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Divinity original sin 2 skill guide

Make up for Divinity: Original Sin 2 is a player-created combination of skills and tools to follow a particular topic or achieve a min-max goal. This site features builds created by Castielle on youtube, you can find detailed written build guides here. Also, please feel free to add your Own Build! (text only) to this page. DOS 2 Builds Divinity Original Sin 2 Builds - Blazing Deepstalker Divinity Original Sin 2 Builds - Indous Sentry Divinity Original Sin 2 Builds: Radiant Battlemage Divinity Original Sin 2 Builds: Tectonic Sage Divinity Original Sin 2 Builds: Summoner of the Sparks Of Divinity Original Sin 2 Builds: Ice Guardian Divinity Original Sin 2 Builds: Sanguine Bowman Divinity Original Sin 2 Builds: Scourge Wizard Divinity Original Sin 2 Builds : Eternal Warrior (Death Knight Perfected) Divinity Original Sin 2 Builds - Ranger Divinity Original Sin 2 Builds - Stormchaser Divinity Original Sin 2 Builds - Tidalist Divinity Original Sin 2 Builds: Terramancer Divinity Original Sin 2 Builds - Assassin Divinity Original Sin 2 Builds - Druid Divinity Original Sin 2 Builds - Warden Divinity Original Sin 2 Builds - Battlemage Original Sin 2 Builds - Frost Paladin Divinity Original Sin 2 Builds - Frost Paladin Divinity Original Sin 2 Builds - Magick Archer Divinity 2 Builds - Death Knight Divinity Original Sin 2 Builds - Duelist Divinity Original Sin 2 Builds - Mystical Flamewielder Divinity Original Sin 2 Builds-elusive enchanter divinity Original Sin 2 Builds - Ice Guardian and Calling Sparks Death Knight Use Necromancer and War Skills to Overwhelm Your Enemies while you heal yourself through the damage. Attributes Talents Abilities Necromancer Skills Warfare Skills Other Skills Chicken Claw Tentacle Lash Forced Exchange Death Knight Tips Having a High Constitution allows you to take a lot of hits and give you time to heal with injury afterwards. Having someone in your group who can remove the disabling effects works well with this build Increase Necromancer if you want to get more curative healing from Necromancer it works with Living Armour Undead can play this build like Necromancer Skills do heal them. Supportive supportive char that helps you deal with trade, negotiate and find hidden treasures. Undead is the best choice for this type of character, they are good at opening locks and may be dead to avoid fighting. Attributes wit and intelligence focus. (While other features can be used to ensure intelligence and wits usually give better results.) Talents Pet Pal (need to convince animals) Trader's Secrets Thrifty Spellsong?? ?? Abilities Lucky Thievery?? ?? Blazing champion (Lone Wolf build) super aggressive, very explosive. Use personnel with war capabilities and pyrokinetic buffs to do insane critical damage. Also Works from Long Distance Attributes Stat Spread at Level 15 (Lone Wolf) Strength-10 Finesse-10 Intelligence-25 (+15 from Lone Wolf) Constitution-10 Memory-15 (+20) (+1 5 from Lone Wolf) Wits-20 (+10 from Lone Wolf) At this point spread your stats as 2:1:1 intelligence: Memory: Wits to Intelligence is maxed out, then dump all your points wits or just do it from the beginning, if you don't use Lone Wolf Talents Talents 20 Level Executioner (2nd Pick, Level 3) Lizard-demon/human savage sortilege (5th Pick, level 18) Opportunist (4th Pick, Level 13) Lone Wolf (1st Pick, Character Creation) Sophisticated/Ingenious Spellsong/Thrifty/Undead Elemental Affinity (3rd. Pick, Level 8) If it's not already clear, play as either a human extra critical opportunity or a Lizard extra fire resist + dragon's (This Build works pretty well for the red Prince!) Your level 18 talent is interchangeable, Demon with lizard makes it easier to push over 100% fire to resist, which means fire heals you. Savage sortilege with human means using your additional critical opportunity with your spells. It goes without saying if you make it level 23 during Arx, take the opposite talent to the one you picked at the 18th level of Capability to put your war action point at the beginning and then in a 2:1:1 pyro: scoundrel: 2Handed. Add another point of war when a thick fight becomes available. Add polymorph as/when you feel useful Warfare 4 Pyro + Warfare 10 Scoundrel 10 Two-handed 10 Polymorph 2 (Optional later on flame skin) Pyrokinetic Skills Fireball Laser Ray Supernova Spark Swing (Pyro+ Warfare) Firebrand Flaming Tongues Warfare Skills Blitz Attack Phoenix Divelis Enrage Thick Fighting Stomp (Clears Fire at Lower Level, so you do not burn yourself to death) Misc Skills Cloak and Dagger Adrenaline Blessing (Holy Fire heals you. And you can disable Necrofire) Flame skin (ignore your fire pools while making them bigger if you bleed!) Wind-Up Toy and Fire Slead. Throw your summons into the fray! They're both on fire! Peace (Extra Wits is Extra Kriiii!, and a nice Intelligence bonus!) Battle tips Use your motion waves to get into battle and set everything on fire. Pyro's class tree gives you a ton of buffs, use them! Fire attacks fire bullet will heal it! Ignition swing + Blitz attack = Fireworks! Use Giant Flame runes to power weapons to increase intelligence and fire damage! Use those jewellery too extra crit option! Build Name Goes Theme and description goes here. Attributes Talents Capabilities?? Skills?? Skills?? Skills?? Tips for Skills in Divinity: Original Sin 2 is an action or spells that are used characters that produce a specific effect. Skills largely do not change from the first game, with major differences to take into account the changes introduced by the combat system, especially the introduction of Source Points. Learning skills for divinity: Original Sin 2, skills mostly learned by reading Skill Books, either purchased (or stolen) from vendors or found as loot throughout the game. Crafting books is now also possible by combining empty skill books with skill rolls or combining two books to create completely new skills. Characters can acquire skills as soon as at least one point is invested in that school's corresponding Combat Ability, with a warning that the number of skills to be used on the field dictates the characters to the Memory stat. Stronger skills require an additional level of their required combat ability, and crafted skills require points for both of their constituent school abilities. Note that bonusBabeing and equipment counting points, but skills will be rendered unusable if these bonuses are no longer applied and do not meet the requirements. Skills are no longer tiered difficulties; The more powerful they are the more memory slots they occupy. Skills can also be found in equipment, some of which are unearthed elsewhere. Elves, with his exclusive corpse Bear abilities, can also acquire skills by reliving memories of special corpses. Pet summoning skills is a reward to fulfill that pet side quest, one that is limited to the Red Prince. In addition to higher Ability Levels and more Memory slots, the more impressive Skills found in Rivellon demand source – the spiritual strength of the manifesto. The source is rare and limited – gaining the consumed soul or stepping into rarely seen pools of it – thus skills that have contributed to Source points can only be transferred to a limited number of times. Characters can only contain a limited number of source points that increase to a maximum of three points when you fill story goals. Books that house source skills are identifiable by the teal glow around their icons. Skill Crafting In addition to Transforming Skill Scrolls into Permanent Skill Books, Divinity: Original Sin 2 provides the means to create completely new skills. Crafting new skills is done by combining skill book from one of the elementary schools (Aerotherurge, Geomancer, Hydrosophist, and Pyrokinetic) with one of the non-elemental schools; for example, combining Hydrosophist's book and Necromancer's book will bring the skill of Blood Rain. More powerful versions are craftable where source skills are used as components in the process; The above example will create a stronger Blood Storm in this case. Crafted skills identify their unique spark and anvil coverage. Please see Developed Skills for more details. Differences In Divinity Original Sin, Enhanced Edition As opposed to the first Original Sin, Aim Skill Capabilities is not to determine how many of the respective school spells you can learn and how many action points it costs to use them. Instead, these abilities provide a variety of innate bonuses for the character as a whole. For example, Hydrosophist's ability provides bonuses for all types of healing, magical armor restoration, and water damage you cause; This bonus is not limited to Hydrosophist spells and will apply skills from other schools as well. Skills are not recommended attribute requirements that determine their effectiveness. Rather, skill efficiency is primarily based on either character level or basic attack damage from their equipped weapons, receiving bonuses from an appropriate attribute. Skill Damage Three spell schools consist mainly of weapons skills, and gain their own damage and bonus attribute from their related weapons. Huntsman and Scoundrel scale with Finesse as they use ranged weapons and daggers, respectively; War, which requires melee weapons and shields, can scale through Finesse (daggers and spears), Intelligence (staves), or Strength. All other skill trees scale with character level and intelligence (or strength in polymorph case). Restoration and summon skills to grow with skill abilities. Divinity: Original Sin 2 categorizes damage and status effects as either physical or magical. Skills alienate traditional, chance-based activation and address guaranteed effects when targets of physical or magical armor have fallen to zero; all negative consequences are resisted and unable to trigger if at least one armor point persists. Elemental damage (fire, water, air, earth, and venom) only deals with damage against Magic Armor. Piercing damage ignores both types of armor, injuring Vitality directly. Damage Comparison The following Image contains a general comparison of the damage to each skill of all schools around level 20. Click to view in full screen mode. Category All eight skill schools from previous games come back with new bells and whistles. Divinity: Original Sin 2 introduces two new schools, Polymorph and Summoning, with another that is key to the game's story that becomes available as players progress. Special is the catch-all category of skills that don't belong elsewhere. Developed skills fall into only one school, regardless of their compound nature. Divinity

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