

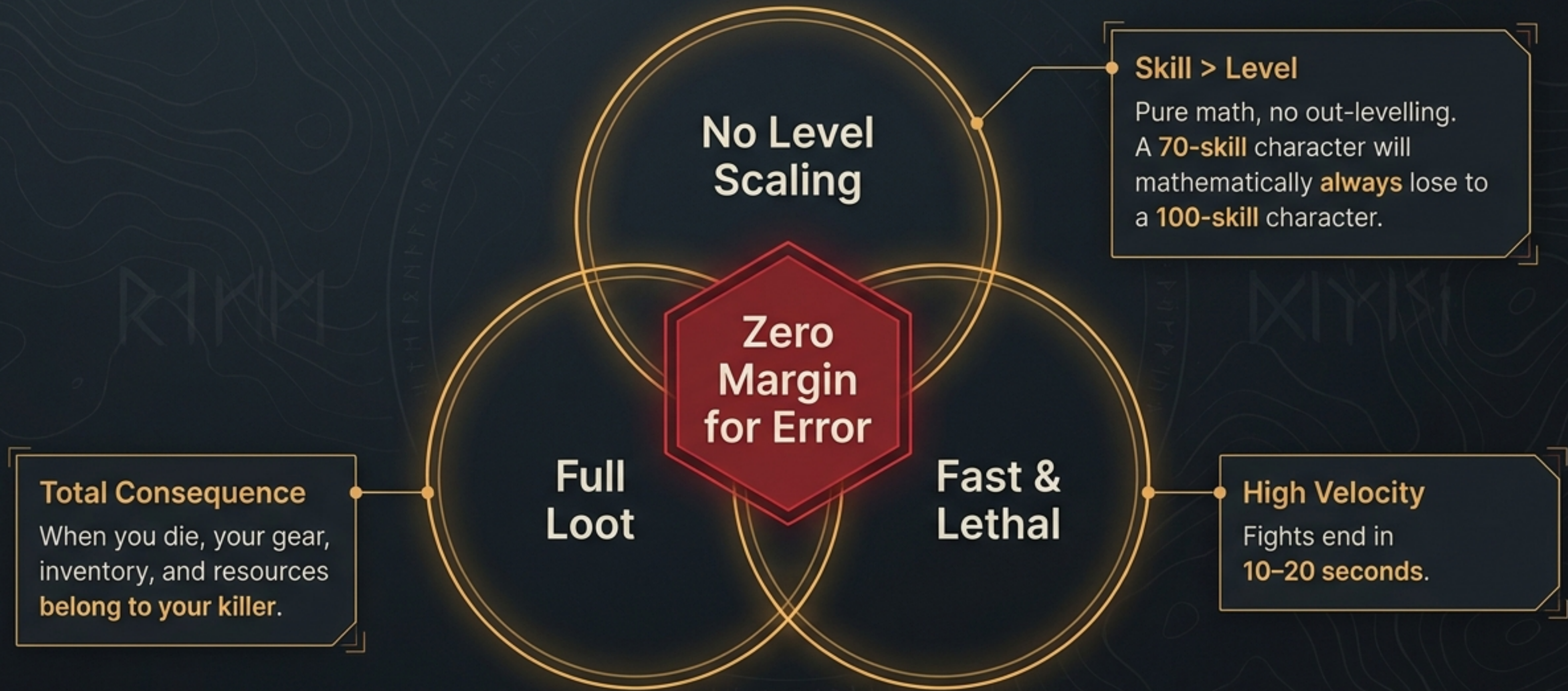
Mechanics, Builds & Survival Protocols

The Felucca Field Dossier

Mastering Ultima Online's
Lethal PvP Ecosystem



MMO History's Most Unforgiving Arena



TWO FACETS, ONE WORLD

TRAMMEL

TRAMMEL (THE SANCTUARY)

100% PvE. Every dungeon, quest, and crafting node is duplicated here with zero PvP threat.



FELUCCA

FELUCCA (THE HUNTING GROUND)

Open-PvP anywhere, anytime. The lethal ecosystem where the rules of survival change completely.



THE ECONOMY OF DANGER



Trammel-only characters inherently plateau. Reaching maximum character power requires extracting resources from the Felucca zone.

FORGET EVERYTHING YOU KNOW ABOUT MMO ROLES



NO TANKS. NO HEALERS.

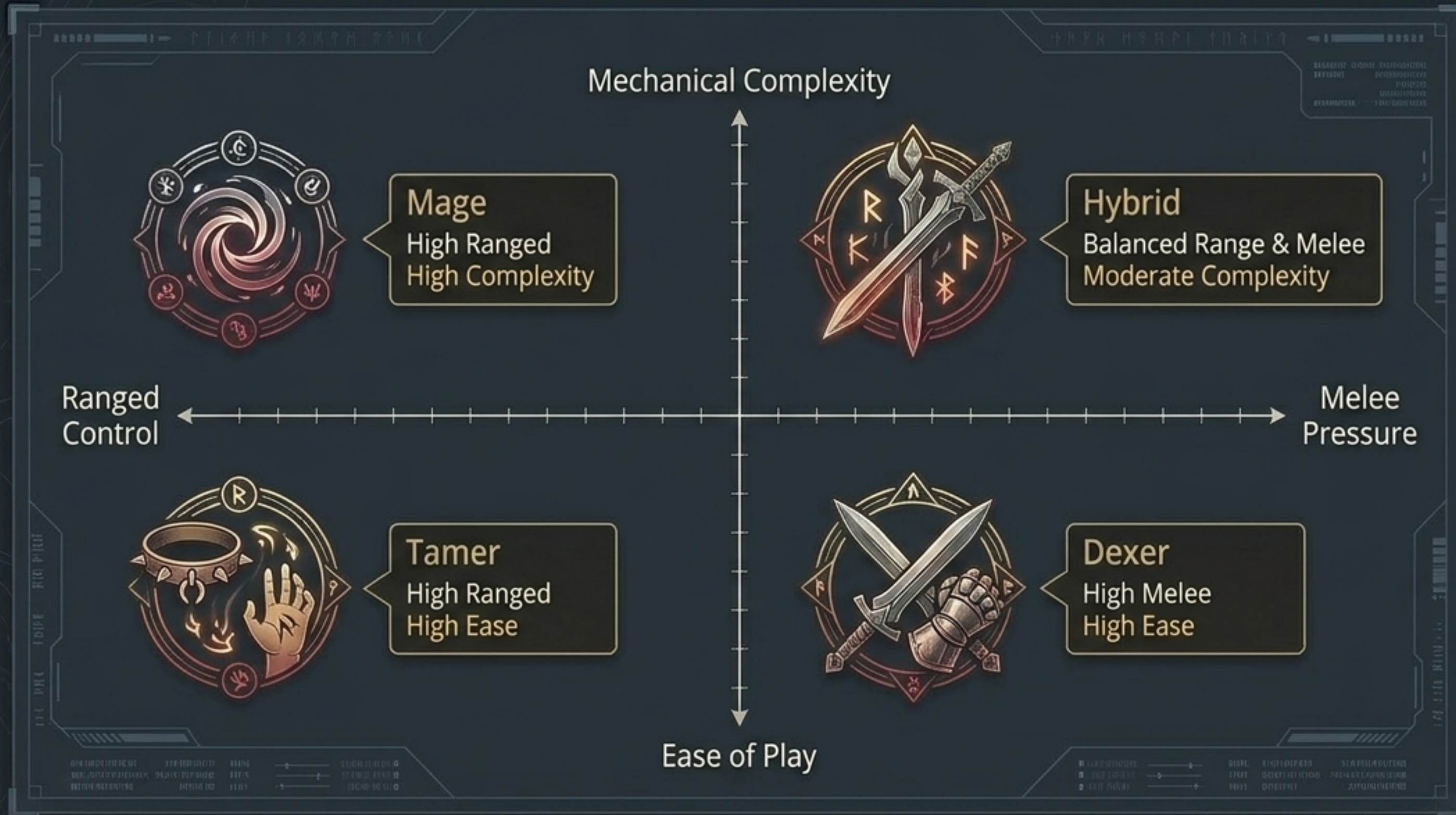
Every character damages. Every character heals themselves. Every character survives on their own. Group fights rely on positioning and focus-fire, not role-play.



THE ACTION ECONOMY.

There is no tank and spank. Combat is a sequence of rapid execution. The player who cycles through their utility kit faster dictates the pace and wins the fight.

THE META ARCHETYPES FRAMEWORK



ARCHETYPE PROFILES: THE SPECIALISTS



ARCHETYPE PROFILES: THE OUTLIERS



TACTICAL PROTOCOLS FOR FELUCCA SURVIVAL



THE SINGLE MOST IMPORTANT SKILL IN PVP

50+

Magery 50+ is non-negotiable.

The ability to leave a fight you are losing is not cowardice; it is a fundamental build choice.

- ✗ Magery skill at minimum 50
- ✗ Runebook populated with safe, unblockable destinations
- ✗ 50+ reagents required for cast attempts



Without these three elements, you are not a combatant. You are slow loot.

ECOSYSTEMS: OFFICIAL SERVERS VS. PRIVATE SHARDS

OFFICIAL SERVERS (OSI/BROADSWORD)

✓ SYSTEM

- ☑ Vice vs Virtue (VvV) system replaced legacy factions.

✓ META

- ☑ Champion spawns act as the primary Felucca friction points for Powerscrolls.

✓ BALANCE

- ☑ Tuned for AOS and post-AOS rulesets, maintaining strict Mage/Dexer/Tamer parity.

PRIVATE SHARDS

✓ SYSTEM

- ☑ Bespoke faction and guild-warfare layers.

✓ META

- ☑ Era-specific preservation (e.g., T2A) or entirely custom balance passes (tweaked cooldowns, spell damage, custom caps).

⚠ **THE GOLDEN RULE**

Population dictates viability. A shard with mid-tier mechanics and 50 active PvPers beats a mechanically perfect shard with 5 active PvPers.

ECOSYSTEM SPOTLIGHT: THE IMMORTAL REALM RULESET



PILLAR 1: PvE CORE, PvP OPT-IN

The shard's narrative and institutional systems are centred on PvE.

Felucca remains a lethal, but entirely voluntary, ecosystem.



PILLAR 2: FLAT GOLD ECONOMY

No artificial 2x gold multiplier exists in Felucca.

Standard gold drops remain identical across both facets, preventing forced PvE grinding in PvP zones.



PILLAR 3: CATEGORICAL REWARDS

Risk is rewarded exclusively through unique assets:

Felucca is the sole source for Powerscrolls, PvP Tokens, and exclusive high-end crafting materials.

THE DEPLOYMENT ON-RAMP



1. FOUNDATION

Build a 90+ primary combat skill character entirely in Trammel. Do not learn basics in Felucca.



2. ESCAPE ROUTE

Train Magery to 50+ to secure the Recall capability.



3. RECONNAISSANCE

Deploy to Felucca during off-peak server hours. Learn the geography and moongates without pressure.



4. ENLISTMENT

Find an active guild. Solo Felucca is brutally unforgiving for new entrants.



5. ENGAGEMENT

Join structured Faction or Guild warfare. Organized combat accelerates learning far faster than random encounters.

BEYOND SURVIVAL: THE MACRO META-GAME



SYNTHESIS

Once the 10-second combat loop is mastered and your build is secured, the true endgame opens.

Ultima Online PvP is not ultimately about surviving random encounters—it is about securing Champion Spawns, commanding faction territory, and executing organized guild warfare in highly contested space.



PREPARE YOUR BUILD. FIND YOUR GUILD. ENTER FELUCCA.