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TIPS FOR NEWBIE SCRAPPERS

Barely out of the tutorial zone and not knowing what to do? Lost in power selections, missions, or plotting out your heroes progression? Here is a list of handy beginners tips to getting the most out of your Scrapper, and what to plan for in the future:

- Whatever defensive power you gain from your Secondary, slot it early.
- Take whatever form of CC protection you can, as early as you can.
- It can sometimes take up to the late 20s and early 30s to reach a point, defensively and offensively, that the archetype will shine. Don't give up!
- You aren't obligated to choose every attack in your primary and secondary. Pick, choose, and plan ahead for later on in your character's life.
- Understand the abilities, powers, damage types, and tactics of the mob that you are fighting. It will make things so much easier in the long run.
- Do Task Forces when you can. The rewards and experience are well worth the time it takes.
- Most likely, you are going to want Hasten and Stamina. These two powers can make things so much easier in both short and long term.
- Skip buying training enhancements unless you absolutely have to (such as for Quick Recovery, whose DO is not available until later on). Sell any that you accrue in your earlier levels, until you can purchase DO enhancements. You should have enough influence to fully outfit yourself that way.
- You can hit running enemies without ranged attacks simply by positioning yourself in front of them. Your attack will fire as soon as they reach you.
- Trust in your teammates to do their job, and make yours so much easier. Don't worry about whether they are going to mez the villain or heal you, if they slack off, yell once you are done with the battle or back from the hospital.
- Ignore the kill stealers. Yes, many times you will get part or all of your mobs stolen from you, but instances of this are reduced rather rapidly once you hit the Talos Island and Independence Port areas.
- Establish your strengths and weakness then capitalize on them. If you're great at AoE, take down wide swaths of villains. If you're more of a single target type of character, pick off wanderers from the main group, until you can safely move in, etc etc.
- If you're going to take an attack, 6 slot it. If you don't think it's worth 6 slotting, then why are you taking the attack in the first place?



- 6 slot attacks before defensive abilities