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The Ultimate Guide to Skill Combos, Weapon Combinations, and Abilities in Dark Souls 2 ===== A guide written by YoYopuppet in partnership with Ferrum Natus Steam group. In this comprehensive guide, we'll explore potential skill combos, weapon combinations, and provide valuable information about the game. Status Effects Starting with the basics, let's cover status effects found on all four weapon classes. These unique abilities not only deal physical damage but also impose additional effects on enemies. We'll break down two main categories: elemental status effects and standard ones. # Elemental Status Effect Elemental status effects rely on specific elements, such as staffs and wands that use air (electricity), fire, earth, or water. These elements often come with additional effects like stunning, petrifying, or poisoning. Unique additions include bleeding, blessed, and cursed abilities. Weapon Combinations To make the most of your combat experience, understanding weapon combinations is crucial. We'll focus on two primary scenarios: duel wielding and one-handed only. # Duel Wielding Duel wielding involves combining one-handed weapons to maximize damage output. This technique is ideal for skills that require extra backstabbing damage or specific combo effects. For example, using two daggers enables you to apply poison followed by fire. # One-Handed Only Only relying on one-handed weapons can be a viable strategy in certain situations. However, this approach often requires more skill and careful planning to compensate for reduced damage output. A Few Worth Knowing Tips This guide will cover various aspects of the game, including weapon combinations, status effects, and more. As you explore the world of Dark Souls 2, keep these tips in mind: - Mastering duet wielding techniques can significantly enhance your combat effectiveness. - Shields offer an essential layer of protection against enemy attacks. - Don't underestimate the importance of shield usage; it can be a game-changer in intense battles. Now that you have a better understanding of skill combos, weapon combinations, and status effects, venture into the world of Dark Souls 2 with confidence.shields will allow you to use "shields up", which replenishes physical and magical armor, depending on the shields stats. using a two handed weapon, besides staffs, gives you "all in" which as the name suggests deals a large amount of physical damage useful for allowing other spells to pass through their armor. ranged weapons don't vary much, you'll quickly notice the difference between bashing your enemies with a large mace and shooting them with a bow (damage wise). the terrible masochist is probably the most born (gameplay-wise) build you can get. so let's start out with that one. eh? skills: necromancer retribution synergy: because necromancer allows you to heal 10% of all damage dealt (at level 1), and retribution returns 10 % of all damage received (at level 1). you could in theory at level 20 be unstoppable, since no ai will survive hitting you and as soon as it gets your turn, you can heal right back up. either a front liner or a glorified assassin, making good use of warfare skills, like crippling strike and mentioned polymorph skills, you'll be able to engage all opponents on the battlefield, while look cool-as-F**k. we do recommend picking a human female (perhaps lohse), getting a viking-ish shield, a sword/axe and some heavy armor (also viking-ish). with access to the four basic elements in dos 2, there's no limit to how you may synergy your combat strategy. use geomancy to create oily surfaces, set it aflame with pyrokinetic or stun your foes with Aerotheurge and Hydrosophist.Looking forward to seain everyone at the meeting tomorrow and discussin our strategies. ===== somewhat similar to rocketeer, the valkyrie is somewhat the opposite tho. Huntsman Polymorph Synergy: Because "Spread your wings" allow you to travel all across the battlefield, gaining the high ground has never been this easy. Since Huntsman" increase high ground attacks with 5% (at level 1), you can safely rely on Cameleon and spread your wings to get you into position. Ups: Potential to do high amounts of physical damage Easy means of escape Ranged Downs: Melee opponents Being focused Difficult to master (while it might seem blatantly obvious as to where you should go/fly, it might end up giving you more trouble than you'd hoped for). Van Helsing While it might be difficult to match the savvy, sexy and intriguing appeal of Hugh Jackman You could at least try to follow in his footsteps as a dagger and crossbow wielding warrior with a flair for the dramatic. Skills: Huntsman Scoundrel Necromancy (if it suits you) Synergies: While it does take one action point to swap weapons in combat, Hugh Jackman usually only uses his whirling saw blade daggers or his fully automatic crossbow, sadly we got neither in this game. Instead, you'll want to take the inquisitor, take the mentioned skills, get some daggers and start saying stuff like: "There's something down here, it's carnivorous Whatever it is it appears to be. human I'd say it's a size 17 about 360 pounds 8 and a half to 9 feet tall and he has a bad limp in his right leg and ah 3 copper teeth." Ups: if you get to nail the clothing, you'll end being the coolest player on the team NO, it's not out of discussion! Scoundrel is a really good skill Great for roleplaying as a savvy Inquisitor fella, with his mind set on killing some vampires. Downs: Huntsman isn't such a good skill... Nailing the armor which is medium/light leaves you vulnerable to most attacks Switching weapons might be a pain in the arse if you haven't made a keyboard shortcut lvl focused The mad scientist This build relies completely on poison chloroform and small minions. Skills: geomancy Scoundrel Summoning Synergies: Like any mad scientist you live for poisoning the healthy and sending your evil small henchmen to do all the dirty work With this build you'll rely on most points in geomancy and summoning, and using only Chloroform Cloak and Dagger and Sawtooth Knife skills from the Scoundrel skill tree. You'll be equipped with either a staff two daggers or dagger and wand. Ups: Poison is great against living targets Works as a healer for undead teammates escapes and maneuverability Summoning allows you have constant presence on the battlefield in the shape of your Incarnates which are infused with poison of course Downs: Melee opponents Undead opponents Same weaknesses as ordinary Caster classes. The Paladin As a paladin you take up holy arms against those who would harm your friends and loved ones at least that's what most do. Skills: Warfare Hydrosophist Pyrokinetic Synergies: Fighting with either a two handed mace or mace and shield Yes it has to some sort of mace duh. You'll use your hydrosophist skills to buff and heal allies, your warfare and pyrokinetic to deal out some holy burning attacks and of course remember to cast "bless" as much as possibleSurvivability is a unique class in Divinity: Original Sin 2 that excels at survival over dealing massive damage. This class relies on skills and attributes such as strength, constitution, and memory to stay alive in combat. ===== Slow and heavy Might not deal as much damage as other full-on damage dealers. However, Survivability is an excellent escape from death when the Phoenix Dive skill is used correctly. Point expensive, since you have to spend your points on shields that are key to survival. ===== This guide is NOT how you're supposed to play Divinity in co-op mode. Co-op mode requires patience, skill, and teamwork to make the game enjoyable. You can't just shoot teammates and heal enemies, as this gets boring after 5 minutes of playing with your team. So here are some tips when starting a coop campaign: ===== Raising your voice NEVER works Talk about what you want to do before you do it. Make sure you're watching where you're aiming Encourage your team Don't think you're special because you just happen to have a spell that could deal with that guy (we don't care) When looting, tell everyone what you got - because otherwise the guy who's fastest will end up with twice the armor, weapons, and money than the rest of your team. ===== Suggestions: If you have three people in your party, I suggest having one character be the money and item wagon. Just throw all items and money into the unused character and then coordinate when you need to buy something. Crafting items and skill books should be kept if someone on the team likes crafting (which is pretty much necessary on release). Coordinate in character creation, so you don't apply opposite effects on opponents (fire and water is pretty useless). ===== This guide will help you with Skill Combos and Weapons in Divinity Original Sin 2. There are many weapons and skills in this game that can be used together to form some of the toughest combos. We have listed some of the best combos here, so you can try them out on your own. ===== Divinity: Original Sin 2 features deep RPG mechanics that play a significant role in players' playthroughs, including skill combos and unique abilities. This guide will help you navigate these mechanics and find success in battles against evil forces. ===== There are many types of weapons in Divinity Original Sin 2, including One-Handed Weapons like Swords, Axes, Maces, Daggers, and Wands. You can also use Two-Handed weapons like Swords, Claymores, Axes, Maces, Spears, and Staffs. Additionally, you have shields that can be equipped with One-Handed Weapons. ===== Ranged Weapons such as Bow, Crossbow, and Wands are also available in the game. When you equip a weapon, if it has a Status Effect, you will automatically use them during combat.Elemental Damage Boosts from Dual Wielding These Status Effects could be Elemental Status Effects, Boosts or Unique Additions. Status Effects could be Air, Fire, Water, or Poison. Boosts Include Damage Boosts such as Earth causing a damage boost to the standard damage done by the weapon. The art of combining skill books in Divinity: Original Sin 2 is a game-changer, allowing players to create super-powerful combinations that can turn the tide of battle. However, this build is not for the faint of heart - it's slow and vulnerable in tough situations, making escape tricky. ===== Healing Tears Effect: Healing tears generate in the area-of-effect, healing party members. Water + Warfare combo results in a powerful cleanse that removes burn, disabled, decay, and bleed effects. Water + Hunter combination yields Cyrotherapy, where frozen floor tiles become magic armor. Water + Scoundrel creates Vampiric Hunger, boosting life steal for two turns. Mixing water with summoning transforms minions into water element with regeneration. Various combinations of earth elements produce different effects. Earth + Necromancy = Corrosive Touch causes acid and atrophy damage. Earth + Polymorph results in Turn to Oil, converting water and blood into oil that removes shock or stuck effects. Earth + Warfare creates Oily Carapace, consuming oil for bonus physical armor. Combining earth with hunter produces Throw Dust, damaging and blinding enemies while removing elemental floors or clouds. A Venom Coating effect is applied to weapon attacks when combining earth with scoundrel for two turns. Skill Book Combinations allow acquiring new skills that combine elements from different books, like Fire + Necromancy = Corpse Explosion. Water + Summoning combination yields Water Infusion, and other various combinations provide additional effects like Healing Tears or Poison Infusion. ======In Divinity: Original Sin II, all skillbooks will have elemental properties except for Blood Rain (which is tied to necromancy) and infusions (which are associated with summoning). To craft these skillbooks, you'll need level 1 in each of the two skills required. However, Corrosive Spray demands a higher level requirement, specifically level 2 in both skills. Note that the information provided about the skills' effects is a summary of their tooltips rather than a detailed description of how they work in practice. In many cases, the tooltips offer somewhat vague descriptions. The most amusing combination award goes to erratic wisp, which should be used on allies constantly. Original Sin II was a massive hit, raising \$2 million on Kickstarter and selling over a mil copies in two months. It's often cited as one of the best RPGs ever made, with rave reviews for its writing, story, combat, coop play, and soundtrack. The Definitive Edition added more story and improved gameplay, and was released on multiple platforms with Bandai Namco handling publishing duties. Players can explore from an isometric view, either solo or with up to 4 friends in coop mode. Six pre-made chars come with backstories, but you can also create a custom char and choose their stats, race, and background. While the origin story of a custom char gives them specific dialogue options, the six pre-made chars have unique dialogue and sidequests not available to anyone else. You can recruit up to 3 NPCs as companions, who'll react to your actions and choices like the pre-made chars do. Combat's turn-based, using an action-point system where you can perform multiple actions before running out of points. Enemies can be fought with skills from 10 different families, many of which can also be used outside combat. Skills can cause huge damage or unique effects when combined. You can use high ground and environmental elements to your advantage, and armor protects chars from physical and magic damage. A skill crafting system lets you mix and change your skills, while the dialogue tree offers multiple options for interacting with party members and NPCs. Many situations offer multiple solutions, leading to consequences that affect the game world and progression. ===== The game Divinity: Original Sin II features pre-made characters that can join the player's party, including some who will interrupt conversations if they relate to their own quests. Notably, all NPCs can die, which may render certain quests uncompletable or force players to find alternative solutions. The Godwoken's journey to Divinity is a path fraught with danger and revelation. Upon visiting the Hall of Echoes, they meet one of the Seven, who reveals that the Veil separating Rivellon from the Void is weakening, allowing the Voidwoken to enter and drain the Seven's Source. Divinity: Original Sin II received "universal acclaim" and was considered one of the best role-playing games (RPGs) of all time, with critics praising its richness, choice, and charisma. ===== The company went back to Kickstarter for more community input while further expanding their vision for the game. The music was composed by Borislav Slavov after Kirill Pokrovsky passed away in 2015. The game came out on September 15th, 2016, for early access windows and later became fully released on September 14th, 2017. Despite a power outage at the studio's location in Ghent, the game was successfully launched with over 75,000 concurrent players within a week. It also came out on PlayStation 4 and Xbox One by Bandai Namco Entertainment on August 31st, 2018, for macOS on January 31st, 2019, and Nintendo Switch on September 4th, 2019, as well as iPadOS in May 2021. The game received high ratings across various platforms with scores ranging from 92 to 95 percent on Metacritic. Reviewers praised its engaging gameplay, intricate storylines, and memorable characters.Divinity: Fallen Heroes Nominated for Several Awards, Cancelled Due to Development Issues ===== Best PC Game Nominated Best RPG Nominated Best Story Nominated NAVGTR Awards Best Game, Franchise Role Playing Nominated [61] [62] Best Game Engineering Nominated PC Gamer Game of the Year Won [63] Best Co-Op Game Nominated Titanium Awards Best Adventure/Role-Playing Game Nominated [64] Best Narrative Design Nominated Award Category Result Ref. Game Critics Awards Best RPG (PS4 and Xbox One versions only) Nominated [65][66] Gamescom Best Role-Playing Game Won [67][68] A spin-off sequel titled Divinity: Fallen Heroes was announced in March 2019 via a trailer, co-developed by Larian Studios and Logic Artists.[69] Although the game would use the same engine as Original Sin II and also let the player influence the story, it would be considered a spin-off due to a focus on battles rather than exploration, RPG elements, and interactions with NPCs. Offering a shorter experience with battles alternating between player turn and enemy turn, during which all members of said side get to perform their actions before switching to the other team's turn. Other new gameplay additions included parties of six characters up from Divinity II's limit of four), guns and gunpowder as weapons, and a new element called Sulfurium; two-player cooperative play would have been featured with both players controlling three characters.[70][71][69] Fallen Heroes was to be set two years after the end of the previous game and follow the Original Sin II ending in which the Godwoken purges all Source from Rivellon. It would feature eight main playable protagonists, including Beast, Fane, Ifan, Lohse, the Red Prince now named the Red Emperor, Sebile, and Malady.[69][70] The story would have followed the characters in a world now devoid of Source safe for the player's party due to Malady preserving the Lady Vengeance from the Source purge; the characters would have led the fight against the Bloodless an undead-like force decimating Rivellon while travelling across the Lady Vengeance.[69][70] Originally scheduled to be released in November 2019 on multiple platforms it was put on hold indefinitely on 15 October only a month before its announced release with Larian Studios claiming that the game required far greater development time and resources than are available now to bring it to fruition.[72] After years without follow-up Larian Studios founder and Divinity director Swen Vincke confirmed in a 14 July 2023 interview with GamesRadar+ that Fallen Heroes had been cancelled stating "That didn't work out [...] It's gone for good." [73] In the same interview Vincke claimed that another unannounced Original Sin II spin-off which he called DOS2 with new mechanics had been cancelled quite far into development.[73] ^ a b c Marks Tom 26 August 2015 How your Divinity Original Sin 2 character choices affect everything you do PC Gamer Retrieved 27 November 2021. ^ a b c d e f Johnson Leif 21 September 2017 Divinity Original Sin 2 Review IGNThe game Divinity Original Sin 2 received widespread critical acclaim upon its release in 2017, with many praising its engaging storylines and deep gameplay mechanics. The game's developers, Larian Studios, drew inspiration from classic RPGs such as Baldur's Gate and Planescape: Torment, incorporating turn-based combat and party management into the game. Divinity: Original Sin II Review ===== Reviewers have given Divinity: Original Sin II a very high score, with many praising its engaging gameplay and rich storyline. has awarded the game an excellent rating, saying "it's one of the best games I've ever played". The reviewer at PC Gamer thinks the game is incredibly well-designed. He also praises the depth of the story and characters. Eurogamer describes it as a very good and entertaining experience.The E3 Game Critics Awards nominees list includes several notable games, such as Anthem and Super Smash Bros. Ultimate. =====