rank of a feat.

Achievement Gates

Besides Category Point requirements, some feats also have Achievement gates. For example, training Level 2 Long Bow attacks requires you to be Long Bow Expert 1. That is, you have to have killed at least 10 things with a Long Bow before you can become more powerful with that weapon.

Achievement requirements for feats are listed under the Achievement column in Sspitfire's Feat Advancement Tables. However, you will also need to scroll down and find the specific feat in the table at the bottom of the sheet. For some Feat Types, like Features, one feat will have an Achievement Level requirement (such as Axe Expert for Axe Weapon Specialization) while another feat will have no Achievement Level requirement (such as all Cleric Domains).

Achievement Advancement

Now click on the In Progress tab. You will occasionally want to train a feat, but it won't be available to you because you either a) do not have a high enough level achievement or b) do not have enough Category Points. **The feat will tell you what you need, and this is where you will come to find out how to get it.**

Lets say the feat you want to train requires 10 Martial Points and you only have 6 from Hammer Expert 3. You could go out and kill another 50 things with your club to get Hammer Expert 4. **Or, you could go to the bottom righthand corner of the window and select Martial from the drop-down box there. Now you can see all the different ways you can earn Martial Points in the game.** In this case, not surprisingly, they all involve killing things with different weapons.

Unlike the Completed tab, the level listed with Achievements here is the level you are currently working towards. So if you have Hammer Expert 2 completed, then you should see Hammer Expert 3 listed here. Below it is a fraction: ##/50. The number on the left is how many things you have killed with your "hammer" to date, while the number on the right

Achievement Progression

Whether you are interacting with harvest nodes, completing Escalation events, or killing things, nearly every non-crafting achievement in the game follows this progression.

Level	Number	CP
1	10	1
2	20	3
3	50	6
4	100	10
5	250	15
6	500	21
7	1250	28
8	2500	36
9	6250	45
10	8000	55

is the total number of kills you need to achieve the next level of Hammer Expert. See the Side Bar *Achievement Progression* on this page for a rundown of how many kills you need at each level of an Achievement.

Assignment: Lets say you got lucky and picked up an Axe and a Greatsword during your first rampage. Each has its own Achievement set you can earn Martial points with. Using the Achievement Progression side box on this page, what is the fewest number of kills you could earn an extra 4 Martial points in with those two weapons?

Answer: 30. Kill 20 things with one weapon (Achievement Level 2, 3 Martial Points) and 10 things with the other (Achievement Level 1, 1 Martial Point).

Assignment: Explore the other types of Category Points you can earn and what achievements they require. In particular, check out Arcane, Divine, Subterfuge and Adventure.

Role Achievements

There is one last, very important thing you need to look at before moving on from this window. Select the “Any Category” item from the drop-down. Now scroll down until you find “Cleric Level 1” and mouse over it so the tooltip will display. **If you ever want to know what the next level of a Role requires, this is how you find out.** Note that the tooltip displays everything you need, both completed and not completed items.

Role Level requirements for feats are listed under the Role Level column in Sspitfire’s Feat Advancement Tables. Again, locate the specific feat in the table in the bottom of the sheet to verify which role you actually need the levels in.

Classes vs. Roles

In most games these days, we select the Class we want to play as, and that Class defines who our character is and what it can and cannot do for the remainder of its lifetime. The Class may define what abilities we automatically gain as we level up, or it may specify what abilities we can choose from as we level up, or both. But always, by choosing to be Class A, we cannot do things in Class B.

In Pathfinder Online, we do not choose our Class. We choose our feats we want to train and use, then those feats define our Roles. Roles describe who our character is, what they are good at, and how good they are at it. Of course, the better we want to be in a specific Role, like Fighter, the more we have to dedicate ourselves to it. However, being Fighter 20 will never prevent us from also being Rogue 10, Freeholder 3, Wizard 1, and Cleric 5.

Crafting & Refining Achievements

I've included this section in with the Achievements portion of this guide since it is the most logical place to come look for information about Crafting & Refining Achievements. That said, you are probably best off skipping this section and coming back to it when you are ready to start advancing your crafting and/or refining career.

Crafting & Refining Achievements function slightly differently from other achievements. **You determine the final points total the same way: if it says you get Crafting 4 for an achievement, then you get 4+3+2+1 or 10 Crafting Points from that achievement.** However, how you advance the achievements is different. Instead of needing to get a certain number of kills or interact with a certain number of objects, you need to refine or craft a recipe of a given type and + value **once**.

Go to the In Progress tab of the Achievements Window and select "Crafting" from the drop-down menu at the bottom of the window. The Achievement at the top of the window should be "Alchemist (Tier 1, Common +0)." This is a Level 1 Crafting Achievement that only needs to be completed once (the 0/1 in the last row of the achievement). Alchemist is a Craft skill, so when you use refined materials to complete a Tier 1 +0 Alchemical recipe, you will get this achievement.

The Level 2 achievement would then require a Tier 1 Common +1 recipe, which can be made with higher quality refined materials. Just like Hammer Expert 2 gets you 3 Martial Points, Alchemist (Tier 1, Common) at Level 2 gets you 3 Crafting Points.

Crafting Achievement levels increase up to Level 6, for a +5 recipe, for each Tier (1, 2, and 3), and for Common or Uncommon. This adds up to a final total of 21 Crafting Points per Achievement (6+5+4+3+2+1), 42 Crafting Points per Tier (Common + Uncommon), and 126 Crafting Points for a completed Achievement Set for a feat (Tier 1 through 3, Common and Uncommon, at all + values).

Refining Achievement levels increase up to Level 4, for a +3 recipe, for each Tier (1, 2, and 3), and for Common or Uncommon. This adds up to a final total of 10 Crafting Points per Achievement (4+3+2+1), 20 Crafting Points per Tier (Common + Uncommon), and 60 Crafting Points for a completed Achievement Set for a feat (Tier 1 through 3, Common and Uncommon, at all + values).

Tiers. The tier part of the Achievement is largely unimportant and can be ignored. For example, you won't have Tier 2 achievement requirements until you are several weeks into being able to complete Tier 2 recipes.

Common versus Uncommon. **For Craft skills, common recipes are recipes that you automatically get when you achieve a given rank of that skill. Uncommon recipes are recipes that you can only learn from a recipe gotten in a monster drop. For Refining, Uncommon and Common currently have no clear distinction.** The distinction between Common and Uncommon is important because sometimes your advancement in a Craft or Refine skill will be gated by the need to complete a common recipe of a particular tier and plus value and sometimes it will be gated by the need to complete an uncommon recipe.

Crafting Achievement Progression

For each Tier of recipe and Common and Uncommon classification of recipe, Crafting Achievements follow this progression.

Level	Plus	Number	CP
1	+0	1	1
2	+1	1	3
3	+2	1	6
4	+3	1	10
5	+4	1	15
6	+5	1	21

Refining Achievement Progression

For each Tier of recipe and Common and Uncommon classification of recipe, Refining Achievements follow this progression.

Level	Plus	Number	CP
1	+0	1	1
2	+1	1	3
3	+2	1	6
4	+3	1	10

Plus Values. Crafting Achievements range from +0 quality at Level 1 to +5 quality at Level 6. Refining Achievements range from +0 quality at Level 1 to +3 quality at Level 4. Getting those +'s works differently for Crafting and Refining, however. **There are no +X Crafting Recipes.** The only way to Craft a higher + item is by using the requisite +X refined materials. **Refining +1 through +3 materials, however, does require specific recipes that are gotten in monster drops.** Achieving +4 and +5 materials is a matter of luck; but that is a discussion for another day.

Finally, just like Long Bow attack ranks require Long Bow Expert achievements, advancing Alchemist requires Alchemist achievements. However, the Crafting Points can come from anywhere. **Note that you can always craft or refine one common recipe without any training in all Craft and Refine skills**. That is, at "Level 0" of a skill, you always have access to one recipe. This provides you with a quick and easy way to rack up some crafting points!

Sspitfire's Feat Advancement Tables has unique lexicon for Crafting and Refining Achievements. **T1C1 means Tier 1 Common Recipe at +0 quality. T3U4 means Tier 3 Uncommon Recipe at +3 quality.**

There is much more to learn about Crafting. If you want to know it all, read Part 5: Crafting.

Ability Scores

If you are brand new, you can completely and utterly ignore this section if you would like. In fact, other than to read the Introduction, I would recommend skipping this section. It is a lot to learn a full month before you will need it.

Introduction

By now you have noticed that your character has a 10 for every ability score on the Character Sheet. If not, then go ahead and press 'C' or the icon and have a look. **Ability scores in PFO work differently from most every other game you may have played that uses them. Typically, you assign your ability scores and those assignments determine what your character is and is not good at. In PFO, however, you will train what you want to be good at and the Ability Scores will increase accordingly.[2]**

There is one very simple reason for this system: it helps to combat the tendency for players to build min-max characters of uberness. So no fighters with 5 Intelligence, 5 Wisdom, 5 Charisma (Personality) and 20 Strength, Dexterity and Constitution.

Additionally, in the PFO system, ability scores do not provide bonuses to anything. They simply function as gates to higher ranks of advancement. In table top Pathfinder, for example, a 20 Strength means you get +5 to melee attack rolls and damage rolls. In PFO, a 20 Strength means you can train higher ranks of feats that require strength, including the highest rank of most melee attacks.

FEAT RANK	EXP COST	CP	IMPLEM PROF RANK	ATTK BONUS	ACHIEV LVL	ROLE LVL	ABIL MIN	ABIL BONUS	CUM BONUS
1	81	0	1	1	-	1	10	0.009	0.009
2	692	3	-	2	1	2	10	0.046	0.055
3	2,433	10	-	3	2	4	10	0.116	0.171
4	5,936	19	-	4	3	6	10	0.220	0.391
5	11,856	31	2	5	4	8	11	0.359	0.750
6	20,863	45	-	6	5	10	13	0.535	1.285
7	33,645	60	-	7	6	12	15	0.748	2.033
8	50,898	78	-	8	7	14	18	0.998	3.031
9	73,328	97	3	9	8	16	22	1.287	4.318
10	101,653	118	-	10	9	18	26	1.614	5.932
11	136,595	129	-	-	10	19	30	2.070	8.002

[2] In PFO, you don't choose ability score. Ability score chooses you.

Increasing Ability Scores: System Notes

Before we get in to how ability scores are increased, lets get one thing straight. **No feat tree requires you to have an ability score greater than a 10 before feat rank 3 or 8 (depending on how many ranks that feat has).** More specifically, you are not required to have higher than a 10 in any feat until you are moving into the Tier 2 level of power for that feat.

The ability score system also has a different maximum requirement for different types of feats. For example, the highest gate for Attack Feats is a 20 in the requisite ability score while the highest gate for Crafting Feats is a 30. **However, all feat trees have the same advancement pattern: gates exponentially increase with feat rank.**

Join a Settlement!

You have two options in this game. Join a player-run settlement or not join a player-run settlement. Not joining a player settlement, however, means you will never be able to train any of your feats beyond Tier 1 ranks in power. Period. You won't enjoy the game very much, at that point.

Joining a settlement does not need to be a painful experience, however. Settlements need players as much as you need them. They are also intended to be very large, loose organizations that do not necessarily place many demands on their citizen's time the way guilds in other games might (that's what companies are for!). So head over to the Recruitment Page or ask around, and find yourself a home!

This system gives you the freedom to play around with different feats and roles at low ranks without having to worry about not meeting the ability score requirements. It also makes your life a lot easier while first learning the game, as it means one fewer systems you have to worry about learning. **However, this system also requires that you become more dedicated to your role if you want to advance to the highest levels of power.** This is another mechanic that will inhibit the production of Min-Max characters.

Oh, and yes, the ability score system is not necessarily fun to play with. Sometimes you will find yourself scratching your head, trying to figure out how to puzzle together an 11 Wisdom for your 8th rank of Forester, or where to pick up 1.5 points of Constitution so you can train Smelter 15. These difficulties are compounded by the lack of information currently provided by the UI. Hopefully, as the game grows and progresses, we players will be able to help Goblinworks develop an in-game system for navigating such challenges.

ONE FINAL NOTE: The current ability score system may not be the final system. It has already gone through drastic changes to reach its current iteration. As the game progresses and the feat system is more fully developed, the ability score system may undergo further revisions. At the very least, some fine-tuning will be done as time goes by and problems with the current system are identified. Hopefully, however, many of the points provided in this section will remain relevant through out.

Increasing Ability Scores: Basics

Now to the business of increasing ability scores. **Each time you train a feat, you gain a bonus to one or more ability scores related to that feat.** For example, training rank 5 of an Axe attack feat adds 0.122 points to Strength while training rank 5 of a Bow attack feat adds that bonus to Dexterity. Some feats, like Power and Base Attack Bonus, are "universal" in that they add a very small bonus to all six ability scores. **Further, these bonuses are cumulative with all previous ranks of that feat.** So at rank 5 of that Axe attack feat, you have a cumulative bonus to strength of 0.267.

The bonus any particular feat provides at rank 1 of that feat starts out excruciatingly small- as in, thousandths (0.001) of an ability point. However, these bonuses rapidly increase to a more meaningful size as you advance in that particular feat. **This means that, for the most part, commitment to a select group of feats is the most efficient way to increase your ability scores.**

Increasing Ability Scores: Intermediate - Filling in the Holes

After you have been in the game for 3 to 4 weeks, you will start to be gated by your ability scores- assuming you have already joined a settlement (see *Join a Settlement* side box). You will begin to notice that in order to train rank 4 of your attacks or rank 5 of your Role's Save feat, you will need to have certain ability scores at 11.

You will know you are likely being gated by your ability scores when the next rank of the feat you want to train is still listed in the Unavailable Feat tab for that trainer, despite having enough experience. **Find the feat in the Unavailable feat tab and mouse over it. The Tool Tip will tell you what your current ability score is out of the amount you need.**

The two quickest ways to boost an ability score by one point is either through the appropriate Craft, Refine or Profession skills OR by training up a second Role Feature that benefits that ability score. "Quick," however, is relative. It may still mean a month long experience sidetrack on a feat you don't otherwise plan on using. For now, however, you hopefully only need a small piece of a point.

If you have internet access, go to **Sspitfire's Feat Advancement Tables**. Click on the tab at the bottom titled "Feature." You should see a table that looks a lot like the one at the start of Part 2. I have reproduced the abridged version of it above, as well. Go ahead and take a moment to look at each of the columns to get yourself oriented.

The final columns include “Abil Min,” “Bonus,” and “Cum Bonus.” These stand for:

Abil Min - *Ability Minimum.* The minimum ability score you need to advance to that rank of the feat.

Bonus - Ability Bonus. The amount added to your ability score when you purchase that rank of the feat. **When you are looking to find out how much more a feat will increase your ability score with the next rank, this is the column to look in.**

Cum Bonus - Cumulative Bonus. The total bonus for that rank of the feat plus all ranks that preceded it.

You may be wondering, “How do I know what ability score my feat benefits?” If you are viewing the online version, simply scroll down to the bottom of the sheet.

Assignment: Click through each of the tabs and take a moment to note the cumulative bonus for each type of feat at the middle rank of that feat and the final rank of that feat.

Assignment: Say you have the Feature “Bow Specialization” and your bow attacks all at Rank 3. You are still 0.200 points shy of 11 Dexterity, however. How would you raise it? What about if it is 2.000 points too low and you already have the Archer Feature and your 6 bow attacks as high as you can train them?

Answers: For the 0.200 bump, your problem can simply be solved by training the next rank of your Bow Specialization Feature since it grants 0.220 Dexterity at Rank 4. The second problem, however, is a bit more painful. Your fastest option is to train up to Rank 7 of another Feature that benefits Dexterity. This means one of the Rogue Features or Light Blade Specialization. This will still take 30 days, however! I potentially more useful option would be to train Bowyer to Rank 8 (now you can make your own bows!) and a second Feature to Rank 5. This will take longer, however, at 41 days.

Role Level-Ability Score Equivalencies

Level	Ability	CP
1	10	0
2	10	1
3	10	3
4	10	6
5	10	10
6	10	14
7	10	19
8	11	25
9	11	31
10	12	38
11	13	45
12	14	52
13	15	60
14	16	69
15	18	78
16	20	87
17	22	97
18	24	107
19	26	118
20	30	129

Increasing Ability Scores: Advanced - Planning Ahead

The best way to go about figuring out how to increase your ability scores efficiently is to use a spreadsheet like the one below. The table is very easy to use. Lay out the feats you know you want to increase in the header row on the left. Use with the same column headers I used. I did not have space for it here, but you might also add a column for what the ability minimum for the next rank of each feat is.

Feat	Rank	Cum Exp	Cum Days	STR	DEX	CON	INT	WIS	PER
Base Ability Score	-	-	-	10.000	10.000	10.000	10.000	10.000	10.000
Hit Points	7	1,419	0.6			0.029			
Power	14	11,217	4.7	0.039	0.039	0.039	0.039	0.039	0.039
BAB	3	3,263	1.4	0.013	0.013	0.013	0.013	0.013	0.013
Reflex	2	488	0.2		0.009				
Fortitude	4	5,429	2.3			0.058			
Will	4	5,429	2.3					0.058	
Recovery	4	2,139	0.9			0.067			
Feature: Glory Dom.	4	9,142	3.8					0.391	
Armor: Evangelist	5	1,918	0.8					0.023	0.023
Divine Attack Bonus	4	3,620	1.5					0.078	
Attack 1	3	2,602	1.1					0.070	
Attack 2	3	2,602	1.1					0.070	
Attack 3	3	2,602	1.1					0.070	
Attack 4	3	2,602	1.1					0.070	
Attack 5	3	2,602	1.1					0.070	
Attack 6	3	2,602	1.1					0.070	
Defensive: Toughness	2	1,910	0.8			0.049			
Defensive: Iron Will	2	1,910	0.8					0.049	
Defensive: Great Fort.	2	1,910	0.8			0.049			
Reactive: MoO	2	1,881	0.8	0.025	0.025				
Reactive: Critical	2	1,881	0.8	0.008	0.008	0.008	0.008	0.008	0.008
Utility: Divine Favor	2	1,147	0.5					0.029	
Utility: Shield of Faith	2	1,147	0.5					0.029	
Total	**-**	**71,462**	**29.8**	**10.085**	**10.094**	**10.312**	**10.060**	**11.137**	**10.083**

Lastly, you might try to incorporate your Role Levels in to the design, as well, so you know relatively where you are in your advancement process. The easiest way to do this, in my mind, is to simply create a new sheet for every level or two. You can start this process at Role Level 7 since you will not have any ability score gating before that point. See *Role Level-Ability Score Equivalencies* for a rough guide to what your primary ability score should be at what Role Level.

Some feats have 20 ranks while others only have 5. Nevertheless, there are several cues you can look at for figuring out if a feat is at the right rank relative to others you have trained.

1. Tier 2 starts with an ability score minimum of 11, with the only exceptions being feat trees with 20 ranks.
2. Tier 3 starts with an ability minimum requirement of around 20.
3. At Role Level 16, your primary ability score should be 20 or slightly higher.
4. The amount of Category Points required for a rank of a feat is relative across all feat trees. Armor 11 and Feature 9, for example both require 97 category points and can be expected to roughly coincide with each other in your training schedule.
5. Ability Minimums are also relative. Again, both Armor 11 and Feature 9 have an ability minimum of 22 for their primary ability score.

Advanced Budgeting Advice

Combat Roles

1. Get your main weapon and armor to T2 as quickly as possible. This should take about 1 month to do.
2. Get your second weapon attacks to Rank 4 fairly shortly thereafter. The cost to get there relative to the short- and long-term value of having them there is totally worth it. If your second weapon uses a different ability score than your primary, that may cost you a little extra; but it won't be too bad since you just need an 11 in that ability score.
3. Pay careful attention to the SECOND ability score required by your Armor Feat. Try to align another aspect of your build with it, if you can. Otherwise, you are going to pay dearly to advance your Armor feat.
4. Stay on top of your primary Feature! It's your best source of ability score bonuses AND a major source of power for your character.
5. Don't neglect Reactives and Defensives- especially if you are serious about PvP. They may not boost your ability scores very much; but that do give you serious edges in combat.
6. See "Ability Score - Role - Skill Matcher" for ideas about how best to get your ability score needs met. Note that I emphasize crafting skills over refining skills as crafting skills have more value in the long run.

Combat-Crafting Roles & Crafting-Combat Roles

There are two approaches here: 1) Combat Characters that want to also Craft and Refine; 2) Crafters and Refiners that also want to be able to wade into a fight from time to time. For both builds, you can pretty much take the same approach as Combat Roles, but lean more or less on your combat or trade abilities. The Crafter that also wants to be able to fight, aiming for Tier 2 armor and one Tier 2 weapon is sufficient as that keeps your relevant in higher-power fights but only delays your crafting/refining by a month or so. In any case, be sure to match your ability scores up! You don't want to be doing Apothecary (Wisdom) on your Dex-based Fighter if you can help it. For Combatants that want to get into the Trade game, a Craft skill is more valuable than a Refine skill since a single Refiner can supply multiple crafters.

Crafting Role

1. Pick your primary craft or refine skill and good all-in.
2. Once that skill starts to run in to ability score issues, branch out into another craft or refine skill that uses that same ability score. Eventually Freeholder and Expert Features will come in; however GW seems want us to get into multiple Craft or Refine skills even after Features are taken into account.
3. Sages will need Dowser- there is no getting around it, right now.

4. Do not neglect your Armor Feats! They give you nice bonuses to your skills.

"Dedicated Gatherer"
These are not meant to exist in this game, but they do. I have one, personally. If you are like me and want to do all 4 Gather Skills on one character, you can get to Rank 7 (Tier 2 Gathering) with no problems. However, reaching Rank 8 and beyond is going to be very tedious for Dowser and Miner. Understand that the Gather skills are meant to compliment Refiner Skills, not be a standalone pursuit.

1. Dowser requires Sage. There is no getting around that right now or in the near future. You will need Sage 5 to reach Dowser 8.
2. Miner requires either Sawyer, Tanner, or Smelter. Even if you are keeping up with your Strong Back and Encumbrance feats, you will still one of the Refiner feats at Rank 5 to reach Miner 8.

Role - Ability Score - Skill Matcher

Role - Armor	Ability	Skills
Wizard - Mage	Intelligence - Dexterity	Artificer - Tailor
Wizard - Scholar	Intelligence - Wisdom	Artificer - Iconographer
Wizard - Binder	Intelligence - Constitution	Artificer - Sawyer
Cleric - Evangelist	Wisdom - Personality	Iconographer - Officer, Sage
Cleric - Crusader	Wisdom - Strength	Iconographer - Armorsmith
Cleric - Healer	Wisdom - Constitution	Iconographer - Smelter
Fighter - Archer	Dexterity - Constitution	Bowyer - Sawyer
Fighter - Unbreakable	Strength - Constitution	Armorsmith - Smelter
Fighter - Dragoon	Strength - Constitution	Armorsmith - Smelter
Rogue - Scout	Dexterity - Wisdom	Bowyer - Scavenger, Forester
Rogue - Chameleon	Dexterity	Leatherworker
Rogue - Swashbuckler	Dexterity - Personality	Leatherworker - Officer, Sage

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Inventory & Encumbrance

The inventory is fairly straight forward to navigate. This section will briefly introduce it and explain a few of its more nuanced mechanics. Again, you can access the inventory by either pressing “i” or clicking on the icon on the upper lefthand side of the screen.

Equipment Tab

Lets start with the Equipment Tab. It is divided into five sub-tabs that are easy enough to understand: Weapons, Armor, Gear, Implements, and Consumables. **You can view all of your equipment at once by clicking on the sub-tab that is currently active (so if you are in the “Weapons” sub-tab, click on “Weapons” again).**

Weapons. These are your weapons- anything you can equip in the main-hand and off-hand of your Paper Doll. **Note that you can slot two weapons on the Paper Doll- a Primary Weapon and Secondary Weapon**. This is to allow you the ability to switch between a bow and a sword readily in Combat. Make the switch by pressing the “~” key.

Armor. This includes anything you can wear, from Peasants Clothes to Pot Steel Plate.

Gear. This is everything else you can slot on the Paper Doll. You will mostly have Lesser Tokens here from your killing sprees. Potions and Grenades will also be here, as well as items for Hands, Feet, Belt, Back, Wrist, Finger, and Neck slots. Tokens, Potions and Grenades are consumables (one-use), but go here since they are slotted in the Wondrous Item slot on the Paper Doll.

Assignment: Go ahead and slot some Lesser Tokens on the Paper Doll. They go in the “Wondrous Items” slots and are activated with 9 and 0 on the number strip.

Implements. Implements are things like Holy Symbols, Spellbooks, Trophy Charms, and Rogue Kits. Right now they are likely completely useless to you; but later they will be as vital a part of your character as your weapons. We will discuss them more in depth in the Beginners section of Part 3: Combat. Like weapons, you can have two slotted on the Paper Doll.

Consumables. This section is likely empty. It will, one day, hold things like arrows for bows and charged gems for wands. When consumables are implemented for those weapons that will require it, this section of the guide will be updated. Wands, Staves, Bows, and Cleric Foci will all require charges or ammo to use.

Crafting Tab

The Crafting Tab has four sub-tabs: Raw, Salvaged, Refined and Recipes.

Raw. These are raw ingredients you might have harvested from a node or received as a loot drop. They are used by refiners to turn into refined materials.

Salvage. Salvage is basically raw materials that are received in loot drops. **You don't need to do anything special with them.** Refiners will use them as substitutes for harvested raw materials when refining. **Note that most salvage items weigh more than their raw equivalents; however, they come with more versatility.** For example, you might find "Beast Pelts" or "Animal Pelts" while harvesting Middens. But you can also get "Dead Prey" from killing wolves. While Beast Pelts and Animal Pelts only count as they are, Dead Prey can be used as either Beast Pelts OR Animal Pelts. The added flexibility sometimes makes salvaged materials worth its extra weight. If this does not make sense now, it will when you start trying your hand at refining (covered in Part 4: Crafting).

Inventory Miscellany

Two small things worth knowing about your inventory are how to sort items and what name colors mean.

Sorting. Sorting is fairly rudimentary at this point in time. Primarily, you can sort items with the column labels, Name, Enc(umbrance), Tier, Variety and Dur(ability). Name and Enc will be the most useful to you when trying to find things or trying to find things to throw out.

Colors. Color generally indicates how rare or valuable an item is. The order is as follows:

Grey < White < Green < Blue < Purple

Refined. These are raw materials that refiners have turned into refined materials. Crafters will use refined materials to make their finished products. This is likely empty right now, as you cannot get refined materials in loot drops.

Recipes. Recipes are exactly what you would expect, crafting and refining recipes. I will cover them in more detail in Part 4: Crafting; but for now, simply know that this is where to come to see if you have any. **Recipes only come as loot drops. They are also rare and often very valuable- especially if it has a +3 at the end of its name!** You can learn a recipe by right-clicking on it; however, you also have to have the appropriate rank of the skill required to use

the recipe. You can see information on what rank of what skill is required by mousing over the recipe.

All Tab

There is one final tab in the Inventory- the “All” Tab. This is the place to come if you are trying to quickly offload everything you have into a vault (discussed below). **This is also the only place you can look to see if you have Spells, Maneuvers, loose copper coins, and paper scraps.**

Spells and Maneuvers are role-specific “Expendables.” You can read more about them in Part 3: Combat; but suffice to say they are very rare and often quite valuable. Like recipes, you get them as loot drops.

Loose copper coins are copper coins you have picked up while killing things. They get deposited into the bank automatically when you visit there. You need to know they are here, however, because they can weigh A LOT when you have too many of them.

Paper scraps are pieces of River Kingdom lore that need to be translated before you can read them. Once you right-click on them, they will be visible in the “Raw” sub-tab, as well. At that time, you can also read the lore they contain!

Encumbrance

Encumbrance. Every game has it. Usually, encumbrance is represented as some form of limitation on how much space you have in your inventory (as in, limited number of item slots), limitations on how much of a specific quantity you can cary (maximum ammo limits in first-person shooters) and/or weight. PFO utilizes the latter of these systems for the general purpose of transporting goods.

Please look to the lower righthand corner of your Inventory Window. There you will see a green bar (well, hopefully it is still only green). That and the (empty) bar above it are your encumbrance meters. The bottom bar fills up as you cary more and more weight. Once that bar is full, the top bar starts to fill. **At this point, you also begin to take a speed penalty to movement.** The further the top bar fills, the greater your speed penalty. **Once the top bar is full, you will not be able to move.**

Now here are the important bits about encumbrance. The armor you wear may negatively affect the maximum load you can cary, in addition to its weight value. Heavy armor will reduce your encumbrance maximum by 1/3, while medium will reduce it by

10%. So, if you are running around out in the wilds with medium or heavy armor equipped and suddenly find yourself more encumbered than you would like to be, one option is to take off your armor. Yes, this basically means that your armor is "lighter" while carrying it than wearing it. The mechanic may seem silly; but it accomplishes an important game balancing task between different armor types. **There is a serious trade off in PFO between gathering/ transporting goods and wearing heavier types of armor.**

Advanced Assignment: Once you have acquired some light, medium and heavy armor, you can complete this assignment. Make sure you have all three armor types in your inventory. Next, equip the heavy armor. Now load up your inventory with whatever so that the top encumbrance bar is about half filled. Now slot the medium armor and see how the encumbrance meters change. Then put on the light armor.

Now lets say you don't want to take your armor off, or you have already done that and are still moving too slowly for your tastes. The second option is to start tossing things out. In the lower lefthand corner of the Inventory Window is little trash-bin icon. You can drag and drop unwanted items there to get rid of them. See the Side Box *Encumbrance Woes* for tips on how to efficiently clean your inventory while in the field.

Assignment: Take an item you have multiples of and drop it in the bin. See what happened? Once you have thrown the item away, left-click on the trash bin. Be mindful that once you change tabs in the inventory, you lose items in the bin for good.

You have one final option for dealing with encumbrance: train feats. Freeholder Trainers in Crafting Towns and near the Auction House in Thornkeep offer two feats that boost encumbrance. One is simply "Encumbrance" and is a strictly passive feat like Ranged Attack Bonus. It is cheap to train a few ranks and highly recommended. The other feat is "Strong Back." Strongback is a bit more expensive but also quite valuable if you plan on carrying a lot of stuff around. Stongback needs to be slotted as a Defensive. Of lesser value, the Strength Domain (a Cleric Feature) will also boost encumbrance, as well as Freeholder and Expert Armor Feats. I will discuss the Armor feats more in Part 4: Crafting.

Encumbrance Woes
The following items are go-to's for quickly shaving or carving off encumbrance points.

Salvage: Broken Weapons, Torn Clothes, Broken Furniture are all good to toss out unless you are looking for metal ore, fiber or wood.

Implements: All introductory implements can go.

Gear: Lesser tokens add up fast. Don't be afraid to dump the ones you never use. Greater Tokens are actually worth keeping.

Weapons: Introductory weapons can weigh a lot and sell on the market for 1 copper. Brining them back to town is a public service, nothing more.

Coins: Copper is a tricky one. It can weigh a ton (800 copper coins is 16 Encumbrance!). But at the same time, money only enters our economy one way: people brining it back to town after a day of killing things. Think carefully before deciding the copper you are carrying is worth more in your pocket or more on the ground.

The Bank, The Vault & The Auction House

Auction House

Assignment: If you came to this part of the guide because you just want to buy some armor and weapons, then follow these instructions.

1. *Go to the Auction House in your Starter Town and Right-click on one of the doors.*
2. *On the upper-lefthand side, click on the tab for "Tier 1." Wait a second for the database to filter.*
3. *Click on the tab for "Armor," then select the type of armor you want to buy: Cloth, Light, Medium or Heavy. The list below will now be updated with just the armors in that type.* ***If you see a +1 version of an armor posted, DO NOT BUY IT. You do not need it at this time and will likely end up buying the wrong suit of armor for your build, anyways.***
4. *Now click on the tab for "Weapons." The sub-tab for weapons is fairly intuitive. Just do the same thing you did for armor.* ***Again, don't purchase a +1 weapon at this time. It is of no value to you without rank 2 attacks and, with all the dying you will be doing, it will just get destroyed and be wasted money, anyways.***

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Companies & Settlements

Where other MMO's have Guilds, PFO has Companies, Settlements and Kingdoms.

Companies. Companies are, perhaps, the closest proxy to a "Guild" in PFO. They are the smallest organization of players. You will join a Company in order to join a Settlement. When we become able to establish new settlements, companies will be the ones that do this.

Settlements. Settlements are the second largest organization of players. Settlements are expected to need hundreds of players and tens of companies to function and succeed.

Kingdoms. Kingdoms are the largest organization of players. Kingdoms are currently simply player-formed political entities, whereas settlements and companies have specific game mechanics associated with them.

And You… If you want to advance out of Tier 1 in PFO, you will have to join company attached to a settlement.

PvP & Reputation

What It Is

PvP in PFO is everything from trade negotiations to battles for territory, banditry to political positioning. Some PvP will be explicitly consensual, as in two armies attacking each other or two players sparring. Other PvP will not, such as bandits attacking you on the road.

What It Isn't

PvP in PFO is NOT griefing, ganking, or scamming other players out of their fun. **If you experience any of these things, turn to the Help Channel for assistance from Game Moderators and other players.**

Reputation

Currently, Reputation is simply a representation of how frequently you attack or kill other players without cause. Note that a reputation of -2500 or lower will automatically earn you the ire of the Thornguards and prevent you from training at facilities. Attacking a player who's name is red does not cost you reputation as they are already flagged for being naughty.

Escalations

Purpose

Escalations basically serve as our main source of Player versus Environment(PVE) combat. In the future, players may gain the ability to influence Escalations as another form of PvP. Also, several Achievements are tied to Escalation Quests.

Mechanics

Basically, Escalations are “fed” by other Escalations near them that are at 100%. When we kill monsters in the Escalation or complete Escalation Quests, the Escalation percent drops. Once the Escalation reaches 0% in a hex, it goes away and cannot return for about 36 hours.

Alignment & Reputation

PFO does not yet have a functioning Alignment mechanic. However, it is still captured by players describing the alignment of their characters, companies and settlements. In the future, PFO will have a 3-axel Alignment system, including Law<->Chaos, Good<->Evil, and High Reputation<->Low Reputation. It is possible to have a high reputation as a Chaotic Evil character, though more likely to see it on a Lawful Evil character.

Crowdforging

What Its About

You could be cynical and say it is just a smooth marketing ploy to get free labor out of a lot of ~~gaming addicts~~ PFO devotees; but the fact of the matter is that no other company is doing quite what Goblinworks is doing with PFO. While we players don't get everything we ask for or are frequently told, "Someday, but not today," we've already seen quite a few changes made to various aspects of the game as a result of the Crowdforging process. One of the largest examples is the universal rooting of ranged attacks (you can blame me for starting that). Of course, that system is just a placeholder until GW can get their intended mechanics for ranged attacks in place; but it is one example of many areas where players have influenced the game.

One thing to keep in mind about the Crowdforging process is that there are certain things that GW has effectively said "No" too for any number of (usually good) reasons. (Examples to come).

How To Do It

Ryan Dancey, CEO of Goblinworks and one of the brains behind the idea of Crowdforging, has already made it fairly clear what kinds of ideas get GW's attention what kinds of ideas do not.

Basically, any ideas need to be do-able by multiple players, preferably cooperatively.

You also need to pay attention to your terminology. For example, there is no "leashing" in PFO. There is "aggro decay." If you want the devs to read your ideas, then you need to speak their language.

Lastly, examples with data or sufficient anecdotal information are always wonderful.

How Not To Do It

"If GW doesn't do X, Y, Z this game will fail." This tactic is generally met by GW either a) ignoring you or b) clearly explaining to you the folly of your ideas and why GW is not doing it that way- and then GW ignoring you.

“Not Yet Implemented”

Fully Implemented
Placeholder Mechanics
    Rooted Ranged
Not Yet Implemented
Never Going to be Implemented
    Permanent Death

Solo Play in PFO

Solo Play in PFO is doable; however, it is good to recognize that even “solo play” requires cooperation with other players, if only to get better gear or gain access to higher feat ranks.

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