


I'm not robot  reCAPTCHA

Continue

## Divinity original sin 2 character skills

DPS

The guide is not yet completed, however it should provide enough general information to begin.

Terms[edit]
If you're new to RPG or games in general actually, here are some terms you can see used and what it means if you don't know.

DPS = Damage per second. All that uses this term is related to the damage taken or treated.

Tank = Character whose main objective is to absorb damage.

Caster = The character using a skill, can also refer to magic characters.

Hotbar = The bar at the bottom of the screen which has all the skills and elements on it.

DOT = Danni in tempo. Ability that inflicts damage to multiple turns or buffs that droop on multiple turns.

AOE = Area of Effect Character Creation[edit]
| edit source]
Selecting a character[edit]
The first thing you will do when you start a new game is to choose who you will play as; these character options descend to Sebille a female elf, Red Prince a male Lizard, Ifan ben-Mezd a male man, Lohse a female human, Beast a male nano, Male Fans not dead (The use of man and indeed vacuum is to say rardes too much dead, and other bodies can not be too human. Each of them has its own origins, stories, history and unique interactions with the world and the inhabitants. Many of their stories collide with each other at some points, as when interacting with a NPC can discuss who will talk before and sometimes depending on who spoke before there may be consequences for the following speakers, so knowing their reasons in advance might be vital. The custom character acts more like an adventure and allows you choices that pre-made characters may not have, it also allows more customization that you will get with a pre-made. If you choose to playone of the pre-made characters the remaining pre-made will turn into your world as partyo recruit. Choose a contest to play[edit]
| edit source]
Main article: Contest (original site 2)
Humans[edit]
Human beings are a balanced race as in any game, they do not excel at anything, but they are also good at everything. With their Leadership bonuses and their ability they encourage for good front or middle-line/vigilir/cavalli support.

Lizards[edit]
Lizards excels in caster roles such as Wizards, Witches and Enchanters because of their innate intelligence boost because of Sophisticated, they also have Spellson giving them a free Persuasion point. The Lizard breed has a capacity called Dragon's Blaze, which is a low cost, low damage, cone shaped like a fire surface.

Nani[edit]
The dwarves get an innate bonus by force and Sneaking, do for powerful fighters or knights and along with their innate Metamorph skills, which allows them to turn a stone target through dwarves

Petrification make for big warriors or tanks, they also get a sneaking bonus, but a warrior role seems more suitable for them.

Elves[edit]
| edit source]
The elves are tall creatures, lanky that present themselves more like people made of wood or forest materials rather than the common Elfs see in fantasy. They have strong abilities such as the Corpse Eater that allows them to consume specific body parts sometimes that grants them free capacity. They also have the sacrifice of flesh which is a good harm and AP pushed to the cost of some Constitution.

Undead[edit]
| edit source]
Undead is the last race to show and present a unique challenge for players. Among these challenges is the fact that if you don't cover their bodies with some kind of armor they will discard non-undeads and cause the application of the local law to attack you, the non-guards probably just run from you, but it's not worth risking. The other challenge they have is that they cannothealed in the typical way, healing potions and spells damage instead and in their place heal poison poisonso you can walk in a poisonous surface or gas or even throw a poisoned health potion and will heal you.

The Undeads gameplay changes the strategy of the whole game for the player who uses it and it is unconscious to try to play them without having at least a lesser understanding of the mechanics of the game, the game itself will also warn you that your experience will be dramatically different than the game as a humanoid race.

Tags [edit]
If you have selected to play as a custom character you will have to select the tags of your character. Tags help define who is a character and how to interact with things and people in the world. Under the class selection of your character you will see a box that says Tags, below it is another box that has some empty spaces along with two already filled tags that state the character you are and race.

Select Manage and this will take you to a list of tags to select. It's the following.

Soldier Scholar Noble Barbarian Jester Mystic Outlaw Tag most often interact with the dialogue from NPC and can help you get new information, I suggest you try to talk to NPC using multiple characters in your party as they can use their tags to get more information if it is applicable to the NPC that you are interacting with.

Class Selection[edit]
Now you want to choose which class you want to play as, please know that classes are just models, with adding points elsewhere during leveling you can be all you want, however classes dictate starting statistics and skills so you choose something you want to build in.

I will break the classes here in an information box to help you get an idea of what they are and you can follow the links to learn more.

Class type

Additional information.

Battlemage Hybrid, Melee + Magic

Double Pulley Fuser with Cleric

Applesmelee + magic frontline support

caster enchanter

magic support

incantesimo

caster fighter

melee frontline combatant

inquisitor

magic heavy hit

melee

caster

Melee Close range

2-Handed Ranger Ranges

Long range

bow user

Rogue

Melee

Lock range

stealthy

backstabber

Shadowblade Hybrid, Melee + Magic

Close range, stealthy can launch spells and damage to the melee

Wayfarer Hybrid, Ranged + Magic

Long-range user, has the land and poisoned spells

Wick the land, poison

DoS2 uses a fairly simple statistical system consisting of the following categories.

Force, Finesse, Intelligence, Constitution, Memory and Witnesses.

For more details click on the statistics to go to the statistics page.

For the shortest version here is how statistics work.

Force - Determines damage inflicted on force weapons such as Great Swords, Hammers, Aces, Swords and provides a bonus to Physical Armor.

Finesse - Determines damage inflicted on Finesse weapons like Daggers, Bows and Crossbows, also provides a bonus to Dodging.

Intelligence - Determines magic damage and bonuses to Magical Armor.

Constitution - How much health aka vitality you have.

Memory - How many spells/ability you can store in your memory.

Calls that are not stored cannot be launched, but can be freely exchanged out of battle.

Wits - Critical chance and initiative, also helps to detect traps and treasures.

Abilities[edit]
Skills are divided into two categories

Combat and Civil.

Fighting skills determine your competence in a given position related to combat, such as Ranged or Two-Handed.

Raising them will give you bonuses as more damages with weapons related to that type or bonus to slave.

Civil skills determine your ability to interact with NPCs using Persuasion and Bartering;

Lucky Charm can increase the rarity of the boot you find;

Loremaster lets you identify the elements;

Telekinesis allows you tothings from a distance;

Sneak makes it easier to move unnoticed by NPC and Thievery allows you to steal more items from NPC along with locked doors and cases.

You are sixFight every level and civil points every level (currently unknown).

Learn more about Attributes and Skills here.

Talent Selection[edit]
Talents have varied in their effects, some give you more resistance while lowering others, some introduce new mechanics to think when they engage in combat situations.

The list of talents is big enough.

Collect your holiday[edit]
| edit source]
Divinity: Original Sin 2 has 6 companions. Check their individual pages for specific locations and other information.

Red Prince Ifan ben-Mezd Lohse Fane Beast Sebille Note that starting from v3.0.31.292 on 2/2/2017 We can now select which classmates should be on recruitment of them, so you should choose the companions you want because you like and not because of the need, this also allows more flexibility when you create your own character as you will not run into the problem of missing out on a key role.

Fight and use the environment to your advantage[edit]
| edit source]
Combat in Divinity: Original Sin 2 is a simple turn system where each character will be placed in order against the enemy depending on their Wits, the highest Wits is the best chance that will move before the enemies can.

You have a limited number of moves per turn depending on your Action Points, these can be seen at the bottom of the screen and will have a maximum of 6, almost always you will start with 4.

These can be modified using certain skills such as Haste.

Skills have a necessary amount of Action Points that will cost to use them during that turn and after their use will be placed on cooldown, which means they can not be used again until the timer is up.

Having fill skills for inactivity time of your great hitter capabilities is important.

Status Effects[edit]
The effects ofare very similar in most games, however, in dos2 control your environment and do oo of state induction skills are one of the key aspects of combat compared to thea stun and burst.

Below you can see a list of states, what causes them and how to interact with other things.

State What can cause this?

Effects and how do these interact with other things?

The water on the ground freezes in ice that can cause an explosion, being Wet can almost guarantee frozen if hit with an ice spell.

Frozen Being hit with ice damage while already being cooled freezes the characters that makes them able to take action

Stunned

Aerothurge spells and other discs

those Water and blood pools can be electrified to stunt in large areas, being Wet also increases, if it does not guarantee Stunned.

Scores such as Battering Ram or slippery surfaces such as Ice

Ice surfaces can break down when trying to move in them.

Bloody necromancy spells, Bleeds enchanted weapon damages every time, can create blood pools that can be electrified, blessed, cursed or frozen.

Burning

Pyro spells, fire bombs, fire contacted by oil or poison

The fire can turn on the surfaces of the inflamed oil, torches and light sources can also light the oil on the fire.

Poisonous surfaces + explosions cause fire.

It can also dissolve frozen and hot refrigerated.

Poison

Earth spells, poison bombs and arrows

Poisonous surfaces can be exploded from fire surfaces/effects

Diseases

Necromancy spells, enemies, bad food temporarily reduces wet water stains and ice spells, bombs, balloons, water barrels

Put out fires in the environment and on characters, increases the possibility of being frozen or stunned if it does not guarantee.

Warm

Some fire spells, approaching light sources such as Fire Being Warm can help deny ice spells by reducing the possibility of getting frozen or chilled or stopping them completely.

Beingremoves rubber.

Slow

oil, earth spells, oil stems

It can be lit on fire with any source of fire, slows down the movement of characters inside and makes you start with less AP each turn.

One of the most brutal environmental effects.

Environmental effects[edit]
Environmental effects cover a wide rangeof things.

There are many ways to create, clear and make use of environmental effects in DoS2, many of which are from spells and consumer equipment such as bombs and arrows.

To polish on some we have surfaces of fire, water surfaces, poison surfaces, oil surfaces, ice surfaces, smoke surfaces, etc and each with their own properties, uses and special sources.

Let go on some of the most common that you meet.

The fire surfaces in my opinion are the most common as they are produced by practically anything that has a fire effect.

They cause combustion on targets and interact very nastily with Poison and Oil surfaces creating huge explosions (maize surfaces) or spreading rapidly into a large area with oil surface.

They can be put out of a water surface, spells like rain or ice spells can put them out.

Water surfaces, the second most common, created by spells such as rain or water stems that are destroyed.

These water surfaces can put out the surfaces of fire and spread the water surfaces, but at the cost of dipping everything nearby by turning the surface into an electric playground.

Most of Aerothurge's spells within the water surface will cause an electrified surface that affects nothing within it until the surface is destroyed.

This applies to weapons with a type of electrical damage, such as basic silk attacks.

Oil surfaces will slow all the characters inside raising the AP cost to move dramatically and above all creating a primary surface for a massive fire surface that can decimate your party or enemies very quickly.

Poisonous surfaces alone are not the most lethal, the poison is more irritating, but in combination with a surface of fire is, if only barely, themore deadly surface combination.

Fire and poison create an explosion that can wipe out an entire party in one sweep and if it does not kill them at once will go poison and will set them on fire with just one sliver of hitpoints left.

Kegs[edit]
| edit source]
You will often find yourself writing the fused stemsSome places.

In most times indicate a meeting is possible or probable in the area and are there for you or your enemy to do oo of, these may vary in what they contain, but most often you will see are oil, water and poison.

keg what makes oil spreads a pozza of oil that can be lit on fire, acts like any other surface of the oil, water spreads a pool of water that can be frozen, electrified or transformed into steam.

also puts out the surfaces of fire and burns.

poison spreads a puddle of poison that will inflict poisonous damage on anything that is not immune to it, it can also be lit on fire for a combat explosion that causes serious damage.

Starting from patch enemies to 2.0 now clearly recognize and try to use the stems against the player party, with this in mind you should stop and analyze which barrels are where and decide to eliminate them before the fight, reposition them for your benefit or remove them from the battle completely, kegs can transform the tide of struggles for or against you and should never be ignored under any circumstance, can also be taken with you and used at a later time, although they weigh about 60 kg and can take up to a quarter of characters carrying weight.

Elevation[edit]
| edit source]
being higher than an enemy can give benefits such as increased damage and a greater range for spells and abilities.

enemies may not even be able to get to you or have to spend their turn to get to you, being inferior to the opposition can also block the path for spells and attacks, also decreases the damage of 20.%

it is possible to increase the range and damage investing in Huntsman.

example of view line be broken.

example of low ground.

example of high ground.

ground.

divinity original sin 2 how many skills per character.

divinity original sin 2 character creation skills.

divinity original sin 2 change character skills

Moya (left) and Mvuma (right)

Moya and Mvuma on their way to the abandoned village of Fata.

Moya and Mvuma on their way to the abandoned village of Fata.

Moya and Mvuma on their way to the abandoned village of Fata.

Moya and Mvuma on their way to the abandoned village of Fata.

Moya and Mvuma on their way to the abandoned village of Fata.

Moya and Mvuma on their way to the abandoned village of Fata.

Moya and Mvuma on their way to the abandoned village of Fata.

Moya and Mvuma on their way to the abandoned village of Fata.

Moya and Mvuma on their way to the abandoned village of Fata.

Moya and Mvuma on their way to the abandoned village of Fata.

Moya and Mvuma on their way to the abandoned village of Fata.

Moya and Mvuma on their way to the abandoned village of Fata.

Moya and Mvuma on their way to the abandoned village of Fata.

Moya and Mvuma on their way to the abandoned village of Fata.

Moya and Mvuma on their way to the abandoned village of Fata.

Moya and Mvuma on their way to the abandoned village of Fata.

Moya and Mvuma on their way to the abandoned village of Fata.

Moya and Mvuma on their way to the abandoned village of Fata.

Moya and Mvuma on their way to the abandoned village of Fata.

Moya and Mvuma on their way to the abandoned village of Fata.

Moya and Mvuma on their way to the abandoned village of Fata.

Moya and Mvuma on their way to the abandoned village of Fata.

Moya and Mvuma on their way to the abandoned village of Fata.

Moya and Mvuma on their way to the abandoned village of Fata.

Moya and Mvuma on their way to the abandoned village of Fata.

Moya and Mvuma on their way to the abandoned village of Fata.

Moya and Mvuma on their way to the abandoned village of Fata.

Moya and Mvuma on their way to the abandoned village of Fata.

Moya and Mvuma on their way to the abandoned village of Fata.

Moya and Mvuma on their way to the abandoned village of Fata.

Moya and Mvuma on their way to the abandoned village of Fata.

Moya and Mvuma on their way to the abandoned village of Fata.

Moya and Mvuma on their way to the abandoned village of Fata.

Moya and Mvuma on their way to the abandoned village of Fata.

Moya and Mvuma on their way to the abandoned village of Fata.

Moya and Mvuma on their way to the abandoned village of Fata.

Moya and Mvuma on their way to the abandoned village of Fata.

Moya and Mvuma on their way to the abandoned village of Fata.

Moya and Mvuma on their way to the abandoned village of Fata.

Moya and Mvuma on their way to the abandoned village of Fata.

Moya and Mvuma on their way to the abandoned village of Fata.

Moya and Mvuma on their way to the abandoned village of Fata.

Moya and Mvuma on their way to the abandoned village of Fata.

Moya and Mvuma on their way to the abandoned village of Fata.

Moya and Mvuma on their way to the abandoned village of Fata.

Moya and Mvuma on their way to the abandoned village of Fata.

Moya and Mvuma on their way to the abandoned village of Fata.

Moya and Mvuma on their way to the abandoned village of Fata.

Moya and Mvuma on their way to the abandoned village of Fata.

Moya and Mvuma on their way to the abandoned village of Fata.

Moya and Mvuma on their way to the abandoned village of Fata.

Moya and Mvuma on their way to the abandoned village of Fata.

Moya and Mvuma on their way to the abandoned village of Fata.

Moya and Mvuma on their way to the abandoned village of Fata.

Moya and Mvuma on their way to the abandoned village of Fata.

Moya and Mvuma on their way to the abandoned village of Fata.

Moya and Mvuma on their way to the abandoned village of Fata.

Moya and Mvuma on their way to the abandoned village of Fata.

Moya and Mvuma on their way to the abandoned village of Fata.

Moya and Mvuma on their way to the abandoned village of Fata.

Moya and Mvuma on their way to the abandoned village of Fata.

Moya and Mvuma on their way to the abandoned village of Fata.

Moya and Mvuma on their way to the abandoned village of Fata.

Moya and Mvuma on their way to the abandoned village of Fata.

Moya and Mvuma on their way to the abandoned village of Fata.

Moya and Mvuma on their way to the abandoned village of Fata.

Moya and Mvuma on their way to the abandoned village of Fata.

Moya and Mvuma on their way to the abandoned village of Fata.

Moya and Mvuma on their way to the abandoned village of Fata.

Moya and Mvuma on their way to the abandoned village of Fata.

Moya and Mvuma on their way to the abandoned village of Fata.

Moya and Mvuma on their way to the abandoned village of Fata.

Moya and Mvuma on their way to the abandoned village of Fata.

Moya and Mvuma on their way to the abandoned village of Fata.

Moya and Mvuma on their way to the abandoned village of Fata.

Moya and Mvuma on their way to the abandoned village of Fata.

Moya and Mvuma on their way to the abandoned village of Fata.

Moya and Mvuma on their way to the abandoned village of Fata.

Moya and Mvuma on their way to the abandoned village of Fata.

Moya and Mvuma on their way to the abandoned village of Fata.

Moya and Mvuma on their way to the abandoned village of Fata.

Moya and Mvuma on their way to the abandoned village of Fata.

Moya and Mvuma on their way to the abandoned village of Fata.

Moya and Mvuma on their way to the abandoned village of Fata.

Moya and Mvuma on their way to the abandoned village of Fata.

Moya and Mvuma on their way to the abandoned village of Fata.

Moya and Mvuma on their way to the abandoned village of Fata.

Moya and Mvuma on their way to the abandoned village of Fata.

Moya and Mvuma on their way to the abandoned village of Fata.

Moya and Mvuma on their way to the abandoned village of Fata.

Moya and Mvuma on their way to the abandoned village of Fata.

Moya and Mvuma on their way to the abandoned village of Fata.

Moya and Mvuma on their way to the abandoned village of Fata.

Moya and Mvuma on their way to the abandoned village of Fata.

Moya and Mvuma on their way to the abandoned village of Fata.

Moya and Mvuma on their way to the abandoned village of Fata.

Moya and Mvuma on their way to the abandoned village of Fata.

Moya and Mvuma on their way to the abandoned village of Fata.

Moya and Mvuma on their way to the abandoned village of Fata.

Moya and Mvuma on their way to the abandoned village of Fata.

Moya and Mvuma on their way to the abandoned village of Fata.

Moya and Mvuma on their way to the abandoned village of Fata.

Moya and Mvuma on their way to the abandoned village of Fata.

Moya and Mvuma on their way to the abandoned village of Fata.

Moya and Mvuma on their way to the abandoned village of Fata.

Moya and Mvuma on their way to the abandoned village of Fata.

Moya and Mvuma on their way to the abandoned village of Fata.

Moya and Mvuma on their way to the abandoned village of Fata.

Moya and Mvuma on their way to the abandoned village of Fata.

Moya and Mvuma on their way to the abandoned village of Fata.

Moya and Mvuma on their way to the abandoned village of Fata.

Moya and Mvuma on their way to the abandoned village of Fata.

Moya and Mvuma on their way to the abandoned village of Fata.

Moya and Mvuma on their way to the abandoned village of Fata.

Moya and Mvuma on their way to the abandoned village of Fata.

Moya and Mvuma on their way to the abandoned village of Fata.

Moya and Mvuma on their way to the abandoned village of Fata.

Moya and Mvuma on their way to the abandoned village of Fata.

Moya and Mvuma on their way to the abandoned village of Fata.