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WELCOME TO DUNGEONS & DRAGONS ONLINE™: STORMREACH™

30 years ago, Dungeons & Dragons® started a revolution when friends sitting around a kitchen table found a new way to experience unforgettable adventures and share excitement together. Today, **Dungeons & Dragon Online: Stormreach (DDO)** gives people the opportunity to play the same kinds of heroic adventures together, but on their online-enabled computers, instead of over the kitchen table. The game adheres very closely to the latest official rules (v3.5), and provides a completely new way of experiencing D&D®. It's also one of the first visualizations of the newest D&D setting, Eberron™. Eberron is a land of magic and wonder more exotic and not quite as medieval as previous settings.

In some places rules have been slightly modified to work better in a persistent online world. Sometimes alternate PnP rules are used, such as the point-buy character creation system, or the spell points system. Rest assured, we have worked very closely with the creators of Dungeons & Dragons to make sure all changes are consistent with official D&D rules, and more importantly, to work as well online as they do on paper.

If you are unfamiliar with D&D rules, don't worry – we designed the game to be accessible to both people who have never seen a 20-sided die (d20), and people who have been playing for 20 years or more. This manual and in-game help contain everything you need to know to get started. If you would like to learn more about D&D or the Eberron setting, check out the many D&D books at your local bookstore, or visit www.wizards.com.

Now, on to adventure as a heroic fighter, clever spellcaster, humble cleric, or devious rogue. Treasure abounds in this land for those who have mastered their powers and assembled a stout party. On to Stormreach!

THE README FILE

The installation disc for **Dungeons & Dragons Online: Stormreach** has a ReadMe file which contains the latest updated information about the game. We strongly encourage you to read this file in order to benefit from changes made after this manual went to print.

To view this file, navigate to the **Dungeons & Dragons Online: Stormreach** folder on your hard drive (usually C:\Program Files\Turbine\Dungeons & Dragons Online – Stormreach), and double-click on the file called ReadMe (ReadMe.txt).

This folder also contains the End-User License Agreement which describes the terms to which you agree when you play **DDO**. Please review this document carefully.

SYSTEM REQUIREMENTS

Minimum Specifications

- **Processor:** P4 1.6 GHz or AMD equivalent with SSE
- **Memory:** 512MB RAM
- **Graphics card:** 64 MB Hardware T&L-compatible video card
- **Network connection:** 56.6 K modem
- **Software:** Windows® XP, DirectX® 9
- **Disk Space:** 3GB, 5GB for high resolution

Recommended Specifications

- **Processor:** P4 3 GHz or AMD equivalent with SSE
- **Memory:** 1GB RAM
- **Graphics card:** GeForce FX or ATI Radeon 9800 or better with 128MB of memory
- **Network connection:** Cable modem or DSL connection
- **Software:** Windows® XP, DirectX® 9
- **Disk Space:** 3GB, 5GB for high resolution

INSTALLATION

1. Insert the **Dungeons & Dragons Online: Stormreach** DVD (or CD labeled Disc 1) into your disc drive.
2. If AutoPlay is enabled, a title screen should appear. If AutoPlay is not enabled, or the installation does not start automatically, click on the Start button on your Windows® taskbar, then on Run. Type D:\ Setup and click on OK. **Note:** If your installation drive is assigned to a letter other than D, substitute that letter.
3. Follow the remainder of the on-screen instructions to finish installing **Dungeons & Dragons Online: Stormreach**.

4. Once installation is complete, double-click on the **Dungeons & Dragons Online: Stormreach** icon on your desktop to open the game launcher. You can also start the game from the Start menu by choosing Programs >> Turbine >> Dungeons & Dragons Online – Stormreach >> Dungeons & Dragons Online – Stormreach.

Note: You DO NOT need the **Dungeons & Dragons Online: Stormreach** game disc in your drive to play.

Installation of DirectX and Other Software

Depending on your system and installed software, additional components may need to be installed. The game will automatically detect, install, or update these components. Click “Next” to continue through this process.

CREATING A USER ACCOUNT

Since **Dungeons & Dragons Online: Stormreach** is a massively multiplayer online game, all character information is stored remotely. Before you can log into the game for the first time, you must have a valid **Dungeons & Dragons Online: Stormreach** account.

During installation, you will be prompted to create an account. To create your account, click on the link provided on screen or go to <http://billing.turbine.com> to reach Turbine’s Account Management website. You will need your product key (found on the inside of your DVD jewel case or bundled together with your CDs), and your debit, credit, or game time card information ready during sign up. You will also be prompted to choose your username and password. This is what you will use to login to the game via the launcher. Follow the instructions on the website to complete the process.

You may return to the Account Management website at any time to update your account and billing information. Simply return to the Account Management website and login with your username and password. Should you purchase additional **Dungeons & Dragons Online: Stormreach** product keys in the future, you can also return to this website to setup additional subscriptions using the same username and password.

ON-LINE HELP

If you have questions or problems, you can access the in-game help through the main menu, or by pressing **Ctrl-H** at any time after logging in. Our robust and useful online knowledge base contains information useful for learning game basics as well as advanced features. The community site at www.DDO.com offers many forums where users can exchange information. Additional help can be found at www.DDO.com/support.

LAUNCHER

Double-click the **Dungeons & Dragons Online: Stormreach** icon on your desktop to open the Launcher panel. You can also start the game from the Start menu by choosing Programs >> Turbine >> Dungeons & Dragons Online – Stormreach >> Dungeons & Dragons Online – Stormreach.

To login to the game, enter the username and password that you got when you created your account (see “Creating a User Account” on previous page). Remember that your password is case-sensitive – enter it exactly as you did during account creation.

If you have lost your password, click on the Lost Password link to recover it.

Once your name and password are accepted, select the world on which you’d like to play, and click the Play button. This will display the End-User License Agreement, which you must carefully review and accept before playing. Scroll to the bottom of the document and click on the Accept button to indicate that you have read the document and accepted its terms.

The game will be periodically updated through an automated patching system. If your version of the game is outdated, the Launcher panel will automatically download and install an update. Check the news window of the Launcher panel for notes about any game updates. You can turn off auto update via the launcher options panel. You will be prompted about using this feature the first time you close the game client.

The launcher also contains hyperlinks to game-specific web resources. Click the hyperlinks in the news articles or at the top of the launcher to open the links in your internet browser.

Once you have signed in and started the game, the launcher will minimize and will be available from the Windows system tray when you quit the game. In this state, the launcher will scan for updates and will be available for quick login. Right-click on the **Dungeons & Dragons Online: Stormreach** icon in the taskbar to see available options.



CHARACTER SELECTION

Once the game launches, you will need to choose a character to play. You are able to create and play five different characters. If you do not have any characters, you must click on the Create button to make a new character before you can begin playing (see next page).

If you have characters created, you can click on a character name to see an image of it. Click on the arrow buttons to rotate the image. Select a character and click on the Enter button to travel into Stormreach with that character.

The Delete button removes the selected character. You will be asked to confirm your choice to delete. **Warning:** When you delete a character, the character and all of his or her equipment is destroyed.

CREATING A CHARACTER

Your character is your in-game persona. Quiet and tough, whimsical and merry, or strong and savage, your character will be defined by the choices you make during character selection. DDO's character creation system is rich enough that almost any relevant trait or ability can be approximated.

Although your character will develop more once you start adventuring, how you put them together at the beginning sets the framework for the rest of their life. Changes made here are not reversible.

Click on the Create button at the Character Selection screen to create a new character.

CHOOSE CLASS

Your character's class is like your profession. It will most clearly define the role you will play in group adventures. Available classes are barbarian, bard, cleric, fighter, paladin, ranger, rogue, sorcerer, and wizard.

Click on the Class icons to the right of the screen to see descriptions of each class. You can click on the Movie button below each class icon to see an example of what that class type looks like in action. See below for brief class descriptions. For details about character classes, including special abilities, see page 57.



BARBARIAN

Barbarians are mighty warriors who harness the power of battle rage into a ferocious attack ability. This strength and damage boost improves as a barbarian gains levels. Constant exposure to danger also gives barbarians the innate abilities to sense danger and dodge attacks.

Alignment: Any non-lawful

Hit Die: d12

Proficiencies: All simple and martial weapons, light and medium armor, shields (except tower shields)

Skill Points: (4+Int Modifier) x4 at 1st level; 4+Int Modifier each additional level



Base Attack		Saving Throws		Will	Special
Lvl	Bonus	Fortitude	Reflex		
1	+1	+2	+0	+0	Fast movement, rage 1/rest
2	+2	+3	+0	+0	Uncanny dodge; Damage reduction 1/-
3	+3	+3	+1	+1	
4	+4	+4	+1	+1	Rage 2/rest
5	+5	+4	+1	+1	Improved uncanny dodge; Damage reduction 2/-
6	+6	+5	+2	+2	
7	+7	+5	+2	+2	
8	+8	+6	+2	+2	Rage 3/rest; Damage reduction 3/-
9	+9	+6	+3	+3	
10	+10	+7	+3	+3	Greater rage



BARD

Bard songs inspire companies to heroic performance and harass opponents to weakness. They can even heal the injured. The versatile bard also casts arcane spells, holds their own in battle, and uses rogue skills.

Alignment: Any non-lawful

Hit Die: d6

Proficiencies: All simple weapons, plus the longsword, rapier, short sword, and shortbow, light armor, and shields (except tower shields)

Skill Points: (6+Int Modifier) x4 at 1st level; 6+Int Modifier each additional level

Spellcasting: Arcane (Charisma-based, armor-related chance of arcane spell failure is ignored; no need for preparation; start with 1 spell).



Base Attack		Saving Throws		Will	Special
Lvl	Bonus	Fortitude	Reflex		
1	+0	+0	+2	+2	Bardic music, fascinate, inspire courage +1
2	+1	+0	+3	+3	
3	+2	+1	+3	+3	Inspire competence
4	+3	+1	+4	+4	
5	+3	+1	+4	+4	
6	+4	+2	+5	+5	Suggestion
7	+5	+2	+5	+5	
8	+6	+2	+6	+6	Inspire courage +2
9	+6	+3	+6	+6	Inspire greatness
10	+7	+3	+7	+7	



CLERIC

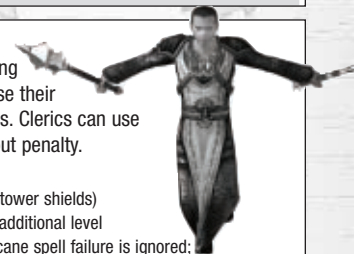
Clerics are always welcome in a party. Their healing skills are unmatched, they know how to fight, and they use their holy magic to turn away or even destroy undead creatures. Clerics can use simple weapons and all forms of armor and shields without penalty.

Hit Die: d8

Proficiencies: All simple weapons, all armor, and shields (except tower shields)

Skill Points: (2+Int Modifier) x4 at 1st level; 2+Int Modifier each additional level

Spellcasting: Divine (Wisdom-based, armor-related chance of arcane spell failure is ignored; spells must be prepared; start with all 1st level spells)



Base Attack		Saving Throws		Will	Special
Lvl	Bonus	Fortitude	Reflex		
1	+0	+2	+0	+2	Turn undead
2	+1	+3	+0	+3	
3	+2	+3	+1	+3	
4	+3	+4	+1	+4	
5	+3	+4	+1	+4	
6	+4	+5	+2	+5	
7	+5	+5	+2	+5	
8	+6	+6	+2	+6	
9	+6	+6	+3	+6	
10	+7	+7	+3	+7	

Classes

A **Barbarian's Rage** makes her stronger, tougher, and more resistant to mind-affecting spells, but the effect reduces her Armor Class (AC).

Rogues are the best at **detecting and disabling traps**. They also make the best scouts, and may save the party important time and hit points.

Only rogues (or clerics, using the spell Find Traps), can find **traps** with a **Difficulty Check (DC)** higher than 20.

Clerics' **cure spells** are **automatically memorized** to represent their Spontaneous Casting ability.

When Clerics and Paladins **turn undead**, they either stun them or destroy them outright. The higher the character level versus the level of undead, the better chance of success.

Bardic music is a welcome addition to a party, allowing the bard to inspire fellow party members or neutralize enemy monsters.



FIGHTER

The fighter learns early how to dish out and deflect face-to-face combat damage. She is proficient with all standard weapons and armor types at level one. Her bonus feats give her access to melee maneuvers and exotic weapons not available to others.

Hit Die: d10

Proficiencies: All simple and martial weapons, all armor, and shields

Skill Points: (2+Int Modifier) x4 at 1st level; 2+Int Modifier each additional level

Lvl	Base Attack		Saving Throws		Will	Special
	Bonus	Fortitude	Reflex	Will		
1	+1	+2	+0	+0		Bonus feat
2	+2	+3	+0	+0		Bonus feat
3	+3	+3	+1	+1		
4	+4	+4	+1	+1		Bonus feat
5	+5	+4	+1	+1		
6	+6	+5	+2	+2		Bonus feat
7	+7	+5	+2	+2		
8	+8	+6	+2	+2		Bonus feat
9	+9	+6	+3	+3		
10	+10	+7	+3	+3		Bonus feat



PALADIN

As a sworn enemy of evil, the paladin draws her power from the forces of good to protect and inspire companions. The experienced paladin fears nothing, can heal companions, and can turn undead.

Alignment: Lawful good only

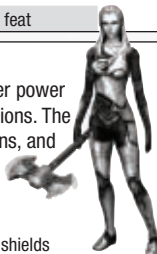
Hit Die: d10

Proficiencies: All simple and martial weapons, all armor, and shields

Skill Points: (2+Int Modifier) x4 at 1st level; 2+Int Modifier each additional level

Spellcasting: Divine (Wisdom-based, armor-related chance of spell failure is ignored starting at level 4; spells must be prepared)

Lvl	Base Attack		Saving Throws		Will	Special
	Bonus	Fortitude	Reflex	Will		
1	+1	+2	+0	+0		Aura of good, detect evil, smite evil 1/rest
2	+2	+3	+0	+0		Divine grace
3	+3	+3	+1	+1		Aura of courage, divine health, lay on hands
4	+4	+4	+1	+1		Turn undead
5	+5	+4	+1	+1		Smite evil 2/rest
6	+6	+5	+2	+2		Remove disease 1/rest
7	+7	+5	+2	+2		
8	+8	+6	+2	+2		
9	+9	+6	+3	+3		Remove disease 2/rest
10	+10	+7	+3	+3		Smite evil 3/rest



RANGER

Rangers are superior hunters who can fight from a distance and hand-to-hand with equal aptitude. Every ranger has a favored enemy that he can hunt with enhanced skills. Rangers know how to hide and move quietly. An experienced ranger develops a bond with nature that allows him to cast divine spells.

Hit Die: d8

Proficiencies: All simple and martial weapons, light armor, and shields (except tower shields)

Skill Points: (6+Int Modifier) x4 at 1st level; 6+Int Modifier each additional level

Spellcasting: Divine (Wisdom-based, armor-related chance of spell failure is ignored starting at level 4; spells must be prepared)

Lvl	Base Attack		Saving Throws		Will	Special
	Bonus	Fortitude	Reflex	Will		
1	+1	+2	+2	+0		Favored enemy; wild empathy
2	+2	+3	+3	+0		Combat styles
3	+3	+3	+3	+1		
4	+4	+4	+4	+1		
5	+5	+4	+4	+1		Favored enemy
6	+6	+5	+5	+2		Improved combat style
7	+7	+5	+5	+2		
8	+8	+6	+6	+2		
9	+9	+6	+6	+3		Evasion
10	+10	+7	+7	+3		Favored enemy



ROGUE

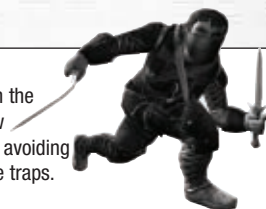
Experienced rogues develop nearly magical powers in the arts of stealth, evasion and sneak attack. A rogue knows how to hit where it hurts, and has a sixth sense when it comes to avoiding danger. A rogue is unequalled in his ability to find and disable traps.

Hit Die: d6

Proficiencies: All simple weapons, rapier, shortbow, short sword, and light armor

Skill Points: (8+Int Modifier) x4 at 1st level; 8+Int Modifier each additional level

Lvl	Base Attack		Saving Throws		Will	Special
	Bonus	Fortitude	Reflex	Will		
1	+0	+0	+2	+0		Sneak attack +1d6
2	+1	+0	+3	+0		Evasion
3	+2	+1	+3	+1		Sneak attack +2d6
4	+3	+1	+4	+1		Uncanny dodge
5	+3	+1	+4	+1		Sneak attack +3d6
6	+4	+2	+5	+2		
7	+5	+2	+5	+2		Sneak attack +4d6
8	+6	+2	+6	+2		Improved uncanny dodge
9	+6	+3	+6	+3		Sneak attack +5d6
10	+7	+3	+7	+3		Improved evasion





SORCERER

Sorcerers manipulate magic energy through intense concentration. A sorcerer can learn fewer spells than a wizard (who learns them from a book), but can cast spells faster and more often than anyone else. Sorcerers are proficient with simple weapons.

Hit Die: d4

Proficiencies: All simple weapons, no armor or shields

Skill Points: (2+Int Modifier) x4 at 1st level; 2+Int Modifier each additional level

Spellcasting: Arcane (Charisma-based, no need for preparation, armor-related chance of spell failure).

Lvl	Base Attack Bonus	Saving Throws			Special
		Fortitude	Reflex	Will	
1	+0	+0	+0	+2	
2	+1	+0	+0	+3	
3	+1	+1	+1	+3	
4	+2	+1	+1	+4	
5	+2	+1	+1	+4	
6	+3	+2	+2	+5	
7	+3	+2	+2	+5	
8	+4	+2	+2	+6	
9	+4	+3	+3	+6	
10	+5	+3	+3	+7	



WIZARD

To wizards, magic is not a talent but a difficult art learned through intensive study. When they are prepared for battle, wizards can use their spells to devastating effect. Wizards can also learn new spells from scrolls, which they inscribe in their spellbook.

Hit Die: d4

Proficiencies: Club, dagger, light crossbow, heavy crossbow, quarterstaff, no armor or shields

Skill Points: (2+Int Modifier) x4 at 1st level; 2+Int Modifier each additional level

Spellcasting: Arcane (Intelligence-based, requires preparation, armor-related chance of spell failure); wizards begin the game knowing (4 + Intelligence modifier) 1st level spells.

Lvl	Base Attack Bonus	Saving Throws			Special
		Fortitude	Reflex	Will	
1	+0	+0	+0	+2	Inscribe Scroll; Bonus feat
2	+1	+0	+0	+3	
3	+1	+1	+1	+3	
4	+2	+1	+1	+4	
5	+2	+1	+1	+4	Bonus feat
6	+3	+2	+2	+5	
7	+3	+2	+2	+5	
8	+4	+2	+2	+6	
9	+4	+3	+3	+6	
10	+5	+3	+3	+7	Bonus feat



CHOOSE RACE AND GENDER

There are five races in the game, each with its own strengths and weaknesses. Warforged have natural armor, but cannot be healed by normal means. Halflings are swift and dexterous, but not as strong as the other races. There are no penalties or bonuses attached to gender.

Click on a Race/Gender icon on the left side of the screen to see a description of that race, including its inherent bonuses and weaknesses. Once you have chosen a class and race, click on the Next button.

To exit character generation without saving your changes, click on the Exit Character Generation button.

Note: For explanations of the abbreviations and scores below, refer to Set Abilities on page 14.



HUMAN

Humans are the most adaptable and flexible among the common races, and are more physically diverse. Humans are adaptable and quick to master specialized tasks, so they receive bonus feats and skill points. They receive neither bonuses nor penalties to abilities, and therefore make good candidates for any class.

• **Special Abilities:** 1 extra feat and 4 extra skill points at 1st level; 1 additional skill point at each level

great skill with weapons and strategy. All elves study the arts of archery and swordplay, and receive the bonus feat Martial Weapon Proficiency with the longbow, longsword, rapier and shortbow.

- **Ability Adjustments:** +2 Dex, -2 Con
- **Special Abilities:** Immune to magic sleep effects; +2 vs. enchantments; +2 on Listen, Spot, Search; proficient with longbow, longsword, rapier, shortbow



DWARF

Dwarves are known for their skill in warfare, their ability to withstand physical and magical punishment and their hard work. Dwarves stand only around four feet tall, but they are so broad and compact that they weight nearly as much as humans.

- **Ability Adjustments:** +2 Con, -2 Cha
- **Special Abilities:** +2 Search; +4 Balance; +2 vs. poison and spells; +4 AC vs. giants; +1 attack vs. orcs and goblins; treat dwarven waraxe as a martial weapon



ELF

Elves are known for their poetry, dance, song and magical arts, but when danger threatens they show



HALFLING

Halflings are clever, capable and resourceful survivors. They are notoriously curious and show a daring that many larger people can't match. Halflings stand about three feet tall. Halflings receive a Strength penalty of -2 because of their small size. This size also grants +1 AC and a +1 to hit, however.

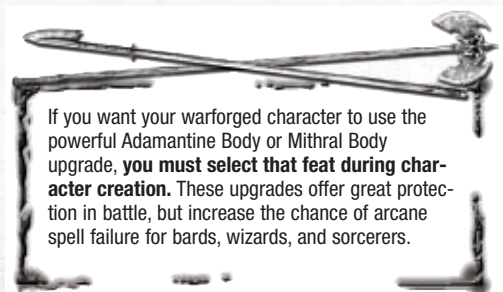
- **Ability Adjustments:** +2 Dex, -2 Str
- **Special Abilities:** +1 AC; +1 attack; +4 Hide; +2 Jump, Listen, Move Silently; +1 on all saving throws; +2 vs. fear; +1 attack with throw weapons; -25% carrying capacity



WARFORGED

Warforged are a race of sentient constructs built to battle in the Last War.. The Warforged body is covered by plating, giving it an inherent AC bonus, but preventing the wearing of other armor. Healing spells have their benefits reduced by half when cast on Warforged. Only the arcane Repair spells heal Warforged without any reduction. Warforged can upgrade their armor using the Adamantine Body and Mithral Body feats. Warforged can also gain additional abilities and customize their appearance by using docents.

- **Ability Adjustments:** +2 Con, -2 Wis, -2 Cha
- **Special Abilities:** Resistant to sleep, energy drain, nausea, exhaustion, poison, disease, and paralysis; healed with Repair spells; resistant to Heal spells; +2 AC bonus; 5% arcane spell failure chance; cannot wear armor; 25% chance to negate critical hits and sneak attacks



If you want your warforged character to use the powerful Adamantine Body or Mithral Body upgrade, **you must select that feat during character creation.** These upgrades offer great protection in battle, but increase the chance of arcane spell failure for bards, wizards, and sorcerers.



CHOOSE NAME, APPEARANCE AND ALIGNMENT

Modify your character's appearance by clicking on the arrows for each characteristic, or click on the Randomize button to generate random characteristics.

You can continue to Randomize all characteristics, or just some. To keep a characteristic from changing when you Randomize, click on the Lock icon next to it.

Appearance changes are cosmetic only and do not affect your character's abilities.

You must also choose a name for your character at this screen by clicking in the Name field and typing in the name you want. Click in the Surname field to give your character a last name. First names must be one word with no spaces, but you can add spaces to your surname.

Note: Character first names must be unique. If a character already has the first name you've chosen, you'll have to choose another. Characters can share the same surname. Inappropriate names are not allowed and will be automatically rejected.

Your character's alignment is a guide to his or her basic moral and ethical attitude toward others and society. Select an alignment from the choices in the drop-down menu beneath the Surname field. Some classes are limited to certain alignments. For example, Paladins must be Lawful Good. Evil alignments are not allowed, regardless of class.

Once you are satisfied with your character's looks, name and alignment, click on the Next button to continue to the Character Summary page.

To return to the previous screen, click on the Back button. To leave character generation without saving your changes, click on the Exit Character Generation button.

CHARACTER SUMMARY

Once you have created your character, the game will automatically generate a recommendation for abilities, skills, feats, or spells for the class and race you have chosen. The Character Summary screen displays this recommendation. If you are satisfied with these choices, click on the Play this Character button to return to the Character Selection screen, where you can select your new character and enter the world.

If you want to further customize your character, click on the Customize your Character button, which allows you to start over and choose each specific attribute for your character.

To return to the Character Summary, click on the Back button.



SET ABILITIES

Customizing Your Character allows you to make your own choices for attributes, skills, feats and spells. This relies on your knowledge of the D&D Edition 3.5 ruleset.

Six ability scores define your basic characteristics. Each of these represents a particular aspect of your character, and skills that draw

from these traits are modified depending on your score in them. Certain classes also favor certain abilities over others, and derive much of their effectiveness from a high score in these areas.

Each ability score starts at 8, and then is adjusted for racial bonuses and penalties. Click on the + and – buttons next an ability to add or subtract points from it. You have a total of 28 points to raise your character's ability scores.

Descriptions are displayed next to each ability that give you an idea of what each ability affects. On the left you will see how your character's hit points, spell points and Saving Throws are affected by your current ability scores.

After you have assigned all of your ability points, click on the Next button to advance to the Skills screen.

Strength (STR): Strength measures muscle and physical power. Characters with high Strength scores hit more frequently and do more damage in melee combat. This ability is especially important for fighters, barbarians, paladins and rangers. The Strength ability score affects:

- Melee attack rolls.
- Damage rolls when using a melee weapon.
- Amount of equipment your character can carry.
- Jump and Swim skills.

Dexterity (DEX): Dexterity measures agility, reflexes and balance. Characters with high Dexterity have higher Armor Classes, higher Reflex saving throws, and hit more often in combat. This ability is important for rogues and other classes who typically wear light or medium armor (barbarians and rangers) or none at all (wizards and sorcerers). The Dexterity ability score affects:

- Ranged attack rolls.
- Armor Class, provided that the character can react to the attack.
- Reflex saving throws, for avoiding traps and attacks that you can escape by moving quickly.
- Balance, Hide, Move Silently, Open Lock and Tumble skills.

Ability Score Modifiers

Score	Modifier
1	-5
2–3	-4
4–5	-3
6–7	-2
8–9	-1
10–11	0
12–13	+1
14–15	+2
16–17	+3
18–19	+4
20–21	+5
22–23	+6
24–25	+7

Constitution (CON): Constitution represents health and stamina. Characters with high Constitution have more hit points and have higher Fortitude saving throws. Constitution is important for all classes, but especially fighters and barbarians, who need extra hit points. Spellcasters need a strong Constitution to keep spells from being interrupted during combat. The Constitution ability score affects:

- Bonus hit points gained each level.
- Fortitude saving throws, for resisting poison and similar threats.
- Wizard spell points and strength of spells.
- Concentration skill.

Intelligence (INT): Intelligence determines how well your character learns and reasons. Intelligence is important for wizards because it affects how many spells they can cast, how hard their spells are to resist and the power of these spells. Intelligence is also important for any character who wants to have a strong assortment of skills. The Intelligence ability score affects:

- The number of skill points gained each level.
- Disable Device, Repair and Search skills.

Wisdom (WIS): Wisdom describes a character's willpower, common sense, perception and intuition. Wisdom is important for clerics as it effects the strength of their spells and amount of their spell points. The minimum Wisdom score needed to cast a cleric spell is 10 + the spell's level. Wisdom is also significant for paladins and rangers, and effects Will saving throws. The Wisdom ability score effects:

- Will saving throws (for negating the effect of charm person and other spells).
- Paladin, cleric, ranger spell points and spell strength.
- Heal, Listen and Spot skills.

Charisma (CHA): Charisma measures force of personality, persuasiveness, ability to lead and physical attractiveness. It represents actual personal strength, not merely how one is perceived by others in a social setting. Charisma is most important for paladins, sorcerers and bards. It is also important for clerics, as it affects their ability to turn undead. The minimum Charisma score needed to cast a bard or sorcerer spell is 10 + the spell's level. The Charisma ability score effects:

- Turn Undead checks for clerics and paladins.
- Bard and sorcerer spell points and spell strength.
- Bluff, Diplomacy, Haggle, Intimidate, Perform, and Use Magic Device skills.

Abilities

Generally, a character should have at least ten points in any given statistic to prevent any penalties. This is not mandatory however, and the most interesting characters are sometimes the most flawed.

Every character should have a high ability score in at least one of his or her core class abilities. For example, a wizard should have a high Intelligence if he wants to cast high-level spells. Certain classes may have multiple core abilities—for example both Charisma and Dexterity are important to bards.

High abilities give better bonuses, but higher ability scores come at a cost. The higher the ability score, the more points it costs to raise that ability.



Skills determine how well your character can perform certain tasks, such as healing, casting spells while under fire, and more. All classes start with a certain number of skill points that can be used to learn or improve skills (determined by class and Ability scores). You can put more points into any skill as your character gains levels. Skills marked with an asterisk (*) are “cross-class” skills, which

You can view tooltips for each skill by moving your cursor over a skill icon; this will display a short description of that skill. The box on the right provides information about what skills are most important for the class you've chosen.

Skill Points Per Class

Class	Skill points at 1st level*	Skill points at level up**
Barbarian	(4+Int modifier)x4	4+Int modifier
Bard	(6+Int modifier)x4	6+Int modifier
Cleric	(2+Int modifier)x4	2+Int modifier
Fighter	(2+Int modifier)x4	2+Int modifier
Paladin	(2+Int modifier)x4	2+Int modifier
Ranger	(6+Int modifier)x4	6+Int modifier
Rogue	(8+Int modifier)x4	8+Int modifier
Sorcerer	(2+Int modifier)x4	2+Int modifier
Wizard	(2+Int modifier)x4	2+Int modifier

* Humans add +4 to this total.

**Humans add +1 to this total.

The ability that modifies each skill is listed in the Skill Points chart. If an ability score is too low, for example, you may have a negative number assigned to a skill. This is listed in the Ability Mod column.

Once you have assigned all of your skill points, click on the **Next** button to advance to the **Spells** screen, if applicable, or to the **Feats** screen if not.

See “Skills” on page 64 for detailed skills information.



You must drag an active skill or feat (square icon) to a Shortcut bar to use it.



Passive skills and feats (octagonal icons) work automatically.

SELECT FEATS

Feats are general class abilities that allow you to use certain weapons, wear different types of armor, open locks, increase spell power, and more. Place your cursor over an icon to see the tooltip information for that feat.

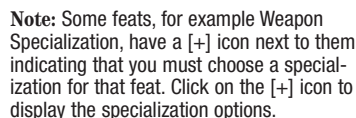
Scroll down to see additional feats.

Each character will start with some granted feats based on his or her class. These are listed at the bottom of the My Feats panel.

Some feats have prerequisites, such as a minimum ability score or knowledge of another feat. If a feat is grayed out, your character does not meet the prerequisites for that feat. You can see the prerequisites by hovering your mouse cursor over it.

You will be able to choose at least one feat for your character. To do this, drag the icon from the Available Feats panel to the empty box in the My Feats panel. Humans receive a bonus feat. Fighters and wizards each receive an additional class feat. Rangers receive a Favored Enemy feat. Class feats are highlighted in yellow.

See “Feats” on page 67 for detailed feats information.



Skills

Use the Diplomacy skill in battle to make monsters pay less attention to you.

Use the Intimidate skill to draw monsters to you and away from your fellow party members.

With the Use Magic Device skill you can employ scrolls and wands as well as bypass certain weapon restrictions.

Feats

If you have a high Dexterity and a low Strength, you should consider the Weapon Finesse feat.

The Mobility feat increases your Armor Class bonus when tumbling.

Metamagic Feats enhance the functionality of your spells, but make your spells cost more spell points.

The Spell Focus feat makes the spells of a specific School more difficult to resist.





SPELLS

Bards, sorcerers and wizards must choose from a selection of first-level spells at character creation. Your character can learn additional spells by finding or purchasing spell scrolls (if a wizard), and by selecting additional spells as you level up.

Clerics automatically know all of their first-level spells, but they

see the Spell screen for reference purposes. Note that clerics and wizards need to memorize (prepare) their spells before casting them (see “Preparing Spells” on page 36). Rangers and paladins must prepare spells once they get them at level 4.

To choose a spell, click on its icon to highlight it. When you have highlighted all of your spells, click on the Next button, which returns you to the Character Selection screen.

Congratulations! Your first character has come of age and is ready to go adventuring! To experience the magic and mysteries of Stormreach with this character, highlight his or her name on the Character Selection screen, and click the ENTER button. The next section will help acquaint you with the screen layout and the user interface for the game.



Spells Known and Prepared by Class

Bard Spells Known Spell Level					
1	2	3	4	5	
1	1				
2	2				
3	3				
4	3	2			
5	4	3			
6	4	3			
7	4	4	2		
8	4	4	3		
9	4	4	3		
10	4	4	4	2	

Clerics Spells Prepared Spell Level					
1	2	3	4	5	
1	3				
2	4				
3	4	3			
4	5	4			
5	5	4	3		
6	5	5	4		
7	6	5	4	3	
8	6	5	5	4	
9	6	6	5	4	3
10	6	6	5	5	4

Ranger Spells Prepared Spell Level					
1	2	3	4	5	
1					
2					
3					
4	1				
5	1				
6	2				
7	2				
8	2	1			
9	2	1			
10	2	2			

Sorcerer Spells Known Spell Level					
1	2	3	4	5	
1	2				
2	3				
3	4				
4	4	1			
5	4	2			
6	4	2	1		
7	4	3	2		
8	4	3	2	1	
9	4	4	3	2	
10	4	4	3	2	1

Paladin Spells Prepared Spell Level					
1	2	3	4	5	
1					
2					
3					
4	1				
5	1				
6	2				
7	2				
8	2	1			
9	2	1			
10	2	2			

Wizards Spells Prepared Spell Level					
1	2	3	4	5	
1	3				
2	4				
3	4	2			
4	4	3			
5	4	3	2		
6	4	4	3		
7	5	4	3	2	
8	5	4	4	3	
9	5	5	4	3	2
10	5	5	4	4	3

Spells

Some monsters have spell resistance, which acts like an Armor Class against spells. It forces the attacking caster to make a caster level check.

A wizard is the only class that can learn every arcane spell in the game.

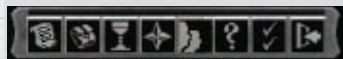
Simply find a scroll of the spell and inscribe it into your spell book.

The higher the ability modifier for your spell-casting attribute (e.g. Intelligence for wizards) the more difficult it is for opponents to resist your spells.

MAIN GAME SCREEN

Game Control Bar

The seven buttons in the top-left corner of the screen give you access to most game elements.



1.

Character Sheet

Displays your character statistics, skills, feats, spells, and biography (see “Character Sheet” on page 52). You can also open the Character Sheet by pressing the **C** key.

2. Inventory

Displays your equipped and unequipped items, weapons, and armor (see “Inventory” on page 40). You can also view your Inventory by pressing the **I** key.

3. Quest Panel

Displays the quests you have accepted (see “Quests” on page 30). You can also open the Quest Panel and get the quest list by pressing **CTRL-Q** or **L**.

4. Map Panel

Opens a map of your current area, which contains icons that represent taverns and stores, NPCs, players in your party, and more (see “Map” on page 29). You can also open the Map by pressing the **M** key.

5. Group Panel

View information about your current party and your guild, as well as search for a party or find someone to join your party (see “Group Panel” on page 55). You can also open the Group Panel by pressing **O** or **CTRL-G**.

6. Help Panel

This panel provides more information about the game, access to the knowledge base, and lets you contact a live Game Master. You can also open the Help screen by pressing **Ctrl-H**. Once you have selected the Help option, click on a window or button on-screen to get more information about it.

7. Options Panel

Set game options, including graphic and audio preferences and key assignments. You can also open the Options menu by pressing **Ctrl-O**.

8. Main Menu

Display help, display options, log off character, or quit game. You can also press **Esc** to display Main Menu.



Map

The Map displays a map of your immediate surroundings. The icons on the Map are the same as those on the Map panel (see “Map” on page 29). The Area Selector drop-down displays your current location and (if applicable) instance number.

Chat Window

Here is where you send and receive chat messages, see battle messages and more (see “Chatting” on page 44).

Status Meters

The meters below the chat window indicate your current Hit Points (red) and Spell Points (blue).

XP Meter

The meter at the bottom of the screen shows your current XP (experience points), and the number of XP required to achieve your next enhancement or level (see “Leveling Up” on page 42).

Effect Icons

When your character is under the influence of a spell or spell-like effect, it is indicated here by an icon. Hover your cursor over an icon to see a description of the effect. Sometimes an effect will have a fixed duration, and you will see its remaining time count down. See “Effects Descriptions” on page 75.

Quest Objectives

Whenever you are on a quest, this panel displays a list of your current objectives (see “Quest Objectives” on page 30). You can get more detailed information on your progress through a dungeon by clicking the XP button. You can abandon a quest by clicking the Abandon button, but after 5 minutes all of your progress in the dungeon will be lost (you can always start the quest over). Once you have completed a quest, you can click on the Finished button to return to the quest entry point.

d20

The die shows your most recent roll and its result. Die rolls are made for most actions in the game, including combat, saving throws, skill checks and more.



Focus Orb

When you left-click on a target, such as another player, an NPC or an interactive object, a picture of it will be displayed in the Focus Orb. The buttons on the Focus Orb indicate actions you can perform on the currently selected target.

For example, if you target another player, the Focus Orb will display the Invite, Trade, and Examine buttons. Click on Invite to invite that player into your party. Click on the Trade button to trade with that player. Click on the Examine button (or press the **Z** key) to see more details about that player.

Shortcut Bars

Shortcut bars each contain 10 spaces to place customized shortcuts that let you quickly perform actions, such as equipping weapons, using active feats and casting spells. You can assign feats, skills, special abilities, spells, consumable items (such as potions), and equippable items (such as weapons and armor) to a Shortcut slot by dragging its icon from the appropriate window (such as your inventory) to the Shortcut slot.

The shortcut slots are numbered 1 – 0. To execute a shortcut, press numbers 1 through 0 or click on an icon. You can quickly access additional Shortcut bars (10 total) by clicking on the up or down arrows on the right side of the Shortcut bar or by pressing **Ctrl** + number 1 through 0.

You can drag these additional Shortcut bars anywhere on the screen. To change a Shortcut bar from horizontal to vertical, click on the Transpose button below the Arrow button.

CONTROLS

W	Move forward
A	Move left
S	Move backward
D	Move right
Q	Strafe left
E	Strafe right
R	Autorun ON/OFF
Tab	Select next hostile target
F1	Select self
F2 – F6	Select party members
RMB	Attack
Spacebar	Jump / Surface for Breath
Shift (press and hold)	Block
Shift (press and hold) + movement key	Sidestep (or Tumble, with appropriate skill level)
Z	Examine selected object
M	Map
LMB (press and hold)	Mouselook
T	Mouselook (toggle ON/OFF)
Mousewheel	Zoom camera in/out
Mousewheel (press) + move mouse	Rotate camera
J	Current quest status
V	Toggle names ON/OFF
1 – 0	Execute shortcut
Ctrl + 1 – Ctrl + 0	Select Shortcut bar
Ctrl + mousewheel	Previous/next Shortcut bar

Note: All keystrokes mentioned in manual assume default control setup. You can change any key mapping in the Options menu.

MOVEMENT

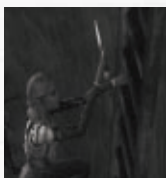
Walk

Press the **W** key to move your character forward, the **S** key to move backward, and the **A** and **D** keys to turn your character left and right, respectively. You can also use the arrow keys to move your character. The **Q** key and the **E** key make your character strafe left and right. If you are in mouselook mode (see below), the **A** key and the **D** key will make your character sidestep left and right.

If you have at least 1 point in Tumble skill and a positive Tumble score after all penalties, holding the **SHIFT+A** or **SHIFT+D** keys will cause your character to tumble to either side.

Jump

The **Spacebar** makes your character jump up in the air. The higher your jump skill, the higher and longer you will jump.



Climb

To climb up or down a ladder, simply approach it, and your character will get on it. You can then press forward or backwards to ascend or descend the ladder. When you jump near the edge of a precipice, your character will grab that edge. Use the **A** and the **D** key to mantle left and right respectively. Push forward to climb up from the edge.”

Swim

When you are underwater, you will see a breath meter that indicates how much air you have left before you start to drown. To surface while swimming, press the **Spacebar**, or click and hold the left mouse button to enter mouselook mode and move up toward the surface.

Take off your armor before you go on a long swim. Wearing armor or a helmet, or holding a shield while swimming can reduce your Breath meter, giving you less time underwater.



CAMERA CONTROLS

While moving your character, the camera stays locked behind you, but you can position the camera anywhere around your character to get a better view of your environment.

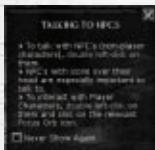
Mouselook mode allows you to control the camera with your mouse. You can enter Mouselook mode by holding down the left mouse button and moving the mouse around. You can toggle Mouselook on and off by pressing the **T** key. While in this mode, Mouselook mode will temporarily turn off when panels pop up so you can click on the necessary buttons. When you click on the button and the panel closes, Mouselook mode will resume.

To rotate the camera around your character, click and hold the mousewheel, and move the mouse. You can zoom in and out by turning the mousewheel up and down respectively.

QUICK START

Once you have created and selected your character and pressed the **Enter** key, you will get started in the game.

Your character arrives on an island at the outskirts of Stormreach, having heard tales of adventurers retiring rich with fortunes brought home from this wondrous land. You start with some equipment (depending on your class), including basic clothing or armor, simple melee and ranged weapons, and some ammo. Your first step should be to explore a bit, talk to some NPCs, and get yourself a quest so you can start earning experience and treasure.



HINTS

The game displays hints in a pop-up window as you encounter new situations. Read the hints to learn the basic game mechanics. Each hint will continue to pop up until you click on the “Never Show Again” box. The Game Options panel allows you to shut off all hints.

EXAMINE ITEMS

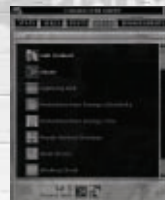
You can examine items by selecting the item by left-clicking on it once to select it, and then by either clicking on the magnifying glass in the Focus Orb in the lower right, or by pressing the **Z** key to open the Examination window. You can do the same with other players, NPCs and interactive items like doors and switches. As an example, open your inventory (**I** key or press Inventory button in top-left of screen) and left-click on an item to highlight it and display it in the Focus Orb. You can place your cursor over an object to display a tooltip with a short summary about that item.



INVENTORY

Open your Inventory Panel (**I** key or Inventory button) and double-click an item, such as a weapon or armor to equip it. You can also drag an item from your inventory to an equipment slot. Dragging a weapon to the second hand slot equips it as a second weapon, in your off hand. If you drag an item to a Shortcut bar (see “Shortcut Bar” on page 25), you can equip it by simply clicking on the Shortcut bar button or pressing the associated key (**1-0**).

Note: Some items are level-locked, or only equippable by certain races. Equipping armor or weapons for which you are not proficient the armor check penalty is applied to attack rolls and to all skill checks that involve moving. A character who uses a weapon with which he or she is not proficient takes a -4 penalty on all attack rolls.



SPELLS

If you are playing a wizard, ranger, paladin, or cleric, you need to prepare your spells before you can cast them. You do this either at a tavern or in the vicinity of a rest shrine right after you have rested (see “Preparing Spells” on page 36). Once you have prepared a spell, you can drag it to a Shortcut bar and then click on its icon or press its corresponding number (**1-0**).

To get information about a spell, open your Spells window (Press **C** and choose Spells tab), select the spell level tab, and hover your cursor over a spell.

Each spell takes a certain amount of time to cast (called “casting time,”) and a certain amount of time before the same spell can be cast again (called “cooldown.”) The shortcut for a spell will be grayed out while the spell is in cooldown. Many spells require components, which can be purchased in the city. Components are categorized by spell level.



SHORTCUTS

You can use the bar of icons at the bottom of the screen to ready spells, weapons, skills, feats and actions, and then cast them with a single click or keystroke. When you start the game, the Shortcut bar will contain shortcuts to your starter weapons, feats like Move Silently, health potions, Heal skill and more, depending on your class. Click on an icon or press its associated keystroke (**1-0**) to activate it. You have 10 different shortcut bars available to you.



CHAT

In the lower-left corner of the screen you will find the Chat box, in which you can read messages from the game, from other players, combat information and more. You can also type messages from your character in the Chat box, send other players private messages, make your character perform emotes such as dancing, and more. Press the **Enter** key to enter Chat mode, and press it again to send a message. See “Chatting” on page 44 for more information.

Interacting

When you move your cursor over an object with which you can interact, the cursor will change to indicate that. These include doors, levers, switches, control boxes, even NPCs and other players. When you click on an object with which you can interact, details about them (as well as options for interacting with them) will appear in the Focus Orb. You can interact with some objects by simply double-clicking on them.

NPCs

A non-player character (NPC) is any character in-game not controlled by a player. They are the citizens of Stormreach, tavern owners, fishermen, guards, and many others.

Certain NPCs have icons above their heads, indicating that they might have something important to tell your character. To talk to one of these NPCs, move in range and face them. When you see the Speech icon, double-click with the left mouse button to initiate a conver-

sation. You can also left-click on the NPC to display its portrait in the Focus Orb and then click on the Use button (gears) to initiate a conversation.



Talk to receive a standard quest.



Talk after completing a quest to receive a reward and/or advance the quest.



Talk to receive a multi-part quest.



Talk to spend your action points on enhancements or level up.

TUTORIAL

Walk off of the dock and head toward Guard Rusticello, a warforged NPC with an icon above his head. This icon indicates that you can talk to this NPC about a quest (see “NPCs” on previous page).

If you left-click on Rusticello, you'll notice that his portrait appears in the Focus Orb in the lower-right of your screen. You can click on the magnifying glass icon to examine him or, when you are close enough, click on the Use icon (gears) to talk to him. If you're close enough, you'll also notice that the cursor changes to a speech bubble. When you see the Speech cursor, you can double-click on the NPC to initiate a conversation (see “Interacting” on previous page). Double-click on Rusticello and he will give you some information about how to start your first quest (see “Quests” on page 30). Follow his instructions and head into the tavern behind him. Once inside, speak with the other NPCs to find out what to do next.

Your first quests will introduce you to basic gameplay, including movement, combat, healing, casting spells, opening switches, finding treasure, and more. There are optional training rooms to practice more advanced skills as well. Once you have completed the tutorial quests and feel comfortable in your new character, head down the dock toward the waiting ship and speak with Sailor Calatin. Convince him to give you a ride to Stormreach Harbor, and you're on your way.

More experienced players can bypass the Tutorial by talking to the NPC standing next to the boat at the end of the tutorial area. We strongly recommend that as a new player, you run through the tutorial at least once to get familiar with the game controls and interface.

By the time you reach Stormreach Harbor, talking to NPCs and going on quests should be second nature.



CITY OF STORMREACH

Dungeons & Dragons Online: Stormreach takes place in the world of Eberron, Wizard of the Coast's newest campaign setting for D&D. The hardcover *Eberron Campaign Sourcebook* is an invaluable resource if you want a sense of some of the unique story and visual flavor of DDO.

The game is set in Stormreach, the northern-most port city on the continent of Xen'drik, a massive land that is mostly unexplored but rumored to harbor incredible wealth and powerful magical items in its ancient dungeons and ruins. Stormreach was

once a home to pirates, a clever hideout for smugglers. Even before that, Stormreach was inhabited by an ancient civilization of giants, upon whose ruins the current city is built. Stormreach is divided by powerful factions, each one laying their own claim to the city. As a result of this division, Stormreach is divided up into different “wards”. Each ward has a very distinctive visual look, along with its own set of NPCs and quests. The wards initially known to you are:



The Harbor (Including Stormreach Port)

This bustling waterfront is the first stop for all adventurers visiting Stormreach. If you want to make it past the guards at the gates, you'll need to prove yourself trustworthy.



The Marketplace

The Marketplace is home to the Coin Lords, a group of powerful merchants and traders, and the ostensible rulers of Stormreach. However, their power has greatly waned over time, and now many other organizations such as the Houses now rule large chunks of Stormreach. The powerful organizations all exist in a temporary and tense peace with one another. The Marketplace is home to two very important commercial institutions – Lordsmarch Bank, where you can store important gear and loot, and the Bazaar, where you can buy a wide variety of armor, weapons, and other items.

DRAGONMARK HOUSES

There are 12 Dragonmark Houses in Eberron, four of which have carved out a position of power within Stormreach. Dragonmark Houses get their names and their power from Dragonmarks – magical birthmarks resembling tattoos which give their bearer special magical powers. These Dragonmarks run in families, and over many hundreds of years, Dragonmarked Houses have each come to dominate a commercial specialty based on the power of their respective Dragonmarks.



House Deneith

The House Deneith specialty is as warriors; they are specialized bodyguards and mercenaries. As a result, their ward in Stormreach is heavily fortified and utilitarian in nature. House Deneith is a human house.



House Kunderak

A dwarven dragonmarked house – they specialize in protection and warding.



House Phiarlan

An elven dragonmarked house – they specialize in entertainment, music, and shadows.



House Jorasco

A halfling dragonmarked house – they specialize in healing and resurrection.

ADVENTURE ZONES

In addition to the city wards, there are areas that lie outside (or beneath) town. The Waterworks (off the Harbor) is an example of such an area, but there are many others. Exploring these adventure zones can uncover multiple optional quests, and sometimes a passage to a new area.



Three-Barrel Cove

A former pirate haven, Three-Barrel Cove is still a very rowdy outpost town on an island north of Stormreach. There are many dangerous adventures and dungeons that await characters brave enough to explore Three-Barrel Cove.



Sorrowdusk Isle

An island further to the west of Three-Barrel Cove, Sorrowdusk Isle is shrouded in mystery. Rumors occasionally trickle back to Stormreach of powerful troll and ogre clans, and of cults who worship the Dark Six. But while rumors trickle back to Stormreach, adventurers who leave for Sorrowdusk seem to never return.



Tangleroot Gorge

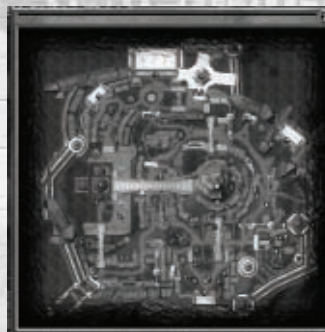
To the southwest of Stormreach lies the untamed Tangleroot Gorge. Home to many fierce hobgoblin and bugbear tribes, Tangleroot Gorge also contains the infamous Hobgoblin fortress of Splinterskull.

Abandoned Keep

House Deneith and House Kunderak have temporarily joined forces to explore and excavate the Abandoned Keep, a settlement deep in the heart of Xen'drik that has lain abandoned for hundreds of years. But the evil that destroyed the settlement 500 years ago still awaits those foolish enough to dig deep enough below the Abandoned Keep.

Delera's Graveyard

On the outskirts of House Jorasco is Delera's Tomb, the final resting place for one of the richest and most generous citizens in living memory of Stormreach. After her death, she dedicated her remaining fortune to establishing a final resting place for the poor, the graveyard which surrounds her tomb. But behind this generosity lies many dark secrets which can only be exposed by those brave enough to explore Delera's Tomb.



MAP

The mini-map in the upper-left corner gives you a snapshot of your current location. For a larger view of the area you are in, press the M key or click on the Map button to open the main map.

If you are in a dungeon, the main map will display the areas that you have explored, as well as indicate the locations of your party members. Party members who are nearby appear as blue dots. Party members who are out of range appear as white arrows. Unexplored areas will appear covered by a black fog, which will lift as you explore these areas.

If you are in town, the main map shows party member locations, as well as icons that pinpoint important spots, such as taverns, vendors, quest locations, and collectors.

Click on the Map Notes button to filter the icons that you want to appear on the map. Checking a box in the drop-down menu will show that type of icon on the map. Hover your cursor over an icon to get more information about what is there.

Click on the Zoom buttons to zoom in and out on the map. Click on the Zoom to Avatar button to center your character on the map.

UNDERSTANDING INSTANCES

Private Instances

When you enter a dungeon, either alone or with a party, the game creates a new “instance” – or virtual copy – of that area. This is considered a “private instance,” since only you and your party members can enter it.

If everyone in your party leaves a dungeon, for example you all die and release, the instance will remain for five minutes. If no one from the party enters before five minutes is up, the instance will reset and you will have to restart the quest.

Public Instances

To avoid overcrowding, the game creates duplicates of public areas, such as Stormreach Harbor, once the population grows to a certain point. This is important to understand, because you might find yourself in a situation where you and a friend or party member want to meet, but you can't seem to locate each other. The likely explanation is that your characters are occupying different duplicate areas. Use the area selector drop down menu above the compass to go to the same numbered area.

QUESTS

The most direct way of earning your fame, fortune, and gaining experience is to undertake dangerous quests. You can usually get quests from NPCs with glowing icons floating above their heads (see “NPCs” on page 25). To find out the details of the quest, start a conversation with the quest NPC. During the conversation, you will have an opportunity to accept or reject the quest. If you accept a quest, it goes into your Quest Journal.



QUEST JOURNAL

The Quest Journal contains details about all of the quests you have agreed to pursue. To view your Quest Journal, click on the Quest button or press **Ctrl-Q**.

On the left side of the Quest Journal is a list of game locations.

Click on a location to view quests associated with it. Click on a quest to display detailed information about the quest below it, including who gave the quest, where it is located, and if you have successfully completed it.

STARTING A QUEST

To enter most quests, you must locate the quest and double-click on the start point (often indicated by a golden chalice on the map). Some quests begin following a conversation with a quest NPC.

Before the quest starts, a window will pop-up and display the name of the quest, level, and the length. It also shows three checkboxes that let you set the difficulty of the quest to Normal, Hard or Elite. On Hard and Elite difficulties the monsters and traps you encounter will be tougher, but the treasure and XP will be much greater. Click on a difficulty and then click OK to enter the area where the quest takes place.

Note: You must complete a quest in a lower difficulty level before you can try it at a higher difficulty level. If a member of your party is eligible to enter a quest at a higher difficulty level than you, you can enter at that level if he or she initiates the quest.



QUEST OBJECTIVES

While you are on a quest, your goals show up in the Quest Objectives window. Click the eye icon to toggle the objectives display between window, transparent and hidden modes.

While in window mode, you can click on the XP button to see a summary of the experience points you will earn by completing the quest (see “Experience” on page 32). Things that affect the XP you earn include

the level of the quest compared to the level of your highest party member, the number of traps disabled, secret doors found, monsters killed, how many times you have reentered the quest, and more.

As you journey through a quest, you might come across optional objectives. You earn experience for optional objectives as you complete them. You do not have to complete all optional objectives to finish a quest, but you do have to complete all required objectives.

DM TEXT

When you enter a dungeon, you may see text appear on screen describing the scene. This text is provided by the game's Dungeon Master (DM). Sometimes DM text is provided to the entire party, and sometimes only to people with the skills to perceive it. For example, while the rest of the party may blithely walk on by, the rogue may receive a DM message that she spots a secret door. Your aptitude with the Listen and Spot skills will impact what DM text you see when you play.



PUZZLES

Many dungeons contain areas that are inaccessible until you trigger the proper switch or kill the right monster. Many of these are clearly indicated, but some require puzzle-solving. If you find yourself unable to advance, you might backtrack and see if you missed something.



TRAPS

The inhabitants of the dungeons through which you will be crawling are not happy to have you there. In fact, many of them have set traps in an effort to slow your party's progress. Some of these traps are quite deadly. If you are walk into one, your character must make a saving throw or take the full brunt of its damage. It is often helpful to bring an able rogue, bard or ranger along to spot and disable traps.

If your character's Spot skill is high enough, you will receive a message when you are near a trap alerting you to its presence. In order to actually see the trap, you must use the Search skill (see “Skills” on page 64). If your Search skill is high enough, it will reveal the trap and possibly a trap Control Box to all party members.

If you are a rogue, you can try to disable a trap by targeting its Control Box and using your Disable Traps skill. (You must have Thieves Tools in your inventory.) This will trigger a die roll to see if you are successful.

If you roll high enough, you will receive a success message and the trap will be disabled. If you roll too low, you can try again (using up another Thieves Tool in the process). Very low rolls can trigger a critical failure, which can break or blow up the trap control panel and make it impossible to disable.

SNEAKING

Rushing headlong into a trapped area or monster ambush often hurts more than it helps. Any character that has the Move Silently skill can attempt to sneak into a situation (see “Move Silently” on page 65). Many rogues, rangers and bards are especially good at this. Movement in Stealth mode is slower than the normal rate. Wearing armor inhibits this ability, but low light can provide a bonus.



SECRET DOORS

In addition to finding traps, the Search skill is also handy for finding secret doors. Again, characters with a high Spot skill will receive an alert message when they are near a secret door. Searching will reveal the door to all party members. Once a secret door is revealed, any party member can open it like a normal door.



LOCKED ITEMS

Any character with the Open Lock skill can try to unlock locked items without using a key. In order to do this, you must have Thieves Tools in your inventory. Target the lock and use your Open Lock skill to make an attempt.

Some locked items cannot be picked, and you will receive a message to that effect if you try to pick the lock. This is generally a clue that a key to that lock exists elsewhere in the dungeon and will need to be discovered by you or another party member.



COLLECTIBLES

In addition to finding loot in chests and receiving quest rewards, you can find items hidden in backpacks, bookshelves, mushroom patches and more. These items are of no interest to vendors, but you will find collectors scattered throughout Stormreach who will trade valuable items for them.

To pick up a collectible, double-click on a glowing container once you are close enough and your cursor turns into a gear.



EXPERIENCE AND TREASURE

Unlike in many other games, players do not receive experience for killing things. Instead, XP is granted for completing objectives and finishing quests.

Every member of a party gets his or her own share of the experience points and treasure for completed objectives. When you open a chest, it will show the items that are reserved for your character. These are the only items that you can take from the chest. Each party member can also

loot collectibles from mushroom patches, etc. Items from breakable containers go to whoever grabs them first, however.

Experience points will vary for each party member, depending on how often a character has entered a dungeon, a character's level, and other factors. However, you can sometimes receive XP bonuses for meeting various additional conditions, such as killing every monster, or not killing any monsters. You can see a detailed explanation of the experience points that your character will earn by clicking on the XP button in the Quest Objectives panel.



REST AREAS

Most quests contain one or more rest areas, which contain a rest shrine and a resurrection shrine. If you or a party member is dangerously low on health or spell points, you might want to consider resting to recuperate (see "Damage, Resting and Dying" on page 38). If you die while on a quest, another member can carry your

Soulstone to a resurrection shrine. Double-click on the resurrection shrine to be brought back to life. Spell casters can also prepare new spells after resting at a rest shrine (see "Preparing Spells" on page 36).

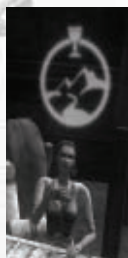
Note: Each Rest shrine can only be used once per player per dungeon. Resurrection shrines can be used as often as needed, each time with an XP penalty.

ABANDONING QUESTS

Sometimes you and your party might find yourselves in over your heads on a difficult quest, or you must attend needs in real life, etc. If you are unable to advance and would like to gather additional party members for another run at it, you can always click on the Abandon button in the Quest Objectives window. This will teleport you to the quest entrance point and you will lose all current progress in the quest (the dungeon will be repopulated, for example, and all disabled traps will be reset).

Note: Abandoning a quest takes a few seconds, during which time a Recall gauge will appear and begin to fill. Once the gauge is filled, you will be teleported out. If you move or you are attacked while the gauge fills, it will cancel the Abandon command. In other words, if your character is about to die at the hands of a monster, clicking on the Abandon button probably won't get you out safely.

You can also abandon a quest by clicking the Abandon button in the corresponding Quest log.



FINISHING A QUEST

Once you have completed all of the main objectives in a quest, you and your party members will earn experience points based on the factors listed in the XP window. The Abandon button will change to a Finished button. You can walk out of the dungeon the way you came, or click on the Finished button to recall and return to the quest entry point.

After completing a request, you should go back and talk to the original quest giver, either to end the quest or advance to the next step. Often the quest giver will reward you with an item for your efforts. The value of quest rewards is based on a number of factors, including quest difficulty.

Most completed or abandoned quests can be repeated by finding and speaking to the NPC who originally gave the quest.

Challenge Rating

The difficulty of each monster you encounter is indicated by its Challenge Rating (CR). To see a monster's challenge rating, target it and look at the Focus Orb.

Challenge Ratings show the strength of a creature in relation to a party of four. A CR 6 monster, in other words, is meant to be a reasonable challenge to a party of four level six characters.

Similarly, the level of a quest is generally relative to a party of four. A party of four level 5 characters can expect to be challenged by level 5 quest.

COMBAT

The turn-based combat of PnP Dungeons & Dragons was meant to simulate the frenetic action of battle while still giving everyone a chance to make decisions about their attacks. Dungeons & Dragons Online: Stormreach makes those calculations in real time, allowing you to experience battles more naturally, while still figuring out the important factors under the hood. With every swing in range of a creature, DDO actually rolls a d20 to see if you hit, and displays the results of that roll on the screen. But the game takes many other factors into account, and learning how to be an effective fighter will pay many dividends down in the dungeons.

TARGETING A CREATURE

To target a creature for attack, left-click on it. You will know that an enemy is hostile and in range if you hover your cursor over it and the cursor turns red. You can also target the next hostile creature by pressing the **Tab** key.

When a creature is targeted, its portrait will appear in the Focus Orb. You can press the **Z** key or click on the magnifying glass icon to get more information about it. When you have moved into range, press the Attack key to swing, or the Auto Attack icon to initiate autoattack.



ATTACKING

To attack with an equipped weapon, right-click. You will swing your melee weapon or fire your ranged weapon. If using a ranged weapon, you must aim your cursor at the target. Reloading a ranged weapon

takes a bit of time. If your current target is in front of you and in range, you will roll to hit your target (your roll will be displayed by the d20 icon above the Focus Orb). If your roll is high enough to hit your opponent, you will deal damage according to the type of weapon you are using.

Note that you don't need to have a target in order to connect with a monster when you right-click, it will just swing and connect with whatever is in front of you. However, if you do have a target, your attacks will prefer that target, even if another creature is more directly in front of you.

Note that in order to fire a bow or crossbow, you must also have the appropriate type of ammunition (arrows or bolts) equipped. Reloading ranged weapons takes time and can inhibit your movement, so take that into account when planning your battle strategy.

AUTOATTACK

To autoattack with an equipped weapon, double-click with the LMB on a target, or target a monster and press the autoattack shortcut (number 1 by default). You will continue to attack your target *as long as you are facing it and it is in range*. **Note:** Autoattack is slightly slower than right-click attacks.

BLOCKING

The easiest way to fight a creature might be to right-click repeatedly, but it's definitely not the most efficient way. Players who can learn to properly block will live longer.

Most monsters have telltale special attack animations. For example, when a spider rears up on its back legs, you know it's about to lunge toward you and try to inject you with poison. If you press the Shift key as the spider rears up, you have a much better chance of blocking its attack (and avoiding the debilitating effects of its poisonous or magical attack).



SHIELDS

Shields and the act of blocking are very useful to players. Just equipping a shield will add the Shield's Armor Class bonus to your own, making you harder to hit. Engaging in the act of blocking (by holding down your shift key) makes you even more formidable a defender – you will get a small amount of Damage Reduction, making you harder to damage, and you will be immune to certain special attacks from creatures while in a blocking stance.

TUMBLING / DODGING

If your Tumble skill is high enough you can execute a tumble in battle to avoid attacks and improve your Armor Class. Press a direction key while holding **SHIFT** to tumble. If you do not have enough Tumble skill you will hop out of the way when pressing a direction key while holding **SHIFT**. Learning to tumble effectively can significantly improve your performance in battles.

USING FEATS AND SKILLS

Feats (see page 67) are powerful special abilities and combat moves that make your character a hero, while skills (see page 64) represent knowledge and abilities acquired through adventuring. All characters have at least one feat and one skill, and most have many more. You can review your feats and skills in the Character Sheet.

Feats and skills come in two types: active and passive. Passive feats and skills have an octagon-shaped icon in the character sheet, and are “always on.” Active feats and skills have a square-shaped icon and must be assigned to a shortcut in order to be used (see “Shortcut Bar” on page 25).

SPELLS



PREPARING SPELLS

Unless you are a sorcerer or bard, you must prepare your spells before you can cast them. (Sorcerers and bards must prepare a subset of their known spells before they can cast them. To prepare a spell, you must either be in a tavern or near a rest shrine at which you have already rested.

To prepare a spell, open the Character Sheet and select the Spells tab. Your currently prepared spells will be displayed as icons. Select a tab on the right (L1, L2, etc.) to display your available spells for each level. The top portion of this panel displays the spells that you know. Currently prepared spells are highlighted and unprepared spells are grey.

The boxes at the bottom of the Spells panel show all currently prepared spells. Double-click a box to clear it and double-click on a spell name in the list to prepare it.



CASTING SPELLS

In order to cast a prepared spell, you must first drag it from the Spells tab to a Shortcut bar (see Shortcut Bar on page 25). Once a spell is assigned to a Shortcut bar, press the corresponding shortcut number (0-9) to cast it. Each spell you cast will consume a certain number of spell points, depending on the level of the spell. When you are out of spell points, you will not be able to cast spells.

To replenish your spell points, you can rest at a tavern. To increase the rate at which you regenerate spell points in a tavern, you can buy drinks from the bartender.

You can also replenish your spell points by resting at a rest shrine.

Note: Many spells need a hostile or friendly target before you can cast them. You can acquire such a target by clicking on it, or, in the case of friendly spells, by hitting the F1 (yourself) or F2-F6 keys (your party members).

SPELL FAILURE

All spellcasters must be able to concentrate in order to successfully cast a spell. This can sometimes be difficult (for example when you're being attacked by an earth elemental)! Your ability to cast spells under stress is determined by your Concentration skill. The higher your skill, the better chance you will have of not being interrupted while casting. If your spell is interrupted, it will fail but it will still consume the normal amount of Spell Points.

Armor also may affect your ability to cast Arcane spells (wizards, sorcerers, bards). This is called "Arcane Spell Failure," and is indicated by a percentage in the armor's description. Warforged characters' natural armoring also has a chance to cause spell failure.

Bards in light armor do not suffer spell failure due to armor.



SPELL COMPONENTS

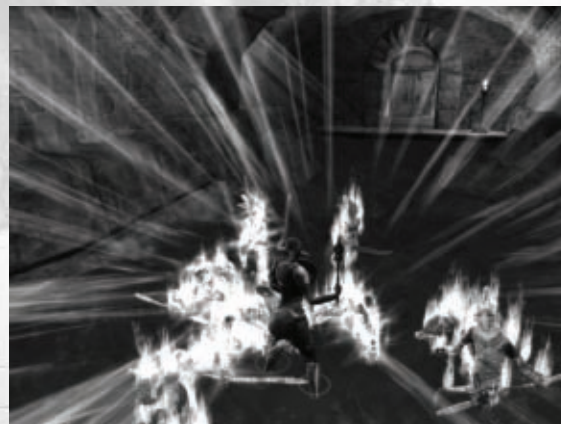
Some spells require that you have a certain "material component" in your inventory before you can cast it. You can tell whether a spell requires a material component if its description lists "Material" under Components. One type of component will allow you to cast all spells of a particular level.

You can find spell components from a Holy Reagent Vendor (clerics, paladins and rangers) or an Arcane Reagent Vendor (wizards, sorcerers, bards). Trade with a Reagent Vendor, select a spell component, and examine it to determine the class and spell level for which it is used.

SCROLLS

Scrolls are magically inscribed sheets of parchment that allow you to cast a single spell or, in the case of a wizard, inscribe a spell into your spellbook. To use a scroll, drag it to a Shortcut Bar and click on it or press its corresponding number key.

All Wizards are automatically granted the Inscribe Scroll feat. You must use this feat to copy a scroll to your spellbook. You must have the proper Spell Inscription Materials in your inventory, which you can buy from an Arcane Reagent Vendor. Select the scroll in your inventory and then activate the Inscribe Scroll feat from a Shortcut Bar.



DAMAGE, RESTING AND DYING

Hit points (HP) represent how much physical damage a character or monster can take before falling unconscious or dying. The more hit points a character has, the better. Among the classes, Barbarians have the most hit points, followed by fighters and paladins; clerics and rangers; rogues and bards; and sorcerers and wizards. Characters with a high Constitution score (12 or greater) receive bonus hit points each level. Hit points do not regenerate over time unless you are in a tavern or rest at a rest shrine.



RESTING

In order to regenerate Spells Points and Hit Points, you must rest either in a tavern while in town or at a rest shrine while on a quest.

In town, you can replenish yourself in one of the many taverns. While in a tavern, your Hit Points and Spell Points will regenerate over time. You can accelerate this process by purchasing food and drink from a bartender. Food causes you to regenerate hit points more quickly. Drink regenerates Spell Points more quickly. Warforged characters need to consume food and drinks made of special warforged oil to

regenerate hit points and spell points. Food and drinks can only be used in a tavern, and not while on a quest.

To use a rest shrine while on a quest, double-click it. You can only use each rest shrine in a dungeon once. A rest shrine will regenerate all of your spell points and a number of hit points related to the highest Heal skill rank of a nearby party member. Warforged hit points regenerate based on the Repair skill.

INCAPACITATED

If your Hit Point total drops to 0 or below, you will fall down and become incapacitated. If you are below 0 Hit Points, you will continue to lose 1 Hit Point every few seconds unless you stabilize (10% chance every few seconds). Warforged characters automatically stabilize.

Once you are stabilized, another player can attempt to heal you above 0 Hit Points. You can also click on the Release button, which will return you to the city, as if you died.

HEALING AND REPAIRING

If a character is incapacitated, you might be able to prevent him from dying by using the Heal skill (or the Repair skill if the injured character is warforged).

To do this, you must have a Healing Kit or Repair Kit in your inventory. Select the character and then use the Heal or Repair skill. The better your Heal or Repair skill, the better your chances of reviving the character.

DEATH

Once you reach -10 Hit Points, you die and become a ghost, dropping a unique item called a Soulstone. At this point, you have three choices: You can revive at a resurrection shrine in the dungeon, release your spirit and respawn in Stormreach, or ask for a high-level Cleric to cast a Raise Dead spell on you.

Since you can only stray so far from your Soulstone, you might need a (living) party member to pick up your Soulstone and carry it to a resurrection shrine for you. You can usually find resurrection shrines near rest shrines. Once your Soulstone is near a resurrection shrine, simply double-click the shrine to revive yourself.

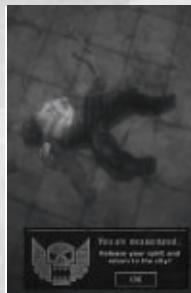
Monsters are killed when they reach 0 Hit Points.



POISONS, CURSES AND SPELLS

Monsters and traps will sometimes spit poisons and cast spells that hurt your character in a number of ways. For example, if a spider or scorpion bites or stings you and you do not make a successful saving throw, you could lose Strength or Constitution. If an evil mage casts a blindness spell on you, you won't be able to see until it is removed.

When you are in a poisoned, blinded or cursed, an icon will appear above your head indicating that you have problems. If you have a Cleric in your party of high enough level, they might be able to cast a spell and remove the ill effects. Other potential cures include drinking potions, resting, or even dying.



EQUIPMENT

As you complete quests and find treasure, you will accumulate weapons, scrolls, potions, armor, magical items, and more. These items are stored in your character's inventory. Click on the Inventory button at the top of the screen or press the I key to open the Inventory panel.



INVENTORY

The left side of the Inventory window shows all of the items your character is carrying, sorted into three packs holding 20 items each. Click on a tab to view the items in a pack. To get more information about an item, click on it and press the Z key, or click on the magnifying glass icon in the Focus Orb.

The right side of the Inventory window shows the equipment that your character has equipped.

To equip an item from your inventory, double-click it or drag it to the appropriate equip slot on the right.

The Inventory window also shows the amount of weight your character is carrying, as well as the total amount he or she can carry. If you carry too much, your character will become encumbered and will lose mobility.



Money

Your current money supply is displayed below Weight. You can use money to trade with other players or spend at vendors to buy items like potions, weapons, wands, spell components, scrolls, armor and food.

Coin Values

10 copper = 1 silver
10 silver = 1 gold
10 gold = 1 platinum

Click the Details button at the bottom of the Inventory window to show details about the type of weapon(s) you currently have equipped, including name, bonuses to hit, damage, what it takes to roll a critical hit, and the amount of damage dealt by a critical hit.



BUYING AND SELLING ITEMS

You can buy and sell equipment and items at any of the many item vendors and bartenders in Stormreach. To interact with a vendor, double-click on him and select the "I would like to trade." option. A window will open with three tabs at the top: Sell, Buy and Repair (at items vendors only).

Click on the Sell tab to show a list of the (unequipped) items in your inventory. The price that the vendor will pay for an item is listed beneath its description. To get more information about an item, click on it and press the Z key, or click on the magnifying glass icon in the Information Orb. Double-click on an item to sell it. Some vendors won't buy certain items – they consider those items either too cheap or too expensive to deal with. To sell those items, you'll have to hunt down another vendor in a different part of Stormreach.

Click on the Buy tab to show a list of the items for sale at the vendor. The cost of an item is listed beneath its description. To get more information about an item, click on it and press the Z key, or click on the magnifying glass icon in the Information Orb. Double-click on an item to buy it.

REPAIRING ITEMS

As you adventure and battle certain monsters (or fall for certain traps), your equipment will wear out. Examine an item (click on it in your inventory and press the Z key) to check its worn status, listed as a Durability gauge beneath the item description. When an item's durability is reduced to 0, the item is broken and you can no longer use it.

To repair damaged equipment, talk to an item vendor and click on the Repair tab. You'll be charged an amount corresponding to the value of the item and amount of damage it has sustained. **Note:** Repairing a damaged item has a chance of permanently lowering its overall durability.



PAWN SHOPS

Pawn shops are exclusive stores where you can buy and sell your most high-priced items. A pawn broker works much like a regular vendor, but the items you'll find the Sell tab will vary greatly, depending on what has recently been sold at the shop. **Note:** In addition to buying items no other vendor can afford, pawn brokers offer better prices for your items.

BANKS

If your pack is overflowing, but you don't want to sell the extra items in it, you can always store them in the bank. You will find banks in the Marketplace and House Kunderak.

To use a bank, talk to a banker. A window will open showing your banked items. Drag items from your inventory to the bank to store them, and from your bank to your inventory to carry them.

Once you deposit items in a bank, they are available for you to withdraw from either bank in Stormreach.

TRADING

You can trade items and equipment with any character in the game. To trade with a character, target him or her and click on the Trade icon in the Focus Orb. This will open a window showing two panels: My Offer and Their Offer.

Drag items from your inventory into the My Offer panel. You can also trade money by clicking in the coin amount boxes and typing in the number of coins you want to trade.

To trade stacked items, press and hold the Ctrl key while dragging a stack of items. A window will pop up. Enter the number of items you would like to drag and click on OK.

Once each player has added the items and money they want to the trade window, each player must click on the Accept button to complete the transaction. **Note:** All trades in the game are final. Be sure you are comfortable with a trade before you click on the Accept button!

COLLECTORS

In addition to finding loot in chests and receiving quest rewards, you can find items hidden in backpacks, bookshelves, mushroom patches and more. These items are of no interest to vendors, but you will find collectors scattered throughout Stormreach who will trade you valuable items for them.

To pick up a collectible, double-click on a glowing container once you are close enough and your cursor turns into a gear.

LEVELING UP

Experience in Dungeons & Dragons Online: Stormreach is measured in levels and ranks. Each level has 5 ranks, from 0 through 4. The XP bar at the bottom of the screen indicates how close you are to reaching the next rank or level. Every time you achieve a new rank, you will earn action points which can be used on Enhancements (see below).

Once your character has earned enough XP, you will receive an on-screen message indicating that you are ready to advance to the next rank or level. With each level you advance, your character earns more Hit Points, Spell Points (if a caster), skill points and spells, depending on class and race. New levels also allow you to use better equipment and access new quests.

Characters gain a new feat every three levels. Some class feats are automatically granted at certain levels – you do not have to select these. Wizards and Fighters earn special class feats, which are highlighted in yellow. You can choose a class feat as a normal feat, but you cannot choose a non-class feat as your class feat. You also gain an ability point every four levels. You must use this point to increase one of your Ability Scores.

To see your character's current XP totals, and the amount required to reach the next level, open the Character Sheet and look at the Stats tab.

To train your character you must talk to a trainer NPC of the appropriate class. Ask the trainer to advance your character and then follow the choices to advance your character to the next level.

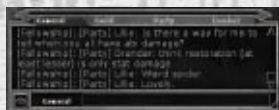
If you want to level your character up in another class, you must talk to the trainer NPC of that class (see "Multiclass" on page 63).

ACTION POINTS

Enhancements are bonuses available to you depending on your race and class. Action points earned while gaining ranks can be spent at a trainer on Enhancements for your character. You may only have four Enhancements active at a time, so if you have more than four active, you will need to remove one before adding another. Action points for enhancements are reset every time you go up a level, so be sure to spend them before training.

Class Experience Points and Bonuses

Character Level	XP	Class Skill Max Rank	Cross-Class Max Rank	Feat Gained	Ability Score Increase
1	0	4	2	1st	—
2	10,000	5	2.5	—	—
3	30,000	6	3	2nd	—
4	60,000	7	3.5	—	1st
5	100,000	8	4	—	—
6	150,000	9	4.5	3rd	—
7	210,000	10	5	—	—
8	280,000	11	5.5	—	2nd
9	360,000	12	6	4th	—
10	450,000	13	6.5	—	—



CHATTING

The Chat window allows you to communicate with other players in the vicinity, talk to your party members and guild members, and send and receive private messages.

The Chat window contains four tabs labeled General, Guild, Party and Combat. Click on a tab or the left or right arrow next to the tabs to switch between these panes.

The default Chat window tab is the General tab, in which you will see most incoming messages, including messages sent by nearby players and NPCs, combat information, player emotes, and system messages.

To send a basic message that players in your vicinity will hear, press the Enter key to activate the Chat window, type what you want to say, and then press Enter again to send that message.

Note: If you are interrupted while typing a message, for example if someone initiates a trade with you, you can continue typing your message by clicking on the Chat window or pressing Enter again.

CHAT COMMANDS

In addition to typing messages that are heard by players in your vicinity, you can enter chat commands to change your message or direct it elsewhere. Chat commands are all preceded by a “/” (slash). For example, if you want to type a message that only your party members can hear, type “/p” before the message. To type a message that only your guild members can read, type “/gu” before the message.

To see a complete list of chat commands, type “/help” in the Chat window.

PRIVATE MESSAGES

To send a private message to a character, type “/tell <character first name> <your message>” in the chat bar and press **Enter**. This works even if the character you name is located far away from you in the game world.

To send a private message to the last person you sent a private message to without retyping the recipient's name, type “/retell <your message>.”

To reply to the last person who sent you a private message, type “/r <your message>.”

BLOCKING CHAT MESSAGES

Sometimes you would rather not hear what another player has to say. To block all messages from a particular player, type “/squelch add <character first name>”.

EMOTES

Emotes are special commands you can type into the Chat window that make your character perform certain actions. For example, if you type “/dance” your character will dance. (Press any movement key to stop dancing.)

Some emotes interact with your current target. For example, if your rogue, Slick, has a trap targeted and you type “/point” into the Chat window, other players will see the message “Slick points at the trap.”

New emotes may be added from time to time. To see the complete current list, type “/emotelist” in the Chat window.

CUSTOMIZING CHAT WINDOWS

The General, Party and Guild tabs are the default settings. You can customize the Chat window to contain more or fewer tabs, rename tabs, read or send different types of messages, recolor text, and more.

To customize the Chat window, right-click at the tab on top. This will display a drop-down menu with the following options:

Rename Window – Rename the currently selected pane.

Unlock Window – Unlock the selected pane so that you can move it to another location on the screen. This is helpful, for example, if you want to see all of your battle messages but do not want them to interfere with what your party members are saying.

Create Window – Create a new pane.

Destroy Window – Delete current pane.

Route Message – Set the type of messages that are displayed in the current pane. In the example above, you would create a window named Combat, unlock it and drag it to a new location on the screen, and choose to route only Battle messages to it.

Set Outgoing Type – Set the type of messages that are sent when you type in this pane. For example, if you set outgoing messages to Party, you do not have to type “/p” before a message in order for you party members to read it.



Partial Emote List

/Angry

/Beg

/Bow

/Celebrate

/Clap

/Cower

/Cry

/Dance

/HandsOnHips

/Kneel

/Laugh

/Nod

/Point

/Salute

/Shakefist

/Shakehead

/Shrug

/Sit

/Sleep

/Waiting

/Wave

PARTIES

While a few dungeons and quests can be overcome by a single character, it's safest to adventure with a party (group) of two to six characters. Your best bet is to have a good cross-section of classes, with someone to handle magic, someone to handle traps and secrets, and someone to handle the weapons.

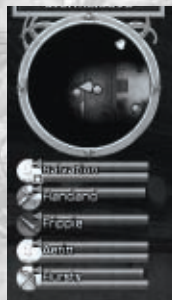
TAVERNS

Taverns are great places to meet other adventurers face to face, and form a dungeon party. Besides a steady flow of traffic, you'll often find quest-givers in taverns, ready to put your party to work.

While in a tavern, you can click on and examine other characters (Z key), to find out their class, level, and whether or not they are in a partial group or a full group. If you're looking to join a party, try introducing yourself to another character around your level. You'll find that most characters are probably like you, and will be eager to join up and start adventuring. Alternately, you can use the Group panel to find a party or look for members as leader of a party (see "Group Panel" on page 55).



PARTY INTERFACE



When you are in a party, the names, and hit point and spell point bars of your fellow party members are displayed below the compass. Your fellow party members will also show up both on the compass and on the full map (M). Party members who are close to you are indicated by blue circles. Party members who are out of your range are indicated by white arrows.

Left click on a party member to select them. Right click on the name or hit point bar of a party member to display a pop-up menu. This menu includes an option to leave the party. Once you leave a party you will no longer share experience or be able to communicate with the party. If you are the party leader, this menu also allows you to kick the selected member out of the party, or to promote them to party leader.

PARTY CHAT

Good communication among party members can mean the difference between life and death on a difficult quest. You can use both the Chat window and voice chat to stay in touch and organized (see "Chatting" on page 44).

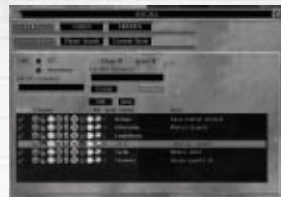
VOICE CHAT

While you are in a party, you can communicate with other members using voice chat if you have a microphone attached to your computer, and you have the Enable Voice Chat option

checked in Audio Options. Voice Chat uses your Windows® microphone settings, so be sure to have that active as an input device. For additional help on setting up a microphone and using Voice Chat please visit www.DDO.com/support.

GROUPING

If you want to let others know that you are looking for a group, or to advertise a group you're making or have made, click on the Group panel. When you click on the LFG checkbox, a "Looking For Group" icon will appear above your character's head, and in the list of players in the "Player Search" window. Click on the LFG checkbox again to turn your LFG status off.



When you click on the Anonymous checkbox, you character becomes "anonymous" and is removed from the Player Search panel's list of players. Click on the Anonymous checkbox a second time to turn your anonymous status off. Below the checkboxes is the My LFG Comment box. Typing a comment into the box and pressing the **Enter** key will add the comment along with your name in the Player Search panel's list of players.

The Group panel contains a scrollable list of groups whose leaders are actively recruiting members. Any group whose criteria you match (class and level) contains a green checkmark in the Match column of the list. Click on a group and then click on the Join button to send a message to the party leader indicating that you would like to join. Click on the Tell button to send a private message to that group leader. You can sort the list of groups by clicking on any of the column headings: Match, Classes, Min Level, Name, or Note. Clicking the column heading a second time will sort the list of groups in the reverse order.

If you are leader of your own party and would like to advertise for new members, you can create a recruitment ad. Select any (or all) of the classes from the Class drop-down menu, select the minimum level from the Level drop-down, enter an optional comment in the My LFM Comment section, and click the Create button. Once your ad has been posted, you can modify the classes, level, or comment and click the Update button to refresh your ad. Click the Remove button when you no longer want to post your recruitment ad.



PLAYER SEARCH

The Player Search panel allows you to find other players that are logged in. The panel contains two drop-down menus that let you limit your search for players to Class and Level, as well as a box where you can type a portion of a player's name. The player name search will try to match the entered name against all player names; entering "and" in the player name search will match players "Andy", "Cassandra" and "Redhand."

Pressing the Search button will filter the list of players logged into the world. The name(s) of the characters matching your search criteria appear in a scrollable list at the bottom of

the panel. Click on a name and click on the Tell button to send that player a private message. Click on the Invite button to invite that player to join your party.

You can sort the list of players by clicking on any of the column headings: LFG, Class, Level, Name, or Comment. Clicking the column heading a second time will sort the list of players in the reverse order.

LEADING A PARTY

To create a party, select a character and click the Invite icon at the top of the Focus Orb. If your invitation is accepted, you will form a party with you as the party leader. You can continue inviting people up to the limit of six total party members (including yourself).

RAID PARTIES

Raid parties are special groups suited to tackling the biggest challenges in the game, and can only enter special Raid quests.

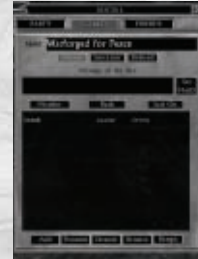
If you are the leader of a party, you can create a Raid party by right-clicking on a party member's name and selecting "Convert to Raid" from the drop-down menu. **Note:** Raid content is reserved for the highest level players.

GUILDS

Guilds are groups of players that come together for a purpose. The purpose could be purely social, it could be to pool resources and take care of new players, or a common philosophy.

CREATING A GUILD

To create a guild, press the Guild tab within the Group panel. Simply enter a guild name in the Guild field. The first person to create a guild is initially considered to be the Guild Leader. You cannot create a guild if you are already in a guild.



THE GUILD DISPLAY

Once in a guild, the guild tab will display information about your guild. The guild panel is separated into three main regions – the guild name, the guild Message of the Day (MotD), and the Guild Members list. The name of the guild you're currently in is displayed prominently at the top of the panel.

The guild message of the day is for important announcements which your guild leader or officers would like you to know about (such as scheduled guild events or introducing new members).

The guild member list is used to quickly determine who in your guild is currently on-line, where they're questing, and what level they are. Finding guild members close to your own level and questing areas is a good way to begin establishing a questing party.

All buttons within the guild panel are considered to be guild commands. Guild commands can only be executed by members of sufficient rank (more on rank later).

QUITTING A GUILD

To quit the guild you're currently in, simply press the "Quit" button at the bottom of the Guild panel.

ADDING A MEMBER

To add another person to your guild, simply press the "Add" button. A dialog box will be displayed requesting the name of the person to add. If you already had someone selected, their name will be filled in by default. If you'd like to add someone different, then simply edit the name and press "Invite".

REMOVING A MEMBER

Only Guild Leaders and Officers have sufficient rank to remove people from the guild. To remove someone from the guild, simply select their name in the guild list and press the "Remove" button. A dialog box will be displayed requesting confirmation.

GUILD RANKS

There are currently three guild ranks supported in DDO – Leader, Officer, and Member. Guild Leaders and their Successor can be identified by unique icons next to their names. Each rank has access to a subset of guild commands (see “Guild Commands” below).

PROMOTING A MEMBER

Only a Guild Leader has sufficient rank to promote people within the guild. To promote a guild member, simply select the players name in the guild list and press the “Promote” button. The player will then move up to the next available rank. There can be only one Guild Leader at a time, so a Leader cannot promote an Officer into a Guild Leader rank (to do this, the Guild Leader should use the “Successor” button).

DEMOTING A MEMBER

A Guild Leader can demote a member by selecting the members name from the member list and pressing the “Demote” button. This will drop the guild member down one rank.

SETTING THE MESSAGE OF THE DAY

Guild Leaders and Officers have the ability to set the guilds message of the day. This is commonly used to remind members of scheduled guild events or to introduce new members. To set the message of the day, simply type the message into the text area and press the “Set MotD” button. The message will then be updated on each members guild panel.

SETTING A SUCCESSOR

Setting a successor is simply declaring who the next Guild Leader will be should the current Guild Leader quit, cancel his account, or become banned. Only a Guild Leader can set his successor. To set a successor, select the guild member in the guild list and press “Successor”. The guild successor needs to be an Officer (any can be declared the successor). The guild successor can be identified by a unique icon next to his name in the guild list.

DISBANDING THE GUILD

A Guild Leader can, at any time, elect to disband the entire guild. This will cause all guild members to become immediately unguilded. To disband a guild, the Guild Leader can simply press the “Disband” button. A dialog box will be displayed to confirm the command.

Guild Commands	
Command	Rank Required
Set Successor	Leader
Disband Guild	Leader
Promote Member	Leader
Demote Member	Leader
Set MotD	Leader, Officer
Add Member	Leader, Officer
Remove Member	Leader, Officer
Quit Guild	Leader, Officer, Member

INTERFACE REFERENCE

CHARACTER SHEET

Click on the Character Sheet button at the top of the screen or press **Ctrl-C** to open the Character Sheet. Here you will find detailed information about your character, including abilities, hit points, experience, saving throws, actions, skills, feats and spells. Click on a tab at the top of the Character Sheet window to access the following windows:



STATS TAB

Name – Your character's name. First names must be unique, however characters can share the same last name.

Class – Your character's class(es) and levels

Experience Points – The total number of XP (experience points) your character has earned, the number of XP required to reach the next rank or level, and the amount of experience points you need to make up (if any) due to a death penalty.

Action Points – The number of Action Points you have accumulated by completing quests. You can spend your Action Points by talking to an NPC trainer for your character's class.

Race/Alignment/Gender

Ability / Mod – This list includes your current ability scores, as well as the modifiers that these scores generate. Ability modifiers affect how well your character can perform certain tasks, for example a Dexterity modifier adds to your character's AC (Armor Class), as well as Reflex saving throws (see “Set Abilities” on page 14).

Hit Points / Spell Points – Your current and total hit points (HP) and spell points.

Armor Class – All creatures and characters have an armor class, which determines how difficult they are to hit in melee or missile combat – the higher the AC, the more difficult it is to land a successful hit. Armor class can be modified by armor worn, Dexterity, magic items, spells, and other special conditions.

Saves – Saving throws are used to avoid or mitigate certain kinds of damage or harmful effects. Saving throw bonuses improve as a character gains levels; they can also be improved by certain spells or magic items.

Fortitude – Fortitude saving throws are used to withstand damage by means of physical stamina; an attempt to resist a deadly poison would require a Fortitude save.

Reflex – Reflex saving throws are used to avoid damage by means of speed and agility; an attempt to dodge a vicious spike trap would require a Reflex save.

Will – Will saving throws are used to resist attacks by means of mental toughness; an attempt to overcome an enemy's Fear spell would require a Will save.

Base Attack Bonus – This is your character's unmodified attack bonus.

Spell Resistance – Indicates innate or magical resistance to certain spells.

Fortification – Likelihood of avoiding a sneak attack or critical hit.

Resistances – Lists any resistances your character has.



BIO TAB

Enter details about your character's life in the text box. Click on Update button to save your bio.

When people examine you by targeting you and pressing the **Z** key they will be able to read your bio.



SKILLS TAB

The Skills tab lists your character's current skills and the ranks he or she has gained. Cross-class skills, which cost twice as much to raise with skill points, are indicated by an asterisk (*). See "Skills" on page 64 for more information.

Name – The name of the skill and the icon associated with it. Square icons indicate active skills, which you must activate via a Shortcut bar. To assign an active skill to a Shortcut bar, click on it and drag it to a Shortcut bar slot. Once a skill is assigned to a Shortcut slot, press

the corresponding Shortcut number (0-9) to use it. Octagonal icons indicate passive skills, which are always in effect.

Ability – The ability that modifies the skill. Higher ability scores give bonuses, lower ability scores can give penalties.

Total Mod – Your character's total score in the skill.

Rank – The number of skill points that you have spent on this skill.

Ability Mod – The modifier gained from the ability score.

Misc Mod – The modifier gained from other sources, including skills, feats and actions.

Filter – Click to show only passive skills, only active skills, or both.



FEATS TAB

The feats tab shows your current feats. Square icons indicate active feats, which you must activate via a Shortcut bar. To assign an active feat to a Shortcut bar, click on it and drag it to a Shortcut bar slot. Once a feat is assigned to a Shortcut slot, press the corresponding Shortcut number (0-9) to use it. Octagonal icons indicate passive feats, which are always in effect. See "Feats" on page 67 for more information.



SPELLS TAB

The top portion of this panel displays the spells that you know. Currently prepared spells are highlighted and unprepared spells are grey. The bottom of this panel also shows all currently prepared spells.

In order to cast a spell, you must first drag it to a Shortcut slot. Once a spell is assigned to a Shortcut slot, press the corresponding shortcut number (0-9) to cast it.

Wizards and clerics must prepare a subset of their known spells before they can cast them. You can only prepare spells while in a tavern or rest area. The Spells tab has a number of additional tabs on its right-hand side; the first tab shows a summary of all memorized spells, organized by level.

If you are in a tavern or a rest area, you can change your prepared spells by clicking on one of the other tabs – there will be one additional tab for each spell level available to you.

To prepare a spell, double-click it. This will only work if you have an unprepared spell slot. You can remove a spell from your prepared list by double-clicking on it.



ENHANCEMENTS TAB

The Enhancements tab displays your character's current Enhancements. You earn an Action Point each time you gain enough experience to earn a new rank (see "Leveling Up" on page 42). You earn four Action Points per level.

You can spend Action Points at an NPC trainer for your character's class. Actions provide bonuses to abilities and skills, and give your character new talents, such as the ability to boost your attack speed.

Your character can only have up to four active Enhancements at any time. If you have four Enhancements, you must remove one Enhancement to add another.

Note: You must spend all of your character's Action Points before advancing that character in level or you will lose those Action Points. The NPC trainer will remind you of this.

GROUP PANEL

The Social panel is a great tool for both party leaders and those wanting to join a group. It allows you to quickly see who is looking for a group and find a group looking for new members.

Click on the Social panel button or press **Ctrl-G** to open the Social panel. You will see three tabs at the top of the panel: Party, Guild and Friends.

PARTY TAB

The Party tab is the tool to use to find a group, search for players of any level and class, advertise your own party, and get details about members of your current party.



Player Search

The Player Search panel contains two drop-down menus that let you limit your search for players to Class and Level, as well as a box where you can type a player name and search for only that player.

The name(s) of the characters matching your search criteria appear in a scrollable list at the bottom of the panel.

Click on a name and click on the Tell button to send that player a private message. Click on the Invite button to invite that player to join your party.

You can click on a column name, for example LFG or Level, to sort the list by that column.

Group Search

If you want to let others know that you are looking for a group, click on the Group Search tab and then click on the "LFG" button. This will make a "LFG" icon appear above your character's head and in the player list. Click on the "LFG" button again to turn your LFG status off.

To search for a party advertising for players, click on the Search button. Those groups whose leaders are actively recruiting members will appear in the box below. Groups for which your character is eligible are indicated by a checkmark.

Click on a group you would like to join and then click on the Join button to ask the party leader if he wants your character to join. Click on the Tell button to send a private message to that group leader.

If you are leader of your own party and would like to advertise for new members, click on the Create button. You will be able to set certain parameters, including minimum level or level range wanted, classes wanted and a comment that will appear when players see your ad.



Current Party

The party shortcuts can be used to see who is presently in your party and what class they are. Gathering individuals of the right classes will be instrumental in the success of the party. You can select people from your party into your Focus Orb by clicking on their icon in the party. Right click on the party leader to access additional party options.



GUILD TAB

Once in a guild, the guild tab will display information about your guild. The guild panel is separated into three main regions – the guild name, the guild Message of the Day (MotD), and the Guild Members list. The name of the guild you're currently in is displayed prominently at the top of the panel.

The guild message of the day is for important announcements which your guild leader or officers would like you to know about (such as scheduled guild events or introducing new members).

The guild member list is used to quickly determine who in your guild is currently on-line, where they're questing, and what level they are. Finding guild members close to your own level and questing areas is a good way to begin establishing a questing party.

All buttons within the guild panel are considered to be guild commands. Guild commands can only be executed by members of sufficient rank (see "Guilds" on page 49 for more information).

FRIENDS

The Friends tab opens a window where you can easily keep track of the friends you have met in the game. To add someone to your Friends list, simply click on them when they are near you, and then click on the Add button in the Friends panel.

Your friends will show up in the box below, as well as an indication of whether they are currently online. To remove a character from your Friends list, click on their name and then click on the Remove button.

Click on the Refresh button to update the list.

CLASSES

Your character's class is his or her profession or vocation. Your choice of class determines the abilities your character has and the role he or she will play in the game. You can choose among nine classes in **Dungeons & Dragons® Online: Stormreach™**:

BARBARIAN

Barbarians have the most hit points of any class and the best base attack bonus (+1 per level). This, combined with excellent defensive abilities like Damage Reduction and Uncanny Dodge, make him one of the hardest hitting and hardest to hit. Add Rage, which temporarily boosts Strength and Constitution at the cost of Armor Class, and you're looking at a mighty frightening warrior. A barbarian's hardiness gives him great Fortitude saves, but he lacks in the Reflex and Will save departments.

Alignment: Any non-lawful

Hit Die: d12

Proficiencies: All simple and martial weapons, light and medium armor, shields (except tower shields)

Skill Points: (4+Int Modifier) x4 at 1st level; 4+Int Modifier each additional level

Barbarian Special Abilities



Damage Reduction

Defensive – Combat. Grants damage reduction 1/– to all unarmed, weapon or natural attacks. Improves by 1 at levels 5, 8, 11, 14, and 17. *Received level 2.*



Fast Movement

Movement. Barbarians move 10% faster than other characters. *Received level 1.*



Improved Uncanny Dodge

Defensive. Activate this barbarian ability to gain a temporary bonus to AC and Reflex saves. Monsters attacking you from behind don't gain a flanking bonus. *Prerequisite: Uncanny Dodge. Received level 5.*



Rage

Buff. Adds +4 to Strength, +4 to Constitution, +2 to Will saves, reduces AC by –2. *Received level 1.*



Trap Sense

Defensive – Traps. +1 Reflex save vs. traps, +1 AC vs. trap attacks. This feat advances at levels 6, 9, 12, 15 and 18. *Received levels 3, 6, 9.*



Uncanny Dodge

Defensive – Combat & Spells. Activate this barbarian ability to gain a temporary bonus to AC and Reflex saves. *Received level 2.*

BARD

Bards bring a powerful mix of melee and magic to any encounter. With six base skill points, bards are able to specialize in a variety of abilities. Bard songs inspire allies and even bend others to his will. High level bards can cast arcane spells with no fear of failure while wearing light or medium armor.

Alignment: Any non-lawful

Hit Die: d6

Proficiencies: All simple weapons, plus the longsword, rapier, short sword, and shortbow, light armor, and shields (except tower shields)

Skill Points: (6+Int Modifier) x4 at 1st level; 6+Int Modifier each additional level

Spellcasting: Arcane (Charisma-based, armor-related chance of arcane spell failure is ignored; no need for preparation; start with 1 spell).

Bard Special Abilities



Fascinate

Charm. Enemies sit quietly and take no actions until attacked. *Prerequisite: Perform 3. Received level 1.*



Improved Inspire Courage

Buff – Mind-affecting. Enhances a bard's Inspire Courage ability increasing the bonus granted to allies by +1. *Prerequisite: Perform 3, Inspire Courage. Received level 8.*



Inspire Competence

Buff – Mind-affecting. A 3rd level or higher bard with 6 or more ranks in Perform skill can use music to help an ally succeed at a task. Ally gains +2 on all skill checks as long as he or she is within 30 feet and can see and hear the bard. The effect lasts for four minutes. A bard can't inspire competence in himself. *Prerequisite: Perform 6. Received level 3.*



Inspire Courage

Buff – Mind-affecting. A bard with 3 or more ranks in Perform can use song or poetics to inspire courage in his allies (including himself), bolstering them against fear and improving their combat abilities. The effect lasts for four minutes. An affected ally receives +1 vs. charm and fear effects and +1 on attack and weapon damage. *Prerequisite: Perform 3. Received level 1.*



Inspire Greatness

Buff. A bard of 9th level or higher with 12 or more ranks in Perform can use his music or poetics to help an ally excel in combat. Ally must be within 30 feet and able to see and hear the bard. The ally gets +2 attack bonus, +1 Fortitude save bonus, and temporary hit points. *Prerequisite: Perform 12. Received level 9.*



Suggestion

Charm. A bard of 6th level or higher with 9 or more ranks in the Perform skill can Charm a creature that he has already fascinated. Charmed creatures will attack the Bard's enemies for duration of the effect. This effect lasts for four minutes. *Prerequisite: Perform 9. Received level 6.*

CLERIC

Clerics are unmatched healers, but that's not all they have going for them. A good cleric can drive off or even destroy undead creatures outright. Besides healing spells, clerics know a wide range of offensive and buff spells. They can wear heavy armor, and know a few tricks for boosting AC (their own and that of their allies).

Hit Die: d8

Proficiencies: All simple weapons, all armor, and shields (except tower shields)

Skill Points: (2+Int Modifier) x4 at 1st level; 2+Int Modifier each additional level

Spellcasting: Divine (Wisdom-based, armor-related chance of arcane spell failure is ignored; spells must be prepared; start with all 1st level spells)

Cleric Special Abilities



Turn Undead

Offensive. Character can turn undead (Charisma modifier +3) times per day. *Received level 1.*

FIGHTER

Fighters can wield weapons like no other, wear all types of armor, use any shield, and have enough hit points to survive brutal battles. It's no wonder that they are as welcome in a party as a cleric.

Hit Die: d10

Proficiencies: All simple and martial weapons, all armor, and shields

Skill Points: (2+Int Modifier) x4 at 1st level; 2+Int Modifier each additional level

Fighter Special Abilities

Bonus Feats: The fighter gains a bonus feat at first level, second level and every two levels thereafter, chosen from a subset of the entire feat list. This bonus feat is in addition to the feats every character gains for advancing in character level.

PALADIN

Divine power protects these warriors of virtue, warding off harm, protecting from disease, healing and guarding against fear. The paladin can also direct this power to help others, healing wounds or curing diseases and also use it to destroy evil. Experienced paladins can smite evil foes and turn away undead. Wisdom determines the maximum spell level that a paladin can cast. Many of the paladin's special abilities also benefit from a high Charisma score.

Alignment: Lawful good only

Hit Die: d10

Proficiencies: All simple and martial weapons, all armor, and shields

Skill Points: (2+Int Modifier) x4 at 1st level; 2+Int Modifier each additional level

Spellcasting: Divine (Wisdom-based, armor-related chance of spell failure is ignored starting at level 4; spells must be prepared)

Paladin Special Abilities



Aura of Courage

Defensive – Fear. Beginning at 3rd level, a paladin is immune to fear. Allies within 10 feet gain +4 vs. fear. *Received level 3.*



Aura of Good

Defensive – Combat. All allies within range gain +2 to AC and +2 resistance bonus to saving throws. *Received level 1.*



Divine Grace

Defensive – Spells. Charisma bonus applied to all saving throws. *Received level 2.*



Lay on Hands

Heal. Activate this paladin ability to apply a burst of holiness to your target, either healing your allies or dealing damage to an undead target. *Received level 2.*



Remove Disease

Heal. At 6th level, a paladin can produce a remove disease effect, as the spell, once per rest period. She can use this ability one additional time per rest period for every three levels after 6th. *Received level 6.*



Smite Evil

Offensive – Combat. Adds Charisma bonus to a single attack roll against an evil target, and if roll succeeds, increases damage for the attack by the paladin's level. *Received level 1.*



Turn Undead

Offensive. Character can turn undead (Charisma modifier +3) times per day. *Received level 4.*

RANGER

If you want to create a rugged and self-sufficient survivalist, a ranger is an excellent choice. Rangers are excellent archers, can wield two weapons early in their careers, and can cast spells at higher levels. And don't underestimate the impressive power of the ranger's favored enemy ability, which improves as a ranger gains levels.

Hit Die: d8

Proficiencies: All simple and martial weapons, light armor, and shields (except tower shields)

Skill Points: (6+Int Modifier) x4 at 1st level; 6+Int Modifier each additional level

Spellcasting: Divine (Wisdom-based, armor-related chance of spell failure is ignored starting at level 4; spells must be prepared)

Ranger Special Abilities



Bow Strength

Ranged. Strength modifier applied to bow damage. *Received level 1.*



Improved Wild Empathy

Charm. Activate this ranger ability to befriend an animal or beast. *Prerequisite: Wild Empathy. Received level 7.*



Wild Empathy

Charm. Activate this ranger ability to lower an animal's or beast's aggression. *Received level 1.*

ROGUE

A rogue is one of the most versatile characters in the game. Her wide range of skills offers ease of customization, and her sneak attack ability makes her deadly in combat. Rogues receive the most skill points of any class and a good number of class skills, including the powerful Use Magic Device. Rogues have good offensive capabilities, including the knowledge to hit where it hurts, and are the best dungeon scouts in the game.

Hit Die: d6

Proficiencies: All simple weapons, rapier, shortbow, short sword, and light armor

Skill Points: (8+Int Modifier) x4 at 1st level; 8+Int Modifier each additional level

Rogue Special Abilities



Evasion

Defensive. Character can avoid attacks with great agility. A successful Reflex save against an attack that would normally deal half damage on a successful save deals no damage instead. Can be used only if the character is wearing light armor or no armor. A helpless character does not gain the benefit of Evasion. *Received level 2.*



Sneak Attack

Offensive – Combat. Adds 1d6 damage when attacking enemies while hidden or if enemy is engaged in melee combat with another character. Can be used with ranged weapons within 30 ft. Benefit increases by 1d6 at levels 3, 5, 7, 9, 11, 13, 15, 17 and 19. Does not affect undead, plants, constructs or oozes. *Received levels 1, 3, 5, 7, & 9.*



Trapfinding

Defensive – Traps. Rogues can use Search skill to locate traps when the trap has a Difficulty Class higher than 20. *Received level 1.*



Improved Evasion

Defensive. Like Evasion, except rogue takes only half damage on a failed Reflex save. *Prerequisite: Evasion. Received level 10.*



Improved Uncanny Dodge

Defensive. Activate this ability to gain a temporary bonus to your AC and Reflex saves. Monsters attacking you from behind don't gain a flanking bonus. *Prerequisite: Uncanny Dodge. Received level 8.*



Trap Sense

Defensive – Traps. +1 Reflex save vs. traps, +1 AC vs. trap attacks. This feat advances at levels 6, 9, 12, 15 and 18. *Received levels 3, 6, 9.*



Uncanny Dodge

Defensive – Combat & Spells. Activate this rogue ability to gain a temporary bonus to AC and Reflex saves. *Received level 4.*

Sorcerer

Sorcerers are arcane spellcasters who manipulate magic energy with imagination and talent rather than studious discipline. They have no books, no mentors, no theories—just raw power that they direct at will. Sorcerers know fewer spells than wizards, and acquire them more slowly, but they can cast individual spells more quickly and more often before resting and have no need to prepare their incantations ahead of time. Since sorcerers gain their powers without undergoing the years of rigorous study that wizards go through, they have more time to learn fighting skills and are proficient with simple weapons. Charisma is very important for sorcerers; the higher their value in this ability, the higher the spell level she can cast.

- **Hit Die:** d4
- **Proficiencies:** All simple weapons, no armor or shields
- **Skill Points:** (2+Int Modifier) x 4 at 1st level; 2 + Int Modifier each additional level
- **Spellcasting:** Arcane (Charisma-based, no need for preparation, armor-related chance of spell failure is a factor).

Wizard

Wizards are among the most popular characters, and for good reason. Thanks to their wide selection of spells, they're among the most versatile and powerful characters in the game. A wide range of useful spells help a wizard buff her party and blast her enemies with unparalleled magical ability.

- **Hit Die:** d4
- **Proficiencies:** Club, dagger, light crossbow, heavy crossbow, quarterstaff, no armor or shields
- **Skill Points:** (2 + Int Modifier) x4 at 1st level; 2 + Int Modifier each additional level
- **Spellcasting:** Arcane (Intelligence-based, requires preparation, armor-related chance of spell failure is a factor); wizards begin the game knowing (3 + Intelligence modifier) 1st-level spells.

Wizard Special Abilities

Wizard Bonus Feats: Every five levels, the wizard may select a bonus Metamagic feat. This bonus feat is in addition to the feats every character gains for advancing in character level.



Inscribe Scroll

Spell. A wizard can inscribe unknown spells from a scroll into his spell book by using purchasable spell inscription materials. *Received level 1.*

MULTICLASS

When you level up, you can talk to a trainer of any class and advance in a new class if you wish. For example, you can start your life in Stormreach as a fighter and then train as a wizard. You will keep all of your learned abilities from all of your class levels.

You can only train in a maximum of three different classes.

SKILLS

Skills represent the individual areas of practical knowledge possessed by a character. These are in addition to the base abilities of the character's class and race, and serve to further customize and differentiate one character from others of the same class or race.

SKILL CHECKS

A skill check is made when your character applies a skill to a task. This roll is made with a d20 (20-sided die), plus any skill ranks and ability modifiers. The skill check is successful if it equals or exceeds the Difficulty Class, or DC, of the task. Difficulty Class can either be the static property of an object, such as a trap, or it may be determined by the skill check result of another character.

Ranks: Skill ranks are purchased with skill points, which are awarded both at character creation and with each new class level. Ranks are added into every check made with the skill, so the more ranks a character has, the better his skill checks will be.

Class Skills: Class skills represent skills that fall within the expertise and training of a given class. Each skill point spent on a class skill adds 1 rank in the skill.

Cross-Class Skills: Cross-class skills represent skills that a given class has little experience with or that fall outside their expertise. Each skill point spent on a cross-class skill adds a half rank in the skill. The maximum rank in any cross-class skill is equal to (character level + 3)/2, or half that of a class skill. Half ranks do not improve a skill check, but two half ranks add up to one full rank.

SKILLS LIST



Balance

This skill allows your character to recover more quickly when knocked down.



Bluff

Bluff is used to trick an opponent into turning its back on you.



Concentration

Concentration checks are made whenever a character is distracted during the act of casting a spell. The DC is equal to 10 plus the damage received plus the level of the spell that you're trying to cast.



Diplomacy

Reduces a monster's aggression toward you, sometimes causing it to attack someone else.



Disable Device

This skill allows rogues to disarm a trap. The more complex the trap, the more difficult it is to disarm.



Haggle

Allows you to negotiate better prices with vendors.



Heal

Allows you to revive unconscious and bleeding companions to 1 hit point. The more skilled you are at Healing, the better your chance to succeed. Must have a healing kit in your inventory, which is used on wounded character. Also grants additional hit Points for yourself and your companions when resting at a rest shrine. Doesn't affect warforged characters.



Hide

Allows a character to hide from enemies. When hidden, a roll is made against an opposing creature's Spot check, applying any penalties your character might receive from wearing armor. Success means that the opposing creature remains unaware as he passes or your character approaches. Movement in Stealth mode is slower than the normal rate. Wearing armor inhibits this ability, but low light can provide a bonus.



Intimidate

Allows you to intimidate certain NPCs and to draw the attention of monsters. The more powerful the target, the harder it will be to intimidate them.



Jump

Allows you to jump higher and farther.



Listen

Alerts you to nearby sounds.



Move Silently

Allows you to sneak quietly past an enemy. The DC is the opposing creature's Listen check. If you are successful the opposing creature remains unaware as your character moves. Movement in Stealth mode is slower than the normal rate. Wearing armor inhibits this ability.



Open Lock

Allows you to open locked doors and locked containers. Only rogues can use this skill, and must have thieves tools in inventory. The DC is determined by the lock's difficulty rating. A successful check will open the lock.



Perform

A bard using Perform uses his voice or instrument to improve his allies' ability to fight in combat and withstand mind-affecting enemies. Perform is essential for any bard, and affects feats such as Fascinate, Inspire Courage, and others.



Repair

Allows you to revive unconscious and bleeding warforged characters to 1 hit point. Must have a repair kit in your inventory, which is used on wounded character. Also grants additional hit points for warforged when resting at a rest shrine.



Search

Allows you to find traps, secret doors and hidden objects. Detecting a trap requires a roll against a DC of the strength of the trap. Elves and dwarves receive a +2 racial bonus to their Search checks.



Spot

Allows you to notice hidden doors, traps, monsters and objects nearby. This is a passive skill and the check is made automatically when you are in range of hidden object.



Swim

Allows you to swim faster and hold your breath longer.



Tumble

Allows you to roll away from attacks during combat, positioning yourself safely at all times. In conjunction with the Mobility feat it improves your AC. This skill also reduces falling damage. At higher ranks of this skill, players can even turn somersaults and back flips.



Use Magic Device

Allows you to use magic device, such as wands, that you normally couldn't use. The DC of this task is determined by the difficulty rating of the item. Automatically applied whenever you attempt to use or equip a magic item that they would normally could not use or equip.

Skill	Bbn	Brd	Clr	Ftr	Pal	Rgr	Rog	Sor	Wiz
Balance	C	X	C	C	C	C	X	C	C
Bluff	C	X	C	C	C	C	X	X	C
Concentration	C	X	X	C	X	X	C	X	X
Diplomacy	C	X	X	C	X	C	X	C	C
Disable Device	C	C	C	C	C	C	X	C	C
Haggle	C	X	C	C	C	C	X	C	C
Heal	C	C	X	C	X	X	C	C	C
Hide	C	X	C	C	C	X	X	C	C
Intimidate	X	C	C	X	C	C	C	C	C
Jump	X	X	C	X	C	X	X	C	C
Listen	X	X	C	C	C	X	X	C	C
Move Silently	C	X	C	C	C	X	X	C	C
Open Lock	C	C	C	C	C	C	X	C	C
Perform	C	X	C	C	C	C	C	C	C
Repair	C	C	C	X	C	C	X	C	X
Search	C	C	C	C	C	X	X	C	C
Spot	C	C	C	C	C	X	X	C	C
Swim	X	X	C	X	C	X	C	C	C
Tumble	C	X	C	C	C	C	C	C	C
Use Magical Device	C	X	C	C	C	C	X	C	C
X – Class Skill C – Cross Class Skill									








FEATS

A feat is a special feature that either gives your character a new capability or improves one he or she already has. Feats are more like innate abilities than skills and, as such, have no ranks or progression. Your character either has the feat or he does not.

Feats are chosen as they become available, beginning with one at character creation. A new feat is gained with every three character levels thereafter (3rd, 6th, 9th). Fighters and wizards gain extra class-related feats. Human characters receive a bonus feat at 1st level.

Some feats have prerequisites, and your character must have the listed ability score, feat, skill or base attack bonus in order to select or use them. There are also different kinds of feats. General feats have no special rules governing them as a group. Metamagic feats allow a spellcaster to prepare and cast a spell with greater effect, but at a higher level than it actually is. Class-specific feats are only available to the specified class — clerics or paladins in the case of Extra Turning, or fighters in the case of Weapon Specialization.

Active Feats

Active Feats	Description
 Cleave	<i>Offensive – Melee.</i> Attacks your enemies in a wide arc. <i>Prerequisite:</i> Power Attack.
 Combat Expertise	<i>Defensive – Combat.</i> While using Combat Expertise mode, you trade your attack bonus for extra AC. Casting a spell ends this mode. <i>Prerequisite:</i> Intelligence 13.
 Defensive Fighting	<i>Defensive – Combat.</i> While using Defensive Fighting mode, you trade attack bonus for a small AC bonus. Casting a spell ends this mode. <i>Received by All Classes.</i>
 Great Cleave	<i>Offensive – Melee.</i> Attacks enemies in a wider arc than Cleave. <i>Prerequisite:</i> Cleave & BAB +4 or higher.
 Hamstring	<i>Offensive – Melee.</i> You may reduce the target's movement rate for a short time. Some creatures may be immune to the Hamstring effect. <i>Prerequisite:</i> Sneak Attack.
 Improved Feint	<i>Offensive – Melee.</i> An attack which also Bluffs an enemy, enabling a sneak attack. <i>Prerequisite:</i> Intelligence 13, Combat Expertise, Sneak Attack & rogue 1.
 Improved Sunder	<i>Offensive – Melee.</i> Using this attack improves your ability to reduce the target's Armor Class. Some creatures may be immune to the Sunder effect. <i>Prerequisite:</i> Strength 13, BAB +1, Power Attack & Sunder.
 Improved Trip	<i>Offensive – Melee.</i> Using this attack enhances your ability to Trip the target. Some creatures may be immune to this effect. <i>Prerequisite:</i> Intelligence 13, Combat Expertise, Sneak Attack & rogue 1.



Many Shot

Ranged. Enables character to fire two or more arrows at a target at –4 to hit for a brief time. *Prerequisite:* Dexterity 17 & BAB +6 & Point Blank Shot & Rapid Shot.



Power Attack

Offensive – Melee. Reduces attack rolls by the character's base attack bonus (maximum –5), and increases attack damage by the same amount. The damage increase is doubled for weapons wielded in two hands. *Prerequisite:* Strength 13.



Precision

Defensive – Combat. While using Precision mode, you trade half of your damage for a +4 bonus to your attack rolls.



Resilience

Defensive – Spells. While using Resilience mode, you trade attack bonus and half of your damage for a bonus to saving throws. *Prerequisite:* Constitution 13 & BAB +1.



Sap

Offensive – Melee. Using this attack, you may render the target briefly senseless, though it will become active if damaged again. Some creatures may be immune to the Sap effect.



Slicing Blow

Offensive – Melee. Using this attack, your attack may deal its initial damage plus some additional damage as the target bleeds. Some creatures may be immune to the bleeding effect.



Sneak

Stealth. Player becomes invisible to all monsters that fail Spot and Listen checks. *Received by All Classes.*



Spring Attack

Offensive – Melee. You suffer no penalties when attacking while moving. *Prerequisite:* BAB +4 & Mobility.



Stunning Blow

Offensive – Melee. Using this attack, you may stun the target for a few seconds. Some creatures may be immune to the stun effect.



Sunder

Offensive – Melee. Using this attack, you may reduce the target's Armor Class for a short time. Some creatures may be immune to the sunder effect. *Prerequisite:* BAB +1. *Received by barbarian 1, fighter 1, paladin 1 & ranger 1.*



Trip

Offensive – Melee. Using this attack, you may trip the target, rendering it prone. Some creatures may be immune to this effect. *Received by barbarian 1, fighter 1, paladin 1, ranger 1 & rogue 1.* *Prerequisite:* BAB +1.



Whirlwind Attack

Offensive – Melee. Attacks all enemies in a 360 degree arc around you. *Prerequisite:* BAB +4 & Combat Expertise & Spring Attack.

Metamagic Feats



Empower Healing Spell

Description

Heal. Healing spells have a greater effect but cost more spell points. *Prerequisite:* Able to cast *Heal* spells.



Empower Spell

Offensive – Spells. Damage spells deal more damage but cost more spell points. *Prerequisite:* Able to cast spells.



Enlarge Spell

Offensive – Spells. Spells have greater range but cost more spell points. *Prerequisite:* Able to cast spells.



Eschew Materials

Spells. While this metamagic feat is active, normal material components are not required, but they consume additional spell points. *Prerequisite:* Able to cast spells.



Evasion

Defensive. Character can avoid attacks with great agility. A successful Reflex save against an attack that would normally deal half damage on a successful save deals no damage instead. Can be used only if the character is wearing light armor or no armor. A helpless character does not gain the benefit of Evasion. *Received by ranger 9 & rogue 2.*



Extend Spell

Spells. While this metamagic feat is active, spells with durations last longer, but they consume additional spell points. *Prerequisite:* Able to cast spells.



Heighten Spell

Offensive – Spells. While this metamagic feat is active, spells are more difficult for creatures to resist, but they consume additional spell points. *Prerequisite:* Able to cast level 2 spells.



Maximize Spell

Offensive – Spells. Damage spells deal extreme damage but cost more spell points. *Prerequisite:* Able to cast spells.



Quicken Spell

Offensive – Spells. While this metamagic feat is active, spells cast quicker and cannot be interrupted, but they consume additional spell points. *Prerequisite:* Able to cast spells.

Passive Feats



Acrobatic

Description

Skill. You receive a +2 bonus on Jump checks and Tumble checks.



Adamantine Body

Defensive – Combat. Adamantine Body counts as heavy armor, grants a +8 armor bonus and damage reduction adamantite, but also provides a 35% arcane spell failure chance, –5 armor check penalty to certain skills, and a +1 maximum Dexterity bonus. *Prerequisite:* warforged — must be chosen at 1st level.



Alertness

Skill. You receive a +2 bonus on Listen checks and Spot checks.



Athletic

Skill. You receive a +2 bonus on Balance checks and Swim checks.



Armor Proficiency (Heavy)

Defensive. Negates penalties from wearing heavy armor. *Received by cleric 1 & fighter 1 & paladin 1.*



Armor Proficiency (Light)

Defensive. Negates penalties from wearing light armor. *Received by barbarian 1 & bard 1 & cleric 1 & fighter 1 & paladin 1 & ranger 1 & rogue 1.*



Armor Proficiency (Medium)

Defensive. Negates penalties from wearing medium armor. *Received by barbarian 1 & cleric 1 & fighter 1 & paladin 1.*



Bullheaded

Skill. You are exceptionally headstrong and difficult to sway. You receive a +1 on all Will saves and +2 bonus on Intimidate checks.



Combat Casting

Spell. You gain a +4 bonus on Concentration checks.



Discipline

Defensive – Spells. You are difficult to distract with spell or blow. You receive a +1 on all Will saves and +2 bonus on Concentration checks.



Dodge

Defensive – Combat. Grants you a +1 dodge bonus to your Armor Class. *Prerequisite:* Dexterity 13.



Exotic Weapon Proficiency
(Bastard Sword, Dwarven Axe)

Offensive – Melee. You do not suffer a –4 penalty when using the named weapon (bastard sword or dwarven axe). *Dwarven axe received by dwarf. Prerequisite:* Strength 13 & BAB +1.



Exotic Weapon Proficiency
(Other Weapons)

Offensive – Combat. You do not suffer a –4 penalty when using the named weapon (great crossbow, kama, khopesh, repeating heavy crossbow, repeating light crossbow or shuriken). *Prerequisite:* BAB +1



Extra Turning

Offensive. Allows you to turn undead four more times per rest period. *Prerequisite:* Turn Undead.



Great Fortitude

Defensive. Grants you a +2 bonus on your Fortitude saves.



Greater Weapon Focus

Offensive – Combat. Provides a +2 bonus to attack rolls when using a chosen weapon type (Slashing, Bludgeoning, Piercing, Thrown, Ranged). Must select weapon type and must have already obtained Weapon Focus feat with that weapon type. *Prerequisite:* BAB +8, fighter 8 & Weapon Focus.



Heroic Durability*

Defensive. Increases your maximum hit points by 20. *Received by All Classes.*



Improved Cast on the Run

Spell. Able to move around more quickly when casting a spell.
Prerequisite: Dexterity 13, Able to cast 5th level spells, Combat Casting, Mobile Spellcasting.



Improved Critical

Offensive – Combat. Doubles your critical hit range when using a chosen weapon type (Slashing, Bludgeoning, Piercing, Thrown, Ranged). *Prerequisite:* BAB +8.



Improved Fortification

Defensive – Combat. Improves your warforged fortification, gaining immunity to sneak attacks and extra damage from critical hits, but you lose the ability to be healed by spells such as Cure Light Wounds.



Improved Mental Toughness

Spell. Increases your maximum spell points by 10 points at first level, and 5 spell points for each additional level. *Prerequisite:* Able to cast 3rd level spells & Mental Toughness.



Improved Shield Bash

Offensive – Melee. Keep your shield bonus when bashing.
Prerequisite: Shield Proficiency.



Improved Shield Mastery

Defensive – Combat. Increases the amount of damage you can absorb when defending with a shield. *Prerequisite:* Shield Mastery, Shield Proficiency.



Improved Turning

Offensive. Gives you an improved success rate on turning checks.
Prerequisite: Turn Undead & cleric 1 or paladin 4.



Improved Two-handed Fighting

Offensive – Melee. Increases the damage of glancing blow attacks when wielding a two-handed weapon. *Prerequisite:* Strength 17 & BAB +6 & Two-handed Fighting.



Improved Two-weapon Fighting

Offensive – Melee. Increases the number of attacks when fighting with two weapons. *Received by ranger 6. Prerequisite:* Dexterity 17 & BAB +6 & Two-weapon Fighting.



Improved Warforged Damage Reduction

Defensive – Combat. You gain damage reduction of 1, or improve your existing damage reduction by 1. *Prerequisite:* warforged.



Iron Will

Defensive. Grants you a +2 bonus on your Will saves.



Lightning Reflexes

Defensive. Grants you a +2 bonus on your Reflex saves.



Luck of Heroes

Defensive. You receive a +1 on all saves.



Magical Training

Spell. Increases your maximum spell points, representing the training you received as a level 1 character in the arcane or divine arts. *Received by cleric 1, sorcerer 1 & wizard 1.*



Martial Weapon Proficiency

Offensive – Combat. You do not suffer an attack penalty for martial weapons. You must choose a martial weapon to specialize in from the following list: battleaxe, falchion, greataxe, great club, greatsword, handaxe, heavy pick, kukri, light hammer, light pick, longbow, long sword, maul, rapier, scimitar, shortbow, short sword, throwing axe, warhammer. Bards are proficient with longsword, shortshard, rapier, shortbow. Rogues are proficient with rapier, shortsword, shortbow. Elves are proficient with longsword, longbow, rapier, shortbow. Fighters, paladins and rangers are proficient with all martial weapons. *Received by barbarian, bard, fighter, paladin, ranger, rogue, elf.*



Mobile Casting

Spell. Able to move around slowly when casting a spell.

Passive Feats



Mental Toughness

Spell. Increases your maximum spell points by 10 at first level, and 5 spell points for each additional level. *Prerequisite:* Able to cast spells.



Mithral Body

Defensive – Combat. Mithral Body counts as light armor, grants a +5 armor bonus, but also provides a 15% arcane spell failure chance, –2 armor check penalty to certain skills, and a +5 maximum Dexterity bonus. *Prerequisite:* warforged — must be chosen at 1st level.



Mithral Fluidity

Defensive – Combat. The maximum Dexterity bonus you have is increased by 1, and the armor check penalties are decreased by 1. *Prerequisite:* Mithral Body.



Mobility

Defensive – Melee. Adds a +4 bonus to Armor Class while tumbling. *Prerequisite:* Dodge.



Negotiator

Skill. You receive a +2 bonus on Diplomacy checks and Haggle checks.



Nimble Fingers

Skill. You receive a +2 bonus on Disable Device checks and Open Locks checks.



Point Blank Shot

Offensive – Ranged. Grants a +1 bonus on ranged attacks and damage within 30 feet.



Rapid Reload

Offensive – Ranged. You reload a crossbow faster than normal. *Prerequisite:* Simple Weapon Proficiency (Light Crossbow).



Rapid Shot

Offensive – Ranged. You fire extra shots with a ranged weapon by reloading faster. *Prerequisite:* Dexterity 13 & Point Blank Shot. *Received by ranger 2.*



Resist Poison

Defensive. You're especially resistant to poison, thanks to years of training. You receive a +4 bonus on all saves against poison.



Self Sufficient

Skill. You can take care of yourself, and frequently others too. You receive a +2 bonus on Heal checks and Repair checks.



Shield Mastery

Defensive – Combat. Increases the amount of damage you can absorb when defending with a shield. *Prerequisite:* *Shield Proficiency (General).*



Shield Proficiency (General)

Defensive – Combat. Proficient with bucklers, small, and large shields. *Received by barbarian 1, bard 1, cleric 1, fighter 1, paladin 1, ranger 1.*



Shield Proficiency (Tower)

Defensive – Combat. You are proficient with tower shields. *Received by fighter 1. Prerequisite:* *Shield Proficiency (General).*



Shot on the Run

Movement. You can reload while moving. *Prerequisite:* *Dexterity 13, BAB +4, Point Blank Shot & Mobility.*



Simple Weapon Proficiency

Offensive – Combat. You do not suffer an attack penalty for simple weapons (club, dagger, throwing dagger, dart, heavy crossbow, heavy mace, light crossbow, light mace, morningstar, quarterstaff, sickle). *Received by All Classes.*



Skill Focus (chosen skill)

Skill. Grants a +3 bonus to chosen skill.



Snake Blood

Defensive. You receive a +2 bonus on poison saves and a +1 bonus on all Reflex saves.



Spell Focus (chosen school)

Offensive – Spells. Your spells of one school of magic are harder to resist, receiving a +1 bonus on save DCs. *Prerequisite:* *Able to cast spells.*



Stealthy

Skill. You receive a +2 bonus on Hide checks and Move Silently checks.



Toughness

Hit points. Increases your hit points by +3 at first level, and 1 additional hit point for each additional level.



Two-handed Fighting

Offensive – Melee. Increases the chance of glancing blows when wielding a two-handed weapon. *Prerequisite:* *Strength 15.*



Two-weapon Defense

Defensive – Combat. Grants you a +1 bonus to your AC when you wield two weapons. *Prerequisite:* *Two-weapon Fighting.*



Two-weapon Fighting

Offensive – Melee. Reduces the penalty for fighting with two weapons. *Received by ranger 2. Prerequisite:* *Dexterity 15.*



Warforged Greater Poison & Disease Resistance

Defensive. Increases poison and disease Fortitude saves by +3 each (+6 total racial). *Prerequisite:* *Level 3 warforged.*



Warforged Greater Sleep & Paralysis Resistance

Defensive. Increases sleep and paralysis Fortitude/Will (Fortitude only for paralysis) saves by +3 each (+6 total racial). *Prerequisite:* *Level 3 warforged.*



Warforged Greater Exhaustion & Nausea Resistance

Defensive. Increases (Fortitude) exhaustion and nausea saves by +3 each (+6 total racial). *Prerequisite:* *Level 3 warforged.*



Warforged Greater Energy Drain Resistance

Defensive. Increases energy drain saves by +3 each (+6 total racial). *Prerequisite:* *Level 3 warforged.*



Weapon Finesse

Offensive – Melee. You use your Dexterity bonus instead of Strength bonus to determine bonus to attack with certain weapons. *Prerequisite:* *BAB +1.*



Weapon Focus

Offensive – Combat. Provides a +1 bonus to attack rolls when using a chosen weapon type (Slashing, Bludgeoning, Piercing, Thrown, Ranged). *Prerequisite:* *BAB +1.*



Weapon Specialization

Offensive – Combat. Provides a +2 bonus to damage rolls when using a chosen weapon type (Slashing, Bludgeoning, Piercing, Thrown, Ranged). *Prerequisite:* *fighter 4, Weapon Focus (chosen type).*

EFFECT DESCRIPTIONS

The most common sources of game effects are spells, spell-like abilities and equipped magic items. Bonuses from various sources can stack with each other but the same bonus or negative modifier from the same source can never be applied twice. For example the spell Bull's Strength provides a temporary bonus to Strength. The character can never have two bonuses applied from Bull's Strength at the same time even if the same caster cast the spell twice. However, if the character had a +3 bonus to Strength from Bull's Strength and a +2 bonus from a magic ring then these would stack to give the character a +5 total bonus to Strength. Bonuses applied from the same source do not stack but the higher is applied. So, if the character had Bull's Strength cast on them twice for a bonus of +5 and +2 respectively then the +5 would apply even if it were not the last spell cast.

Ability Score Modified

Modifier Range: -10 to +10.

A single ability score is raised or lowered, possibly affecting the ability modifier. Ability damage falls under this effect category.

AC Modified

Modifier Range: -5 to +5.

An Armor Class bonus is applied to the character. There are five types of AC bonuses: armor enhancement, shield enhancement, Dodge, natural, and deflection. Only Dodge bonuses can stack, up to a maximum of +10. For all other types of bonus, the single highest modifier is applied.

Combat Enhancement Modified

Modifier Range: -5 to +5.

The character gains a non-cumulative bonus to attack and damage.

Blindness

Blinded creatures have a 50% chance to miss entirely and a -4 penalty to all attack rolls.

Charmed

When an NPC is charmed, they fight for you, attacking hostile creatures and following you until a hostile creature is found. When a player is charmed, they are unable to initiate hostile action against the target for the remainder of the spell.

Confused

While confused, the target creature will do one of three things: wander aimlessly, stand still or attack the nearest viable target.

Curse

The affected character has a -4 penalty to attacks, saves, and skills. Curse effects are generally permanent unless removed by powerful clerical spells.

Damage

Damage reduces the current hit points of a creature by a specified amount. Damage can be classified into the following categories: acid, fire, cold, electrical, sonic, negative, magical, divine, bludgeoning, slashing or piercing.

Damage Modified

Modifier Range: -5 to +5, +1d4, +1d6, +1d8, +1d10, and +2d6.

Modifies the amount of damage a character delivers by the specified amount and damage type. For example, a character could have a damage bonus of +1d4 fire or +2d6 acid.

Damage Immunity Modified

Modifier Range: -100% to 100%.

Reflected as a percentage that modifies all incoming damage of a single type up or down. For example, a character with Fire Immunity 25% would take 30 points of damage from a Fireball spell that normally deals 40.

Damage Reduction

This represents a creature's ability to ignore a certain amount of melee damage (bludgeoning, slashing or piercing) from a single hit, unless the weapon inflicting the wound has an enhancement bonus equal to or greater than the damage reduction. Damage reduction is listed along with the amount of damage ignored and the power of the weapon needed to penetrate the effect. Non-melee damage, such as from elemental or magical attacks, is not affected by damage reduction.

Damage Resistance

Creatures with this ability are able to ignore damage of a specific type up to a specified amount. Unlike damage reduction, damage resistance cannot be overcome with weapons that have a higher enhancement bonus. Like damage reduction, the amount of damage resisted is listed as a value and a damage type, such as fire 20/-. This means that the first 20 points of fire damage dealt to the character is ignored entirely.

Dazed

Dazed creatures are in a partial state of stupor. They are unable to initiate attacks, cast spells or use skills and feats. They can flee from combat.

Diseased

Diseases are one hazard that can deplete an adventurer's abilities and leave him weak and damaged. When a character first comes into contact with a disease, he makes a Fortitude saving throw. If this is successful, then the disease is resisted. Otherwise, it begins to incubate within the character. After a specified number of in-game minutes or the character's next rest, the disease will manifest itself in the form of ability damage.

Frightened

Creatures struck with fear are forced to flee from the source of the fear and lose the ability to control their own actions. Creatures have a -2 penalty to all saving throws while feared.

Hasted

Hasted creates gain a bonus to movement and attack speed and a +1 Dodge bonus to AC. All spellcasting times are cut in half for hasted characters.

Immunity

Characters can be immune to any of the negative effects described in this section. For example, a character with disease immunity will never need fear the negative effects of disease.

Invisibility

Invisible attacking creatures get a 50% concealment bonus against enemy attacks.

Magic Immunity

Creatures can obtain or have specific immunities to magical spells and spell-like abilities of the following types:

- Individual spells
- Specific spell schools
- A spell of a particular level and below

Movement Speed Modified

Increases or decrease the character's base movement speed by the given percentage.

Negative Levels

Certain monsters are able to sap the life essence of other creatures. The draining effect of each negative level applies a –1 modifier to attack rolls, skill checks and saving throws. If a creature's negative levels ever meets or exceeds its current level, they die.

Paralysis

Paralyzed individuals are unable to move or take actions of any kind and are considered prone.

Poison

Poison afflicts the character by delivering ability damage in two stages. When initially struck, the character makes a Fortitude saving throw to resist the poison outright. If this roll fails, the character takes a specified amount of ability damage. After one minute has passed, the character must make another Fortitude saving throw or take additional ability damage. It is possible to remove poison before the second round of ability damage is delivered by using the Healing skill or the Neutralize Poison spell (however, any ability damage already suffered is not healed when the poison is cured). The ability damage received from poison can be removed by resting.

Regenerate

This determines how much damage a character heals over a given period of time.

Saving Throw Modified

Modifier Range: –10 to +10.

Saving throws can be improved or reduced individually or as a whole. They can also be modified versus only certain effects, such as poison or mind-affecting spells or abilities.

Skill Modified

Modifier Range: –20 to +20.

Skill modifiers can be increased or decreased in effectiveness. This effect can apply to single skills or the entirety of a character's skills.

Sleep

All attacks made against sleeping creatures are made at a +4 attack bonus and automatically generate a critical hit if the sleeping creature is vulnerable to critical damage. Creatures attacked while sleeping will wake up.

Slow

Slowed creatures will move at 50% of their current speed. They will also suffer a –2 penalty to AC, Reflex saves, and attack rolls, along with the loss of one attack per round. The slow effect can be countered with the haste effect.

Spell Resistance

Creatures with spell resistance have the equivalent of armor versus spells. A caster level check (1d20 + caster level) must equal or exceed the spell resistance score or the spell has no effect.

Stunned

Stunned creatures stand helplessly in a motionless stupor.

Temporary HP

This is temporary bonus to the character's current hit points. It is possible to have more current hit points than maximum hit points via this method. Temporary hit points cannot be healed or recovered.

Turned

Turned creatures are considered frightened and flee from the turning cleric or paladin.

OPTIONS

GRAPHICS OPTIONS

This panel allows you to configure the visual quality of the game along with various performance settings. You can also adjust the aspect ratio and brightness of the display.

Detect Optimal Settings – Analyzes your computer's hardware and chooses an overall graphics quality level that balances performance with rendering detail. This will automatically set most of the advanced graphics options to match the detected graphics quality.

Graphics Quality – Selects the overall graphics quality level. Higher quality settings enable crisper textures and more advanced lighting effects, but rendering performance will be reduced. Changing this setting will automatically set most of the advanced graphics options. We recommend using the Detect Optimal Settings button to detect an appropriate graphics quality level. If you experience poor rendering performance, try lowering the graphics quality level.

Resolution – Sets the display resolution of the game (in pixels.) Higher resolutions yield more visual detail at the expense of rendering performance. The resolutions available in the dropdown box depend on your graphics hardware and monitor. If you experience poor rendering performance, try setting this to 1024 x 768 or lower.

Full Screen – Enable this option to play in full screen. Otherwise, the game will run in a window on your desktop.

Aspect Ratio – Set this to Normal when playing on a 4:3 display. If you have a 16:9 wide screen display, you should use Wide setting. For other displays, the Auto setting will choose a custom aspect ratio automatically. This works best for resolutions that have square pixels.

Antialiasing – Allows you to select a type of multi-sample antialiasing. Antialiasing increases graphics detail by eliminating jagged edges. Higher sample counts yield better quality at the expense of rendering performance. The options available in the dropdown box depend on your graphics hardware. If you experience poor rendering performance, set this option to Disabled.

Gamma Level – This slider adjusts the relative intensity of bright and dark pixels. Larger values make dark colors appear brighter. We recommend leaving this setting close to 1.0 when possible.

Brightness – This slider controls the overall brightness of all pixels. Larger values make all colors appear brighter. We recommend leaving this setting close to 1.0 when possible.

Contrast – This slider sets contrast of pixels on your display. Larger values make mid-levels and bright pixels much more intense. We recommend leaving this setting close to 1.0 when possible.

Note: Changing certain settings (such as Resolution or Full Screen) may cause your screen to go blank for a short period of time before asking you to confirm your changes. If the display change has still not completed after about 20 seconds, the game will restore your previous settings.

Note: Some Windows display drivers allow you to tweak game graphics quality and performance by overriding the game's settings. We recommend not overriding any settings using your display driver as it can cause game instability. Use the Advanced Graphics options instead.

Tip: You can press ALT + ENTER at any time to toggle between full screen and windowed mode. While in windowed mode, you can quickly change the game resolution by clicking and dragging the window border handles.

ADVANCED GRAPHICS OPTIONS

Most of the settings in this panel are automatically configured when you select an overall Graphics Quality level in the main graphics options panel. These advanced options are available here to help you tweak the game's visuals precisely to your liking.

Texture Detail – Adjusts the resolution of all textures in the game. Higher settings yield better visual detail but consume more video memory.

Texture Filtering – Controls the sharpness of textured surfaces. The Anisotropic setting yields the highest visual quality but will reduce rendering performance. You can also use the Anisotropic Filter Quality option to further increase texture filtering quality.

Stencil Shadows – Enables detailed shadows cast from characters and other objects and selects the distance from the camera that shadows are visible. Disable this option to increase rendering performance significantly.

Environment Stencil Shadows – Enables shadows cast from architecture and certain scenery objects. Disable this option to increase rendering performance.

Landscape Shadows – Enables soft shadows cast from trees and architecture when outdoors. Disable this option to slightly increase rendering performance.

Blob Shadows – Turn this on to enable simplified circular shadows for characters when more advanced shadows aren't available.

Specular Lighting – Increases visual quality by adding specular highlights to shiny surfaces. Disable this option to slightly increase rendering performance.

Multi-pass Lighting – Greatly improves visual quality by enabling normal mapping and other advanced lighting features. Turn this off to significantly increase rendering performance.

Video Post Effects – Enables many visual post-processing effects that greatly increase visual quality. However, it has a very high performance cost – you should disable this setting if you experience poor rendering performance. This feature must be enabled in order for many high quality effects to be enabled in the game.

Surface Reflections – Adjusts the quality of mirrors and water surface reflections. Disable surface reflections to greatly increase rendering performance.

Material Detail – Adjusts the visual quality of certain shading effects. Lower this setting to increase rendering performance.

Model Detail – Sets the complexity of 3D models. Lower this setting to increase rendering performance.

Animation Smoothness – Controls the rate that characters and other objects are animated. Higher settings provide much smoother animation but may reduce rendering performance.

Object Draw Distance – Adjusts the distance from the camera that characters and scenery will be visible. Lower this setting to increase rendering performance.

Landscape Draw Distance – Set how far from the camera that landscape graphics will be displayed when outdoors. Lower this setting to increase rendering performance.

Atmospherics Detail – Adjusts the quality of special effects such as rain and fog. Lower this setting to increase rendering performance.

Blur Filter Quality – When Video Post Effects are enabled, this setting adjusts the quality of bright, glowing objects in the scene as well as bloom. Higher quality levels yield smoother halos around glowing objects but may reduce rendering performance.

Frill Distance – Enables outdoor ground clutter objects such as grass and small rocks and sets the distance from the camera these objects are visible. Higher settings will improve visual quality at the expense of rendering performance.

Glow Mapping – Enable this to allow emissive objects to glow brightly over the foreground. Disable this to increase rendering performance.

Player Mesh Combining – When enabled, distant players will render faster, allowing more characters on screen at once. However, this feature requires extra system memory and video memory. Uncheck this option to free up more system resources.

Overbright Bloom Filter – Turn this on to force bright objects and highlights to bloom over foreground objects. Disable this setting to increase rendering performance. Video Post Effects must be enabled for this to work.

Bloom Intensity – Controls the intensity of the dream-like glow effect that brightens the scene and blurs pixels together. Video Post Effects must be enabled for this to work.

Anisotropic Filter Quality – When the Texture Filtering option is set to Anisotropic, this setting will control the number of anisotropic filter samples used. Setting this to a larger value may increase visual quality at the expense of rendering performance.

Refresh Rate – Forces a specific display refresh rate. Setting this to Auto allows the game to choose a safe refresh rate for the display resolution you're currently using. The options available in the dropdown box depend on your graphics hardware and monitor. Higher refresh rates can reduce eye-strain and enable smoother frame rates, but may not be supported in all display resolutions. We recommend leaving this option set to Auto.

Sync With Refresh Rate – Attempts to synchronize rendered frames with your monitor's vertical refresh rate. This may eliminate minor 'tearing' artifacts, but will restrain your maximum frame rate. We recommend leaving this option disabled.

Triple Buffering – Expends more video memory but may enable higher frame rates on some graphics cards, especially when Sync With Refresh Rate is also enabled. We recommend leaving this option disabled.

KEY MAPPING OPTIONS

Dungeons & Dragons Online: Stormreach allows you to re-map almost all game controls to your choice of keyboard, mouse, joystick or game pad inputs. To customize your mappings open the Key Mapping panel in the Options window. To create a new binding, first click on the button for the command you wish to rebind. The next keyboard, mouse, joystick or game pad button you push will be assigned to that command function in the game.

Tip: You can have up to two keys or buttons mapped for each command at any time. The same button can be bound to a function in each of the separate key map areas (Key Map #1 or Key Map #2)

Game Pad / Joystick Support

DDO Controls have been implemented with Game Pad and Joystick users in mind:

Movement and turning controls properly handle analog inputs (such as analog sticks on game pads) and will give you finer control over your character when bound in this way.

While you will occasionally need to use your mouse and keyboard, much of the game's interface can be navigated using the controls found in the Panel Interaction section of the Key Mapping UI.

The Mouse Emulation controls also make it possible for mouse functions to be bound to either a game pad or key board controls.

If you have an Xbox 360 controller connected to your Windows PC, the game will automatically detect its presence and load a default key map for it. Look in the Key Mapping UI after connecting your controller to review the default mapping.

For a detailed explanation of options, please visit www.DDO.com/support.

VOICE CHAT OPTIONS

Dungeons & Dragons® Online: Stormreach™ includes integrated voice chat to help you quickly communicate with members of your adventuring party. When voice chat is enabled you will be able to use your microphone or headset to talk to any other member of your party who also has voice chat enabled.

To use voice chat you will need:

A headset with an integrated microphone or a stand alone microphone connected to your PC's sound card

A high speed internet connection (Cable / DSL). Note: Voice chat is not supported for players using a modem dial-up connection. Using voice chat with a modem will result in poor sound quality and a degraded game play experience.

Setting Up Voice Chat

Before using voice chat, you must first make sure that your microphone hardware is properly connected and configured to work with Windows:

Make sure your headphone and microphone jacks are plugged in correctly – on most headsets and soundcards, the headphone jack is light green and the microphone jack is orange or pink.

Make sure your headset's external volume control (if present) is turned up.

Make sure your headset's external microphone ON/OFF switch (if present) is turned ON.

Go to Start >> Control Panel >> Sounds and Audio Devices.

On the Audio tab, click on the Volume button in the Sound Recording section. This should open up the Recording Control window.

Make sure that the Microphone option is checked. If you don't see the Microphone entry, select Advanced Controls from the Options menu.

Close the Recording Control window and click on the Volume button in the Sound Playback section of the Sounds and Audio Devices control panel. This should open up the Volume Control window:

Make sure that the Mute checkbox under the microphone slider is checked.

Now test microphone setup using Window's integrated sound recorder utility. Open up the Windows Sound Recorder. You can find it by going to Start >> All Programs >> Accessories >> Entertainment >> Sound Recorder.

Click the Record button (red circle) in the lower right-hand corner of the window and speak a few words into your microphone. Hit the Stop button and then the Play button to play back your recording. If your microphone is set up correctly in Windows, you will hear yourself speaking. If you do not hear audio see the documentation or get support for your PC or microphone.

Your microphone should now be properly setup to capture audio in Windows. Close the Windows Sound Recorder. You do not need to save your sound file.

Now you are ready to configure Voice Chat in game. Log into the game and open the Options panel to the Audio tab to adjust the following options related to Voice Chat:

Enable Voice Chat – Check this box to enable integrated voice chat

Hands-Free Voice - Voice chat supports two modes of use. Hands-Free and Push-to-Talk. Check this box to enable Hands-Free mode. In Push-to-Talk mode you must hold down a key for the microphone to capture any audio (See the Key Mapping UI). In Hands-Free mode the microphone will activate for any sounds above the Voice Capture Threshold (see below).

Mic Test - Click this checkbox to test your voice settings. A volume meter will appear. Speak into your microphone. If your microphone is working, you will see the volume meter go up while you are speaking and you will hear your voice echoed back through your speakers or head phones. Turn off the Mic Test when you're done.

Voice Volume – Controls the volume of playback for incoming voice audio

Voice Microphone Gain - Controls the amplification of audio data captured from your microphone.

Voice Capture Threshold – Controls the minimum volume at which voice data is captures in Hands Free mode.

Voice Playback Latency – Voice data is buffered when received to prevent stuttering during playback due to variance in data transmission times which are normal for all network connections. Smaller numbers will make voice data be played sooner after its received by your machine while larger values will reduce chances of stuttering artifacts during playback. Only make this number smaller if you are sure everyone in your party has very good connections to the server.

Voice Playback Device – Select the windows audio device to use for Voice Playback

Voice Capture Device - Select the windows audio device to use for Voice Capture

Using Voice Chat

Voice Chat should be all setup now. To use it just join a party and speak into your microphone as described in the section above. You will notice that other players who have voice chat enabled will have a speaker icon next to their name in the Party Interface window. A players name will also change color in the window to indicate when they are speaking.

For a detailed explanation of game options, please visit www.DDO.com/support.

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TURBINE, INC., ONLINE SERVICES END-USER LICENSE AGREEMENT

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The Server is protected by copyright laws and international copyright treaties, as well as other intellectual property laws and treaties. The Server is licensed to you, not sold, pursuant to the terms and conditions of this EULA and the other documents referenced herein.

1. To play the Game, you must have (a) the Client which must be separately purchased and installed on your personal computer (which must conform to the minimum specification requirements determined by Turbine); (b) a fully paid online service subscription for access to the Server (or authorized free trial access) through Turbine or our authorized distributors or service providers; and (c) a suitable connection to the Internet (not provided by Turbine) to connect to the Server. You are responsible for all charges and costs you incur in order to access the Server and play the Game, including, without limitation, the subscription fees and charges for Internet and telecommunications connections.
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6. As part of your Game experience, you can input language and upload content to our Servers in various forms, such as in the selections you make for playing the Game (for example, character names, in-game (text or voice) conversations, broadcast announcements, etc.) and in chat channels (text or voice) and similar areas which allow you to communicate with others and create and modify characters, character names, game play and the like (collectively, the "**Content**"). Content created by you must not: (a) infringe any copyright, trademark, patent, trade secret, or other proprietary right of any person; (b) be profane, obscene, indecent or violate any law or regulation; (c) defame, abuse, harass, threaten or otherwise violate the legal rights (such as rights of privacy and publicity) of others; (d) incite discrimination, hate or violence towards one person or a group because of their belonging to a race, a religion or a nation, or that insults the victims of crimes against humanity by contesting the existence of those crimes; (e) contain any viruses, Trojan horses, worms, time bombs, cancelbots, corrupted files, or any other similar software or programs that may damage the operation of another's computer or property of another; or (f) restrict or inhibit any other user from using and enjoying the Game. We have no obligation to monitor player Content related to the Game and disclaim all liability with respect thereto. However, we reserve the right to review the Content and take any action we deem necessary as to such Content, including but not limited to editing or removing the Content and/or suspending or terminating your access to the Game. If and to the extent you are deemed to have retained, under applicable law, any right, title or interest in or to any portion of the Content, you hereby transfer, grant, convey, assign and relinquish solely and exclusively to Turbine, in perpetuity to the extent permitted by applicable laws or for the duration of the legal protection afforded to the Content, and for all territories, all of your right, title and interest in and to the Content, without reservation and without additional consideration, under applicable patent, copyright, trade secret, trademark and other similar laws or rights, including, without limitation, the right to reproduce, fix, adapt, modify, translate, reformat, create derivative works from, manufacture, introduce into circulation, publish, distribute, sell, license, sublicense, transfer, rent, lease, transmit, publicly display, publicly perform, or provide access electronically, broadcast, communicate to the public by telecommunication, display, perform, enter into computer memory, and use and practice the Content, all modified and derivative works thereof, all portions and copies thereof in any form and format, and in and on whatever medium, all inventions, designs, and marks embodied therein, and/or to incorporate the same in other works in any form, media, or technology now known or later developed. In the alternative, to the extent such assignment is ineffective under applicable law, you hereby grant to Turbine, its successors and assigns, the sole and exclusive, irrevocable, sublicensable, transferable, worldwide, paid-up license to reproduce, fix, adapt, modify, translate, reformat, create derivative works from, manufacture, introduce into circulation, publish, distribute, sell, license, sublicense, transfer, rent, lease, transmit, publicly display, publicly perform, or provide access electronically, broadcast, communicate to the public by telecommunication, display, perform, enter into computer memory, and/or use and practice the Content, all modified and derivative works thereof, all portions and copies thereof in any form, all inventions, designs, and marks embodied therein, and all patent, copyright, trade secret, trademark and other intellectual property rights thereto and/or to incorporate the same in other works in any form, media, or technology now known or later developed. To the extent permitted under applicable laws, you hereby waive any moral rights you may have in any and all Content. In furtherance of the foregoing, you hereby agree to execute any and all agreements or other written instruments which may be required by applicable law to give full effect to the above assignment, license or waiver, as may be applicable.
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24. The parties hereto have requested that this agreement, and all correspondence and all documentation relating to this agreement, be written in the English language. If you prefer, a French version of this EULA is available at <http://www.ddo.com/support/policies/eulaf>. Les parties aux présentes ont exigé que la présente entente, de même que toute la correspondance et la documentation relative à cette entente, soient rédigées en langue anglaise. Si vous le préférez, une version de cette entente en langue française est disponible à <http://www.ddo.com/support/policies/eulaf>.

CODE OF CONDUCT

The Code of Conduct governs player behavior while playing *DUNGEONS & DRAGONS ONLINE*™: *Stormreach*™ (the "*Game*") and participating on the Game Website <http://www.ddo.com>. The Code of Conduct is designed to make everyone's game experience as enjoyable as possible. Failure to follow the Code of Conduct may result in the suspension or termination of your *DUNGEONS & DRAGONS ONLINE: Stormreach* account without refund.

1. While participating in the Game you must respect the rights of others to play and enjoy the game world as intended by Turbine, Inc. ("Turbine").
2. You may not communicate any player's real-world information through the use of the official game Website, game client or server software or any other means.
3. You may not use or distribute sexually explicit, harmful, threatening, abusive, defamatory, obscene, hateful, racially or ethnically offensive language (including, by way of example, but not limited to, ethnic slurs and religious epithets), content, character names, titles, descriptions, or in-game labels (including, by way of example, but not limited to, offensive or inappropriate guild names, pet names and inscriptions).
4. You may not distribute or spotlight sexually explicit, harmful, threatening, abusive, defamatory, obscene, hateful, racially or ethnically offensive content.
5. While playing the game or participating in the Game, you may not exhibit or partake in behavior that is disruptive to the game's normal playability, causes grief or alarm to other players, or degrades the service performance or other players' client software (for example, deliberately using game bugs or loopholes to disrupt the game or dropping excessive items or summoning excessive portals).
6. You may not spam or flood with multiple posts the game chat or the official Website features.
7. You may not impersonate any *DUNGEONS & DRAGONS ONLINE: Stormreach* Support Staff member or other Turbine employee, past or present.
8. You may not violate any local, state, national, or international laws or regulations.
9. You may not market, promote, advertise, or solicit products or services within the Game or Website.
10. You may not modify the game client, server or any part of the official Game Website.
11. You may not advertise the intent to, or commit the act of, unauthorized selling, buying, transferring or sharing access to any Game account.
12. You may not advertise the intent to, commit the act of, or facilitate the ability of others to commit the act of, unauthorized selling or buying of game items for real-world monetary values or other consideration.
13. While participating in the Game, both in-game and through the official Website, you will follow the instructions of authorized personnel at all times.
14. You may not form or participate in groups whose ideology is based upon or resembles anti-religious, anti-ethnic, anti-sexual orientation, nationalistic, racist or sexist philosophies.
15. You may not intentionally hide or falsify personal information that is deemed necessary for Game account creation.
16. You may not upload or transmit copyrighted material to any aspect of the Game without the express consent of the copyright holder.
17. You will not attempt to interfere with, hack into, or decipher any transmissions to or from the Game.

18. You will not exploit, distribute or publicly communicate any game error, miscue or bug which gives an unintended advantage within the Game world. You may report bugs at ddobugs@turbine.com.
19. You may not create, post, use or distribute any utilities, emulators or other third party software tools without the express written permission of Turbine (including, without limitation, macroing programs, botting programs, UI modifications, server emulators, client hacks, map hacks, and data gathering utilities).
20. You may not harass other players or Turbine staff, including by way of example, but not limited to, threats, stalking or abuse of others.
21. You may not post Website links or URLs in the game that point to content deemed by Turbine to be inappropriate, including, without limitation, any Website links or URLs directed to other commercial products or services. You may not post Website links or URLs to any materials (including software and other information) that could harm (or is designed to harm) other players' computers or would allow others to inappropriately access software or websites. Turbine does not allow the posting of destructive software, use of computer programs that contain destructive features, or access to any content such as viruses, worms, Trojan horses, or bots for the use of scrolling, showing multiple screens, and other activities that can be disruptive to online communication.
22. You may not use the Game and/or services for illegal activities. Turbine is not responsible for anything you say (text or voice) in-game or on our chat rooms or forums, or for any consequences that arise from what you say. If you break the law, you alone will be responsible for the consequences.
23. Although the Game is a role-playing game, you may not claim "role-playing" in defense of any violation of the Code of Conduct.

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A player who violates the Code of Conduct may be warned by Turbine staff, but some particularly serious violations or repeated violations can result in other sanctions, such as a lockout or permanent ban, without warning. In addition, Turbine reserves the right to delete characters or entire accounts as we see fit, without warning, for certain violations.

Chat in the Game website may be logged and may be reviewed at any time to assist in making decisions regarding violations of the Code of Conduct. This includes, but is not limited to, private chat, fellowship chat and allegiance chat.

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