DIVINITY
ORIGINAL SIN
II

FACT SHEET

Platform: Windows PC *(Steam & GOG)*

Release Date: 14th September 2017

Developer: Larian Studios

Publisher: Larian Studios

Category: Role Playing Game

Multiplayer: 4 players co-op/competitive

Please remember that all video content (streaming or VODs) is under embargo
until the release of the full game on September 14th

INTRODUCTION

Set a thousand years after the first game, Divinity: Original Sin 2 presents a darker, more grounded narrative and expands on the tactical combat system of its award-winning predecessor. In Divinity: Original Sin, you were on a quest for the forbidden Source magic. Now, you yourself are a Sourcerer: a dangerously powerful individual whose abilities summon creatures from the encroaching Void. The Divine is dead and the Void is everywhere. Sourcerers are blamed and the Divine Order is leading the charge against the threat: you. Captured and sent to Fort Joy, you will be "cured" of your powers - no matter the cost. But the Order has secrets of its own 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.

CHARACTER CREATION

Divinity: Original Sin 2 has more freedom than ever: multiple races, a new tag system, new ability schools, spellcrafting and a classless character system. Forge a character that is truly your own - in roleplay, and in combat. Select different presets during character creation, or fully customize stats, abilities, talents, and skills.

For the first time in a Divinity game, you can choose from five races: Human, Elf, Dwarf, Lizard and Undead. Divinity: Original Sin 2 also introduces origin stories: different backgrounds to choose for your characters, which will expand and evolve through the campaign. Aside from character creation presets, you can also fully customize stats, abilities, talents, and skills. During the game, you can freely decide how to further develop your character.

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

With more than 200 new skills and spells available, your options for inflicting magical mayhem have doubled - and that doesn't even include spellcrafting! Two brand new skill schools make their debut: Summoning and Polymorph. Turn your enemies into chickens, summon demonic Incarnates, grow wings and fly - and so much more!"

Divinity: Original Sin 2 also introduces a new dynamic music system, which allows you to choose your character's instrument. Instruments will take the lead in the soundtrack, particularly during combat and important story moments and decisions.

ORIGIN STORIES

SEBILLE

A slave no more, Sebille has managed to break free from the shackles of her Master, an enigmatic villain under whose thumb she was forced to hunt down her own kin. She still bears his scar, but now it serves only to fuel her inescapable revenge.
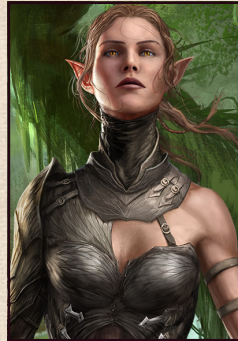
RED PRINCE

The Red Prince, famed for his skills as general of the House of War, was raised in the vast palaces of the fabled Forbidden City. Caught cavorting with demons, his ambition to become the next emperor was cut short. Now, exiled and hunted by assassins, he is as determined as ever to claim his rightful throne.

BEAST

Marcus Miles was left to die when his rebellion against the tyrannical dwarven queen failed. He escaped death and commandeered a ship, beginning a new life on the high seas, where he exacted revenge upon the royal fleet and earned a new name: Beast. Now, he seeks to stop the queen's most heinous plan yet, before it's too late.

LOHSE

A performer and musician with a mind full of sprites, spirits and entities unknown, Lohse now battles with a darker voice seeking to bend her will to its own. Lohse seeks a way to control it, before the darkness claims her body and soul for itself...
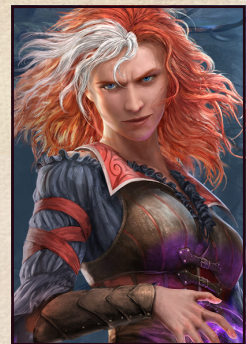
IFAN BEN-MEZD

Once a crusader in Lucian's army, Ifan lost his faith in the Divine as war claimed countless innocents. Now a Lone Wolf mercenary, he's tasked with killing Lucian's own son: Bishop Alexandar.
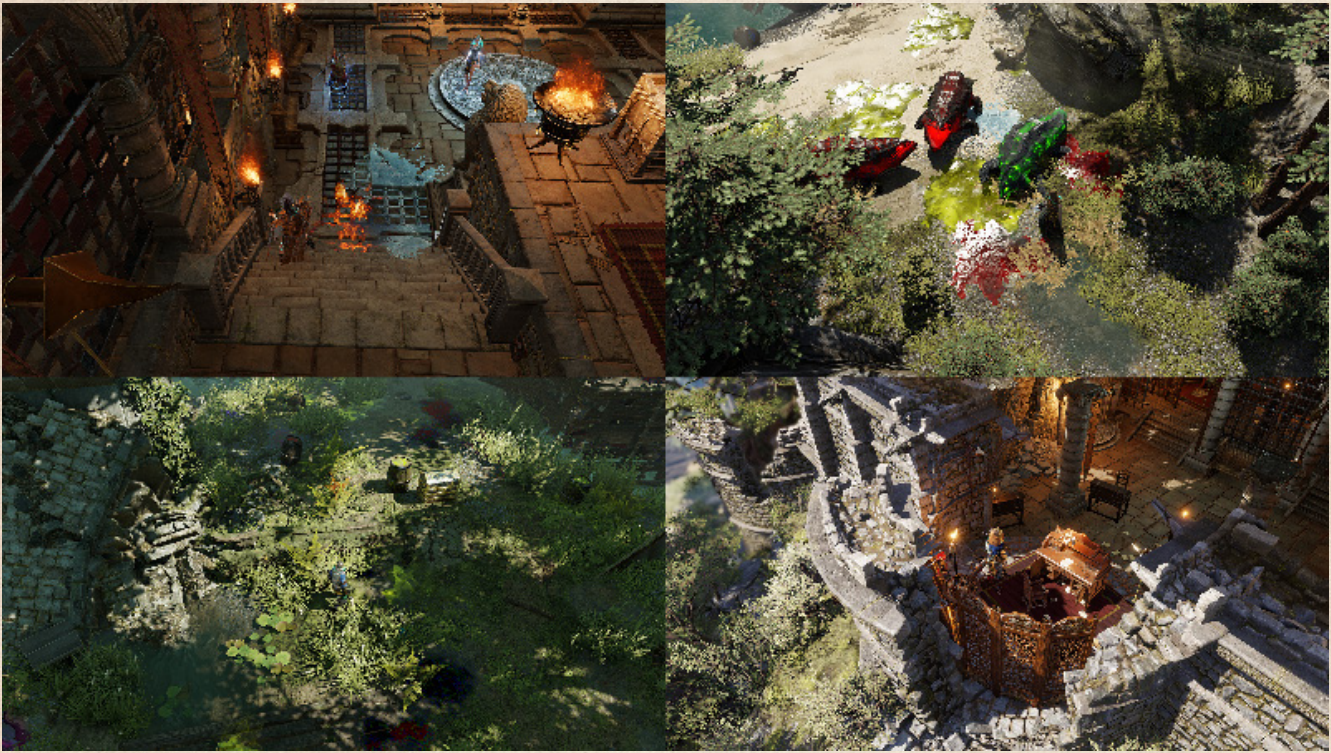
FANE

With everything he knows obliterated - his people, culture and the world he once knew - Fane has risen from aeons of entombment, the last of his kind. Behind an ever-shifting mask, Fane now wanders this strange land, trying to uncover the truth of what happened to his people.
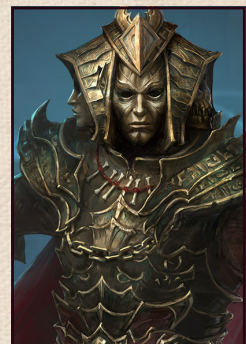
4 PLAYER COOP

Divinity: Original Sin 2 offers a distinct experience unlike any other multiplayer RPG. Play as an origin story with different and often conflicting objectives. Will you cooperate or will you compete?

The number of players in co-op has been increased from two to four. The development of 4-player co-op also enhances the single-player experience, as you'll have companions with different goals and your relationships with them evolve during the game.

With each character having different goals, getting along may require sacrifice - or conflict. The game will encourage you to cooperate but you can also choose to compete in the pursuit of your personal goals.

Experience signature turn-based combat in bite-sized arena battles with PvP matchmaking. The PvP Arena Mode is a new multiplayer experience in which up to 4 different players can compete in intricately built arenas. Select from predefined heroes and battle each other in tactical turn-based combat.

PEN & PAPER FREEDOM

Divinity: Original Sin 2 gives players a pen-and-paper level of choice and freedom. Kill, talk, or trade with anyone, but mind the consequences. Steal and sneak your way through hazards and quests. A huge number of new mechanics ensure that every situation can be solved in a multitude of ways. Do the guard a favor, pick his pocket, kill him, or just teleport to get past a locked gate. Whatever way you choose to solve a challenge, the game world rewards creativity.

Rivellon is a huge, open world begging to be explored - it is full of fabulous places, hidden content, intriguing creatures, and interesting people to talk to... or fight.

Don't be limited by RPG rules - create your own. Smash a door with a fireball if you don't have the key. Teleport the fancy chest that you can't reach. You have the tools and the freedom you need to solve any quest the way you want.

With talents like Pet Pal and spells like Spirit Vision, you can unlock new quests and secrets by speaking to animals and ghosts. No one knows a dungeon better than its rats, and the ghosts of the fallen are great sources of intel!

COMBAT SYSTEM

Turn-based combat has been improved, with a rebalanced system of Action Points, a brand new height advantage mechanic, and hundreds of new skills and spells. Four separate difficulty modes give you just the right amount of challenge. But beware: these new systems will make your tactical decisions even more important!

Manipulate your environment by covering surfaces with elemental material like water, fire, poison, and oil. These can turn a simple alleyway or field into a deadly trap, and their combinations and interactions are endless. Cover an enemy in oil and set them ablaze; freeze the ground to hinder movement; electrify acquatic enemies on their own turf. Bless and Curse these surfaces for even more devastating effects!

Divinity: Original Sin 2 now includes height advantage for ranged weapons like bows and crossbows. But beware, advanced AI is now more clever and could try to match your height advantage. Aware of their surroundings like never before, enemies will use the environment, surfaces, and statuses to gain an edge. With AI 2.0, combat is more varied, challenging, and rewarding.
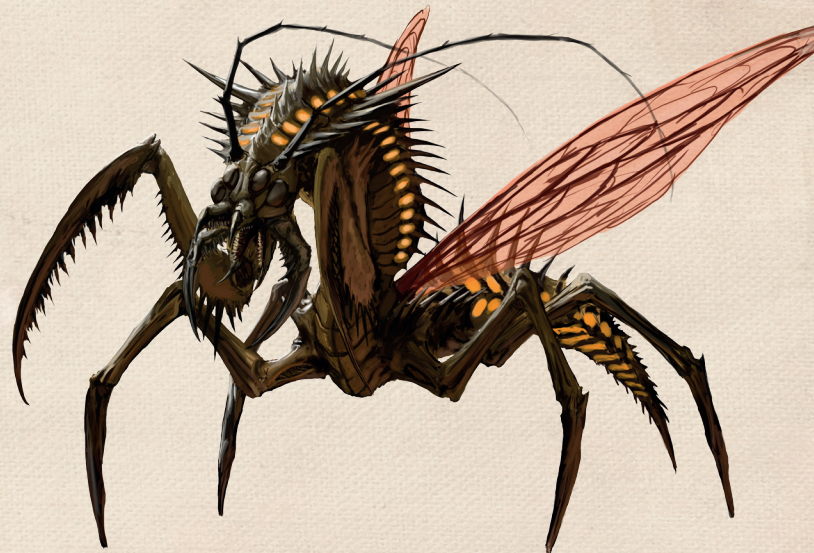
GAMEMASTER MODE

Divinity: Original Sin 2's Game Master Mode (GMM) combines the improvisation and creativity of a tabletop role-playing campaign and the immersion of a computer RPG. It's easy to use, powerful and flexible. The new system's single goal is to empower Game Masters to tell epic stories and lead players through a responsive world of their own creation.

Choose from over 100+ pre-made locations, or create your own in the powerful Divinity Engine Editor. Build your own believable world - tweak the atmosphere, ambience, music, time of day, weather and more.

Hundreds of monsters and characters from the Divinity universe are available, or you can download player-made characters and enemies from the Steam Workshop. Give your character unique skills, use the Surface Painter to cover the landscape in elemental surfaces, and reward victorious players with XP and unique loot at your own discretion.

GMs can directly control and roleplay any NPC, guiding (or misguiding) players, or journeying alongside them. On the flip side, the GM can possess enemy NPCs and give the party a run for their money in combat.

NPC dialogue, narration, graphics, and scripted choices can all be custom tailored via the powerful Vignette System. Set the stage for your players and provide key narrative moments as you see fit. Possess creatures, level up the party, and create new locations, encounters, and items in real-time. Tell your stories the way you want - and share them on Steam Workshop for others to enjoy!

And don't forget the most important part of any table-top session: skill checks. Success or failure awaits the roll of the dice!

MODDING TOOL

Divinity: Original Sin 2 was built from top to bottom with the Divinity Engine 2, the studio's in-house engine. This incredibly powerful creation tool is available to all players upon release, free of charge. With this powerful toolset, players can create their own handy mods and epic campaigns. Users are able to publish their content to the Steam Workshop or create local packages to share with friends.

With this engine, the power to create a fully-fledged RPG is directly in users' hands. Extend or modify Divinity: Original Sin 2's story to your liking with new weapons, quests, locations, classes, and races, or create your very own adventures. Build upon the existing Arena Mode by adding new battlegrounds or custom rulesets, or bring your own universe to life within the ruleset of Divinity: Original Sin 2.

The Divinity Engine 2 goes hand in hand with Game Master Mode. Every creation in the Divinity Engine 2 can be made available to Game Masters, giving the community the power to endlessly expand upon the existing library of monsters, characters, spells, and skills.

With the Divinity Engine 2, we invite players to build and share their world, their way.

SYSTEM REQUIREMENTS

MINIMUM

Operating System:
Windows 7 SP1 64-bit or Windows 8.1 64-bit
or Windows 10 64-bit

Processor:
Intel Core i5 or equivalent

Memory:
4 GB RAM

Graphics:
NVIDIA® GeForce® GTX 550
or ATI™ Radeon™ HD 6XXX or higher

DirectX:
Version 11

Storage:
35 GB available space

Additional Notes:
Minimum requirements may change
during development.

RECOMMENDED

Operating System:
Windows 7 SP1 64-bit or Windows 8.1 64-bit
or Windows 10 64-bit

Processor:
Intel Core i7 or equivalent

Memory:
8 GB RAM

Graphics:
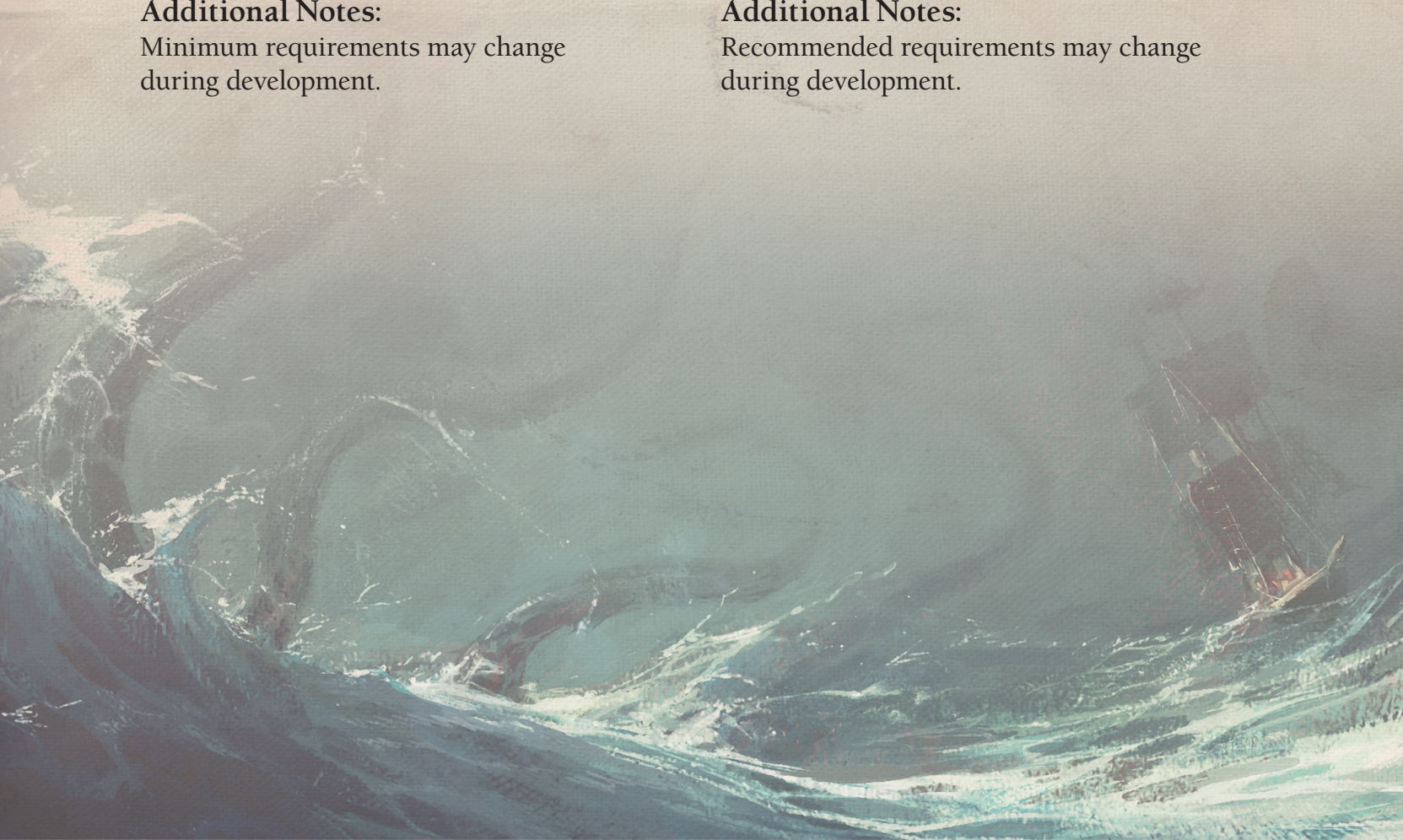NVIDIA GeForce GTX 770
or AMD R9 280

DirectX:
Version 11

Storage:
35 GB available space

Additional Notes:
Recommended requirements may change
during development.

LINKS

Website Divinity Original Sin 2:
www.divinity.game

Website Larian Studios:
www.larian.com

Twitter:
www.twitter.com/larianstudios

Facebook:
www.facebook.com/LarianStudios/

Youtube:
www.youtube.com/user/LarianStudios

Trailer:
https://www.youtube.com/
watch?v=bTWTFX8qzPI

Spotlight Coop:
https://www.youtube.com/
watch?v=kMHqguB7ihE&t=17s

Spotlight Combat:
https://www.youtube.com/
watch?v=ga6uJaGyrEk&t=4s