



A Basic Guide to Skills

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1. Skills Overview

Do you wish to duel monsters in close combat or stay in quiet quarters practicing the art of leatherworking? There's something for every taste in Ashen Empires. Whether you are drawn by the whiz of arrows or the thrill of discovering new alchemical compounds, you can choose from a variety of skills to craft a unique character. There are no limits to the number of skills you can learn!



Press “K” to bring up your skill window. If you have skills, you will see them in this window along with your experience pool. Click on a skill to see how much experience you need to the next level. You can also press the [/] button next to a skill to bring a small window (floater) just for it.



2. Learning Skills

You can begin training any skill at any time that you wish. You only need the proper tools and equipment. As a new player on Valinor, speak to all of the trainers in the main hall. They will guide you, give you quests, and most importantly give you free crafting tools that you will need to get started!

Pay attention to your cursor and chat window when clicking on an item. If your cursor changes to a target, you can guess that you can use it for crafting. Sometimes an item will tell you how to use it. For example, if you click a snake meat in your backpack, you will see this in your chat window: “Try cooking this on an open fire.”

Skills and training methods to begin them are listed in Section 5.

3. Leveling Skills

There are a number of ways to increase your level in a skill. Using a skill gives experience towards that skill. You can also spend Experience Pool (e-pool) you have earned through quests towards Combat skills by pressing the [+] button next to a skill. Sometimes you will find quests that give experience directly to a skill.

You can gain temporary bonus levels in a skill with buffs, items, weapons, and armor. These bonus levels are represented in green parentheses next to the overall level of that skill (for example, the skill window above shows total Mining level of 30 with (15) bonus levels).

4. Skills and Attributes

You can train any skill you want, however, your proficiency with a skill is determined in part by your attributes. If you have more orbs in the Strength attribute, for example, you will be better at Mining and Lumberjacking than someone at a similar skill level with less Strength.

The four Attributes are Strength, Dexterity, Intelligence, and Constitution. In general, Dexterity and Intelligence are used most frequently for general crafting skills and are helpful for crafters to have. Strength is used more for Melee combat skills. Intelligence is used for Mage and magic-related skills. Dexterity is used for Ranged combat skills.

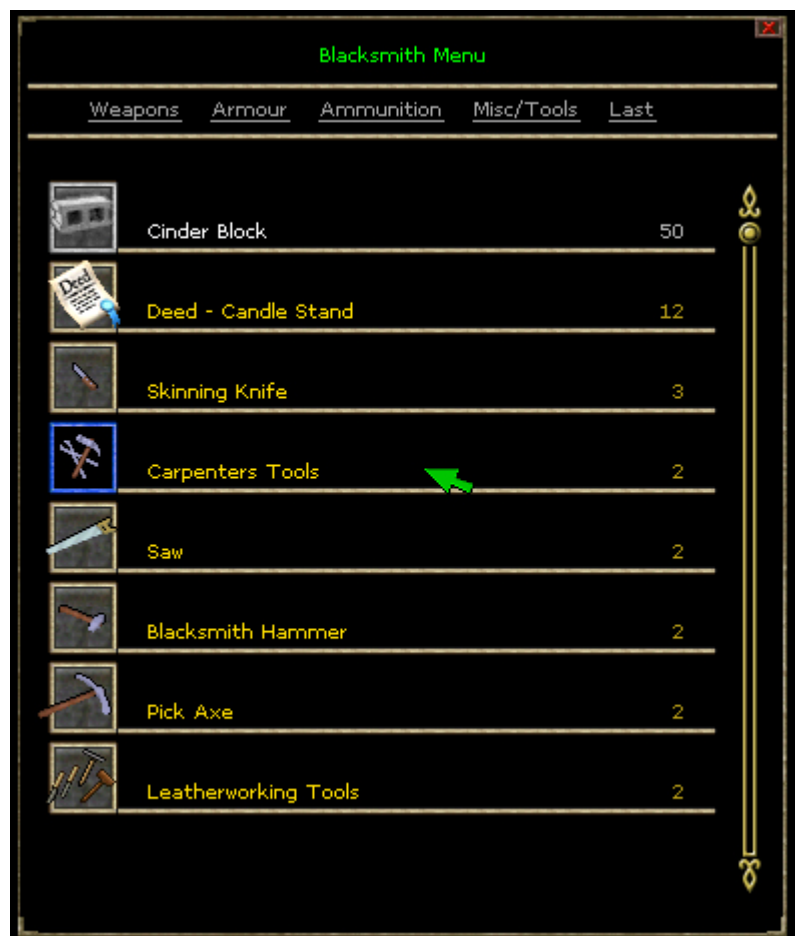
See Section 5 for a list of skills and which attributes they use.

5. Recipes

There are hundreds of useful items you can create: containers, building materials, weapons, food, drink, potions, runes, armor, and totems. Skills that use one ingredient (such as wood-working, sewing, leatherworking, blacksmithing) do not have recipes; when you use wood working for example, a crafting window showing all of the things you can make will pop up (see the Blacksmith Menu pictured to the right). Skills like Baking or Alchemy which use more than one type of ingredient do not provide a crafting window. You simply have to know the recipes.

There are many ways to discover a new recipe; reading books is the best way. You can also experiment by slightly altering a known recipe. NPCs sometimes give away secret recipes. You can learn them from other players who are willing to help you and from [Fansites](#).

If you get the recipe wrong during preparation, you will be told so in chat.



6. List of Skills

Below is a basic list of skills, what they do, how to begin training them, which Attributes they use, and other requirements such as a Subscription or certain expansion.

Skill	Description	Training Method	Notes
Agriculture			
FORAGING	Gather seeds and roots	Use a foraging stick on patches of flowers	Uses INTELLIGENCE
PLANTING	Grow a variety of useful plants	Use a shovel on farm land, and use a seed or root on the hole	Uses INTELLIGENCE
HARVESTING	Harvest grains	Use a scythe on barley, wheat	Uses DEXTERITY
Archery			
BOWS	Fire bows more precisely for more damage	Use a bow in combat	Uses DEXTERITY; requires arrows to use
CROSSBOWS	Fire crossbows more precisely for more damage	Use a crossbow in combat	Uses DEXTERITY; requires bolts to use
THROWN WEAPONS	Throw knives more precisely for more damage	Use thrown weapons like throwing knives in combat	Uses DEXTERITY
Blacksmithing			
MINING	Mine ore and gems from rocks	Use a pick axe on rocks	Uses STRENGTH
SMELTING	Smelt ore into ingots of metal	Use ore on a flaming forge	Uses INTELLIGENCE; must be a subscriber to use
FORGING	Forge ingots into weapons, armor, and other items	Use a blacksmith hammer on ingots while near an anvil	Uses STRENGTH; must be a subscriber to use
REPAIR	Repairs damage done to metal items and equipment	Use metal repair tools on damaged metal objects	Uses DEXTERITY; must be a subscriber to use
GOLD REPAIR	Repairs damage done to jewelry	Use Gold Repair tools on damaged jewelry	Uses DEXTERITY; must be a subscriber to use
METAL SALVAGE	Salvages metal ingots from metal objects	Use Metal Salvage tools on metal objects	Uses DEXTERITY;
Command			
LEADERSHIP	Tame wild animals and direct them in battle	Use a Trainer's Whip on a wild, non-hostile animal	Uses INTELLIGENCE
Cooking			
BAKING	Bake a variety of cakes, breads, pies, other foods	Use unbaked dough or mixtures on a lit oven	Uses INTELLIGENCE
BREWING	Brew a variety of ales, beers, and wines	Use yeast, sugar, hops and other ingredients on a brew kettle; use brew kettle on a lit oven	Uses INTELLIGENCE
MIXING	Prepare unbaked goods such as cakes, pies, breads	Use ingredients on a mixing bowl	Uses DEXTERITY
ROASTING	Roast meat to make it edible	Use raw meat on a lit oven	Uses INTELLIGENCE
Fishing			
FLY-CASTING	Catch a variety of fish and sea creatures	Use fishing pole or lobster trap in water	Uses DEXTERITY
Healing			
FIRST AID	Heal yourself in combat	Use a bandage or silk bandage on yourself (Double click)	Uses CONSTITUTION
Jewelry *Requires Sands of Creation expansion			
JEWELRY MAKING	Craft amulets, rings, and necklaces		Uses DEXTERITY; must be a subscriber to use
JEWELRY REPAIR	Repair amulets, rings, and necklaces		Uses DEXTERITY; must be a

			subscriber to use
JEWELRY SALVAGE	Salvage gold, silver and other metal from amulets, rings, and necklaces		Uses DEXTERITY
Leathercrafting			
LEATHER REPAIR	Repair leather objects and equipment	Use Leather Repair tools on leather objects and equipment	Uses DEXTERITY; must be a subscriber to use
LEATHER SALVAGE	Salvage leather from leather objects and equipment	Use Leather Salvage tools on leather objects and equipment	Uses DEXTERITY
LEATHERWORKING	Craft leather objects and equipment	Use Leather Worker's tools on leather	Uses DEXTERITY; must be a subscriber to use
SKINNING	Skin creatures for their hides	Use skinning knife on a carcass	Uses DEXTERITY
TANNING	Tan raw hide into workable leather	Use skins on a tanning vat	Uses INTELLIGENCE
Magery			
ALCHEMY	Create a variety of potions	Use ingredients on a mortar, then use the mortar on a bubbling cauldron	Uses INTELLIGENCE; must be a subscriber to use
BODY	Cast Body spells	Equip a mage weapon; drag a Body rune and secondary runes to your Rune Case; drag spell icon to a hotbar and cast	Uses INTELLIGENCE
MIND	Cast Mind spells	Equip a mage weapon; drag a Mind rune and secondary runes to your Rune Case; drag spell icon to a hotbar and cast	Uses INTELLIGENCE
NATURE	Cast Nature spells	Equip a mage weapon; drag a Nature rune and secondary runes to your Rune Case; drag spell icon to a hotbar and cast	Uses INTELLIGENCE
SOUL	Cast Soul spells	Equip a mage weapon; drag a Soul rune and secondary runes to your Rune Case; drag spell icon to a hotbar and cast	Uses INTELLIGENCE
Melee *Strength is used to determine damage			
AXES	Melee combat with an axe	Use an axe in combat	Uses DEXTERITY
BLUNT WEAPONS	Melee combat with blunt weapons	Use blunt weapons in combat (club, mace, etc)	Uses DEXTERITY
LARGE BLADES	Melee combat with a large blade weapon	Use large blade weapons in combat (swords, bastard swords, etc)	Uses DEXTERITY
MAGE WEAPONS	Cast magic missile as a default mage attack	Use a mage weapon in combat (not spell casting, just press Q)	Uses INTELLIGENCE
POLEARMS	Melee combat with polearms	Use a polearm in combat (polearm, poleaxe, staff, trident, etc)	Uses DEXTERITY
SMALL BLADES	Melee combat with small blades	Use a small blade in combat (dirk, glaive, rapier)	Uses DEXTERITY
UNARMED COMBAT	Pummel enemies with your fists	Unequip any weapons and enter combat	Uses DEXTERITY
Navigation *Requires Tides of Fate expansion			
BOAT REPAIR	Repair damage done to your boat	Use a bilge bump while on the sea	
CANNONEERING	Fire deadly cannons from a boat at sea creatures	Equip a cannon, then equip some cannon ammunition and attack sea creatures	
SAILING	Move more quickly through the water while on a boat	Click on bouys floating in the water, or gain it from quest experience	
Player vs Player			
PVP COMBAT	Battle other players	Fight other players on the field, in boats, or in arenas	Available on Heroes server (or in arenas of Legends)
Runecrafts *Requires Sands of Creation			

RUNECRAFTING	Create runes and totems	Crush gems in a mortar near runecrafting table to make crystals. Use runecrafting tools on crystals to make runes or use crystals on totem mold to make totems	Uses INTELLIGENCE; must be a subscriber to make runes or totems
Tailoring			
CLOTH REPAIR	Repair the health of cloth objects and equipment	Use Cloth Repair tools on damaged cloth objects and equipment	Uses DEXTERITY; must be a subscriber to use
CLOTH SALVAGE	Salvage bolts of cloth from cloth objects and equipment	Use Cloth Salvage tools on cloth objects and equipment	Uses DEXTERITY
SEWING	Sew bolts of cloth into items and equipment	Use scissors on bolts of cloth	Uses DEXTERITY; must be a subscriber to use
WEAVING	Weave yarn into bolts of cloth	Use yarn on a loom	Uses DEXTERITY
SPINNING	Spin raw fiber into yarn	Use raw fiber (wool, cotton, silk) on spinning wheel	Uses DEXTERITY
Wood Working			
WOOD REPAIR	Repair the health of wooden objects	Use Wood Repair tools on damaged wooden objects	Uses DEXTERITY; must be a subscriber to use
WOOD SALVAGE	Salvage planks of wood from wooden objects	Use Wood Salvage tools on wooden objects	Uses DEXTERITY
LUMBERJACKING	Harvest logs from trees	Use a Lumberjack Axe on trees	Uses STRENGTH
MILLING	Mill logs into planks	Use a Saw on Logs	Uses DEXTERITY; must be a subscriber to use
CARPENTRY	Turn planks and logs into various wooden implements, armor, and weapons	Use Carpenters Tools on planks and logs	Uses DEXTERITY; must be a subscriber to use