

Fighting



Besides regular melee and ranged fighting there is also the option to fight by using magery and utilizing pets. These two options are further described in their respective sections [Spell Casting](#) and [Fighting with animals and beasts](#). Obviously, you also may combine different fighting skills to your liking.

A general introduction into doing your first fights can be found here:

https://teiravon.com/wiki/index.php?title=Getting_started#Your_first_fights

Fighting with weapons requires experience in the respective skills. While it is still possible to fight without that skill (and even possible to hit an opponent), your chance to hit and also the damage you do increases with your increased experience in that particular skill. To train a fighting skill, simply equip a suitable weapon and practice fighting opponents. In the beginning it's quite obvious that you want to train with weaker opponents or maybe with a training dummy. During your fight, if you're not out of vitality, you should start gaining fighting skill (the less you are trained the quicker the skill rises).

Weapon Types

This section describes the fight with a melee or ranged weapon as well as without a weapon.

If you don't equip a weapon (in your character window), you will automatically fight with bare hands, i.e. fists. Depending on the weapon type you chose, different fighting skills apply.

Different weapon types require different skills and provide different advantages. Besides different stats most weapon types provide certain special abilities to its wielders. In the game they are called primary and secondary abilities and normally can be addressed by the hotkeys "Q" and "R". When applied, they require Stamina. Also, abilities can have a cooldown when used shortly before.

Fists

(require bashing skill)

Fighting with fists actually means fighting without any weapon. While it might be an option at a later time to add martial arts, currently this is only the fallback option for fighting (e.g. when your actual weapon is broken or you lost it before and are trying to get back to your corpse).

The good thing about fighting with fists is, that they have unlimited durability and won't break. You also have a rather good accuracy. Other than that, the base attack value and damage dealt is the lowest available in the game. As a result: try to avoid this, whenever possible.

Since fists actually are not a weapon, you also will lack any primary or secondary ability when fighting. That gives you two additional freed up hotkeys. Cool, eh? Well...

Blunt weapons

(require bashing skill)

Blunt weapons include Clubs, Maces, Morning Stars and the like. Fighting is about crushing bones, muscles and innards of the enemy rather than cutting into the flesh and make the enemy bleed or get cut off extremities. Somewhat higher damage comes with the tradeoff of fighting speed in particular with heavier blunt weapons. However, the accuracy is fairly good.

Primary Ability: **Bash**

Powerful attack adding 30 to attack power.

Stamina cost: 50

Secondary Ability: **Stun**

Stun your opponent for 1.5 seconds. Reduced to 1 second against players.

Stamina cost: 50

2 handed Blunt weapons

(require bashing skill)

2 handed blunt weapons, also called 2 handed maces include Quarterstaffs, Sledge Hammers, Dwarven Hammers and so on. They provide even more damage at the cost of not being able to wield a shield. Even if not ingame yet, also dual-wielding will not be possible.

Primary Ability: **Overpower**

Powerful attack adding 35 to attack power.

Stamina cost: 50

Secondary Ability: **Knock**

Daze your target for up to 3 seconds.

Stamina cost: 50

Staffs

(require bashing skill)

Staffs are the weapons for the mages. Besides their secondary ability to focus and with that regenerate mana quickly, staffs provide power which is required for damage dealing spells. For balancing reasons, the staffs don't come with too high damage themselves.

Primary Ability: **Stun**

Stun your opponent for 1.5 seconds. Reduced to 1 second against players.

Stamina cost: 50

Secondary Ability: **Focus**

Enter a trance and quickly regenerate mana.

Stamina cost: 0

Tool

(require bashing skill)

Tools actually are not wielded for combat but for harvesting, gathering & crafting. This includes hunting knives, hatchets and mining picks but also torches and so on. While they don't really deal damage, they still can be used to attack. However, their primary ability normally is related to it's intended use like wood chopping, mining etc. definitely but not fighting. This is also valid for the secondary ability, if it exists after all.

Primary Ability: not combat related

Secondary Ability: mostly not existing

Swords

(require slashing skill)

A sword is a sword is a sword. Probably the most common weapon - if not, then just because people don't want to fight the most common weapon to hopefully be somewhat special. Examples are Training Sword, Knight's Sword, Broad Sword, Falchion and others. Swords come with the nice bleed ability, which basically is a DOT type. Swords are commonly used together with a shield.

Primary Ability: **Slash**

Powerful attack adding 30 to attack power.

Stamina cost: 50

Secondary Ability: **Bleed**

Cause 20-40 damage a second for 20 seconds.

Stamina cost: 50

2 handed Swords

(require slashing skill)

2-Handed swords actually mostly are rather Axe's such as the Great Axe, Long Axe, Peacekeeper and the like. In general they do somewhat more damage than the regular swords.

Primary Ability: **Overpower**

Powerful attack adding 35 to attack power.

Stamina cost: 50

Secondary Ability: **Concus**

Weapon damage is increased by 35% and your opponent's mana reduced by 25% for 15 seconds.

Stamina cost: 50

Polearms

(require lancing skill)

Many PvPers will likely engage into polearms as they allow to dismount other players and force them to fight. Also, they provide the only AoE attack for melee fighters even if the range is not too big.

Primary Ability: **Cleave**

Damage all targets 2 yards in front of you.

Stamina cost: 20

Secondary Ability: **Dismount**

Remove your foe from his mount. Cannot use while mounted.

Stamina cost: 20

Daggers

(require piercing skill)

Be aware of the deadly stab from behind. Daggers are the weapon of the rogues, fighting out of the twilight. Stab and Bleed in combination with stealth are powerful abilities that must not be underestimated. It is said to be likely that also poison and dual wield will find its way to Teiravon the future.

Primary Ability: **Stab**

Chance to strike a mortal blow, granting 73 additional attack

Stamina cost: 50

Secondary Ability: **Bleed**

Cause 20-40 damage a second for 20 seconds.

Stamina cost: 50

Bows

(require archery skill)

Archers are fighting their foes from a distance, shooting deadly arrows at their enemies while keeping the distance to stay safe. Archers can be highly dangerous. However, please note that kiting on Teiravon may not be as easy as you think it might be.

Primary Ability: **Power Shot**

Powerful attack adding 15 to attack power.

Stamina cost: 50

Secondary Ability: **Double Shot**

Shoot your bow, with a follow up shot 1 second later.

Stamina cost: 30

Prestige Abilities

Prestige Abilities are not to be mixed up with the primary and secondary weapon abilities. Prestige abilities can help you further during your fights as they provide nice boni and allow fighting strategies. Details about the particular abilities can be found here: [Prestige Abilities](#).

Repairing

At this time (pre-beta) repairing is not in the game yet. However, it is supposed to be soon, very likely before launch. Repairs will likely be possible by both, NPC blacksmiths / Tailors / Carpenters and players trained in the respective skills.

During fights, your weapons will be damaged over time in a way that their durability is decreasing. The maximum durability depends on the respective weapon. As a rule of thumb higher tier weapons come with more durability than lower tier ones. Depending on the remaining durability (in %), the tooltip of your weapon will inform about the current durability in different states. States include:

perfect shape (no tooltip info), Slightly worn, damaged and badly damaged. Further continuation may result in the weapon (or armor) to break and thus vanish.

As such it is wise to repair a weapon (especially those expensive ones) before it breaks. Repairing a weapon increases its durability to a higher value, however, it will not get back to the same durability level it used to have when it was new (max. durability). Iteration of damaging and repairing will always reduce the max. durability and at some stage repairing will become useless.

Damaged weapons and armor currently don't have penalties during the fight.

From:

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Last update: **2019/09/02 02:51**

