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They get a significant boost to their health as well as a dodging bonus, making them suitable frontline characters, particularly when used with physical armor types. This does lock the dwarf into a specific playstyle, but players can still safely ignore the talent if they wish. This includes pet summons, so you'll be able to make a custom character that can control Ifan's wolf and the Red Prince's dragonling, but it doesn't include the abilities granted by Fane's Shapeshifter's Mask. 8 Spellsong (Lizard) This racial talent is one of the reasons why Lizards are one of the most well-rounded races in Divinity: Original Sin 2. As an added bonus, they also get the racial trait of whichever their secondary race is, such as undead human, elf, etc. 10 Ancestral Knowledge (Elf) Elves have the advantage of being functionally immortal, and thus have excellent memories. It can be more useful than Bartering, since players can get free items or even shortcuts to quests if their Loremaster traits are high enough. This makes it easy to forget that there could be several more characters floating about. You'll still need to watch out for archers who might spot you, of course, and you'll want to take advantage of cover and stay out of the red view radius while you're sneaking up on your targets or getting out of dangerous situations. Such theory-crafting practice begins as early as the character creation. This mod is particularly useful if you take the Guerilla perk, which increases damage by 40% when attacking from stealth.JRavens GM ToolkitSteam WorkshopWhile the GM mode comes with a mountain of assets—everything from incidental props and window dressing to ships and castles— you can never have too many toys to play with when you're building your very own campaign. This mod gives spears piercing damage, bypassing armour, and also introduces ten spear-based skills that run the gamut from simple jabs to summoning an intimidating barrage of spears.Combat sneakSteam WorkshopBy reducing the AP cost of sneaking in the middle of a fight down to two, the combat sneak mod makes stealth a viable combat tactic. The party size evolved mod, not surprisingly, lets you take all of them with you.Infinite spirit visionSteam Workshop | NexusSpirit vision lets you strike up a conversation with ghosts, opening up new ways to solve quests. This mod simply makes it a free ability, so you can use it straight away without being forced to pick between it and one of the many other handy talents. This can be a practical talent to have, especially since players usually don't know where buried treasures can pop up in Divinity: Original Sin 2. Similar to their real-life counterparts, they're natural merchants, and will try to get as big a discount as possible when purchasing skills, weapons, or other in-game items. Thus, it also has lockpicking, one of the oldest mates of sneaking in RPGs. Lockpicking is a little tricky though, as players can easily run out of lockpicks and running back and forth for them is tedious. 11 Thrifty (Human) Divinity: Original Sin 2 doesn't veer from the stereotypical traits for humans in high fantasy settings humans. It might just save parties from a long and messy encounter. They also retained some of their ancestors' qualities, such as the thick, scaly skin that protects them from fire and fire-related damage. Their physiology also lets them tank through poison attacks. Most NPCs will fear the sight of these characters, and regular healing is deadly to them. If you're in an area that's haunted, there's no faffing required, and you'll notice right away. With its robust editing tools and intuitive Game Master mode, there are tweaks, new features and entire campaigns. Divinity: Original Sin 2 encourages players to utilize strategic playsyles and tactics in order to overcome some overwhelming enemies. This selection has been been updated for compatibility with the Definitive Edition. It also makes the maps larger and more customisable, letting you remove previously fixed elements like rocks and trees. Keep in mind, in order for this talent to be useful, players need a character with high Wits in order to detect buried items. Here are the best Divinity: Original Sin 2 mods.Some mods need a little more access than is standard to work, and that's where Norbyte's Script Extender comes in. It's one of the few restrictions in what is an otherwise very flexible, classless system. It's basically pet pal with spectres. And you'll also be able to get your hands on the grisly corpse harvester: a weapon that lets you harvest parts from the corpses of your fallen enemies. You'll be able to make a Void Knight in character creation, but you can also pick up the skills from a vendor in Fort Joy and, later, on the Lady Vengeance. Crafting overhaulSteam Workshop| NexusIf you've found the perfect set of armour but hate the colour, or if you desperately need to craft a sword in the middle of the woods, then the crafting overhaul mod has you covered. Previously, this racial talent was something else, but the Definitive Edition changed it to something more modest. It's one of the most handy abilities to have, particularly in regards to exploration and unlocking some level paths. Players can thus build around a certain race's strengths or weaknesses in order to create impressive or even broken character builds. By not picking it, you'd be missing out on many of the adventure's greatest moments. In addition to having reliable amounts of Loremaster in their stats, they also get the Corpse Eater talent. There are skills for strength-based warriors, including knockdowns, charges and leaps, but these are joined by magical abilities that summon shadows and transform the caster into a void dragon. The additional point to the Bartering talent doesn't seem like much, but in theearly game, it's a pretty considerable trait. There are plenty of instances in the game where players will be grateful to have an elf or a Corpse Eater talent in the party. There are just too many corpses to eat throughout the game. They get an early starting enhancement to their speechcraft, making them handy to have around in any of the game's social situations. Previously, before the Definitive Edition, they got +2 Initiative and +5% Crit Chance, but this likely proved a little too advantageous. 3 Free Lockpicking (Undead) Divinity: Original Sin 2 is a game with stealth mechanics. Certain attacks apply a void mark on enemies, cursing them and reducing their resistances, and when the number of void marks on a target hits four it empowers that skill. And why would you need body parts? Conversely, having low Loremaster can limit gameplay paths. At 4 AP, it's normally too expensive to make it all that useful. It will still be there and it will still be beneficial, even if the dwarf in question picks a more mage-inclined progression path. 2 Sturdy (Dwarf) +10% max Vitality +5% Dodging Dwarfs, on top of being sneaky, are also tanky thanks to their Sturdy racial talent. 1 Corpse Eater (Elf) Lets characters eat body parts to gain knowledge With this talent, the Elves stay true to their racial specialization. Amouranth Returns to Twitch After 3 Day Ban Lists Divinity: Original Sin 2 Sid Natividad (369 Articles Published) More From Sid Natividad Divinity: Original Sin 2 is an exceptional RPG, but that doesn't mean mods can't make it even better. Regardless of the situation, this talent is a lifesaver and can determine whether players waste a resurrection scroll or not. The additional point to the Loremaster talent lets players open up plenty of exposition and exploration opportunities for the party. The original mod has vanished from Steam and Nexus, but this newer one comes with an expanded radius so you'll see ghosts that are further away. Origin and racial skill booksNexusSeveral skills in Original Sin 2 are exclusive to specific races and character origins. That's why having an undead in the party can be a godsend for lockpickers. It also speeds up load times, which can get slow with a decent mod load, and lets you re-enable achievements for your modded playthrough.The Cheat CommanderSteam Workshop| NexusThe Cheat Commander is an elf who can be summoned with a cheat book in your inventory. Sneaking lets players bypass this in-game pitfall. 4 Ingenious (Human) +5% Crit Chance +10% Critical Damage While the human race's first ability is a little bland, they made up for it with the combat-focused talent Ingenious. 9 Sophisticated (Lizard) +10% Fire Resistance +10% Poison Resistance Lizards in Divinity: Original Sin 2 originally descended from dragons, making them a proud race of esteemed magical warriors. It's worth noting that the resistance bonuses aren't very substantial, so it's best not to rely on it too much. This is great for stubborn locks or doors, and can open many windows of opportunity. Just how well do these racial talents stack up against one another? NEXT: Pillars Of Eternity 2 Versus Divinity Original Sin 2: Which Game Is Better? They're finesse weapons, but unlike daggers and bows, they don't have any skills specifically associated with them. Giving you the power to talk to critters, it's an endless source of jokes, hints and hidden quests. I suspect Fane's a big fan of this nasty piece of kit. 7 Free Digging (Lizard) No shovel needed to dig in sand or grass Lizards, despite their pompous and arrogant attitudes in the game, don't shy away from using their claws to get their hands dirty. Particularly handy are the empty maps that allow you to create custom areas for your campaign without the need to make them on the separate editor.Void KnightSteam Workshop | NexusA new class mod, Void Knight introduces a slew of skills that combine martial and magical attacks that debuff any unfortunate enemies that get in their way. Not having it isn't the end of the world though, as the bonus isn't really that substantial in the long run. There's also the fact that combat in Divinity: Original Sin 2 can sometimes drag on since it's turn-based; having a large number of combat participants can be daunting. An update to the mod also makes it affect everyone in your party, not just your character.Party size evolvedSteam Workshop | NexusOriginal Sin 2's companions are all worth bringing along on your journey, adding elaborate personal quests to your journal that span the game and providing plenty of roleplaying opportunities. To craft new items, of course. 5 Undead Physiology Poison healing Regular healing damage Free other racial talent All other races simply pale in comparison to the roleplaying capabilities and the versatility of the undead. 6 Dwarven Guile (Dwarf) Dwarfs, due to their stature, get some nifty skills that make them perfect for sneaking around. However, the Crit bonuses are still good, especially since that kind of damage scales well in the late game. The Definitive Edition thus removed the Initiative bonus and replaced it with Critical Damage, which did nerf the humans a bit. To that end, it's a min-maxer's paradise, where overengineering one's characters or party compositions can yield satisfying results. Unfortunately, with the maximum party size of four, you'll have to leave at least two of them behind. Infinite spirit vision keeps it on all the time, effectively making it a passive ability. Playing as an undead in Divinity: Original Sin 2 can be an acquired taste and is fiddly at first. Once players get the hang of it though, undead characters can be more interesting and dynamic than any other. Their thin, bony fingers mean that undead can pick any lock without a problem. Chat to the chap and you'll be able to change your level and tags, give yourself attribute and talent points, spawn items including full sets of legendary gear, and as much gold as you please. The origin and racial skill books mod makes these skills unlockable in the same way as all the others by turning them into skill books. What a friendly elf.Free pet palSteam Workshop | NexusThe pet pal talent is objectively and irrefutably the best ability in the game. Unless you download the Tempest skill pack, that is. The skill books can be found in specific book shelves.Tempest skillsSteam Workshop | NexusSpears are kind of weird in Original Sin 2. Lizards have the ability to dig around for any treasure that has been revealed. Again, the bonus isn't much, but one additional point to a rather significant game ability is something to be thankful for, especially early on. The Corpse Eater lets parties unlock passwords, skills, hidden locations, and even claim some secret treasures. They can recall knowledge accumulated throughout their long lives, and this is reflected well in their racial bonus. It's a broad set of skills, but the void mark system lends the class some cohesion. Players will often be pinching pennies, especially if they're min-maxing and changing items every few levels or so. You'll be able to blather away with Rivellon's chatty animals to your heart's content. This toolkit expansion adds hundreds of items, both entirely new and stuff that Larian created but either didn't finish or left out of the final version. The Dwarven Guile ability is one of the most important starting bonuses to have in the game, because certain combat encounters are too much even for experienced players. In other scenarios, having a stealthy dwarf in the party is also great for sneaking in and out of high-level areas for treasure, without entering combat. Persuasion is great for wiggling out of fights, unlocking hidden dialogue options, or getting one's way. Unlike pet pal, however, it's an ability you have to cast, and it doesn't last forever. Along with more than 1600 new crafting recipes and over 550 new items, it introduces armour dyes, unique craftable gear, fancy elemental weapons and extra conveniences like portable crafting stations and bags. Racial selection for the player character is crucial, since each race has its own set of racial talents that make them better suited for certain scenarios or instances.

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