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## Divinity original sin guide pdf

(Image credit: Larian Studios) Every now and then a game comes along that has a certain grace. It hits the right note, from the systems to the overall presentation to the right level of silliness. One of these games is Divinity: Original Sin 2, a real gem among the many RPG masterpieces of this generation. As games are approaching the launch of the PS5 and Xbox Series X, TechRadar looks back at the games that made this generation great. This week's entry? Divinity: Original Sin 2. Cast your mind back to each RPG and think about the kind of character you create. Typically, you're locked into a stereotypical role that fills a target or looks a certain, rigid way. Divinity: Original Sin 2 throws all this out the window with the promise to let you not only craft and sculpt your character, but also how your character interacts with the game world, resulting in wild consequences. Freedom is key in Divinity, and while you choose to make your own typical hero or villain trope, you also have the ability to trope a hideous undead who has to hide his benevolent face under a mask, lest the nervous commonfolk discover your dark secret. Want to create a build that is completely designed around talking to animals? You've got it. What about a spell user or warrior who is only obsessed with water-related spells and will do nothing but 'make it rain'? Absolutely. While Divinity is limited by a general need for a leading game story (although what's fantastic here is) and some clumsy systems, it does a very good job at letting a Dungeon's & Dragons fantasies you might have. It translates the anything-goes kind of tabletop experience into a top-tier game exceptionally well. It's in the player agency where Divinity shines – if you choose so you start a fight with anyone you don't want for the sake of being really evil. When you're done using a seller and about to change locations, why not go ahead and kill the whole village for their valuables? Choices like this, made by the way I've done on almost every Divinity playthrough, is all part of the fun. Best PS4 games Best Xbox One games Best Nintendo Switch games It's a real RPG game. It has turn-based combat and you always get multiple ways to progress almost every situation you find yourself in. Mix in the game's highly enjoyable environmental system, which allows you to use the elements to create puddles for another character to electrify and stun your goals, among many other combos, and you have a very detailed system. The same works to put out a fire to create a puff of smoke igniting fatty toxins to cause a satisfying chain reaction of large explosions – it does a great job at making you feel smart. The freedom offered by the game is next-level and it really is something that can be easily expanded on in the future who wants to stick to the tried and tested systems of turn-based combat and recreate the feel of playing tabletop Dungeons & Dragons. The developers, Larian Studios, have already taken Divinity to the next level with the release of Baldur's Gate 3 in October 2020 and you can see how well these systems have developed in just a few years. Throw four-player online co-op into the mix, where anyone can do whatever they want, when they want, and you have a recipe for chaotic perfection. It's one of the few games where, if you think of it, you can probably do it in the game. It's hard to overstate how pleasant and monstrously chaotic things can get while playing with friends, it really is one of the best co-ops I've ever experienced. Better yet, if for whatever reason you don't like any of the main characters you're paired with, you don't have to deal with them at all, let alone bring them into your party. In fact, you can just kill outright if you want... After all, it's your story. Startup By Christopher Mirabile @cmirabile: a href="https://www.shutterstock.com/a/":https://www.shutterstock.com/a/ At some stage of their development, all the big companies face the challenge of collecting the actual monetary resources needed to build something of value. Since most startups right out of the gate don't have the means to borrow serious money, these funds are usually going to come from equity investors (people who give you money in exchange for owning the shares in your company). Finding equity investors is difficult. Finding big stock investors is really hard. It's a topic we'll come back to, but before we spend time finding great investors, let's make sure we don't immediately commit a foot-wrong by getting confused with a really bad investor. Avoiding Crappy Investors Takes Knowledge and Discipline Many entrepreneurs go into fundraising with the wrong attitude. They approach it as an insecure person would approach dating: hope and pray that they can find someone, anyone, who will go out with them. If you are a solid entrepreneur, and your idea is decent, you need to gather your trust, be brave, and seek the investor to attack with an attitude of not arranging. It's important to select an investor who is not only right, but hopefully great for your business. This requires taking the long term. Recognizing that being selective can take a little more time, but often securing fast money from low quality investors is significantly worse than taking your time to secure quality investors' money. Ironically, by being more selective, you can actually be more effective in If you understand what you need and why you need it and strive for it aggressively, investors will feel your clarity and recognize that you are selective for a reason. This speaks volumes about the desirability of working with you. Finding quality will require investors A couple of frogs. Although most angels (and other early stage investors) are well-intentioned and really want to help you and give back to their community, it comes down to fit. This kind of investing is not easy, and can be ungrateful, so these are generally good people who are in it for the right reasons. Fortunately, really bad apples are incredibly rare. But not all investors are created equal. How do you spot the clunkers? You have to understand and recognize the tricky behavior. Bad investors commit three categories of sin: 1. Mild sins, which only cost chances 2. Major Sins obstructing your business 3. Fatal sins that do you actual damage Mild Sins The mild sins are just a bummer; no major damage. You could have done better, so you lost a chance at greatness. These angels offer a low value to add and translate into deadwood. The mild sins are: 1. insist on a board seat, but with no value to add 2. actively support and talk to your business, sharing the upside in your business and giving nothing back in return 4. becomes in it for the wrong reasons (bragging) 5. insist on you putting his/her friends in the round as they also don't add value 6. Bully you about exits, but do nothing to help 7. not to understand or keep up to date with the company's technology or positioning to properly represent the company 8. unable or unwilling to introduce you to other investors or customers 9. lacks business fundamentals or experience with sales 10. having no network or connections or networking skills to help you build the team 11. being a gig-shopper who is really just looking to join the team or find a job Groten Sins The big sins are much more serious. They're obstructing your business. You need to recognize them immediately and make sure they are fully addressed before they work with these angels. Important examples are: 12. taking a lot of your time and holding a lot of hand 13. unpleasant, close-minded, inflexible and generally difficult to get along with 14. lack of knowledge on how to structure a round 15. lack of knowledge on how to sedate capital in a company 16. not be able to make up their minds about whether to invest (or what strategic course to take) and always want another meeting 17. push for dilutive advisory shares or advisory fees for no or dubious value 18. failure to respond in a timely manner to requests for routine shareholder signatures or paperwork Fatal sins The fatal sins are non-starters. These will damage your business and they cannot be tolerated. You need to identify them so that you completely avoid working with these. These sins include: 19. give you bad advice and insist you follow 20. on a totally different page in terms of exit strategy 21. lacking, honesty, honor, integrity and common sense values 22. being sexist or likely to harass or disturb members of your team 23. spill your confidential information or become a gossip 24. have any kind of conflict of interest and do not disclose 25. creating great signaling risk through a high-profile failure to invest in the follow-on round, although the company has reached its milestones Scharly there are many ways things can go wrong or good when selecting angels. Your mindset should be focused on putting together a dream team. You're going to spend a long time together, experience many highs and lows, and a lot of stress along the way so make sure they fit your needs and personality. Being kiese requires courage and perspective. It also takes time and dedication to do the job, check references and be attentive in your decision. If you say yes to the first date asking to go to prom, you're taking a big risk. You might still get around, but you have potential made it much harder for yourself than you needed to. Inc. helps entrepreneurs change the world. Get the advice you need today to start, grow and run your business. Sign up here for unlimited access. The opinions expressed here by Inc.com columnists are their own, not Inc.com' opinions. Long awaited role-playing title Divinity: Original Sin 2 – Definitive Edition got its official release on Mac today, exactly three months since Apple teased the game at its October 2018 Keynote event. Developed in collaboration with Mac porting studio Elverils and Apple's Metal engineering team, the acclaimed RPG from Larian Studios includes all the content of the PC version, along with a range of additional features exclusive to Mac. Examples include full MacBook Pro Touch Bar support for quick access to in-game actions (such as the journal or card), MacBook trackpad, and selected gesture support, eGPU support, Apple MFi controller support, and rumble support on selected controllers, and iCloud support for easy backup between devices. Divinity: Original Sin 2 - Definitive Edition supports cross-play between Windows and Mac systems. It's also the first title on macOS that supports HDR (only on selected hardware, macOS Mojave 10.14+). Since its PC release in 2017, DOS2 is one of only 15 games that receives a GameSpot 10/10 score. The in-depth sandbox adventure for up to four friends has also won a BAFTA in the Multiplayer category and is the highest rated PC game of 2017 on Metacritic. System requirements include an Intel Core i5 processor, 8GB of memory, HD Graphics 5000 or Radeon R9 M290X, 19.3GB of disk space, and

macOS 10.13.6 High Sierra or later. Divinity: Original 2 - Definitive Edition is available on the Mac App Store for \$44.99 and on Steam for \$29.24 including the 35 percent discount that runs through February 11. For more information, please check out the official Divinity: Original Sin 2 website. Website.

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