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INTRODUCTION

Amalur has plunged into chaos. A shadow has fallen over the forests, fields, and mountains of the Faelands. The once peaceful Fae of the Winter Court have marched to war, threatening all mortal life. New magic surges through the world and a great and terrible power rises in the east. The Fateweavers have predicted an inescapable doom for all living creatures of Amalur. But, as all seems lost, a hero has returned from the dead - a hero with no path written in Fate's grand tapestry.

Become the fateless hero, harness the power of the Reckoning, and decide the future of Amalur!

MAIN MENU

Select **NEW GAME** to begin playing. To load a previously saved game, select **LOAD GAME**, or select **CONTINUE** to load your most recent saved game.

Options

The Options menu is sorted into five sections: Gameplay, Audio, Graphics, Controls, and Online.

Gameplay Adjust settings relating to the difficulty, Mini-Map, autosave, tutorials and more.

Audio Toggle subtitles ON or OFF and adjust volume levels.

Graphics Optimize your graphic settings.

Controls Adjust camera sensitivity or toggle controller vibration ON or OFF.

Online Choose to share game data with EA.

CHARACTER

In *Kingdoms of Amalur: Reckoning*[™], you customize your character's Gender, Race, Patron God, Name, and physical appearance. Choose your character's hairstyle, eye color, skin tone, and facial features. Before starting your journey, take a few minutes and build a unique character for your story.

NOTE: You can also change your character's appearance settings later in the game via mirrors found in the world.

Gender

Choose your character's gender to alter his or her facial appearance and body shape.




Race

Your character's race affects his or her physical appearance and base Abilities.

Almain

The Almain are a warlike and religious race with a storied origin. Many Almain come to the Faelands seeking freedom, while honoring the traditions of their homeland.




Starting Bonuses:

 +1 Alchemy	 +2 Blacksmithing	 +1 Persuasion
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Varani

Hardened by the high seas, the Varani are just as likely to be pirates or mercenaries as they are to be shrewd merchants.

Starting Bonuses:

 +1 Detect Hidden	 +2 Lockpicking	 +1 Mercantile
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Ljosalfar

A proud and ancient race from the frozen lands of the north, Ljosalfar judge themselves fit to divine right from under wind, sun, and sky, and they mete an even-handed justice.



Starting Bonuses:

 +1 Alchemy	 +2 Dispelling	 +1 Sagecraft
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Dokkalfar

Renowned as sophisticated students of magic and diplomacy, Dokkalfar are not strangers to conflict, although they prefer to resolve disputes subtly with grace and efficiency.























Starting Bonuses:

 +1 Sagecraft	 +2 Stealth	 +1 Persuasion
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Patron God

Select which of the Gods of Amalur blesses your character. Blessings take the form of bonuses that last for the entire game. The blessings you may choose from are dependent on your character's selected race.

Patron Bonuses:

 <p>Belen, God of Death (Available to Varani and Dokkalfar)</p>	 <p>+8% Critical Hit Damage</p>	 <p>+1% Chance to Critical Hit</p>
 <p>Lyria, Goddess of Fate (Available to Dokkalfar)</p>	 <p>+5% Mana</p>	 <p>+5% Mana Regeneration</p>
 <p>Ethene, Goddess of Wisdom (Almain, Ljosalfar, Dokkalfar)</p>	 <p>+10% Mana</p>	
 <p>Aryllia, Goddess of Love (Available to Dokkalfar)</p>	 <p>+5% Health</p>	 <p>+1% Chance to Critical Hit</p>
 <p>Lopoku, God of Mischief (Available to Varani and Dokkalfar)</p>	 <p>+6% Poison Damage</p>	 <p>+6% Poison Resistance</p>
 <p>Ohnshan, God of Air (Available to Ljosalfar)</p>	 <p>+6% Lightning Damage</p>	 <p>+6% Lightning Resistance</p>
 <p>Ynadon, God of Justice (Available to Almain and Ljosalfar)</p>	 <p>+10% Health</p>	
 <p>Mitharu, God of Order (Available to Almain and Ljosalfar)</p>	 <p>+5% Health</p>	 <p>+5% Mana</p>

 Gaea, Goddess of Earth (Available to Ljosalfar)	 +5% Elemental Resistance	
 Njordir, God of Water (Available to Varani)	 +6% Ice Damage	 +6 Ice Resistance
 Thyrdon, God of War (Available to Almain and Varani)	 +5% Physical Damage	 +5% Armor
 Vraekor, God of Fire (Available to Almain and Varani)	 +6% Fire Damage	 +6% Fire Resistance
 None (Available to all Races)	 +1% Experience Bonus	

Customization

Customize your character in a variety of ways during the character creation process.

Preset Looks

You may choose one of five preset character appearances. This is the base you work with while customizing your character. There are three features to adjust: hair, face, and accessories.

Hair

Pick your character's hairstyle, hair color, facial hair, and facial hair color.

Accessories

Select jewelry and tattoos for your character.

Face

Change your character's facial structure, skin tone, eye color, eye shadow darkness, facial hair stubble, and facial hair stubble intensity.

FAELANDS

Welcome to the Faelands

Your character wakes atop of a pile of dead bodies in a lonely cavern. Left for dead with no memory of the past, it's up to you to discover who your character is and get him or her out of this corpse-filled graveyard. Choose a Destiny and find out what secrets *Kingdoms of Amalur: Reckoning* has in store.

HUD

Game Screen



Health

Your character's health is tracked with the red bar in the top left corner of your game screen. As enemies attack your character, the health bar decreases. Once the bar is completely empty, your character dies. Use potions and healers to restore health. As your character levels up, his or her overall health limit increases.

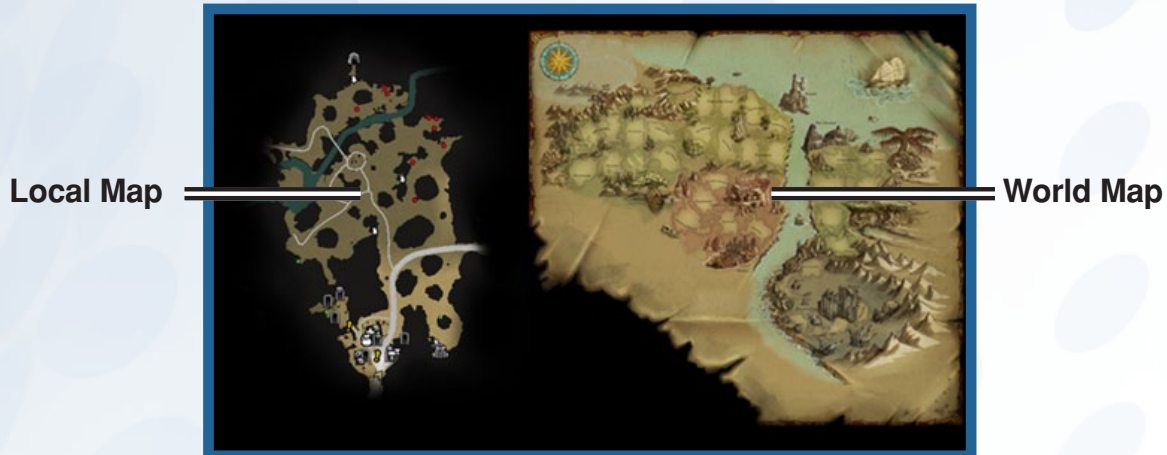
Fate Energy

Defeat enemies and perform a variety of special attacks and Abilities during combat to acquire Fate Energy. Once your character has enough Fate Energy, he or she can enter Reckoning Mode.

Mana

The blue bar in the top left corner of the game screen is your character's Mana. The more your character uses Abilities, the more his or her Mana reserves are depleted. Over time, Mana regenerates to its original level. Your character can level up to increase his or her total amount of Mana.

MAPS



There are three different maps: the World Map, the Local Map, and the Mini-Map. Maps allow you to fast travel or place waypoints to mark locations throughout the Faelands.

The World Map

The World Map represents the whole of the Faelands and allows your character to travel quickly across long distances to places he or she has previously discovered. As new locations are described to your character, they appear on the World Map.

Fast Traveling

Fast Traveling is accessed through the World Map. This feature quickly sends your character to previously discovered locations. Locations become discovered whenever your character first approaches the area. Your character cannot Fast Travel while indoors or while actively engaged in combat.

Local Map

The Local Map shows the general area around your character. The Local Map also notes if any interesting locations are nearby.

Mini-Map

Your character's Mini-Map is displayed in a small circle in the corner of the game screen. By default, the Mini-Map is oriented to the north and locked in place. You may toggle this setting in the Options menu.

SKILLS

Skills and Abilities are the talents your character uses throughout the game. Abilities are combat talents that allow your character to fight with a variety of powers. Skills are non-combat talents that allow your character to do things like pick locks or hide in stealth.

Skills

There are nine Skills in the game, and your character begins with a few points invested in certain Skills. Your character's race determines these initial Skills. To expand and increase Skills, your character can level up, read specific books, or pay gold to Trainers.



Alchemy

Create powerful arcane potions.



Blacksmithing

Repair, salvage, and create weapons.



Detect Hidden

Find hidden traps, caches, enemy ambushes, and secret doors. Detect Hidden also increases the amount of gold your character finds in his or her travels.



Dispelling

Grants you the ability to dispel protective magical wards without suffering harm.



Lockpicking

Master the art of picking the locks on doors and chests.



Persuasion

Use special dialogue options that often provide alternate paths through a quest or grant improved quest rewards. Having a high Persuasion Skill also lowers the cost of bribing guards after committing a crime.



Mercantile

Buy items for less gold and sell them for more gold. This Skill also enables your character to recover a portion of an item's value when he or she destroys it.



Sagecraft

Create Gems infused with magic to enchant and increase the power of your character's equipment.



Stealth

Sneak around undetected, and gain combat bonuses when your character attacks unseen. Stealth also improves your character's ability to pickpocket or steal items.

Abilities

All Abilities are organized into one of three Ability Trees: Might, Finesse, and Sorcery. Abilities with a circular icon are active, where as Abilities with a square icon are passive. Active Abilities can be dragged and dropped to your Abilities bar at the bottom of the screen for quick use in combat.



Might

Might Abilities are melee-centric. They give your character a large health increase but only a small Mana increase as your character levels up.



Finesse

Finesse Abilities are best suited to a Rogue style. They increase your character's Mana and health equally as your character levels up.



Sorcery

Sorcery Abilities are magic-oriented. They give your character a large Mana increase but only a small health increase as your character levels up.

LEVEL

Your character's level is his or her measurement of overall power in the game. To level up, acquire experience points (XP) throughout the game. Your character begins at level zero, and can reach a maximum level of 40.

Experience Points (XP)

Experience points, or XP, are the basic unit of measurement for your progress in the game. Nearly every action in the game can contribute to your character's XP growth. Defeat enemies, complete quests, use Skills, and explore to rack up XP for your character.

Leveling Up

After you've gained enough XP, your character levels up, and his or her Skills and Abilities are enhanced. New Destinies may also be unlocked at this time.

DESTINY

Destiny determines your character's basic combat stats and in some cases, may enable certain abilities.

Destiny Types

In the beginning of the game, your character has no Destiny. After speaking to a Fateweaver, you can choose one of three Destiny Types for your character: Brawler, Rogue, or Initiate. As your character progresses in the game, your character is granted the chance to embrace a more powerful Destiny. The types of Destinies available are based on the amount of points you've invested into your character's Abilities. Destiny Types are displayed as tarot cards in the game.



Fateweavers

Fateweavers are characters in the Faelands who allow you to completely reset your character's Skills and Abilities to a blank slate, after which you can re-spend those points as you see fit. This service costs gold, though, and increases in price each time it is performed.

Twists of Fate

Your character's actions can twist the fate of the world around him or her. When this happens, your character retains some degree of the Fate Energy set loose by the change, resulting in a permanent bonus to your character. Like Destinies, Twists of Fate are represented by tarot cards.

INVENTORY

Your character's inventory is where all purchased, found, or stolen items are stored. Items are broken up into six categories: Weapons, Armor, Accessories, Consumables, Items, and Junk.

Item Rarity

Items in *Kingdoms of Amalur: Reckoning* have varying degrees of rarity. Observe the color of an item's name to determine its rarity, which dictates how powerful and valuable it is. Some of the rarest items in the game come in sets, and the more items in a set your character has, the more powerful each item becomes.

Item Rarity Chart

White	Green	Blue	Purple	Gold
Common	Infrequent	Rare	Unique	Set Item

Backpacks

Your character has a maximum number of items he or she can carry at any time. To increase the amount of items your character can carry, collect Backpacks hidden throughout the world and sold at merchant stands.

Equip Requirements

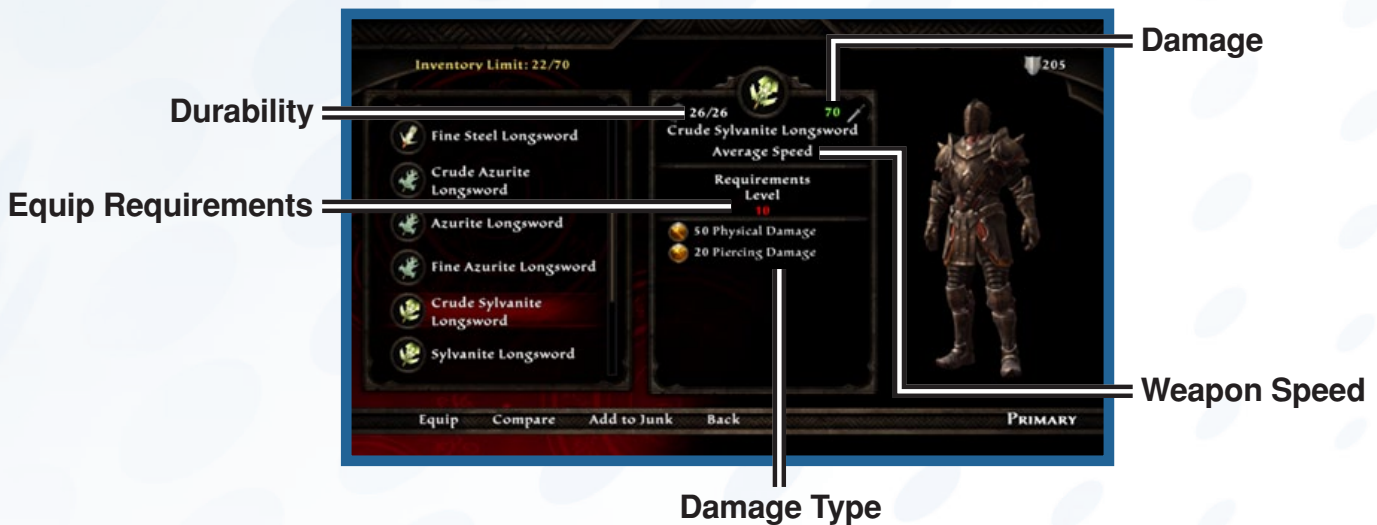
Certain pieces of equipment have requirements that must be met before they can be used. These requirements are based on your character's level and/or the number of points you've invested into your character's Abilities.

Weapons

Weapons are broken into two sections: primary and secondary weaponry. Primary weaponry is your character's main weapon, and secondary weaponry is an alternative weapon. Any kind of weapon can be used as a primary or secondary weapon. You can use the mouse wheel or press **Q** to switch between your character's primary and secondary weapons at any time during combat.

Weapon Factors

Weapons have four factors that affect how powerful they are: Durability, Damage, Weapon Speed, and Damage Type. These factors play a major role in how the weapon handles. It's important to keep an eye on these four factors when choosing which weapons to use.



Durability

As an item is used, its Durability gradually decreases until the weapon breaks and is no longer usable. Your character's weapons can be restored back to their maximum Durability with the use of a Repair Kit or by paying gold to a Blacksmith.

Damage

This factor lists the amount of Damage a weapon does to an enemy; the higher a weapon's Damage number, the more destruction it can unleash.

Weapon Speed

Weapon Speed displays how quickly a weapon strikes. Faster weapons can attack more rapidly, while slower weapons may not attack as swiftly, but usually cause more damage.

Damage Type

There are seven distinct Damage Types: Physical, Piercing, Fire, Ice, Lightning, Poison, and Bleeding. Fire, Ice, and Lightning are all elemental varieties of damage.

NOTE: There are three damage sub-types (Burning, Freezing, Shocking) that inflict damage over time.

Weapon Classes

Your character can use a variety of weapons, such as Staves, Chakrams, Sceptres, Longswords, Hammers, Daggers, Longbows, Fa blades, and Greatswords. Staves, Chakrams, and Sceptres can perform elemental damage by default, but your character can also find other weapons that have elemental properties.

Armor

Armor protects against physical damage and may improve other qualities like Mana regeneration speed or Critical Hit damage. Armor is classified into different segments: head, chest, robes, hands, legs, and feet. Note that robes cover both the legs and torso, so you must remove a robe to put on new chest or leg armor.

Accessories

Accessories are wearable inventory items that increase your character's Abilities. Your character can equip a maximum of one amulet and two rings at once.

Consumables

Consumables are potions and other items that assist in killing enemies, improving health, restoring Mana, and temporarily increasing Abilities. Once a consumable is used, it disappears and cannot be used again.

Items

Items are quest-specific objects, or objects that can be used in non-combat situations, such as, Lock Picks, Gems, and Repair Kits.

Junk

Junk is where you place items that you intend to destroy. You can also sell all your character's junked items to merchants in bulk with the press of a button.

QUESTS

Your character receives quests throughout the game. Quests are classified into five categories: Main Quests, Faction Quests, Side Quests, Tasks, and Completed Quests. All quests categories can be viewed in the quest menu.



Main Quests

These quests refer to the game's main storyline: the events of the Crystal War, and how your character's actions change the fate of the world itself.



Faction Quests

Faction Quests are quests that refer to the factions of Kingdoms of Amalur: Reckoning. These include the House of Ballads, the House of Sorrows, the Scholia Arcana, the Travelers, and the Warsworn.



Side Quests

Side Quests take place apart from the game's main storyline. These quests are presented to your character in various ways throughout his or her journey.



Tasks

Tasks are simple, often repeatable quests, for example: finding a collection of similar items. This type of quest is found throughout the Faelands.



Completed Quests

These are quests your character has completed. You can use completed quests as reference and testaments to your character's progress in the game.

Quest Targets

A quest target is an icon "!" on your map that shows the location of your character's next quest objective. Active quests are marked on your character's maps with a gold circle 'o', while a white ring 'o' represents non-active quests. Characters marked with a silver question mark '?' provide additional information about a quest. You can set a quest to active in the quest menu.

CONVERSATION

Conversation occurs by using the dialogue interface. During conversations, your character can ask a number of different questions to gain new information or repeat what has already been discussed. If your character has the Persuasion Skill, he or she can take advantage of it while speaking to others. Other Skills may also unlock special dialogue options in some cases.

Using Persuasion in Conversation

Characters with the Persuasion Skill may occasionally be able to convince others to do or not do something in the game. A persuasion dialogue appears in green and has a percentage of success next to it. The higher your character's Persuasion Skill, the easier it is to persuade someone in conversation.

CRAFTING

There are three crafting systems: Alchemy, Blacksmithing, and Sagecraft. Each crafting system is tied to a specific Skill, and the more proficient your character is in the required Skill, the more he or she can get out of their crafting. To start crafting, your character must find a Forge to start Blacksmithing, an Alchemy Workbench to begin Alchemy, or a Sagecraft Altar to use Sagecraft.

ALCHEMY

Use Alchemy to create potions from the Reagents gathered during your character's adventure. Recipes used to make potions are either found or purchased. Your character can also experiment with combining different Reagents to discover Recipes. The higher your character's Alchemy Skill, the more potions he or she can create. An Alchemy Workbench must be used to craft potions.

Reagents

Reagents are ingredients found in the Faelands that are used to create potions. They appear throughout the game, so keep an eye out for them.

Recipes

Recipes list the ingredients needed to create a particular potion. Your character can find or buy Recipes throughout the game and even discover them on his or her own through experimentation at the Alchemy Workbench.

Alchemy Workbench

Alchemy Workbenches are where potions are created. They are usually found in shops where potions and Recipes are available for sale.

BLACKSMITHING

When Blacksmithing, your character can salvage weapons and armor to break them down into their component parts, and then use those components to build new weapons and armor with similar properties. All Blacksmithing is done at a Forge.

Components

Components come in two types: Core and Support. Core Components determine the base stats of a crafted item, whereas Support Components determine the bonus attributes of the item.

Forge

A Forge is where equipment is crafted and salvaged. Forges are usually found in shops along with Blacksmiths.

Crafting Weapons and Armor

When you find a Forge, your character can begin crafting weapons and armor. All weapons and armor require certain items in order to be built, and once all the pieces are found, your character can begin to build the item. The type of weapons and armor your character can use depends on what weapons and armor he or she has already found. As your character progresses in the game, he or she will find new items and consequently be able to build new things.

Salvaging Weapons and Armor

You can salvage pieces of equipment and break them down to use in crafting items. Salvaging equipment can give your character the few extra parts needed to craft a new weapon.

SAGECRAFT

Sagecraft is used to craft Gems, which can be placed into sockets in your character's weapons and armor. Gems are created from Shards found across the land. Once you place a Gem into an item, it cannot be removed unless your character is highly skilled in Sagecraft, or if you pay a gold fee to a Sagecrafter.

Gems

Gems are magical crystals that are placed into certain weapons and armor to give them special Ability enhancements. The Gem type (armor, weapon, utility, or epic) must match the socket it's going into.

Shards

Shards are pieces of Gems found throughout the game. Once your character has found enough Shards, he or she can create a complete Gem.

Sockets

Sockets are where Gems are placed in weapons and armor. Not all weapons and armor have sockets. Epic Gem sockets exist only on torso armor and robes.

Sagecraft Altar

Sagecraft Altars are where your character can craft Gems, place Gems into sockets, or (at high enough Skill levels) remove Gems from sockets.

COMBAT

There are several ways to fight enemies in *Kingdoms of Amalur: Reckoning*. Your character's combat Abilities become more powerful as he or she continues to level up.

Critical Hit

A Critical Hit is a powerful attack that delivers a huge amount of damage. The chance of these attacks increases over the course of a battle. Certain items and Abilities can increase your character's chances of scoring a Critical Hit or increase the amount of damage his or her Critical Hits inflict.

Curse

A curse is a long-term negative effect that certain enemies and wards can cast on your character. Only a healer can remove curses.

Disease

A disease is a long-term negative effect that certain enemies can inflict on your character. A healer can remove diseases for a fee, but diseases can also be removed with a Purification Potion.

THE WORLD OF AMALUR

Kingdoms of Amalur: Reckoning is full of unique items and characters. Crimes, Gold, Shrines, Trainers, Wards, Lorestones, and various factions all play a role in the Faelands.

Gold

Gold is the primary currency in the Faelands. It can be used to buy equipment, bribe guards, and even buy property.

Shrines

Shrines are holy places dedicated to the various Gods of Amalur. Each shrine your character activates gives him or her a temporary blessing. Shrines can recharge over time, so be sure to go back to ones your character has previously used if he or she is in the area.

Lorestones

Lorestones are magical stones found throughout Amalur that hold the memories and stories of the past. Each Lorestone your character finds is part of a unique set. Find all the stones in a set to receive a special bonus.

Trainers

For a fee, Trainers can permanently increase a Skill. Be on the lookout for Trainers to quickly upgrade your character's Skills.

CRIMES



Theft, pickpocketing, trespassing, assault, and murder are all crimes in the Faelands. If your character is caught doing one of those acts in a civilized area, he or she can attempt to bribe the guards, resist arrest, or simply serve out a sentence in jail for an XP penalty.

NOTE: Red text and a red hand icon indicate criminal interactions.

Picking Pockets

Interact with others during stealth to attempt to pickpocket them. The rate of successfully pickpocketing a character is determined by how aware that character and others nearby are of your character. The percentage chance of successfully stealing each item is listed next to the item.

Stealing

Your character can also attempt to steal items from owned containers. As with pickpocketing, the odds of success are displayed onscreen, and are determined by how aware nearby enemies are of your character.

Wards

A Ward is a form of magical trap placed on various containers and doors. Your character first must dispel a Ward to open what it is protecting, or else it explodes and damages your character. The Dispelling Skill determines how effective your character is at safely removing Wards.

NOTE: A red hand icon indicates stolen goods in your inventory. Most merchants in Amalur do not purchase stolen goods, but there are certain exceptions.

FACTIONS



Factions

Factions are groups your character can join in the game. There are six factions available, each with a storyline, quests, and special items.

HOUSING

Player Housing

Your character can receive his or her own houses through quests and when he or she meets certain people. Inside, your character can heal his or her wounds, store items, and even change appearances.

Changing Appearance

The mirror located in your character's bedroom is used to change his or her appearance. Change hair color, hairstyle, tattoos, and accessories with the mirror.

Stash

Use this special treasure chest in your character's house to store items you no longer want him or her to carry. Stash boxes are linked, meaning that your character can access his or her items from any of his or her houses.