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## Playguide

When you enter Britannia, you enter another whole realm of existence. You are born into the world equal to all others, but you must make your own way.

This playguide is designed to help you find your way through the world. Bear in mind, however, that the information on these pages is rough and highly subject to change, very rapidly and without notice. Please visit the website often for the most current how-to-play information.

## Starting Out

### **Moving in the World**

The first time you arrive in Britannia, you'll want to stretch your legs and look around a bit before doing anything else.

You move by right clicking. Place your cursor over a point on the screen and right-click. You will take a step towards the cursor.

### **Opening Doors**

Before you can move through a doorway, the door must be open. To open a door, double-click on it. If the door is locked, the game will tell you so.

### **Pathfinding**

Pathfinding is a movement option that lets the computer do some of the maneuvering for you, making it easier to get around simple obstacles. Place the cursor where you want to go, and double right click. The computer will figure out the most direct route to the spot and you will walk there, moving around simple obstacles like corners or tables.

Pathfinding will not automatically open closed doors or move obstacles for you, but it will take you through a door that's already open.

### **Continual Movement**

If you need to go more than a few steps in a given direction, you'll want to move continually. Place your cursor some distance away in the direction you want to go and right-click-and-hold. You will move off in that direction and keep moving until the click is released (or until you run into something). You can change direction by rotating the cursor around your position while holding a right-click.

### **Running**

You can run during continual movement. The farther the cursor is from you, the faster you move. To move at a slow stroll, keep the cursor just an inch or so away. To sprint, move the cursor out to the edge of your screen

## Keyboard Movement

You can also move using your keyboard. Hold the arrow keys or the outer numbers of the numeric keypad, and you will move in the corresponding direction.

## Overhead View

Sometimes, particularly in cities, you need a wider perspective than a single screen offers in order to get your bearings. As an aid to navigation, alt-R will call a scrolling overhead map of the immediate area. Pressing alt-R again makes the map larger (you can change this key command using the "overview" option in your macros).

This map shows buildings and terrain, but not individuals or creatures.

## Following

Hold ALT and left-click on another character to follow that character wherever he goes. Note that if you fall too far behind the other character (due to crowds, combat or rough terrain) the Follow command will cancel itself automatically.

To stop following, hold ALT and click on yourself.

*See The Character Window for more on macros.*

## What to do First

When you first arrive in Britannia you will be in a public area of a city you select. Your initial possessions will be a shirt, a pair of breeches or a skirt (depending on your character's gender), a backpack and basic equipment for your starting skills. Initial objects have no monetary value to any of the merchants in the game.



The first thing you'll want to do is learn how to move around, as described above. Practice in the starting area and in the street outside. You can also familiarize yourself with your Character Window and practice picking up and

moving around objects.

*See The Character Window and Buying and Trading.*

## *Counselors and GMs*

Britannia can be a big and confusing place, particularly if you've never played in a game like this before. To help you get started, there are counselors in each major city to give you advice. Counselors are players, like yourself, who are experienced and knowledgeable about the game, and who have volunteered to take some time off from their normal adventuring characters to supply advice to those who need it.

Counselor characters cannot be harmed, and they cannot attack others. There are counselor guildhalls located in every major city of Britannia. Because counselors are volunteer players, ORIGIN cannot guarantee that a counselor will be available at every counselor's hall all the time. They may be especially rare during off-peak hours.

ORIGIN will be periodically recruiting additional counselors. If you are interested in becoming a counselor, watch for announcements on the website.

GMs (game masters) are professional OSI customer service employees who monitor the game 24 /7 and keep things running smoothly. In the game, GM's have almost unlimited powers. There is a "Call GM" button in your Character Window. However, this button is for emergency use only.

GM's should be called when:

- A flaw in the game itself has your character completely unable to take any normal action.
- A player is flagrantly abusing the game's Code of Conduct.

GM's should not be called if:

- Your character has been killed.
- Another character is attacking you (verbally or physically) in a way that does not specifically violate the Code of Conduct.
- You find an apparent bug that does not make it impossible for you to progress in the game.
- You have a complaint about the game.
- The game is running slow.

If you have a complaint or suggestion, or find an apparent bug, ORIGIN asks you to please submit it via E-mail to [support@owo.com](mailto:support@owo.com). All such reports will be read and acted upon as necessary.

## *Establish a Nest Egg*

You'll need some money. The way to do this is to start trading. Find any small items that might be available (there will be something there, if you look hard enough), and then find a merchant who might need something of that sort. If you try to pick up something that already belongs to one of the non-player characters in town, the game will ask you if you're sure you want to steal it when you pick it up. Do not try to steal anything unless you have the appropriate thieving skills — you're unlikely to survive the experience!

If you talk to merchants and other non-player characters (NPCs) they'll tell you what they need most. Be prepared to spend some time on this —it's not easy to build up a nest egg. Note that shoplifting from local merchants is not the best way to build a

nest egg — even if you get away with it, merchants can usually spot a “hot” piece of merchandise appropriated from a fellow tradesman’s display.

Remember that because supply and demand is an important part of the virtual economy, shopkeepers will not automatically buy everything you try to sell. Shops can become overstocked with items, and while they will “sell back” overstock at regular intervals, they will not be interested in buying anything that’s currently overstocked. Furthermore, shopkeepers will pay less for items they already have plenty of. One good way to gauge the “market potential” of a shopkeeper is to say “buy” to get a look at the shop’s current inventory. Any items that seem particularly scarce will probably command a premium price, while items that show up a lot will command a cheap price, or none at all.

If the market for a certain type of wares becomes glutted in one town, the best thing is probably to seek out a better market in another town. If you feel that you’re not yet ready to venture out of town, perhaps a more experienced character could be convinced to act as a “middle man,” paying you for your wares so he can sell them in another town at a profit.

*See Talking to NPCs.*

### ***Build Up Your Skills***

While you’re gathering cash, you can also work on your skills. You have a base ability in most skills, but you’ll need to improve several of them if you’re going to make it in the wilds of Britannia. The best way to improve skills is by practice — every time you try to use a skill, there’s a chance that your ability in that skill will improve. Practice might include honing your martial skills on practice dummies (provided as a public service in the major cities) or small animals (a.k.a. “bunny bashing”) or, if your interests lie in that direction, attempting some petty larceny to improve your thief skills. An added advantage of “bunny bashing” is that it can provide you with meat, pelts or (if you try “birdie bashing”) feathers, all commodities that can be sold on the open market.

*See Character Advancement.*

A second way to improve your skill levels is by observing those who are better than you. You can improve your skills by observing either NPCs or other players’ characters (PCs). The maximum you can improve your skill by observation is to 33% of the skill of the character being observed. For example, if you followed a cook with Cooking skill of 70 around the kitchen for a few days, you could increase your cooking skill up to 23. Of course, there’s no way of telling the exact skill level of another character, so you’ll have to monitor your own progress while learning by observation, to make sure you’re still improving.

Once you have a bit of disposable income, you will be able to request training from NPCs. If you ask, an NPC will tell you his best skills, and for a suitable fee will provide you with one-on-one tutoring.

You should know that advancement is slow in Ultima Online, particularly when compared to ordinary fantasy quest games. Also, while it is possible to train up a specific skill to very high levels by obsessive or mechanical practice, this will do your character little good in the long run, as your other skills will suffer for it. Maxing out a single skill is no substitute for actual experience in the game’s “real world.” The

point is not to pump your stats to the point where you are unstoppable; the point is to immerse yourself in a role until you fully master it through hard-won experience.

### ***Upgrade Your Equipment***

Once you have a few coins in your pack, you can start getting some basic adventuring equipment. You'll want to buy some footwear and probably some leather armor. You'll probably want a better weapon than your "practice weapon." If you want to specialize in magic you'll need a spellbook and some reagents.

*See Buying and Trading.*

*See Traveller's Guide, and then select Magic.*

### ***Make Friends***

The most important thing for you to do until your character is ready to leave town is get to know other player characters, because:

1. The best thing about playing in a game with thousands of other people is getting to meet some of them, and
2. When you do leave town to go adventuring, you don't want to go alone.

The most important thing to remember when dealing with other PCs is that they are real people. They have feelings, opinions and freedom of choice. This suggests a few things.

1. Be friendly. Remember that with a new character most of the people you meet will be tougher than you will. Don't annoy them.
2. Don't be pushy or demanding. Nobody has to help you. It's up to you to make them want to help you. If you're lucky you might get somebody to help you get outfitted for your first adventure, but they won't want to help you if you come across as a whiner or a beggar.
3. Don't be too trusting. Not everybody you talk to will have your best interest at heart. Watch out for people who are too eager to get you in a secluded area or out of town — they might be up to no good.
4. Don't get mad. If you get tricked, ambushed or set up, don't take it personally — it's just roleplaying. Chalk it up to life experience and don't be fooled the next time. (Of course, if your character wants to start plotting revenge against his or her character that's fine — just remember it's all a game.) Likewise, if somebody is being obnoxious, insulting or offensive, don't let him bait you. Ignore him. (See "Campaign Configuration," below, for information on the Ignore feature.)

The above warnings aside, you should find most other players to be just as eager as you are to meet new people, engage in friendly conversation and plan adventures. This cooperation with other players is the true heart of Ultima Online.

### ***Notoriety***

As you progress through the game, you'll find that not only will your stats and skills change and develop, but that your actions will have consequences in the wider world. If you become known for virtuous, honorable deeds, people will start to recognize you

as a heroic figure, but if you make a habit of dishonest and dishonorable behavior, your reputation will suffer. This is called your Notoriety.

If you start to notice that NPCs are treating you with more respect, it's probably because your Notoriety as a virtuous hero is on the rise. If people start treating you with suspicion and hostility, it's very likely because you're acquiring a reputation as a villain. It is possible to acquire such an odious reputation that you will be outlawed entirely, and guards in all civilized cities will attack you on sight. However, this represents a truly extreme example of negative Notoriety, which requires a long career of concentrated villainy to achieve. As your notoriety increases or decreases, you will find it reflected in the titles your character acquires.

*See Titles.*

## **Cities vs. the Wilderness**

In general, cities are a safe place to be, even for a weak and inexperienced character. There are no monsters and no wild animals running loose in a city. Most NPCs are friendly, and the few that aren't will not react violently except under extreme provocation.

Some PCs might be concealing evil thoughts about you, but even then you have some protection. If a PC attacks anybody (PC or NPC) in a city, anywhere within the view of any NPC, the guards will be summoned and the miscreant will be dealt with accordingly. (The moral to this story is to keep to public places when talking to strangers.)

If somebody attacks you or you catch them trying to steal from you, you can also call the guards themselves. Just type "guards" and press ENTER (a Macro can make this process even faster). Note that in order to call the guards to attack a thief, it is not enough to simply suspect the thief, or to notice something missing from your inventory. You must actually get a message from the game saying you detected the character trying to steal from you.

In the wilderness, however, most people and creatures you meet will be hostile. Other PCs in the wilderness may be friendly or unfriendly, but if they're the latter there's nothing to restrain them except your fighting skills and those of your companions.

There are two things to keep in mind the first time you venture out into the wilderness.

- 1.You are very likely to die.
- 2.This is OK.

Death and Resurrection are just part of character development. You're not seriously penalized for dying, and it's not really difficult to get resurrected. Your skills do deteriorate at a faster rate while you're dead, so it's a good idea to get raised as soon as possible. But the worst thing about dying is that You Can't Take It With You. All your hard-earned possessions will stay right where you fell, until someone or something comes along to claim them. For this reason it's always a good idea to go adventuring with companions you can trust. If you fall, they can gather your stuff and either stay with it until you return from the Other Side or take it with them and return it to you when next you meet.

*See Resurrecting Your Character.*

If you want to go adventuring and there are no other PCs available at the moment, you can always buy a dog or hire a mercenary. Either sort of companion will stay with your stuff and guard it while you're dead.

## **Trade Guilds**

Each of the major towns in Britannia is home to one or two trade guilds. If you belong to a guild, you get a 10% discount on all transactions with other guild members.

To join a guild you must go to the guildhall, find the guild master, and pay him 500 gold for membership in the guild. You can only belong to one guild at a time — if you join a second guild, you lose your membership in the first.

### ***PC Guilds and Groups.***

There are also PC organizations called "guilds." These are groups of PCs banded together for a common purpose, or for mutual protection. See "Guild Halls" on our website for a complete list of currently active PC Guilds and Groups.

# Your Character

## Inventory

Your inventory includes your clothes, armor, weapons, gold, spellbook and other miscellaneous items. In general, your inventory is manipulated through your Character Window (see below). There are some specialized functions — notably spellcasting and spending money — that will automatically delete appropriate items (reagents and gold, respectively) from your inventory.

*See Buying and Trading for more information on trading.*

*See the Traveller's Guide: **Magic**, for more information on reagents and magic.*

### *Identifying and Picking Up Items*

A single click on any item in the game will identify that item. (Note that throughout this document, "click" or "double-click" refers to a left click, while right-clicks and double right clicks are so identified.)

To pick up an item in the game (assuming, of course, the item can be moved) just click-and-hold. It's now in your possession. To add it to your inventory you can release it over your character, or drag it directly to your backpack window or the backpack in your character window (if either is open).

Because some items in the game are very small, and might be difficult to click on precisely, items in your inventory will highlight when your mouse is in the correct position to click on them.

**Stacked Items:** Some items in the game (notably gold) are "stackable." This means that all the items of that type in your inventory appear as, and move as, a single item. If you want to do something with only some of your money, etc. (or just drop some money somewhere), click and drag the stacked objects in your backpack to whomever or wherever you want to leave it. It will appear as a window telling you how much you have at the moment. You can space over the amount and then enter any lesser amount. The amount entered will remain on your cursor, while the remainder will be returned, as a stack, to your inventory.

### *Using Items*

Double-click on an item to use it. For example, double-click on a book to open and read it.

Sometimes you will need to use one item on another item. For example, you might need to use a spinning wheel to change wool into yarn. In this case, you would double-click on the raw material (the wool) and then immediately single-click on the item being used (the spinning wheel). If your tailoring skill is sufficient, the wool will change into yarn. Any time you try to use an item that requires multiple stages or other items to use properly, the game will give you a prompt message to guide you to your next step.

## *Dropping Items*

At any time you may remove items from your inventory and “drop” them almost anywhere on screen (if you happen to try to drop an item at a spot where it can't be dropped, an “error” noise will sound). A dropped item will stay where it is until somebody picks it up. Dropped items tend not to stay around for long, however — not only are other PCs likely to be interested in your discarded possessions, but NPCs are also always on the lookout for items that meet their current needs.

## **The Character Window**

All the information about your character, as well as most of the game options, is accessible from your character window. To open the Character Window, double click on your character.

### *Clothing/Armor/Weapons*

The Character Window shows a close-up view of your character, including the clothing or armor currently worn and any weapons you may have at ready. Click on any weapon or item of clothing to identify it.

To change one weapon or item of clothing for another, just drag the old item (if there is one) to your backpack or the ground, and then drag the new item to the appropriate part of the diagram and release.



### *Backpack*



Most of the things you own, including gold, your spellbook, and trade items, will go in your backpack. While it is possible to remove and discard your backpack, this is a very bad idea — you'll have no way to carry around money, bandages, food, potions or any other essentials.

Double-click on the backpack icon to the right of your character in the character window, and a separate backpack window will open,

showing you all the contents of your backpack. Once your pack is open you can remove items to use by clicking and dragging.

### *Spells*

The backpack is particularly important to spellcasters, because some of the most important aspects of magic involve the backpack window.

First, your spellbook is usually kept in your backpack. To cast a spell, go to your backpack window, open your spellbook, and highlight the spell you wish to use. Spell

scrolls may be kept in your backpack or written into your spellbook (drag the scrolls over to the book).

Second, the backpack is where your spell reagents are kept. Whenever you cast a spell, the required reagents are automatically removed from your inventory.

### ***Guide Book***

Click on the Guide Book icon to open your web browser to the Ultima Online web site. You will stay logged in to the game while the browser is open.

### ***Call GM***

This button will alert the Game Masters that you need their attention.

Based on demand, it may be several minutes before a GM can answer your call. GMs are to be called only in case of emergencies.

**See What to do First, for more information on the function of GMs**

### ***Options***

Using this button can access these important game options. There are four different screens you can access. Each of the configuration screens has the following buttons:

- Cancel. Cancels all changes made on the screen since it was opened or saved.
- Save. Permanently saves all changes made on the screen since it was last opened or saved.
- Default. Erases all previous changes, returning the screen to its pre-set default values.
- Apply. Saves all changes for the duration of the current play session.

### ***General***

This screen allows you to set how your speech will appear to others, and personalize the game's sound settings.

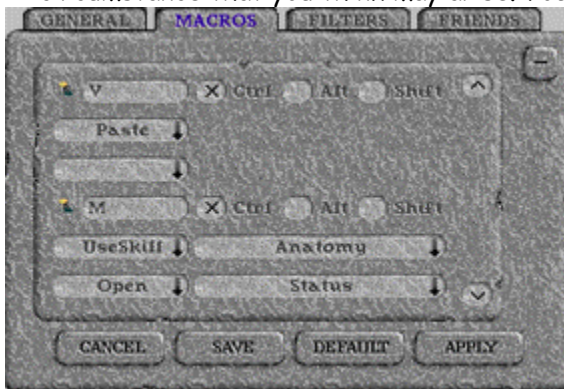
- Change Speech Color allows you to set the color in which your words will appear when you speak. Selecting this option will present you with a color grid and a brightness bar. Click on the color grid at the color you want then slide the brightness bar to set the intensity of the color. Left is darker, right is brighter. Some sample text will change color to allow you to check your selection.
- Change Emote Color allows you to display pre-set text in a second color. You can switch from your speech color to your emote color using a Macro (see below). The emote color is set exactly like the speech color, above.
- Full Screen Toggle allows you to switch from a window to a full-screen display.



- Sound On/Off is a toggle that you can set depending on whether or not you wish to hear sound effects. A Volume bar is beneath it that can be set by sliding.
- Music On/Off allows you to toggle music on or off. A Volume bar beneath it can be set by sliding.

## Macros

Macros are an important feature of the game that allow you to fully customize your interface. Macros let you string together complex command combinations to fit any circumstance that you think may arise. You can have as many Macros as you like (at



least until you run out of key commands), and a Macro can contain as many actions as you wish (of course, the more actions a Macro has, the less likely it is to be useful on a regular basis during play).

To enter a new Macro, go to the bottom of the current Macro list, where there will be an empty command field. Enter the key you

want to use to trigger the new Macro (numbers, letters and punctuation may be used). You may also toggle the ALT or CTRL keys on or off, so, for example, if you wanted to enter four Macros for use in battle, they could be triggered by "B," "CTRL-B," "ALT-B," and "CTRL-ALT-B." Once you've selected the trigger, a field will open up where you can enter the commands that will make up the Macro itself. Click on the field to see a list of available options. Each time you set an option, a new command field will open up for any further commands you wish to apply to your Macro. When your Macro is done, just stop adding commands and Save, Apply or move on to the next Macro.

The following commands are available in the Macro window:

### Speech

- **Say.** Selecting this command will open a text window where you can enter a line of dialogue that your character will speak when the Macro is used.
- **Emote.** As Say, but may be a different text color than normal speech (see "Change Emote Color" above). Also, any Emote text will be placed between two asterisks, for example \*grin\* or \*Broods darkly\*. The traditional function of emote text is to convey actions, attitudes or emotions rather than simple speech.
- **Whisper.** As Say, but whispered text (i.e., "Psst, wanna buy a chicken?") can only be seen by characters immediately adjacent to you.
- **Yell.** As Say, but yelled text (i.e., "HELP!") can be viewed by any character up to a screen and a half away.
- **Paste.** Pastes text from your Windows clipboard into a book or speech. **Note:** Text length is limited. Speech can be only a few words, while books can receive a few sentences.

## Motion

- **Walk.** Opens a menu of compass directions from which you can choose. (Using this command causes your character to face and take a step in the selected direction.)
- **Open Door.** Opens any door that happens to be within reach.
- **Bow.** Your character will bow from the waist.
- **Salute.** Your character will perform a military salute.

## Window Commands

- **Open.** Opens one of your informational windows. Selecting this option will present you with a list of windows from which to select.
- **Close.** Closes the selected window.
- **Minimize.** Minimizes all open windows. Note that your backpack and spellbook windows cannot be minimized, and therefore will not be affected by this command.
- **Maximize.** Fully opens all minimized windows on screen.

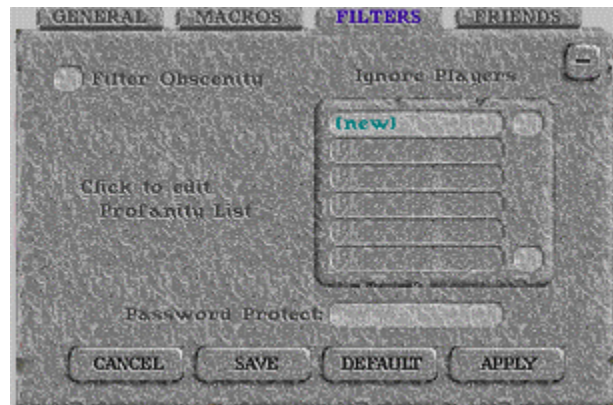
## Miscellaneous

- **War/Peace.** Toggles you between war mode and peace mode. (See the character window for an explanation of War and Peace modes.)
- **Use Skill.** Presents you with a list of all applicable skills, from which to select the specific skill you want to try to use. This command can only be used to initiate those skills which are normally begun from the skill list in your character window, it does not apply to skills which are initiated by using a specific item or taking a certain action. (See Using and Improving Skills for more information on initiating different skills.)
- **Cast Spell.** Presents you with a list of all the spells in the game, from which you must select the specific spell you want to cast. It's up to you to ensure that the spell you select is, in fact, one that you actually know how to cast.
- **Last Spell.** Attempts to recast the last spell you cast.
- **Last Object.** Uses the last object you Used again.
- **Quit Game.** Disconnects you and closes the game.

## Filters

These parental control options allow you to screen out objectionable speech from other players.

- **Filter Obscenity.** Clicking on this option will cause the game to render most common vulgar words as random strings of punctuation, i.e. comic-strip style "swearing." Click again to toggle the filter off.
- **Ignore Players.** When a character's name is added to this list, that character's speech will no longer be visible to you.
- **Click to Edit Profanity List.** Gives you access to the list of filtered expressions, from which you may add or remove words or phrases.
- **Password Protect** This option allows the primary user of the game to set a password to lock other users out of this screen. E.g., it allows you to keep a child from turning off the obscenity filter or viewing the profanity list.



## Friends

This screen makes it easier for you to find out if your friends are online, and lets you set a level of privacy for when you're online.



*Note that the Friends window does not have an Apply option.*

- **Friend Notification.** This is a list of characters whose presence you will be alerted to if you're both online at the same time (if they are permitting you to be notified). If your friend's name appears on the list in green, they are online at the moment. If it appears in red, they have not given you notification access to their character.
- **Permit Notification.** This is a list of characters that may be alerted to your presence if they've put you in their friend notification list and you're on at the same time.
- **Permit All** This button may be used instead of Permit Notification, if you wish to allow anybody to be notified of your presence.

## Journal

The Journal button opens a scroll-shaped window that contains a written record of your most recent conversations during the current play session. You can resize the Journal window by clicking on the tab at the bottom, then adjusting the size of the white outline.

## ***Skills***

This button opens a window listing all your skills and their ratings. Expect the ratings to change over time as you improve or forget skills.

Skills are arranged by category: Miscellaneous (craft skills), Combat Ratings, Actions and Lore and Knowledge. Click on a category to display your ability with all the skills it contains (the abilities listed are modified by your stats, giving you a positive rating even in skills you didn't put starting points in and have never practiced). If you wish to group the skills you use most often together, click on New Group at the bottom of the skills scroll. You may then drag any skills you wish into the new group.

Once you establish the new group, you can rename it by highlighting the words New Group and typing over them. You may make multiple new groups if you wish. You may delete any of the four default groups by completely emptying it of all the skills it originally contained.

Many of the skills listed have a blue jewel next to their listing. This means that in order to be used, the skill must first be evoked from this scroll. To evoke a skill, open the scroll and click on the blue jewel. (You may also create Macros to evoke specific skills.)

For more information, see the Traveller's Guide, then select Skills.



## ***Strategy***

This option is currently inactive. It will be added at a later date.

## ***Peace/War Toggle***

Clicking this box will take you from Peace mode to War mode and vice versa.

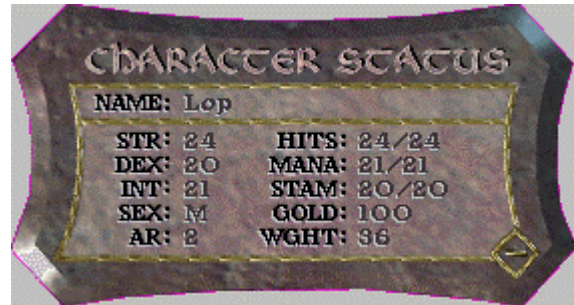
*See Fighting for more information.*

## *Status*

This button opens a window to display your character's Vital Statistics.

In addition to the basics: Name, Strength (Str), Dexterity (Dex), Intelligence (Int) and Sex, this window contains several other important pieces of information.

Note that there are two values for Hits, Mana and Stam (Stamina). The number on the left is your current maximum possible in these stats, while the number on the right is your actual status at the time you open the window. By comparing the two numbers you can see just how tired or wounded you are, or how far your magical energies are depleted.



The remaining information on the status window includes:

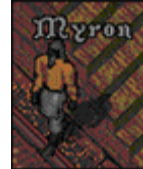
- **Armor Rating (AR)**, which provides you with a general idea of the protection afforded by your current armor and clothing. Note that damage is allocated to specific locations on your body, so a high armor rating won't help you if you're hit in an unarmored location.
- **Gold**, the amount of cash you currently have on your person.
- **Weight (Wght)**, the total weight of all clothing and inventory items (in "Stone," the standard Britannian weight unit).

# Talking and Trading

## Talking to NPCs

Before you can talk to an NPC in the game, you must first get his attention. The best way to do that is to face the NPC you wish to address and say his (or her) name out loud. You can find out an NPC's name by clicking once on him. If the area isn't too crowded, a simple "hey" or "hello" will suffice just as well as the NPC's name.

You don't have to speak in complete sentences to NPCs, but ending each statement you make to them with appropriate punctuation might avoid some possible confusion. You can ask NPCs about their job (watch out for those who might try to duck the question), about the local area, or about any current news or rumors. You can also ask them if they've seen or heard of other PCs. Often, NPCs have some specific need; for example, a baker might be low on wheat to make flour. They'll be happy to inform you of such needs, and will pay well if you can fulfill them.



Your current Notoriety will affect how the NPC responds to you. Also, some NPCs just have better dispositions than others.

Finally, note that NPCs like a certain amount of personal space. If you stand too close to them they're likely to ask you to back off.

## Talking to Other Players

There's no particular trick to talking to other PCs who are present. Just type in your remark, press ENTER, and they'll be able to see it. Whether or not they notice or acknowledge what you're saying is up to them. There are three flags that can change the way your text is viewed.

If you type a colon ( : ) and a space before your text, that text appears as an emote. Emote text can be set to a different color than regular speech, and is usually used to indicate gestures, expressions or emotions. For example,

- : Looks disgusted.
- : Gazes at you with rapt attention.

If you type a semicolon ( ; ) and a space before your text, that text appears as a whisper, and can only be seen by characters immediately adjacent to you. For example,

- ; I don't like the looks of that guy.
- ; Psst. Wanna buy a chicken?

If you type an exclamation point ( ! ) and a space before your text, that text appears as a yell, and can be seen by characters even beyond the edge of the screen. For example,

- ! Leo, where are you?
- ! Stop, thief!

Finally, it should be noted that in Ultima Online, as in most text-based net communications, typing in ALL CAPITAL LETTERS is considered to be "shouting." While typing in all caps is fine in a "yell," or if you're trying to address a whole group, it is considered rude in ordinary conversation. You should cultivate the habit of turning your Caps Lock key OFF while playing UO.

There is no way to send a long-distance message to another PC within the game (unless you possess certain magical items that bestow this power), but you can set the game to notify you when a Friend logs on.

*For more on Friend notification, see Campaign Configuration.*

## ***Communication Crystals***

Communications crystals allow people to communicate over long distances. They have a limited number of charges, and can be recharged by using gemstones.

### **Sending:**

Each crystal can broadcast a message to several crystals. To link a crystal to send to another crystal, use the sender crystal and target the receiving crystal.

Communication crystals ("com crystals") can only be linked to other com crystals.

**To turn on a crystal**, use the crystal to target itself. It will turn red. Do the same thing **to turn the crystal off** (it will turn green again).

When a crystal is on, it will send anything that is said around it to all crystals it is linked to. Each message sent to a crystal will cost a charge (ex: a crystal linked to 3 other crystals will use 3 charges each time something is spoken around it).

If a crystal is on and inside a backpack or container, it will still send messages.

### **Recharging:**

To recharge a crystal, use the crystal and target a gemstone. The crystal will destroy the gemstone and regain some charges. Different types of gemstones will emit varying amounts of charges (generally, the more expensive the gemstone, the more charges it gives). Crystals can hold a max of 200 charges, and the crystal will not accept any extra charge beyond 200.

### **Receiving:**

When someone sends a message, the receiver crystal will bark their name and their message if on the ground. If a player contains the crystal, the player will see the message as a system message at the bottom of their screen. Receiving a message does not use any charges on the receiving crystal.

## ***Tavern Message Boards***

Each tavern in the land contains a message board where you can leave messages for other players.

If you check a tavern message board, you will see a list of current messages, threaded by topic. You can start your own thread (using the "Post Message" button on the main board) or reply to an existing thread (from within the message you wish to reply to). Messages left in taverns will be cleared out after a suitable span of time.



Tavern message boards also contain an automated record of recent player vs. player killings in the area, and are often the source for information about current adventure and commercial opportunities.

## **Buying and Trading**

A major part of character development in Ultima Online is buying, selling and trading with NPCs and other PCs.

### ***Buying and Selling***

To buy or sell from a merchant, say Vanessa the general-store proprietress, just say "buy," "trade," "shop," "merchant" or a similar commerce-related word to her. This will bring up two scroll-shaped windows. The window on the left is Vanessa's stock of items for sale; the one on the right is your "shopping bag." To select an item to buy, double click on it in her scroll to transfer it to yours. If you want to buy more than one item of a given type, use the + and - buttons to increase or decrease the quantity (you can also increase the quantity by repeatedly clicking on the object). When you're ready to buy, click on the button with the check mark. If you have enough money to cover your purchases, the items will be added to your inventory and the money will be automatically deducted from your total. (If you don't have enough money for the transaction, a prompt will tell you so.)

To sell Vanessa something, say "sell" to her. If you have nothing of interest to her for sale, she'll tell you so. Otherwise, the trading window will open, but this time the left window will display all the items in your inventory that Vanessa would be interested in buying, with her offering price. Double-click on each item to transfer it into her "shopping bag" and offer it. When you've transferred everything you're interested in parting with, click on the check mark. The items will vanish from your inventory to be replaced with the agreed-upon amount.

There are two reasons Vanessa might not be interested in buy something she's bought before. First, she may be too short on money to offer you a fair price, or second she may be overstocked on that particular item. In the former case she'll buy again once her cash reserves improve, and in the latter once she sells off her overstock. Both events will happen automatically after a certain interval, although a PC making a purchase can also provide a temporary fix to either situation.

## ***Trading with Other Players***

If you want to trade items or purchase something from another PC, take the item you wish to offer in trade, and drag it over the other character on the screen and release. This will open up two scroll-windows, one for you and the other for the character you're dealing with. To conclude the transaction, both parties must click on the check button on their scroll windows. This makes the transaction secure. If Josef promises to trade you your hat for his boots, he cannot grab the hat and run until you have the boots securely in your possession.

If you want to give something to Josef for free, it works the same way. You just don't need to wait for him to give you something before ending the transaction. Likewise, a cash transaction is treated as a trade where one party offers an object and another offers money.

## ***Stealing***

There are several ways to steal something from another character.

Say you're trying to steal from Mean Ol' Stig. Just using your Stealing skill, then clicking on Stig will (if you are successful) transfer a random object from Stig's inventory to yours.

If, however, you are after a specific possession of Stig's, you have to double-click on his character onscreen. This will open a character window showing a close-up view of your victim. Double-click on his backpack to open it. At this point the game will check your Snooping skill to see if you've managed to check the backpack without getting caught. If you are caught, Stig will attack, call the guards or take other appropriate action. If you do succeed, but find Stig has nothing you want, you can break off without further risk by right clicking on the backpack.

Once his backpack is safely open, you can try to use your Stealing skill and transfer his possessions to your inventory. If the stolen item makes it into your inventory without incident, the crime was committed successfully.

*For additional information on skills, see Advancement.*

Stealing has a third use. If you try to pick up something that belongs to an NPC, the game will inform you of that fact and ask if you wish to steal the object. If you do, the game will check your Stealing skill. If your skill check fails, the guards may be called if there are any witnesses to your action.

## ***Banking***

Once you're in that happy zone where you possess more money than you can (or wish to) carry, you can start keeping the bulk of your wealth in a bank. Every citizen, including yourself, has a bank account (although of course your account will be empty when you start playing). Banked money is 100% secure from theft. To conduct most banking transactions, you must find a banker NPC.

If you need money from your bank account, just type "Withdraw \$\$\$" (where \$\$\$ is the amount of money you wish, as in "Withdraw 100") to the banker. The money will be transferred to your backpack.

To check your available funds, type "Balance" or "Statement" to the banker, and he will tell you your current balance. You can deposit money into your account just by dragging it from your backpack to the banker.

For very large purchases of 2000 gold or more (a house or ship, for example) where it would be difficult or impossible to carry sufficient cash on your person, the architect, shipwright or other tradesman can transfer funds directly from your bank account even without a banker present.

### *Safety Deposit Boxes*

All players have safety deposit boxes available to them at any bank. To open your safety deposit box just go to any Banker and say "Bank". This will give you direct access to your safety deposit box. Thereafter you may gain access to your box at any bank to either store or retrieve belongings. Only you can open your safety deposit box, making it a very safe place to stow your valuables.

When you build a house or boat, a duplicate key is automatically deposited to your box. Also, if you die and are resurrected you can still retrieve valuables deposited prior to your death.

## Houses and Ships

Once you, or your adventuring group, has acquired a high degree of financial security, you may wish to invest in a house or a ship.

### *Houses and Castles*

Houses come in all sizes, from two different styles of tent to a very large castle. The larger homes are extremely expensive, and are more suited as the headquarters for a large guild than as a private residence. You can even buy shops, which come complete with all equipment needed for an operation of the appropriate kind, like forges, spinning wheels or flour mills.

Houses may be purchased from an architect. If you're buying a large house or castle on behalf of a guild or other group, you'll first want to get the other members to transfer sufficient funds into your bank account to cover the purchase. Because of the large sums involved in real estate purchases, architects can draw funds directly from your bank account. Provisioners are also known to sell houses and ships of the smaller sorts.

When you trade with an architect, you'll see a menu of house types and prices. Once you've made and paid for your selection, you'll receive a deed for a house of that kind. Watch out for bandits and pickpockets, you do not want this deed stolen.

Once you have your deed, you'll need to select a site for your new domicile. Land in Britannia is free, outside the cities, as long as the king's right-of-way is respected. That is, houses may be built in any unoccupied location outside a city, except over roads. Of course, a site must be clear of trees or other large obstacles before it can be occupied (underbrush and other light vegetation is OK).

Once you've decided where you want your house to be located, stand at the spot you envision as the midpoint of the house's southern wall (the wall toward the bottom of the screen) and Use the deed. A translucent outline of the building's walls will appear on screen with a targeting cursor within it. Once you've got the outline situated where you want it, click and the house itself will appear.

A new house will not be locked, but the key will be placed in your backpack, while a duplicate will be deposited to your safety deposit box. There will, of course, be no furniture. Furnishings will have to be acquired and transported in separately. There will also be a plaque by the front door. Use the key on the plaque, then type "set name" and the name you wish to give the building. You can enter your name ("Yurgi Bloodaxe, esq."), the name of your guild or organization ("Weird Sisters Guild"), the house's name ("Gloaming Gables"), or whatever. When you have a name you like, use the key on the plaque again to lock the name in place.

If you buy a tent, there will of course be no door to lock. However, all tents do come with a locked chest.

## *Home Security*

If you want to give people other than yourself (say, for example, the rest of your guild) access to your house, you'll need to make duplicate keys. You can buy blank keys and key rings from a locksmith or provisioner. Use your original key on the blank to create a duplicate key. Making duplicate keys is an action based on Tinkering skill, so it's advisable to acquire a reasonable familiarity with Tinkering before you plan on making extra keys.

Your house key can be stolen by a sufficiently skilled thief (or if you and your companions are slain), and your house's lock can also be picked by a good lockpick. Therefore, it's suggested that if you want to keep your valuables in your house you also hire some guards or train some pets to watch over them. Despite these risks, your own house is still the safest place in the game to keep valuable belongings, outside of on your person.

Your house cannot be harmed by violence, but abandoned houses decay, and will eventually fall down and vanish (this is necessary to keep the wilderness from disappearing beneath the abandoned homes of defunct players). Each time you visit your house, however, it's restored to full repair. If you're going to make the major investment of buying a house, make sure to plan on regular maintenance visits. If you're going to be away on a long quest (or if you know you won't be able to log on to the game for a substantial period of time), you should give a copy of your key to a trusted friend who can "house-sit" for you.

## *Ships*

Ships are bought and built much like houses. A ship is purchased from a shipwright, who gives you a deed which must be Used by the ocean shore to build the actual ship. Make sure that when you build your ship, you do so in a location from which you can actually reach the ocean! Ships cannot, for example, pass bridges.

Ocean-going ships in Britannia are quite formidable. Even the smallest will hold six characters comfortably and more than a dozen with some crowding, while the largest ships can easily accommodate dozens of passengers and crew.

To come aboard or disembark from a ship, click on the side of the ship to extend the gangplank (you can retract the gangplank by clicking on it again). Double-click on the gangplank to come aboard, or just walk off it to go ashore. The ship comes with a key that can be used to lock each gangplank and prohibit access to the ship from shore. Ships can be commanded by any PC on board, and they can be boarded from any other nearby ship; therefore it is vital for you to hire enough guards to protect your ship from strangers when you're not around.

Ships can carry cargo. The cargo hold is a container, like a huge backpack. You can put lots of stuff in a cargo hold, but you can't stay in it yourself. All characters on board a ship will have to stay out on the decks for the duration of the trip.

You can name your ship by telling your Tillerman (*see "Navigation," below*) "Set Name Text" where Text is the name you select. The Tillerman can also "Remove Name" or tell you the ship's name if you ask "Name."

## *Navigation*

Your ship is steered by a Tillerman, an NPC who never leaves the ship's helm. Tillermen are known for their salty stories.

Tillermen are not fighters, and will obey the orders of anyone better armed than they are (i.e., any PC on the ship). Specifically, the Tillerman will respond to commands from the character (PC or NPC) closest to him. It is a good tactic in battle to station an NPC guard next to the Tillerman to prevent him from obeying orders shouted by passing enemies.

The Tillerman will respond to the following commands:

### **Navigational Commands**

- **Unfurl sail, forward** (moves ship forward).
- **Furl sail, stop** (stops current ship movement).
- **Drop anchor, raise anchor** (toggles ship movement on or off).
- **Turn left, starboard, left, drift left** (left turn).
- **Turn right, port, right, drift right** (right turn).
- **Forward left, forward right, backward left, backward right, back left, back right backwards, backward, back** (move as indicated).
- **Turn around, come about** (turn around and proceed).
- **Slow forward, slow left, slow right, slow backwards, slow back** (move as indicated).
- **One forward, one left, one right, one backwards, one back** (move slightly ahead or back, then stop).

These commands are for close maneuvering, but for long voyages it's much easier and more efficient to chart out a course on a map.

### **Charting**

Any map, including maps drawn by PCs with the Cartography skill, can be used to navigate on any body of water it shows.

Each map has a button you can click on to chart a course. Once you're in navigational mode, you can click on the map to stick "pins" in it. The ship will move from one "pin" to the next, in the order set. You can remove a "pin" by clicking on it and dragging it off the map, and the course will automatically adjust itself around the change.

The ship will move only in a straight line between "pins." It will not automatically skirt a coastline, you must set a course that takes it around the coastline.

If you try to chart a course that ends on land or passes over land, your ship will run aground and you will not be able to proceed any further on your charted course. You will need to plot a new course that avoids the obstacle.

Once you've charted the course, give the map to the tillerman. He will immediately give it back. While on the voyage, he will respond to the following commands.

- **Start** (embark along the charted course and continues until finished or stopped).
- **Continue** (resume course after a stop).
- **Goto #** (where # is the number of one of the pins, the ship sails directly to that point, then continues on with the remainder of the plotted course).

- **Single #** (where # is the number of one of the pins, the ship sails directly to that point, then stops).
- **Nav** (the Tillerman will tell you which pin on the map you are currently in route to, if any). A masterless ship faces a dark fate indeed. If all PCs on board log off in the middle of a ship voyage, and don't come back soon, their ship is in serious danger. If you planned ahead and set a good course that ends near a coastline, you'll be all right; the ship will probably complete its voyage safely, and you'll appear on deck the next time you log on.

However, if you didn't leave orders that will take your ship near shore, your ship will founder and eventually sink if left unattended for several hours (real time). In this case, the ship is lost with all cargo and NPCs, and all PCs that were aboard will appear back at the last land they set foot on the next time they log on. *Yes, it's entirely possible to be "stranded on a desert island" with no way off except to wait for another ship to pass by.*

Even if left safely at anchor, a ship could well vanish without a trace if its master is gone for too long. This is very unlikely to happen in a crowded port, but much more common on wild stretches of coastline. It is not sufficient to simply leave a few NPC guards on duty (though this is a wise precaution to take for other reasons); an abandoned ship must be checked periodically by a PC (not necessarily the owner).

### ***Nautical Combat***

While on board a ship, you can be attacked by sea monsters or the crews of other ships. Ships don't take structural damage, but the people on deck can be damaged normally. Missile weapons can be used normally between ships. Also, if one ship manages to come up alongside another, members of one crew can try to board and engage the other crew with hand weapons. If everybody in the crew is dead, or if the ship's master surrenders, the victorious crew can take both ships.

Characters cannot swim (unless they "wash ashore" from a lost ship), but they also cannot be forced overboard, so PCs can't drown, and NPCs will only be lost if their ship is abandoned (*see "Navigation," above*).

## **Hirelings and Pets**

Britannia is a land where it always pays to have a few friends at your side. If your friends aren't available when you need them, however, you can always buy some.

Pets and hirelings can perform a wide variety of tasks, but they're most useful as guards. They can guard houses, ships or belongings you have to leave exposed. They can guard your possessions while you're dead and seeking resurrection. And they can fight by your side in battle.

### ***Hirelings***

NPCs of the following types will sometimes consent to work for PCs: peasant, pirate, sailor, thief, bard, beggar, gambler, brigand, warrior, mercenary, Magincian servant,

fighter, paladin, ranger, mage. To offer an NPC employment, use the words "hire," "mercenary," "servant" or "work" in conversation.

Hirelings charge 10 to 80 gold pieces per day for their services, depending on how specialized their skills are. Peasants and beggars come cheap, paladins and mages don't. The further in advance you pay your hirelings, the more loyal they will be (and the longer they'll stick to their posts in your absence).

## ***Pets***

Horses, dogs and cats (and sometimes more exotic beasts) can be purchased. Any wild animals can be caught and trained. Most natural animals and even a few monsters can be trained, but some are much harder to train than others. Animals remain loyal if they're kept well fed, and they also increase in loyalty each time you successfully command them to do something.

If you are the owner of an animal, you can give the animal a name. Just double-click on it to open up its character window, and enter the name you choose in the appropriate field.

## ***Giving Orders***

You give a pet or hireling an order by saying its name, followed by the command. For example, "Fido come" or "Brutus attack."

Pets and hirelings may refuse to attack creatures much more powerful than they. Also, NPCs of relatively law-abiding professions may refuse to attack PCs or NPCs unless provoked first. Pets and hirelings respond to the following commands:

- **Come**. Summons the pet or hireling to your location.
- **Drop**. Drop everything it's carrying to the ground.
- **Fetch, get, and bring**. A targeting cursor will appear. The pet/hireling will bring you an object you click on.
- **Follow**. A targeting cursor will appear. You can click on yourself or someone else. The pet/hireling will follow the person or creature indicated. If you give the command "follow me" the pet or hireling will do so with no specific targeting necessary.
- **Friend**. A targeting cursor will appear, click on the character you wish to mark as a friend. This character can then freely approach any object or area the pet/hireling is Guarding, just as you could. Furthermore, the pet/hireling will follow all the friend's orders just as it would one of yours.
- **Guard**. A targeting cursor will appear, allowing you to click on the thing, place or person to be guarded. If you give the command "guard me," the pet or hireling will do so with no specific targeting necessary. The pet/hireling will stay near its indicated assignment, warn off anybody who approaches, and attack anything or anybody that attacks or tries to use the guarded object.
- **Kill, attack**. A targeting cursor will appear allowing you to indicate the creature to be attacked. Depending on the creature's toughness and the pet/hireling's loyalty, it may refuse to attack.
- **Patrol**. If you have ordered a pet or hireling to guard two or more things, you can command it to "Patrol" between the places or objects. If one or

more of the objects being guarded is mobile, it may be dropped out of the Patrol rotation if it moves too far from the others.

- **Report**. Obviously, this command applies only to hirelings. Hirelings will report how they feel about their job, whether they are following someone, and who, and a list of anything they may be guarding at the moment. (A successful use of the Animal Lore skill can give you an idea of a pet's happiness and loyalty levels.)
- **Stop**. Cancels any current orders to guard or follow.

### *Stabling Pets*

Stabling pets provides safekeeping for them and guards against waning loyalty in your absence. Pets may be stabled for an indefinite length of time.

**Stable**. Prior to stabling an animal you must have at least 30 gold on deposit with a bank in order to pay for this service. When you approach the Animal Trainer at the stable simply say the word "Stable" to indicate your wishes. The Animal trainer will advise you of the charge for keeping your pet and that you must have this amount on deposit. Once your pet is accepted by the Animal Trainer it disappears, and 30 gold is withdrawn from your account balance.

**Claim**. In order to claim your pet from the stable, you must return to the same Animal Trainer to whom you entrusted it for safekeeping. Just say "Claim" to regain your pet. If you have stabled more than one pet, the last one stabled will be the first to be "claimed".

# Fighting

## **The Combat Interface**

Combat in Ultima Online is extremely easy. You must be certain that the Peace/War toggle in your inventory is set to War. Now your chosen weapon (the one in your hands in your character window) is at the ready, and you will attack (rather than try to use) anything — or anyone — you double-click on.

You can toggle in or out of War mode quickly by pressing the TAB key. Any time you are attacked, you will enter war mode automatically.

### *Practicing*

Some of the larger cities have established combat training areas, where you can hone your combat skills. There are practice dummies for hand-to-hand practice, and archery buttes (targets) for bow and crossbow practice.

## **Spellcasting\_**

### *Learning Spells*

To learn a new spell, you must meet the requirements to learn spells of that circle. First, you must have sufficient magery skill for the circle - anyone can learn first circle spells, while only grand master mages can cast eighth circle spells, with the others circles scaled in proportion. Also, you must have successfully cast a spell of the previous circle at least once. If you meet these requirements, you then must have a scroll inscribed with the spell you wish to learn. Click on the scroll and drag it directly on to you spellbook window. It will inscribe itself into your spellbook, and you should be able to cast it thereafter.

### *Casting Spells*

To cast a spell you must have it inscribed in your spellbook, and you must have the necessary reagents in your inventory. Your ability to cast spells is scaled based on the circle of the spell and your magery skill. Spells that are of the higher circles may fail, but when they succeed they are likely to improve your magery skill, while spells that are very low circle (relative to your skill) may never be miscast, but they won't help you to improve either.

Open your spellbook and double-click on the spell you wish to cast. On targeted spells, your cursor will change into crosshairs; click on the thing or person you're casting the spell on and the spell will be cast. The reagents used in the casting will be automatically removed from your inventory. If you don't have enough reagents to cast the spell, the game will tell you. The higher your skill, the fewer reagents you'll need. Your hands must be free of weapons or tools in order to attempt to cast.

You can simplify and speed up combat spellcasting by using Macros to associate casting a spell with your chosen hot key. Also, each spell in your spellbook has an icon on its page in the book. You can drag this icon off the page and onto your screen. Clicking on the icon will cast that spell (assuming you have the correct reagents, of course).

*For information on Macros, see The Character Window.*

### ***Increasing Magical Power***

There are eight circles of magic, each containing eight spells. All beginning characters can cast any First Circle spell they know. If you know at least four spells of a given circle, and your *Magery* skill is 50 or better, you can start to cast spells of the next highest circle. You can add any spell of any circle to your spellbook at any time, but to actually use the spell you must meet the above conditions. Of course, the higher the spell's circle, the more Mana you must expend to cast it.

Note that anyone with some magical ability has a chance cast a spell from a scroll, regardless of the spell's circle. Scroll spells do not use reagents or drain Mana, but each scroll contains only one use, after which it vanishes.

*See Traveller's Guide, **Magic** for more information on magic.*

## Resting and Healing

### **Stamina and Resting**

Strenuous activities like running and fighting cause you to lose Stamina. The lower your Stamina goes, the less likely you are to succeed whenever you try to perform a significant action.

#### *Eating*

If you double-click on a food item it will disappear — you just ate it. Eating restores lost Stamina.

You cannot starve, and the game will not tell you "you are hungry." Food is just "fuel" to keep you going when you need to.

#### *Resting*

You will regain your lost Stamina fastest if you stand still and take it easy for awhile.

### *Protecting Your Character Between Sessions*

Your character never gets "sleepy." However, you can rent a room at an inn or establish a camp. The reason to do this is to log out of the game in safety.

Your character vanishes from the game when you're not logged in. But, if you simply shut the game down or lose your connection without taking precautions first, your character will linger, exposed and vulnerable, for about five minutes. The way to avoid this "window of vulnerability" is to get a room or make camp, which will allow you to log off in complete safety.

Your character will regain lost Stamina while you're off line.

## **Healing**

Damage in the game heals itself naturally. You will heal at the fastest possible rate if you have recently eaten something.

If you're a mage, or are travelling with a mage, you can cast healing spells on yourself, or request they be cast on you. Otherwise, there are three additional ways of healing damage in the game.

The cheapest and most common way is to use a bandage. Bandages can be obtained from healers, vets or several other merchants, or you can make them yourself by using scissors on cloth. Bandages don't restore much damage, but they're an excellent way to deal with minor wounds, and a useful "first aid" measure for more serious injuries.

More powerful, but far more expensive, are healing potions, which are created by alchemists and can be purchased from alchemists, mages and some other NPC types.

#### *Shrines*

The third way to heal your injuries is to visit a Shrine. There are eight shrines scattered around Britannia.

The effectiveness of the shrines is based on your Notoriety. Those with positive Notorieties are fully healed while those with negative Notorieties receive only partial healing. There are rumors of a so-called "Chaos Shrine" at an unknown location, where those with negative Notorieties are fully healed, while those with positive Notorieties actually take further damage if they try to enter.

*See the Atlas in the Traveller's Guide for more information on shrines.*

## **Resurrecting Your Character**

It's said that the only things certain are death and taxes. In Ultima Online death is certain (or very close to it), but fortunately it's not permanent. (Only Lord British knows about the Britannian tax situation.)

When your character is killed in the game, you are offered a choice. You can opt for instant resurrection with a substantial and immediate loss to all stats and skills (down to a minimum level equal to your starting stats and skills), or you can choose to wander as a ghost. The instant resurrection may seem attractive, and is certainly preferable in some situations, but consider your options carefully. An instant resurrection can easily undo days or even weeks of careful character development. Also, if you try an instant resurrection while the thing that killed you is still in the immediate area, you are more than likely to die again, since you resurrect with very few hit points and little stamina.

If you choose to become a ghost. You leave all your worldly possessions where you fall and wander as a spirit in search of resurrection. When your ghostly character gets to a shrine, a healer or a sufficiently powerful mage, you can be restored to life.

Once you're alive again you may try to hurry back to reclaim your possessions, but if you were alone when you fell (or all your companions perished with you) all your possessions will be exposed to whomever passes by to claim them. The only way to increase your possessions' safety is for a surviving PC ally to gather them up and return them to you, or for an NPC hireling or animal companion to guard them for you until you return.

You can resurrect only so often in a given period of time. Each time you resurrect in rapid succession, your tie to your physical body becomes more tenuous. If the tie becomes too weak, you must remain a ghost for a time while it regenerates itself. Even the services of a healer or a shrine will do you no good until your link to the physical world is again strong enough for you to resurrect.

## *Being Dead*

While you're dead you can pass invisibly, or you can "manifest" so that others can see you. Your ghostly character will be invisible if you're in Peace Mode and visible in War Mode. A ghost can pass through doors and certain other objects, but not through solid walls. If you try to communicate while in spirit form, anything you try to say will appear to the living as inarticulate wailing. Characters who are skilled in the Spirit Speak skill can sometimes understand your moans. Ghosts cannot directly affect the physical world in any way. They cannot use any skills or attacks. Manifested ghosts do sometimes frighten NPCs.

It's in the best interest of a ghostly PC to seek out resurrection as quickly as possible, because your skills deteriorate at a much faster rate while you're dead, potentially undoing weeks or months of hard-won progress if the most direct route to resurrection is not taken.

*See Using and Improving Skills for more information on skill loss.*

# Skills and Advancement

## Using and Improving Skills

You have a base competency with all the skills in the game. The only way to improve a skill is to succeed in using it. You won't succeed very often with low-level skills, but if you want to improve, the only way is to keep working on the skill until you finally start to get it right. Skills are rated from 1 to 100, but a 0 skill does not mean automatic failure, and a 100 skill does not mean you're guaranteed to always succeed. Skill success can be modified by your applicable Stats, and can sometimes be affected by external conditions beyond your control, in addition to your raw skill level.

If you leave a developed skill unused for too long you'll start to forget it and your competency will decline, so it's important to keep in practice. However, mindless repetition is of little practice value, since repeating the exact same action multiple times in a short span of time will greatly reduce your rate of advancement. Also, if you raise several skills to an extremely high level, advancement in one skill will start to produce a corresponding decline in others.

*For a complete list of skills, see the Traveller's Guide, then: **Skills**.*

Some skills are used automatically in appropriate situations. For example, your weapon skill is checked every time you try to hit somebody with a weapon of a given type, and your Magery skill is checked whenever you try to cast a spell. Most skills, however, must be deliberately evoked from the skill list in your character window, or from a Macro. You can also evoke some skills by using an item exclusively devoted to that skill, for example, using a shepherd's crook evokes the herding skill. Your skill list can be rearranged by clicking and dragging skills, allowing you to put the skills you use most at the top or group similar skills together.

Below are notes on using the various skills. To find out what the skill does in game terms, see the "Traveller's Guide."

**Alchemy.** Alchemy creates potions. You must have access to a mortar and pestle, the appropriate type of reagent and an empty bottle. Use the mortar and pestle, then click on the reagent (or you may click again on the mortar and pestle, and it will automatically attempt to make the same type of potion as the last potion you made). If there is more than one type of potion that can be made from the selected reagent, you will be presented with a list to select from. If you succeed, the mortar will fill with the appropriate potion (if you fail, you'll have to dump the mixture and lose the reagent). If you have an empty bottle in your inventory, it will automatically fill with the new potion. You may also target a specific empty bottle to fill it, if a bottle is nearby but not in your inventory. You may leave the potion in your mortar, but will not be able to make any other kind of potion with that mortar until you use the current potion, dump it or put it in a bottle.

**Anatomy.** Use the skill, then click on the creature or character you wish to evaluate.

**Animal Lore.** Use the skill, then click on the animal you wish to know about.

**Animal Taming.** Use the skill, then click on the animal you wish to try to tame. Some animals are much harder to train than others. *See Pets and Hirelings for the capabilities of a trained animal.*

**Archery.** This skill is checked automatically each time a weapon of the appropriate type is used.

**Arms Lore.** Use the skill, then click on the weapon or armor you wish to evaluate.

**Begging.** Use the skill, then click on an NPC in your immediate vicinity. If successful, you will be given some money (if the NPC has some to share).

**Blacksmithy.** Use a smith's hammer or tongs on a supply of raw metal (either bars or metal objects) while in the vicinity of a forge and anvil. A window will open displaying the types of armor and weapons you can make. Select the item you wish to make, and if you're successful an item of that type is created. Select the anvil icon in the selector window to attempt to repair a metal item, then click on the item you wish to repair (note that on a botched repair attempt, it is actually possible to damage the item further, or even destroy it completely). Some metal is lost every time an item is reforged, so you cannot keep reforging the same item into something else and back again.

When this skill is used, it will also attempt to repair your metal weapons or armor. However, if the repair attempt fails, your items may actually incur damage.

**Bowcraft/Fletching.** Use a knife or other sharp object on a piece of wood, if successful, the game will display the types of arrow shafts and bows you can make. Select the time you wish to make, and if successful an item of that type is created. To make functional arrows out of arrow shafts, you will need attach feathers to them. Double-click on a supply of feathers, then click on a supply of shafts to create arrows.

**Camping.** Click on some kindling (kindling can be bought in town or gathered in wooded areas) to make a fire. Your skill will be checked automatically, and if successful you will receive a message that your camp is secure. To log out from a camp, Use your bedroll in the vicinity of the campfire.

**Carpentry.** Much like Blacksmithy. Use a carpenter's tool (virtually any woodworking tool will suffice) on a supply of wood, and you will be presented with a window from which you can select the item you wish to try to make.

**Cartography.** Use the skill and click on a blank map. A window will appear which will allow you to set your map's scale. The higher your skill, the greater the maximum scale. All maps will be centered on your position at the time they're made.

**Cooking.** To use this skill you need access to a fire (campfire, oven or even a forge). Double-click on a food item, then on the fire to try to cook it. Cooking skill also lets you try to combine certain objects to make baked goods. I e.:

- Use water on flour to make dough.
- Use dough with fruit, meat or vegetables to make a pie.
- Use dough with honey to make sweet dough.
- Use sweet dough and flour to make cake mix.
- Use sweet dough and more honey to make cookie mix.

If you double-click on a caught fish, Cooking skill will also allow you to bone and gut it into three raw fish steaks.

**Detecting Hidden.** Use the skill, then click on the area you wish to examine.

**Enticement.** Use the skill, click on a musical instrument (or the game will remember the last instrument you used), then on the creature or character you wish to entice. Each time you try to use this skill, the game will check both it and your Musicianship skill.

**Evaluating Intellect.** As Anatomy, above. Use the skill, then click on the character you wish to evaluate.

**Fencing.** This skill is checked automatically each time a weapon of the appropriate type is used.

Fencing is your skill with piercing weapons, including pickaxe, dagger, kryss, pitchfork, spears and war fork.

**Fishing.** Double click on a fishing pole, then click on a body of water. Success with this skill also depends on the availability of fish in that specific area.

**Forensic Evaluation.** Use the skill, then click on a corpse. If successful, you will get an informational message about the circumstances surrounding the demise.

**Healing.** Double-click on a bandage, then click on the wounded character. If successful, the character will regain some Health and the bandage will be destroyed.

**Herdng.** Double click on your shepherd's crook and click on the animal you wish to herd. If successful, you will be able to click on the location you want the animal to move to. To get the animal to follow you, double click on the crook, then click on yourself.

**Hiding.** Use the skill. If successful other characters will not be able to see you as long as you remain immobile. Success depends on skill level and the amount of natural "cover" available.

**Inscription.** To inscribe a scroll, you must know the spell and have the appropriate reagents for that spell. Use the skill, click on the spell to be inscribed in your spellbook, then on a blank scroll. If successful, the blank scroll will become a magical spell scroll.

**Item Identification.** Use the skill, then click on the item to be identified.

**Lockpicking.** Double-click on your lockpicks, click on the door to be picked. Some locks are harder to pick than others, and magical locks can't be picked at all.

**Mace Fighting.** This skill is checked automatically each time a weapon of the appropriate type is used. Mace Fighting is your skill with bashing weapons, including war axe and all clubs, maces and staves.

**Magery.** This skill is checked automatically each time you attempt to cast a spell.

**Musicianship.** Double-click on your instrument. A music sample will play if you succeed, an ugly noise will occur if you fail. This skill is also checked automatically each time you try to use one of the three specialized bard skills, Enticement, Peacemaking or Provocation.

**Parrying.** If you are using a shield, this skill is checked automatically each time you are attacked.

**Peacemaking.** Use the skill, then click on your musical instrument (or the game will remember the last instrument you played). If you are successful, all fights in the immediate area will stop, at least for a moment.

**Poisoning.** Use the skill, then click on a poison potion, then click on the food, drink or bladed weapon you wish to poison.

**Provocation.** Use the skill, click on your musical instrument (or the game will remember the last instrument you played), then click in turn on each of the two characters or creatures you wish to fight one another. Monsters, animals and NPCs will fight for a time consistent with their natures and dispositions, while PCs will be able to try to break off combat after a short while.

**Resisting Spells.** This skill is checked automatically each time you are attacked by magic.

**Snooping.** Checked automatically whenever you try to open another character's backpack. Snooping is illegal, and if you're caught trying it in a civilized area guards will be called.

**Spirit Speak.** Use the skill. If successful, you will be able to see the speech of any manifested spirits in the area as normal speech.

**Stealing.** There are two ways to use stealing.

- If you're trying to steal something on another character's person, you can Use the Stealing skill, then click on the PC. If successful, a random object will be transferred from his pack to yours.
- If you wish to steal a specific item from another character, you must first open their pack using the Snooping skill, then drag an item their backpack to yours. This operation is significantly more difficult than the other kinds of stealing, in addition to requiring more skill checks.

In both cases, Stealing is illegal, and if you're caught trying it in a civilized area guards will be called.

**Swordsmanship.** This skill is checked automatically whenever a weapon of the appropriate type is used. Swordsmanship is your skill with slashing weapons, including butcher knife, cleaver and skinning knife, most axes (except pickaxe and war axe), bardiche, halberd and all swords.

**Tactics.** This skill is checked automatically whenever you're in combat. Tactics is a general offensive skill that increases your effectiveness in combat regardless of your mode of attack.

**Tailoring.** This skill is used to make a large number of objects and materials.

- Double-click on flax or cotton, then click on spinning wheel to make thread.
- Double-click on wool, then click on spinning wheel to make yarn.
- Double-click on thread or yarn, then click on loom to make cloth.
- Double-click on scissors, then click on cloth to make bandages.
- Double-click on sewing kit, then click on cloth to open window displaying different clothing items that may be made.

**Taste Identification.** Use the skill, then click on the food or liquid you wish to taste. If successful, you will be told what kind of potion it is (if the object is a potion) or whether or not it's poisoned (if it's not a potion).

**Tinkering.** Tinkering is one of the more involved skills in the game. Tinkers can make tools for other professions, and they can also make clocks and sextants.

- To make tools or clock/sextant parts you need a set of tinker's tools. Double-click on the tinker's tools, then click on a supply of raw wood or metal. A window will open displaying the items you can make from the appropriate raw material.
- To make a clock: make gears and springs from metal, make clock frame from wood. Combine gears with sticks to make axle with gears, and combine axle with gears with springs to make clock parts. Finally, combine clock parts with clock frame to make a clock.
- To make a sextant: make hinge and gears from metal. Combine gears with sticks to make axle with gears. Combine axle with gears with hinge to make sextant parts. Double-click on sextant parts to make sextant.

**Tracking.** Use the skill. You will be given a choice of tracking animals, monsters or humans. Click on your choice. If successful, and if a creature of the appropriate type has passed by recently, you will be told in what direction that creature now is.

**Veterinary.** Double click on a bandage, then click on the animal to be healed. This skill works just like Healing, above, except on animals.

**Wrestling.** This skill will be checked automatically whenever you enter unarmed combat.

## Titles

In Britannia, you receive a title if your notoriety becomes noticeably either positive or negative.

The positive notoriety titles are, in ascending order, Honorable, Noble, Lord/Lady, Noble Lord/Lady, Great Lord/Lady.

The negative notoriety titles are, in descending order, Dishonorable, Dastardly, Dark Lord/Lady, Evil Lord/Lady, Dread Lord/Lady.

See *What to do First* for more on Notoriety.

You will also become known by your skill in your primary profession. If you acquire at least moderate proficiency in at least one skill, your name will acquire a suffix. Thus Sarah might start out as Sarah, Neophyte Bard and after long hard work attain the exalted title of Great Lady Sarah, Grandmaster Bard. Other examples of titles might be George, Journeyman Beggar, The Dishonorable Leo, Apprentice Rogue, Or Lord Martin, Expert Tinker.

The degrees of mastery are, in order, Neophyte, Novice, Apprentice, Journeyman, Expert, Adept, Master and Grandmaster.

## Reference Card

<b>Moving</b>	<b>Result</b>
RIGHT CLICK AND HOLD	Moves your character in the direction that the mouse cursor (hand) is pointing. Keep mouse button pressed to continue moving. The further away the cursor from your character, the faster you move.
DOUBLE RIGHT CLICK	Automatically moves your character to where the mouse cursor (hand) is pointing. You don't need to keep the mouse button pressed. Your destination must be line of sight — you can't pathfind through doors or around buildings.
DOUBLE LEFT CLICK ON DOORS	Opens door. You can then move through the door.

<b>Item Manipulation</b>	<b>Result</b>
LEFT CLICK	Describes the item.
LEFT CLICK AND DRAG	Picks up the item/moves the item. Drag an item onto your character to place in your inventory. Drag an item from your backpack onto someone else's character to give it to them. Drag an item from your backpack and release mouse to drop the item.
DOUBLE LEFT CLICK ON CONTAINERS	Opens a container and displays its contents in a popup window.
DOUBLE LEFT CLICK ON SELF	Displays Character Screen (your character's appearance, inventory, status, skills, etc.).

<b>Talking/Fighting</b>	<b>Result</b>
TYPE, THEN PRESS ENTER	Displays your text onscreen. Anyone in same game screen can see your text.
DOUBLE LEFT CLICK ON OPPONENT	(War mode) Attacks another player, animal or monster.
DOUBLE LEFT CLICK ON PC OR NPC	(Peace Mode) Displays his or her Character Window.
LEFT CLICK AND DRAG ON OPPONENT/CREATURE	Displays small status bar with name of person/creature.

<b>Default Game Keys</b>	<b>Result</b>
ALT - K	Displays Skills screen. <i>(Click on button next to skill to use)</i>
ALT - C	Toggle between War and Peace modes.
ALT - S	Displays Status Screen.
ALT - P	Displays Character Screen.
ALT - O	Displays Option menus.
ALT - ENTER	Switches to full-screen view/window view.
ALT - F4	Exits game.