

## **DARK ORBIT PILOT SHEET**

The Pilot Sheet is divided into 4 different sections.

1. Your Profile - which tells a little bit about you.
2. Your Achievements - what awards you have won.
3. Your Skill Tree - which is explained below in greater detail.
4. Your Friends and Bonuses - bonuses you can get you signing in friends.

### **THE SKILL TREE**

The Skill Tree is the only part of the Pilot Bio explained here in greater detail.

The Skill Tree allows you to upgrade your way to a more powerful ship. Pilots need "pilot points" to upgrade their skills. Although the reading in the "HELP" section leads you to believe these are "skills" - you don't "learn" anything. Your ship just gets additional abilities to do things, like a 4% greater shield strength. To get pilot points, players will need to "collect" log disks.

A pilot can "collect" log disks in several different ways:

1. If you log on every day, you will get a "free" log disk every day.
2. By collecting the boxes floating in space, and "spinning" the galaxy gate generator, you can sometimes win a log disk.
3. If you pick up pirate "booty boxes" they may contain log disks within them.
4. You can win log disks by bidding on them in TRADE.
5. You will get log disks by completing Galaxy Gates.
6. Defeating Boss opponents MAY award you a log disk.
7. You can purchase log disks in the HANGER under EXTRAS for Uridium (300 Uridium per log disk).

Once you collect/buy enough log disks you can trade them for pilot points. Each pilot point takes an increasing number of log disks to complete it. For example, pilot point number 1 takes 30 log disks. Pilot point number 37 takes 927 log disks.

**HINT:** To use a Pilot Point may also cost you credits and Seprom. Many skills that you are trying to acquire also have prerequisites skills that you have to acquire FIRST!

**HINT:** It is VERY IMPORTANT that you have a plan for acquiring the skills. You CANNOT acquire them all. The maximum number of pilot points you can use is 50. Many of the skills shown in Pilot Bio require you to use more than one Pilot Point to acquire the entire skill set - although you do NOT have to acquire the entire set to use parts of it.

The following skill path is taken from the Forums in Dark Orbit (I have lost the link - sorry). Following this "path" will give you the best offensive and defensive benefits using minimal costs. Start and complete the RED path first. It is a total of 24 pilot points and will give you "fat lasers" (larger firing laser blasts) when completed. If you want to continue building your pilot bio, do the skills in the green circles next. Lastly do the ones in the yellow circles.

**HINT:** Do NOT do any extra skills beyond what you see here until you have completed the ones shown. Although when you are just starting out it might be nice to get an extra 4 - 6% EP for an alien kill, later on you will wish you had spent the pilot points on something else.

**HINT:** Sometimes you have to look around on the chart to see how it works. For example, the first TWO skills to learn are in the first red circle to the left. This is called "Ship Hull" level 1. If you look in the reading at the bottom of the cart under PRIORITY, it says "Ship Hull (I and II) > 5 PP. You will find that that Ship Hull I (in the first red circle) has 2 parts to it, then later in the process (5th red circle over) you will find the other 3 parts in Ship Hull level II - for a total of 5 parts. Mathematically, the > sign really should have been an = sign.

