

## Divinity 2: Ego Draconis

Only a few weeks (Germany) or months (the rest of the world) divides us from the premiere of a new production company in Belgium with the RPG genre. Divinity 2: Ego Draconis, for the question about the game, will be launched next visits in 2002 cycle, which - although not a commercial success has been spectacular - it was small, however many supporters. The new company's work Larian Studios once again takes us to a fantastic land Rivellon.

We will be able to play the role of a brave hero, whose aim is to fight life-threatening humanity with dragons. This at least looks at the beginning, because in the play soon becomes clear that the enormous beasts you can also make friends, and also what makes our hero. The second series of pageview Divinity I had the opportunity to see in action at E3 this year's fair and just on the basis of this presentation was created by this article. While in Los Angeles was only shown to play a beta version, far from perfect in terms of technical, product made me a very positive impression. See also alone. Before the start of play the player will receive the possibility of setting up a virtual alter ego, but the process of creating a reduced only to its external appearance. The shape and color of hair hero has no more relevance to the game, but as most sex. If you will not be satisfied with our image, we can always make the appropriate adjustments with one of wizards who offer their services in different parts of the world fantastic. Change can not just look, but also gender.

In Divinity 2: Ego Draconis you will not be able to interfere with the statistics before the start of an adventure, in which the product is very similar to the Belgian the game in the series Gothic. So we start playing with inexperienced hero who not only has a low fundamental factors, but also does not have any interesting skills. References to the Gothic series also shows the further development of the form. There is no obstacle to the player to develop the capacity of change characteristic of the different classes. such as the trained use of the sword and cast spells, as long as it fulfills the relevant requirements. Divinity 2 is not imposed in this regard, no forced - we decide for ourselves what the future will become our virtual character.

In the course of the game show at the fair E3 saw action in only two additional skills, but both very interesting and rather unusual in other productions of this type. The first capability allows you to talk to the world of spirits whose ordinary people were not able to see. Claas Wolter persuaded us that the supernatural is the essence of the source of valuable information, so be sure to take some time for conversation with them, and to meet their requests, if any present.