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## DDO best way to get tokens of the twelve

(Coordinator: Strakeln) | Previous topic | Next Topic > Pages: 1 Send TopicPrint Distinctive Farm Guide (Read 3911 Times) | Previous Topic | Next topic > From Gwen Morse's Wiki So, you've made a new character in DDO. You've learned how to leave Korthos, find groups, use the conversation, (maybe) check your mail, and use Auction House. But, you can say that you don't get most of your character and you're not sure ~why~. DDO has a very sophisticated character building system and is easy to catch in some very dangerous traps. But, before we get into a list of Dos and Don'ts, lets you enjoy a video that rejoices in young people. From a noob-friendly alliance to Eva Online is recruiting video TEST: Newbies Welcome. Even if you don't know what a frigate, a web, a web, a neat, or a titan can be... you should be able to understand the feeling. Lets see if I can get themes from the Newbies Welcome video and apply them to DDO. Beginners aren't stupid. Beginners are new. Asking simple questions and feeling overwhelmed or insignificant is a regular part of any new game with complex traditions and mechanics. It is the responsibility of experienced players to help you and be patient with your questions. They were young once, and someone helped them. Frigates aren't useless. The frigates are priceless. First life and 28-point characters can do a lot and contribute to the epic elite content. Even easy to cultivate tools can be priceless. New players are not a burden. Young players are our biggest advantage. DDO newbies are the future of our game. You may be a beginner now, but if you stick with the game, you will eventually lead a raid, pass loot option to someone who will later tell stories about your generosity, be an officer in a guild, and open quests for elites for groups of clueless newbie toddling around the harbor. After enjoying the TEST video, let's take a walk on the wild side, and enjoy a World of Warcraft fan song and machinima. The lament of every caster: Why should I wear this big blue dress? DDO My Toons Some quick links to notes on my toons. Noobs should be prepared... Be a Boy Scout! I will do everything I can to be honest and fair, friendly and helpful, discreet and loving, courageous and powerful and responsible for what I say and do, and respect myself and others, respect authority, use resources wisely, make the world a better place and sister to every Boy Scout. The Girl Scout Act I understand this may seem a bit silly because most DDO players are men. I'm not going to do it. I was a Boy Scout, and I won my gold award. This is roughly equivalent to the Eagle Scout award available to scouts. Scouting has had a big impact on my life, and it has shaped many of my positive values. Even as a 40+ year-old matron, I live under the slogan Scout Be Prepared. This is my favorite explanation for the slogan: A girl scout is ready to help help necessary. The willingness to serve is not enough; you need to know how to do the job well, even in case of an emergency. Male or female, I think this is an excellent standard for use. When you know you want to be a better player, but you're not sure how... focus on preparing and learning work (a job can be a role, a class, a search, a raid) well enough to handle any emergency. Watch and learn. Watch how experienced people fix things that go wrong, and learn to do this for yourself. This will start with simple things like learning the map of a particular dungeon and maybe being able to predict where the traps are (so you can stop before you die on them) and eventually move on to things like being able to jump in when the main tank dies in a raid, or having enough UMD to move up all the dead folks and prevent a wipe. Start by step forward and helping the new girl. No matter how green you are, there's always someone even newer. Even something as simple as guiding a caster to a sanctuary that you have on your map from a previous run can be helpful. If thinking of Being a Girl Scout is likely to make you laugh too hard to take it seriously, just remember this: Like the dark side, we Girl Scouts have cookies! Come with us! Eachna's rules for Noobs Make choices that limit are a burden on the party, rather than trying to be an asset. Do not expect 100% of your treatment to come from therapists. Do not expect 100% of the trap response to come from trappers. Don't just expect arcane casters to provide crowd control, or only archers to provide fluctuating damage. DDO is designed to be a group-based activity, however, you should always work to be an asset to any group, rather than expect everyone else to take care of you. There are several ways to increase your self-sufficiency. Young players can easily put in the effort to be self-sufficient, which can make up a lot for the lack of experience with the game. Buy filters. There is a nice seller on Marketplace (aptly titled Filter Supplier) available to sell you a wide range of filters. Buy the best level of Cure filters you have access to (the redder the icon, the more it heals). Buy Curse Removal, Fear Removal, Disease Removal, Removal Poisoning, and Blindness Removal. Buy the restoration of the If you don't have platinum, buy 10 of each. If you have the cash, buy 100 of each. They're expendable, but they last a long time. 100 of each of these filters (except therapeutic filters) will probably take you to epic levels. If you can cast some kind of therapy spell on yourself, for God's sake, use it. Learn where the traps are and learn how to jump up/run through traps. Various types of traps can be avoided (mostly) by specialized movement. For example, some traps can be avoided if you run down the center of a room or embrace a particular wall/edge. Fire and acid traps can often jump over. Teh Teh Pin traps, and rotating blades traps can both be avoided by running over them after they have been fully extended. The consequence of this is not being an idiot and being a trap with your head. Don't just blindly storm down every runway because you jumped over a trap a few times in the past and must be the first to kill. If you don't have a good Spot, and there's a trapper at the party, step back a little bit and let them take the lead. I don't care how awesome you think you designed your character to be... If you died in a trap, you're useless until someone else helps you. As far as trappers are concerned, the difference between a trapper whose asset and a trapper whose weight is their equipment. Trapping is about equipment (both real trapping elements and other skill-enhancing equipment). +1 or +2 skill tools will not cut it to level 13. Trappers can normally





