DIVINITY ORIGINAL SIN II

Fact Sheet

Platform: Windows	**Publisher:** Larian Studios
Early Access: 15ᵗʰ September 2016	**Category:** Role Playing Game
Developer: Larian Studios	**Multiplayer:** 4 players co-op/competitive

Please remember that all files are under embargo until August the 22nd

Game description

Set a thousand years after the first game, Divinity: Original Sin 2 features a darker and more grounded narrative than its award-winning predecessor, while building on its lauded combat systems.

In Divinity: Original Sin, you played as Source Hunters on a quest to rout the forbidden magic known as Source. Now, the tables have turned: you are Sourcerers, dangerously powerful individuals whose abilities summon monstrous creatures from the encroaching Void.

The Divine is dead and the Void is everywhere. Sourcerers are blamed for it and the Magisters of the Divine Order are leading the charge against the Sourcerer threat. You are their latest target. You've been captured and sent to Fort Joy, where you will be "cured" of your powers - no matter the cost.

But the Order has secrets of its own. Secrets it would do anything to protect. Secrets that may cast doubt on its so-called holy mission.

As you escape from Fort Joy, you realize that if the world remains godless, it will be consumed by the Void.

It's time for a new Divinity.
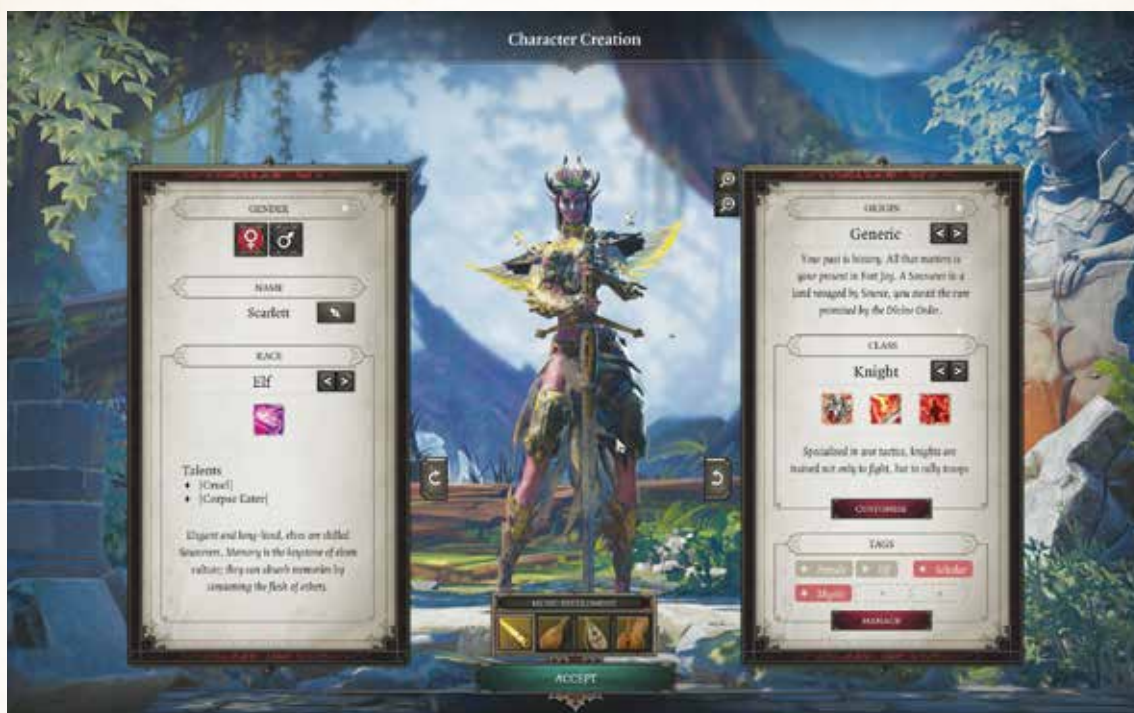
New character creation system

- For the first time in a Divinity game, players will be able to choose between 5 races: Human, Elf, Dwarf, Lizard and Undead.

- Each race has unique racial skills, perks and talents. (For example, Elves can access the memories of others by eating their flesh.)

- The new tag system unlocks dialog options and NPC reactions: your gender, race, profession and origin story will determine which tags your character has and how the world reacts to you. You will be able to acquire tags and lose them, depending on the choices you make and your achievements. If you don't pick an origin story, you can choose extra tags to give your character a unique personality during quests and dialogs.

- The character development system is classless. Players can select different presets during character creation but can fully customize stats, abilities, talents, and skills. During the game, they can freely decide how to further develop their character.

- We're introducing a new dynamic music system, which allows you to choose your character's instrument. Players' instruments will take the lead in the soundtrack, particularly during combat and important story moments and decisions.

Origin stories

- Divinity: Original Sin 2 introduces origin stories, different background stories that players will be able to choose for their characters.

- Origin stories will expand and evolve throughout the main campaign: players will have their unique Origin Quests to fulfill and their background and personality will change NPCs' reactions and create new dialog options and quest opportunities.

- Origin stories are closely tied with the main narrative of the game. Even if the player doesn't pick up a certain origin story, that character will still exist in the game world as an NPC you can recruit to your party.

- If you don't recruit a certain origin story character, you will still see their story unfolding throughout the main campaign.

- Depending on who they are, different party members will have different dialogs with the inhabitants of Rivellon. Selecting who does the talking has a big impact on how the story evolves.

- In co-op mode, players with different origin stories will frequently have mutually exclusive conflicting goals determined by Origin Quests, which will allow them to choose if they want to compete or co-operate.

Turn-based combat is now even better

- **Rebalanced Action Points system.** One action point is now often equal to one action, making it easier to plan your actions.

- **Height advantage mechanics.** Climb onto a platform to gain damage and range bonuses. But beware: Enemies above you are harder to hit.

- **Manipulate your environment** by turning various surfaces like water, fire, poison, and oil into deadly traps or harmless ground to move on. Use countless combinations to change their appearance and characteristics: surfaces can be frozen, turned into clouds, blown up, burned or energized.

- **Elemental Cursing and Blessing.** Bless any surface to add buffs to those who step through it. Curse any surface to apply debuffs and penalties.

- **Hundreds of new skills and spells.** We took the skills and spells of Divinity: Original Sin, picked them apart, and created an entirely new set of systems for Divinity: Original Sin 2. You'll discover magic never before seen in the world of Divinity.

- **New, powerful Source skills.** You are a Sourcerer, a wielder of forbidden forms of magic. And there is a reason they are forbidden - Source spells are among the most dangerous in the game.

- **Challenge your friends in PvP Mode.** Experience signature turn-based combat in bite-sized arena battles with PvP matchmaking.

Additional new gameplay features

- **Extended player freedom:** You can still kill anyone, talk and trade with everyone (including animals, if you have the Pet Pal skill), steal and sneak your way through quests… but there's a huge number of new mechanics in place to ensure that every situation can be solved in as many ways as we could dream up. For example, the Spirit Vision ability allows you to talk to ghosts of dead NPCs to extract information. If you're an Elf, you can eat limbs to learn about their owners and even learn new skills. Your race, gender, origin story, and other personality tags unlock plenty of new ways to solve problems in the game.

- **We have increased the number of players in co-op to 4** and introduced races and origin stories to make the experience of each party member truly unique and customizable. You and your friends will often have different goals because of your different origin stories. The game will encourage you to compete, but you can also choose to co-operate toward a mutual goal. We also made sure that development of 4-player co-op enhanced the single-player experience - you'll have companions with different goals and your relationships with them will evolve during the game.

- **Two difficulty levels are available in Early Access:** Classic Mode for a signature Divinity experience, and Explorer Mode for those who are more interested in story than combat. Tactician Mode and Honour Mode, our signature advanced difficulties, will be added at release.

- **You will still be able to combine ingredients in crafting:** Players will come across items and materials which can be combined to create new and useful items - weapons, armor, potions, clothing - even food! But this time around there are also skills and equipment in the game that can only be obtained through crafting.

- **NPC AI behaviours** have been improved, with more realistic reactions to players' actions - particularly when it comes to theft, vandalism and murder. There is now a tension indicator with 3 levels: high, medium and low. Guards and NPCs will react differently depending on the level of tension in the area (a heavily guarded prison will have high tension, a peaceful forest low tension). If a crime is committed, expect guards to pop up and investigate inspect.

- **Physical and magic armor** have been added to the game to create better pacing and tension in combat, and to add an extra element of strategy. First of all, before you can decrease an enemy's vitality, you will have to break through or pierce their armor. More importantly, as long as you have physical armor you cannot be affected by physical statuses (Knocked Down, Poisoned, Crippled, Bleeding, etc.). And as long as you have magic armor, a spellcaster cannot successfully set magical statuses on you (Slowed, Muted, Frozen, Burning, etc.).

The best features of Divinity: Original Sin

- **Rewarding exploration.**
  Venture through a dense and detailed world packed with secret areas, precious loot, and entire hidden locations filled with quests and NPCs.

- **You can interact with everything.**
  Move, stack, throw and destroy objects.

- **You can talk to any NPC in the game.**
  Everyone will have something meaningful to say.

- **You can trade with any friendly NPC in the game.**
  Everyone has something they want to sell or exchange. Use crafting to gain extra money.

- **You can steal anything and pickpocket anyone.**
  Unleash your inner thief if you must - steal things to sell them or break into NPCs' houses to learn important quest information.

- **You can kill any NPC in the game.**
  Yes, including quest-givers. You will still be able to finish the game, no matter what.

- **Talk your way out of sticky situations: charm, intimidate, reason, show knowledge.**
  With the new tag system and origin stories, you will have even more options to talk your way through the quests.

- **Create your ultimate party and be anyone you want.**
  There are limitless combinations of spells and skills you can learn and multiple characters to recruit throughout the game. Create a personalized combination of mages, rangers, warriors or rogues, and don't be limited by classes - you can always learn something new.

- **Break the game, because we want you to.**
  Because we build our games in a very systemic way, there are still a vast number of exploits we want people to use to have fun. Don't be limited by RPG rules; create your own. Can't find the key to the door? Smash it with a fireball! Want to get a fancy chest lying in the cave you don't know how to access? Teleport it! We give you the tools and the freedom you need to solve any quest the way *you* want.

New PvP Arena Mode

PvP Arena Mode is a new multiplayer mode in which up to 4 different players can compete in intricately built arenas. Players can select from several predefined heroes and battle each other in tactical turn based combat.In the game's final release, you can expect variations of the classic Free-for-All, Capture the Flag, and King of the Hill. We expect the sessions to be relatively short at roughly 20 minutes.

Divinity: Original Sin vs Divinity: Original Sin 2 Comparison

Divinity: Original Sin	Divinity: Original Sin 2
2 player co-op, drop in/drop out	4 player co-op,drop in/drop out
Co-operative campaign	Co-operative and competitive campaign
Play as a human	Choose your race and origin story
Talk to animals via PetPal	Talk to animals, see and talk to ghosts, and - playing as an elf - eat flesh to receive memories and new skills
Divinity Engine v 2.0	Divinity Engine v 3.0 with physics-based rendering and cloth physics
Low system specs	Same low system specs
PC, Mac, Linux, Steam OS	PC only, for now
Party inventory is split between characters	Shared party inventory using magic pockets (which can be turned on and off in co-op), plus a shared inventory screen for easy management
Campaign mode only	Campaign, PvP Arena, Game Master Mode
8 schools of spells and skills	12 skill trees, including racial skills
Editor v 1.0	More accessible Editor v 2.0
Original score by Kirill Pokrovsky	Original score by Borislav Slavov with dynamic music system, personal instruments, and origin story theme songs. Kirill's themes will return in spirit.
Set 1222 years before Divine Divinity	Set 4 years after Beyond Divinity
Item crafting	Item and skill crafting
Same dialogue trees for both characters	Unique dialogs depending on your origin, race and profession
Flat combat zones	Height and cover mechanics in combat tactics
Generic AI behaviours	More advanced AI behaviours that are more aware of their environment
Classic character development system	Revamped character development system with physical and magical armor, memory system, new abilities and traits