

Ten Things You Must Know about Tabula Rasa

1. Missions give way more experience points than you will earn from kills. A 5-minute mission could give as much xp as an hour of combat (but the cash/gear rewards will be better for an hour of combat).
2. You CANNOT advance your character level to 5, 15, or 30 without making a career choice at the appropriate trainer, once you get the “see a trainer” message. Trainer names always indicate which career path they offer.
3. Learn the Resistances and immunities of each type of opponent. Switch weapons frequently while learning, and compare the damage you’re doing – each weapon has different types of damage, and each enemy has one or more of the same types of resistances (just as you do). Your favourite gun will be useless against some of the critters out there. It is a good idea to have several types of damage in your weapons array, unless you are fighting creatures of one specific type (which is rare).
4. Stay mobile, use cover, and [C]rouch as much as you can. The game is definitely taking cover and movement into account for the number of hits and damage dealt to you. The speed at which you lock on to a target is improved when you are crouching.
5. There aren’t enough Training Points! “Pumping” one skill or ability to level 5 (the maximum) takes 15 skill training points (one point for level 1, 2 points for level 2, and so on). You’ll only earn 103 points in your career (5 of which are assigned for you when you start out, and 2 are awarded each time you level between 2 and 50). Each career path has 22 trainable skills/abilities, meaning there are 325 places to spend skill points. Assign points judiciously, especially at lower levels, and save up for the very important skills you get at levels 15 and 30. (Engineering – the 4 Crafting Abilities can suck up as many as 60 of these points!)
6. Compare and Beware! NEVER compare vendor and backpack items to the gear you have equipped until you have done a [Repair All]. The damaged armor you are wearing will report reduced Body Armor stats, for example – a 500 Body Armor item with 50% damage will show up as 250 Body Armor – and you’d be wrong to replace it with something with 300! I can’t imagine how many great pieces I unwittingly traded away for something less.
7. Leave, then Load. If you use a right click to equip guns and armor, get in the habit of closing any open vendor window BEFORE loading the new gear. Otherwise, you will inevitably sell some of your best new items to a vendor when you thought you were equipping them. Hope you didn’t log out before realising it!
8. Know your role in a group event. In case you’re not familiar with squad/party/group dungeon adventures in other games, it is important to learn your role in the party, and stick to it. If you’ve rolled a Medic, for example, your equipment/weapons tray should be mostly filled with repair and healing tools, and perhaps one injection gun, if you have room. Healing and enhancement abilities would take top priority for your abilities tray. You would spend your time healing, enhancing, and repairing others, not shooting. It is perfectly acceptable for a healer to go through an instance with a squad of other players, and never fire a shot. A Medic’s job is to keep the group alive, defended, and powered up. Especially at higher levels, knowing and executing your role may be essential to the success of the adventure. Likewise with other career paths – know your role, and stick to it.
9. Ethical Parables. Beware that Tabula Rasa has introduced the concept of Ethical Parables in a few of their missions. In short, the choice you make between one avenue and another is said to have an impact on how NPCs view you in the future, including which followup missions you might be offered. I sure hope these are reversible, because the first few of these Missions sneak up on you, and you’ll complete them before you realise that you had a choice. For example:

- In Concordia Wilderness, there's a mission giver around the back of a building in (Twin Pillars?) who wants you to make medical/drug deliveries to three NPCs in the zone. These are DRUG shipments of illegal, stolen narcotics, and completing this task will make you a huge amount of money, and ... well, we're still waiting to understand the consequences. We just did the quest without thinking about it. Hey – we're used to doing every quest we can get our hands on!
 - In the prison in Foreas Base, Concordia Divide, you are given a choice to feed a prisoner or let the prison master use food as a way to torture the prisoner. Likewise, we're not sure of the outcome – I may have messed the mission up by closing [x] the chat window with the prisoner rather than choosing the answer, “um, I'll think about that”.
10. Weapons have 2 damage stats – the first is the ranged damage, and the second is the hand-to-hand combat damage (type [F] to whack a nearby enemy with your weapon).

and Other Things You Should Know

11. To see all the skills/abilities available to you, be sure to click ALL the Blue boxes on the skills tree diagram at the top of the Skills window.
12. Learn to [R]eload instinctively after each combat and during combat pauses. An empty gun doesn't auto-reload until the trigger is pulled – you could inadvertently start a combat with no ammo.
13. Use [tab] to lock your fire on the monster currently highlighted (even though it will appear it is not staying locked on – other monsters will come under your reticule and be shown at the top of the screen AS IF they were current target, but don't be confused by this – their health bar will not go down (atleast with single target weapons), and your Locked target will continue to take the damage). There is a shaded “current target” circle that sticks to the target you've locked on to, but it gets very hard to follow during the excitement of combat. Holding down the fire button continuously also locks on a target. When locked on a target, shots fired at a 90 degree angle from the target should still hit it. (Thank you, Zorn Enterprises!)
14. Stepping momentarily out of combat before engaging another target will accelerate your armor and health regeneration. Out of combat, you'll reach full armor, health and power in a matter of seconds. In mass melee combats like Control Point defense and assault, you may be able to successfully leave combat, even as the battle rages around you. If all else fails, run to a quiet spot nearby.
15. It is possible to keep shooting from behind cover, even when you hear your character saying, “I can't see that target”. Watch your enemy's damage bar before deciding to move.
16. Friendly fire is not a problem. It seems you can spray the battlefield with your wrath, and never injure an NPC or friendly player. Set off Nukes in your basement to get rid of those pesky bugs!
17. Always [Repair All] at the first vendor you talk to in each settlement.
18. Below the enemy Health Bar are a small number and a colour bar with a slider – these are a Range indicators. Watch the slider move and the colour change as you approach an enemy you have in your sights. Try starting combat at full range (60m is typical for rifles, etc.) or more. Some weapons do partial damage beyond their stated “Optimum Range”. You can often start hitting a creature at 90m or more!
19. Try hitting from or beyond maximum range - some creatures, such as the big Xanx spiders, often don't seem to figure out where the pain is coming from if you hit them from full range!
20. Bypassing Bootcamp. After you've been through the Bootcamp with one character, you may choose to bypass Bootcamp altogether with later characters. Speak to Captain Burba, immediately behind you when you first enter the Bootcamp. You will be ported to Aria Das, and given a couple of weapons.

You will also be instantly upgraded to a level 4 character, and be given 9 attribute points and 6 skill points to assign as you wish.

21. Loot the Machina quickly. There are a number of zombie-like “Machina” enemies in the game. After you kill them, loot their bodies within a few seconds, or they will resurrect. In instances, set party looting to ‘free for all’ when these guys are present, or you’ll be killing them all twice!
22. Kill the caretakers first! Most of these are healers, who can heal themselves and the aliens around them, as well as being able to resurrect their dead.
23. Drop down to go up. There are a number of caverns that have a drop-down hole in them. While you may be hesitant to jump in, rest assured you will probably HAVE TO go down there to get at what you’re after. Strangely enough, these holes usually lead to ramps that climb some distance, and you will often have to jump DOWN again to exit, usually landing quite near the entrance of the cave.
24. For the most part, Skills and Abilities are the same, even though they’re listed separately on your skills page. The main difference between Abilities and Skills/Training is that MOST Abilities are Logo-based – they require you to have specific Logos before you can use them.
25. When an enemy has been killed but remains floating in the air with a red skull overhead (what’s this called - a Death Knell? Death Throes?), you can interrupt it with a melee attack [F]. (thanks to: //Orion/Monsulu). You will earn as much as double the normal experience for the kill – watch for two experience indicators in the floating text.
26. Crafting Modifications say that they “upgrade the enhancements on existing equipment”“, but this includes adding entirely new modifications if the target item has room for it (eg: I think green items can have two mods, blue: 3, and purple: 4). Modification can destroy the item you’re modifying, which tends to be somewhat disappointing when it’s your favourite gun.
27. Weapon “debuff” mods are available, which reduce your opponent’s resistance to one type of damage for 6 seconds. It makes sense that you would add debuffs that match the type of damage your weapon does. For example, if you have a sonic shotgun that reduces resistance to virulent, the modification doesn’t do much good, unless another party member is using virulent damage.
28. Anyone choosing the Specialist career path at Tier 2 gets the Tools Ability. Level 3 training in Tools allows you to resuscitate dead players. (thanks to: Shadowmage at Stratics forums). You need a Direct Repair Tool, and must set your focus on the fallen player, then fire the tool. Works instantly, and can be used in combat. (Still trying to figure out the rez sickness – a resuscitated player seems to be resistant to healing.)