DRAGON AGE™ ORIGINS

BIOWARE

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Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Such people may have a seizure while watching television images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures. If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing.

We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, discontinue use IMMEDIATELY and consult your doctor.

PRECAUTIONS TO TAKE DURING USE

- Do not stand too close to the screen. Sit a good distance away from the screen, as far away as the length of the cable allows.
- Preferably play the game on a small screen.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.

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INSTALLING THE GAME

NOTE: For system requirements, see the readme file.

To install (disc users):

Insert the disc into your disc drive and follow the on-screen instructions.

To install (EA Store users):

NOTE: If you'd like more information about purchasing direct downloads from EA, visit www.eastore.ea.com and click MORE ABOUT DIRECT DOWNLOADS.

Once the game has been downloaded by EA Download Manager, click the install icon that appears and follow the on-screen instructions.

NOTE: If you've already purchased a title and would like to install it on another PC, first download and install the EA Download Manager on the other PC, then launch the application and log in with your EA account. Select the appropriate title from the list that appears and click the start button to download the game.

To install (third party online users):

Please contact the digital retailer through whom you purchased this game for instructions on how to install the game or how to download and reinstall another copy.

STARTING THE GAME

To start the game:

Games on Windows Vista™ are located in the **Start > Games > Games Explorer** menu and on earlier versions of Windows™ in the **Start > Programs** (or **All Programs**) menu. (EA Store users must have the EA Download Manager running.)

NOTE: In Windows Vista Classic Start menu style, games are located in the **Start > Programs > Games > Games Explorer** menu.

WWW.DRAGONAGE.COM

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, please visit www.esrb.org.

INTRODUCTION

Dragon Age: Origins is a modern re-imagination of an epic party-based fantasy role-playing game, dense with story and tactical combat. Because *Dragon Age: Origins* doesn't shy from that complex heritage, there's a lot to know.

Since many of the game's systems are deeply interrelated, keep a finger on the table of contents; you'll need it to find your way around when an explanation of one feature refers to another. One last note: while there was no way to list the hundreds of spells and talents in here, you'll find full explanations of them in the game.

COMPLETE CONTROLS

Once you create a character using the Character Generation system described on p. 8, you will find yourself in control of the game's camera, which can zoom in for a wide third-person view of your characters (over the shoulder) or zoom out and up for a nearly top-down view of a whole area.

To zoom the camera, scroll with your mouse-wheel. When the camera is fully zoomed out, you can pan across the battlefield using the arrow keys, by clicking the mouse wheel and dragging, or simply by nudging the edge of the screen. At any zoom level, clicking the right mouse button and dragging rotates the camera.

To execute most actions, right-click the mouse. Right-clicking on an object makes your currently selected character take appropriate action—attack an enemy, talk to a friendly character, loot a corpse, open a door, pull a lever, and so forth. You can also right-click on the ground to direct your character to move to that location if you don't feel like using the keyboard to move.

However, once you have selected a spell or talent that requires a target—either by clicking on your quickbar or pressing the appropriate number key for that quickbar ability—you must left-click on the target. Right-clicking cancels the spell or talent. Left-click also selects a character in your party to control. Drag a box around multiple characters while left-clicking to select them all.

GENERAL CONTROLS

Quick save	**F5**
Quick load	**F9**
Highlight objects	**TAB**
Hide main interface	**V**
Take screenshot	**PRT SCN**
Character record	**C**
Journal	**J**
Inventory	**I**
Skills	**K**
Spells/Talents	**P**
Area map	**M**
World map	**N**
Tactics	****
Main menu	**ESC**

MOVEMENT/CAMERA

Run forward	**W**
Rotate camera left	**A**
Run backward	**S**
Rotate camera right	**D**
Run left	**Q**
Run right	**E**
Rotate camera up	**Home**
Rotate camera down	**End**
Zoom in	**Pg Dn**
Zoom out	**Pg Up**
Pan (zoomed out)	**Arrow keys**
Toggle run/walk	**/** (num pad)

COMBAT

Pause	**Spacebar**
Use quickbar ability	**1-0**
Swap weapon sets	**/**
Party move/hold	**H**
Select full party	**=**
Select one character	**F1-F4**
Select many characters	**SHIFT + F1-F4**

GETTING STARTED

When you start *Dragon Age: Origins*, you are presented with the game's launcher. The first time you click PLAY, a configuration utility suggests the appropriate settings based on the hardware it detects. After that, *Dragon Age: Origins* starts up.

MAIN MENU

The main menu is mostly self-explanatory. To begin playing, click NEW GAME; to resume your game in the future, click LOAD GAME; or to load your most recent saved game, click RESUME.

These are the options that might not be as obvious:

Other Campaigns

Here you can begin playing a custom campaign for *Dragon Age: Origins* that you, your friends, or kind strangers on the Internet have built using the content-creator toolset that you can download from the Dragon Age website.

Downloadable Content

This displays new content made available after the release of *Dragon Age: Origins*—both free and for purchase—and also lets you manage the content you've already downloaded.

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Player Profile

You can view your achievements and screenshots here, then upload them to your online profile if you're logged in to your BioWare/EA account.

Log In

This lets you create a BioWare/EA account (or log in to an existing account) so that you can upload screenshots, track your achievements and profile on the web, and manage downloadable content.

CHARACTER GENERATION

Before you begin playing *Dragon Age: Origins*, take a few minutes to build a unique character and learn the rudiments of the game's rules system. When you click NEW GAME from the main menu, a short introductory movie plays. That brings you to the following options on the character generation screen.

GENDER

Your character's gender does not affect stats or abilities, but does alter some dialogue and plots—as well as facial options and body shape, of course.

RACE

Your character's race determines physical size and natural capabilities as well as how he or she fits into the world of Dragon Age, where interracial tensions are a fact of life.

Human

Humans are a well-rounded people, which has made them the most numerous inhabitants of Thedas, and thus the most dominant.

Elf

Thousands of years ago, elves ruled the surface of Thedas, but today they live in mankind's shadow, whether as an oppressed underclass confined to urban slums or, in the case of the Dalish tribes, forced to wander the ancient forests forever.

Dwarf

The dwarves are a race in decline, as each new day of a centuries-old war against the darkspawn consumes both dwarven lives and the scant remaining territory of their underground kingdom. Dwarves have an innate resistance to magic, preventing them from becoming mages.

RACIAL BENEFITS

	HUMANS	ELVES	DWARVES
Starting bonuses	+1 strength	+2 willpower	+1 strength
	+1 dexterity	+2 magic	+1 dexterity
	+1 magic		+2 constitution
	+1 cunning		+10% chance to resist hostile magic

CLASS

Class determines which abilities your character can learn during the course of the game. It has a profound impact on the way a character performs in battle. For mages, class also determines your background story.

Although there is some overlap between the classes, you can never make a character from one class play like a character from another—for example, warriors and rogues can never learn to cast spells, and a mage can never learn advanced weapon talents. Rogues can learn more skills than other classes, but cannot become proficient with two-handed weapons or shields.

Warrior

Warriors are front-line fighters, the backbone of any party under assault. They rely on melee and ranged weapons, supplemented by powerful special abilities that draw from deep reserves of stamina.

Mage

Mages are the only characters who can cast spells, which they use both for offense and to support themselves and their party. Although mages may wield physical weapons, they do so without any particular skill; instead, they prefer to carry staves that fire magic projectiles. Mages cannot stand toe-to-toe with enemies as well as other classes can, but they can deal immense amounts of damage and heal their allies when protected by the party.

Rogue

Rogues are crafty combatants who succeed in battle by combining speed, subterfuge, and a wide range of abilities to bring their opponents down in unexpected ways, sometimes before the enemy even perceives danger. Rogues can pick locks with great skill, incapacitate enemies with ease, or sneak up on targets to deliver a devious and crippling backstab.

CLASS BENEFITS

	WARRIORS	MAGES	ROGUES
Starting health	100	85	90
Starting stamina/mana	100	115	90
Starting attribute bonuses	+4 strength	+5 magic	+4 dexterity
	+3 dexterity	+4 willpower	+2 willpower
	+3 constitution	+1 cunning	+4 cunning
Starting skill	Combat Training	Herbalism	Poison-Making
Starting talent/spell	Shield Bash, Pinning Shot, or Dual-Weapon Sweep	Arcane Bolt	Dirty Fighting
Levels to gain one skill	3	3	2
Health per level	6	4	5
Stamina/mana per level	5	6	4
Base attack score	60	50	55
Base defense score	45	40	50

BACKGROUND

Your character's background—the "Origins" component of the game—determines which of six distinct opening acts you play through, and continues to affect your experience throughout the game. Although there are six different backgrounds, they are each tied to certain combinations of race and class; by the time you select your race and class, you only have one or two choices of background.

Human Noble

Human warriors and rogues always belong to the noble house Cousland, one of the most powerful families in Ferelden. But even a life of privilege can crumble in the face of betrayal…

Magi

Human or elven mages, from the Amell or Surana families, respectively, find that a long childhood of tutelage in the magic arts is finally at a close: it is time to undertake the Harrowing, the long-secret ritual by which an apprentice spellcaster either becomes a full mage… or disappears forever.

City Elf

Elven warriors and rogues can opt to become a member of the Tabris family, hardscrabble city elves confined to the poorest quarter of the city of Denerim, where an arranged marriage offers hope of distraction—if only for a day—from a life of discrimination and abuse. But when a local lord claims his "right" with the bride, racial tensions provide fuel for a massacre.

Dalish Elf

Elven warriors and rogues may alternately choose a proud but trying life among the Mahariel clan of the Dalish elves, preferring to wander the ancient forests in perpetual isolation over letting humankind corrupt the last of true elven culture. But a chance encounter with a relic of your people's past threatens to change those plans.

Dwarf Commoner

Dwarven warriors and rogues may begin among the Brosca family of the "casteless," the lowest rung of dwarven society, where subservience to a local crime lord has always seemed like the surest way to remain alive, at least for one more day.

Dwarf Noble

Dwarven warriors and rogues may alternately choose a life born to the royal family of Orzammar, House Aeducan, where the natural accompaniment to political power is cutthroat infighting between relatives.

BACKGROUND BENEFIT

	HUMAN NOBLE	MAGI	CITY ELF
Starting skill	Combat Training	Combat Tactics	Coercion

	DALISH ELF	DWARF COMMONER	DWARF NOBLE
Starting skill	Survival	Stealing	Combat Training

CUSTOMIZATION

When you create a new character, you can customize him or her in a variety of ways during the character-generation process. Other party members you acquire throughout the game cannot be customized.

Appearance

Your character's race and gender determine his or her body type and basic head shape, but from there, all the decisions are yours, from the shape and sizes of features to skin color, tattoos, and cosmetics. To design a unique face quickly, first cycle through the nine presets for your race and gender, then alter individual features using the more detailed sliders grouped by category.

Portrait

Your character's portrait appears on the main combat and exploration screen in-game. Use the sliders in the Portrait area to pose and frame this snapshot however you like—you'll be looking at it a lot. If you create a BioWare/EA profile, you can also upload this portrait to BioWare's community website to use as your avatar in the forums.

Voice

Here, you can choose from one of six different voices (which vary by gender and race) for your character's voice in battle.

Name

Your character's surname depends on the background you chose earlier, but you can set a first name, or keep the game's default suggestion. This given name appears in conversation, in your character record, and when you mouse over the character in-game.

Advanced

Once you're satisfied with how you've customized your character, you can click on QUICK PLAY to jump right into the game, in which case the game prompts you to select a difficulty level and then automatically pick appropriate starting attributes, skills, and spells or talents based on your character's class.

However, if you have experience with roleplaying games, you might prefer to make these decisions yourself. In that case, click on ADVANCED. You will find descriptions of the options presented there in the Character Progression section of this manual (see p. 12).

Even if you click on QUICK PLAY, we suggest you read the following sections so that you can understand how your character's attributes and abilities affect gameplay.

Difficulty

Whether you select QUICK PLAY after customizing your character's appearance or proceed through advanced character creation, you need to select a difficulty level for combat. You can change this setting at any time in the Options menu. The higher difficulty levels are not meant to present an unwinnable slog; instead, they are meant to maintain the challenge for players who are particularly skilled in the game's tactical combat system. At higher difficulties, enemies become more powerful while your party becomes less so, meaning you need to pause frequently to consider the best approach to each fight.

EASY

This setting is best suited to players who are new to role-playing games or expect to play combat in real-time, rather than pausing often to plan tactics. At this setting, party members are immune to friendly fire and heal easily, while enemies inflict less damage than normal.

NORMAL

This is the recommended setting for players familiar with role-playing games, providing a good balance of challenge and survivability. It requires moderate use of tactical pausing to plan actions during combat. Although party members can harm each other with careless use of certain abilities, damage due to friendly fire is only half of what it would be against enemies.

HARD

This setting provides a considerably greater challenge than normal difficulty. To prevail against the more aggressive enemy AI, you need to make sophisticated use of tactical pausing as well as clever combinations of spells and talents. Friendly-fire damage is no longer scaled down and your party does not heal as easily. Enemies inflict more damage are encumbered by status effects for shorter durations, and demonstrate greater resistance to various damage types.

NIGHTMARE

This setting is intended for tactical geniuses who found hard difficulty too easy.

CHARACTER PROGRESSION

In order to survive your adventure, your character needs to become more powerful, learn new skills, acquire advanced equipment, and recruit experienced allies. Whereas the choices described in the Character Generation section of the manual (see p. 8) occur only once, at the beginning of the game, the choices described in this section are repeated many times throughout the game.

ATTRIBUTES

Every character begins with at least 10 points in each of the six attributes, which primarily determine prowess in combat, but also affect your non-combat skills and can reveal new options in dialogue.

When you first see your attribute scores, however, most of them will already exceed 10 because of the cumulative effects of the racial benefits and class benefits described earlier. When you're creating your character, you can distribute a further five attribute points however you like. If you skip advanced character creation, the game chooses for you, spending your five points according to the table at the end of this section. Characters gain a further three attribute points every level.

Note that in many cases, the game rules consider your character's attribute modifier rather than the attribute itself. Quite simply, the attribute modifier is the difference between your current score and the base value of 10—in other words, the total number of points you have chosen to spend on the attribute.

Strength

Greater strength increases the base damage from all weapons except crossbows and mages' staves, and, along with dexterity, determines whether a melee attack is successful. Consequently, strength is particularly important for warriors and rogues, although mages who use melee weapons also find it essential. Great strength is required to wield two-handed weapons or wear heavy armor. Strength also contributes to a character's physical resistance and influences the intimidation side of the Coercion skill.

Dexterity

As the primary component of a character's defense score, dexterity helps sidestep attacks entirely. Along with strength, dexterity also contributes to the melee attack score, which determines whether a swing connects with its target. For ranged weapons, dexterity is the only attribute that contributes to the attack score. Greater dexterity also increases the damage inflicted by piercing weapons like daggers and arrows, since the character is able to maneuver the weapon's tip more deftly. Finally, dexterity contributes to physical resistance and is a prerequisite for some weapon talents. This attribute is most important for warriors and rogues.

Willpower

Willpower affects the size of the pool of mana or stamina that a character can draw from to power spells or talents. This makes it essential for mages, but also very helpful for warriors or rogues who use talents frequently. Willpower also contributes to a character's mental resistance.

Magic

Unsurprisingly, mages gain the most benefit from a high magic attribute; the magic attribute's modifier determines the mage's spellpower, which in turn governs the magnitude of a spell's effect, including damage. For characters of all classes, the magic attribute also increases the effectiveness of healing poultices, potions, and salves. A high magic score is required to wield high-level staves or learn certain spells. Magic also contributes to mental resistance.

Cunning

Characters cannot learn advanced skills unless they possess great cunning, so this attribute is useful for any character who wishes to use skills effectively. It is doubly important for rogues, since many of their class-specific talents are greatly improved by high cunning. Cunning helps characters identify weaknesses in opponents' armor, increasing the armor penetration score, and also contributes to mental resistance and the persuasion side of Coercion.

Constitution

Every point in constitution increases a character's health score, allowing more damage before the character falls on the battlefield. It is thus important for all characters on the front lines of combat. Constitution also contributes to physical resistance.

QUICK-PLAY PICKS

	WARRIOR	MAGE	ROGUE
Attributes	+3 strength +1 dexterity +1 willpower	+2 willpower +3 magic	+1 strength +3 dexterity +1 cunning
Skills	Combat Training		
Talents/Spells	Precise Striking, Shield Block, and/or Shield Bash	Flame Blast and Weakness	Stealth and Dual-Weapon Training

SKILLS

Skills, which are available to all humanoid characters, do not affect combat directly, although some may be used during combat. Rogues gain one skill point every two levels, while warriors and mages gain one skill point every three levels. Each skill has four levels of proficiency, but you must improve your cunning attribute to be able to learn many higher-level skills. You begin the game with two skills pre-determined by your class and background, and can learn one more free skill of your choosing. If you skip advanced character creation, the game chooses for you.

Coercion

Coercion reveals new dialogue options that can convince other characters to change their minds, sometimes revealing new paths through a plot or more favorable terms for a deal. If a Persuade option appears in dialogue, your chance of success is determined by your rank in Coercion and your cunning score. If an Intimidate option appears instead, success depends on Coercion and your strength score.

Stealing

Characters who have learned to steal can attempt to pick the pockets of other characters, whether friendly, neutral, or hostile, although a high rank in the skill is necessary to steal during combat. In most cases, items you receive from stealing are in addition to those that an enemy would normally drop after dying in combat.

Trap-Making

Characters who have learned this skill can construct traps or lures from common components, so long as they also possess a plan to build the mechanism. The second and fourth rank of this skill also increase the range at which the character can detect enemy traps. Note that while all characters who have learned this skill can set traps, only rogues can disarm them.

Survival

Survival lets a character detect enemies who would otherwise be hidden. Higher ranks allow the character to determine how powerful a hidden enemy is and also bestow bonuses to nature resistance and physical resistance.

Herbalism

Herbalism allows a character to make a wide variety of potions, poultices, salves, balms, elixirs, and so forth, whenever raw ingredients and a recipe are at hand. At higher ranks, the character can complete more difficult recipes, producing particularly potent items.

Poison-Making

Poison-Making focuses on mixing deadly substances that the character can apply to melee weapons, inflicting extra damage and often leaving enemies immobile. Those skilled in this art can also create explosive bombs and flasks designed to be hurled at the enemy. As with Herbalism and Trap-Making, creating items using this skill requires a recipe and raw ingredients. Note that this skill is required not just to create poisons—it is also required to use them.

Combat Training

For warriors and rogues, each rank in this skill opens up a new tier of weapon talents that the character can learn, as well as providing other small benefits. Although mages cannot learn weapon talents, this skill significantly increases the damage they can take from an attack before it interrupts an attempt at casting a spell.

Combat Tactics

Each rank in this skill increases the number of slots available on a character's combat tactics sheet (see p. 29). Since each slot governs one conditional action during combat—for example, instructing a mage to heal any character whose health falls below 50%—having more slots available means you can design more elaborate battle plans for your party.

TALENTS/SPELLS

Talents (for warriors and rogues) and spells (for mages) are special abilities that are unique to a certain type of character, as distinct from skills, which any character can learn. They are almost always related to combat. Using a talent or spell often draws from the character's pool of stamina or mana, although some are passive, providing permanent advantages without stamina or mana expenditure. A character gains one talent or spell each level, as well as at a few other points in the game. You begin with one talent or spell pre-determined by your class and can learn one more of your choosing for free. If you skip advanced character creation, the game chooses for you.

Unlike skills, talents and spells do not offer higher ranks; instead, related abilities are grouped in chains of four. Learning a talent or spell unlocks the next ability in that chain—so long as the character meets other prerequisites like character level and attribute scores.

Some spells and talents are available to all characters of that class, and a few groups of talents, like Dual Weapons and Archery, are available to both warriors and rogues. Other spells and talents are linked to a single specialization, which characters can earn later in the game.

There are hundreds of talents and spells in *Dragon Age: Origins*—far too many to list here. Each is described in the game.

Activated Abilities

The most common talents or spells are those marked "activated," which the current character uses only when directed. (Other characters in your party use their activated abilities whenever appropriate, or whenever the conditional instructions you set up in the combat tactics screen tell them to.) These abilities vary widely—some have positive effects on your character or allies, whereas others act offensively against one or more enemies, or even against everyone in an area, no matter whose side they're on. Some activated abilities are in effect for only a second, while others remain active for a short time. Most activated abilities incur an immediate cost in stamina or mana, although a few are free to use. After you use a particular activated ability, there is a short cooldown period before you can use it again.

Passive Abilities

Talents or spells marked "passive" are permanent effects. They do not consume stamina or mana, and, because you do not need to activate them, they do not appear in your quickbar. If you wish to review which passive abilities your character has learned, take a look at your spells or talents sheet.

Sustained Abilities

Once you use a talent or spell marked "sustained," it remains active either until you disable it or until the ability exhausts all of your character's stamina or mana. Some sustained abilities are free to use, and thus remain active for as long as you like. Using a sustained ability is tiring, however, and thus imposes a fatigue penalty, which means that each subsequent ability you use simultaneously with that sustained ability requires more stamina or mana. After you deactivate a sustained ability, there is a short cool-down period before you can use it again.

EXPERIENCE AND LEVELS

Whenever you complete a quest or kill an enemy in combat, you'll earn experience points (sometimes called XP). Once you have enough XP to cross a certain threshold, your character gains a new level; you can see your progress towards that threshold just below the character's name in the main interface or in the character record. It takes 2000 XP to move from level 1 to level 2, and the amount of new experience required for each successive level is 500 XP greater than the previous. (That is, the threshold for level 3 is 4500 XP—2500 XP more than level 2.) There is no hard cap on the number of levels.

At each new level, a character gains the following:

- Three attribute points
- One spell or talent
- Possibly a skill point (every two levels for rogues; every three levels for warriors and mages)
- Several health and mana/stamina points, depending on class (see p. 9)
- A small increase to base attack damage

In the character record, you can specify whether you would prefer to spend attribute points, skill points, and spell/talent points yourself or whether the game should level your characters up automatically.

PARTY MEMBERS

Although it is possible to play through *Dragon Age: Origins* using only the character you create, the game is designed around a party of four adventurers, selected from among the many prospective companions you will encounter throughout Ferelden. Your party members are not just important for combat; they often have personal connections to your quests and may ask for your help with quests of their own. To swap your active party members, hit the CHANGE PARTY button in the menu bar at the top of the main interface. (Some circumstances temporarily prohibit you from changing your party.)

Approval

Your party members have their own agendas and personalities and demonstrate strong reactions to your decisions. You can track a character's approval rating at the bottom of the left side of his or her character record (see p. 12). When party members' approval ratings rise, you are able to engage them in longer conversations at the party camp, which may lead to new quest options or, for certain characters, the possibility of romance. Characters who are confident in your leadership may also earn attribute bonuses. When a party member's approval falls, however, you risk abandonment or betrayal. Because your party members differ so much from each other, it is difficult to keep everyone happy. But the wise general knows that when you disagree on matters of substance, you can always buy loyalty through gifts (see p. 32).

SPECIALIZATIONS

Once any of your characters is sufficiently powerful and you have uncovered certain secret knowledge, you are able to choose specializations relevant to the character's class. The main character can choose two specializations, earning points at levels 7 and 14; other humanoid party members already possess one specialization and can learn one more. Each specialization grants a pair of bonuses and unlocks a new group of powerful talents or spells.

Warrior

BERSERKER

Only half-sane when in the grip of frenzy, a berserker can become a juggernaut of death and damage, although the bloodlust is difficult to sustain.

CHAMPION

The champion is never hard to find on the battlefield, fighting shoulder-to-shoulder with allies, shouting encouragement with robust conviction that leads enemies to despair.

TEMPLAR

Templars are the bane of an errant spellcaster, neutralizing enemy mages' most dangerous abilities so that the party can close for the kill.

REAVER

Reavers are genuine terrors, masochists who flirt with their own death in the hopes of ushering in that of their enemies.

Mage

ARCANE WARRIOR

The arcane warrior is a mage of unconventional means, forsaking the obvious power of direct magical attacks in favor of becoming an elite combatant with conventional weapons.

BLOOD MAGE

The blood mage is a student of forbidden ancient magic that depends less on lyrium or mana than on the pure essence of life. Their spells are ugly weapons, but powerful in the extreme, able to control the wills of others.

SHAPESHIFTER

Studied in the arts of transformation, the shapeshifter is never the adversary that enemies expected they would face.

SPIRIT HEALER

The spirit healer is never rushed, preferring eventual but certain triumph, bolstered by nearly indomitable allies, over flashy demonstrations of offensive power.

Rogue

ASSASSIN

Assassins are efficient killers, able to find weaknesses that they and their allies can exploit to bring an enemy down.

BARD

Only the most innocent of bards consider themselves pure entertainers; many are instead masters of manipulation who hide behind an occupation that provides easy access to people in power. They are not solo fighters, but rather concentrate on inspiring allies or discouraging enemies to tip combat in their favor.

DUELIST

Duelists are masters of speed, evasion, and finesse—never there when the enemy attacks, yet always ready with a disorienting blow or a quick strike at a vital spot.

RANGER

The ranger is a friend to the animals—and, more importantly, their sworn ally. A ranger who needs assistance always finds an extra set of teeth joining battle.

SPECIALIZATION BONUSES

	BERSERKER	CHAMPION	TEMPLAR	REAVER
Attribute Bonus	+2 strength	+2 willpower	+2 magic	+1 constitution
Secondary Bonus	+10 health	+1 cunning	+3 mental resistance	+5 physical resistance
	ARCANE WARRIOR	**BLOOD MAGE**	**SHAPESHIFTER**	**SPIRIT HEALER**
Attribute Bonus	+1 dexterity	+2 constitution	+2 constitution	+2 magic
Secondary Bonus	+5 attack	+2 spellpower	+1 armor	Extra health regeneration
	ASSASSIN	**BARD**	**DUELIST**	**RANGER**
Attribute Bonus	+2 dexterity	+2 willpower	+1 dexterity	+1 constitution
Secondary Bonus	+2.5% critical chance	+1 cunning	+1 damage	+5 nature resistance

QUESTS

Dragon Age: Origins is a game built on story, not a simple brawler—you need to talk, reason, and explore your way through the world rather than simply seeking out the next fight. The game is composed of hundreds of small quests that build into an overarching, epic tale. Nearly every quest has multiple possible paths and multiple outcomes. The easiest way through a quest is to look for the next plot point marked on your mini-map or the next character with an exclamation mark over her head. More creative players will find they can shape the story in unexpected—even disturbing—ways.

CONVERSATION

Some conversations start by themselves—like at the beginning of your background story—but most of the time, you need to approach other characters for help or information. (Don't forget to talk to your own party members—they might know more than you think.) If a speech-bubble icon appears when you mouse over a character, just right-click to begin conversation. Whenever it's your character's turn to speak, you'll have several options for what to say. Click on the line you prefer or press the corresponding number key. Choose carefully: the vastly different outcomes of certain choices may not be evident until much later in the game.

Persuasion

Some player lines begin with "(Persuade)" or another prefix. If your skill is sufficient, the character you're talking to will bend to your logic, but if you fail, you might find yourself in a worse position than you were before. Persuade lines depend on your character's rank in Coercion and the cunning attribute.

Intimidation

Intimidation is the flip side of persuasion: it still depends on the Coercion skill, but is influenced by your character's strength attribute rather than cunning. There are fewer opportunities for intimidation than there are for persuasion, but the results can be more dramatic. As with persuasion, the price for failing an intimidate check can be steep.

Other Attribute Checks

Some other special lines check your character's attribute scores. For example, you might see a line prefixed "(Cunning)" where your character displays unique insight. If your attribute is high enough for the situation, other characters will respond favorably; if not, they might think less of you.

JOB BOARDS

Several organizations in Ferelden maintain job boards in the hopes that they will find assistance from some adventurer in need of coin. The most common of these boards belong to the chanters, religious folk who take an oath never to utter a sentence that isn't in the Chant of Light. Since it is exceedingly rare that a job can be described using only the words of the holy scripture, the local chanter posts written requests on a nearby board. Once you complete a task, return to the chanter for payment. You can also find similar boards run by smaller local groups.

JOURNAL

Your journal is a record of every quest you've discovered. It provides some background on what you need to do and why, and sometimes—although not always—will hint at alternate solutions to the problem. Although you can work on many quests simultaneously, only one can be marked as your active quest, as denoted by two large arrowheads beside the quest. The main interface and your area map only display points of interest for the active quest.

In the journal, the tab marked with an arrow icon displays incomplete quests, whereas the tab marked with a checkmark displays quests you're finished, just in case you want to review.

Codex

Your codex, which you'll find under the tab of your journal marked with an icon of a sheet of paper, stores information you're found about life in Thedas and about playing the game. Sometimes, these are excerpts from books you've found; other times, they take the form of encyclopedia entries on a topic. You can find codex entries by examining objects in the world, by asking about certain topics in conversation, or by killing enemies. Tutorials that appear in the bottom-right corner of the screen are recorded here for posterity, too.

Pay particular attention to codex entries in the Quest-Related category. These usually provide information vital to completing your plots.

Conversation History

The fourth tab in your journal, marked with a speech-bubble icon, provides a record of the 25 most recent conversations, letting you review the details of what someone said. Don't worry about conversations cycling out of this list: the journal itself always reflects major plot points.

Downloadable Content

The final tab in your journal, marked with a treasure-chest icon, displays new content that you can download to extend the game. This is similar to the Downloadable Content screen accessible from the main menu.

MAPS

Dragon Age: Origins features two types of maps—area maps that appear mostly incomplete when you enter an area, yet gain new details as you explore, and a world map used to travel between areas. The mini-map in the top-right corner of the game screen shows only a small section of the area map.

The world map (actually just a map of the nation of Ferelden—Thedas as a whole is much larger) becomes available once you complete the game's prologue. In the upper-right inset is your party camp, where you can visit with your party members and automatically heal characters of injuries. Be wary when traveling between locations on the world map; hostile parties often ambush adventurers.

LABEL	EXPLANATION
1	Character's health (p. 22)
2	Character's mana/stamina (p. 23)
3	Character's current action
4	Fallen party member
5	Currently selected character
6	Character taking damage (red fog)
7	Level-up notification (p. 15)
8	Click to select whole party
9	Click to tell party to hold positions
10	Click to swap weapon sets (p. 32)

LABEL	EXPLANATION
11	Click to lock quickbar
12	Experience meter (p. 15)
13	Status effects on character (p. 28)
14	Quickbar abilities w/shortcut keys
15	Quick-use items w/quantity (p. 33)
16	Cooldown timer
17	Description of selected ability
18	Drag to resize quickbar
19	Mini-map of area (p. 19)
20	Click to collapse mini-map

LABEL	EXPLANATION
21	Character record (p. 12)
22	Spells/talents (p. 14)
23	Skills (p. 13)
24	Inventory (p. 31)
25	Journal (p. 19)
26	Map (p. 19)
27	Combat tactics (p. 29)
28	Change party
29	Main menu
30	Spell or talent in use

LABEL	EXPLANATION
31	Healing/elemental effect (p. 33)
32	Damage to party member (p. 24)
33	Damage to enemy
34	Non-selected party member
35	Non-selected enemy
36	Flanking arc (p. 23)
37	Selected character
38	Current target
39	Current target's name/health
40	Critical-hit damage (p. 25)

COMBAT

Although magic works somewhat differently, most combat follows a straightforward mechanic: the difference between the aggressor's attack score and the opponent's defense score, plus about 50, is the percentage chance that the attack will be successful. If it is, the target suffers a certain number of points of damage subtracted from current health. However, each of those statistics—attack, defense, and damage—can be modified by a number of additional factors, as explained in the following pages.

LABEL	EXPLANATION
1	Click to change character
2	Race (p. 8)
3	Class (p. 9)
4	Specializations (p. 16)
5	Health (p. 22)
6	Stamina/mana (p. 23)
7	Fatigue (p. 23)
8	Armor (p. 24)
9	Defense (p. 24)
10	Attack (p. 23)

LABEL	EXPLANATION
11	Damage (p. 24)
12	Status effects (p. 28)
13	Approval (p. 16)
14	XP towards next level (p. 15)
15	Attributes (p. 12)
16	Physical/mental resistance (p. 28)
17	Elemental resistance (p. 25)
18	Click to see statistics from gameplay
19	Click to level up
20	Click to always level up automatically

HEALTH

Whenever a character takes damage, points are subtracted from his or her pool of total health points. Maximum health is initially determined by the character's class (see p. 9); it increases with each level and with each point spent in the constitution attribute. Lost health regenerates, but does so much less quickly in combat than in exploration. If you're running low on health during combat, apply a health poultice (see p. 33) or cast a healing spell.

STAMINA/MANA

Warriors and rogues draw from a pool of personal stamina to power many of their talents, and mages use their mana for spells. (A few abilities, however, are free to use.) Characters regain their stamina or mana over time, but they do so more slowly when in the heat of battle, which means they can only use a limited number of abilities concurrently. Particularly at lower levels, when characters' reserves of stamina and mana are limited, talents and spells are special supplements to basic attacks, not the focus of battle. The size of the stamina or mana pool is initially determined by the character's class (see p. 9). It increases with each level and with each point spent in the willpower attribute.

Fatigue

The weight of armor or a shield is taxing when characters are engaged in strenuous combat, imposing a fatigue penalty on top of the regular cost of talents or spells. Fatigue is applied as a cumulative percentage tax, so if a character is wearing gloves with a fatigue rating of 2.5% and boots with a fatigue rating of 3%, all talents or spells consume 5.5% more stamina or mana than normal. For front-line characters, the price of fatigue may be well worth the protection that armor provides, but characters who hang back from close combat in order to concentrate on talents or spells may find they're better off wearing regular clothing. Sustained abilities also impose fatigue (see p. 15).

ATTACK

The attack score is a combination of a character's base attack, which varies by class (see p. 9), plus half of the character's strength and dexterity modifiers (or, for ranged attacks, no strength modifier but the full dexterity modifier). Talents, spells, skills, status effects, high-quality equipment, and the difficulty level can further alter this score.

Flanking

When striking from directly behind a target, an attacker gains a large bonus to attack as well as an increased chance to score a critical hit. These bonuses gradually diminish the further the attacker moves around the side of the target. The black segment of the red ring around an enemy's feet shows the flanking area. Certain talents can fully or partially protect a character from being flanked. (For rogues, successful flanking attacks are backstabs—see p. 25.)

Range

Attacks with ranged weapons maintain normal attack scores so long as the attacker is sufficiently close to the target—within the range specified in the weapon's statistics, which is expressed in meters. If the attacker exceeds this distance, the attack score begins to drop precipitously, making it difficult to hit the target.

Cover

Arrows and crossbow bolts cannot penetrate obstacles like tables, columns, or barrels. Although it is possible to target and fire at opponents behind cover, the attacks will not hit them, no matter how high the attack score is.

DEFENSE

Defense represents a character's ability to avoid attacks entirely. The score is a combination of the character's base defense, which varies by class (see p. 9), plus the character's dexterity modifier. Shields, talents, spells, skills, status effects, high-quality items, and the difficulty level can further alter this score, but note that while shields do contribute directly to defense, armor does not—instead, armor mitigates damage received, as described below.

Missile Defense

Each character has a separate invisible score for defense against missile attacks from enemy archers, letting a character shrug off ranged attacks. Shields contribute more to missile defense than they do to regular defense, and some spells or talents increase a character's missile defense directly.

DAMAGE

Base damage is a combination of the weapon's damage rating and—for attacks from all weapons except crossbows and mages' staves—the attacking character's strength modifier. (Note that when a character is wielding two weapons, the strength modifier is halved for the off-hand weapon; for a two-handed weapon, the strength modifier is increased by 50%.) Characters also gain a small bonus to base damage every time they gain a level, and the damage from piercing weapons like daggers and arrows is also affected by dexterity, since a more nimble character can position them for maximum effect. Talents, spells, status effects, high-quality items, and the difficulty level can further alter this base number. The damage number that you see in your character record is adjusted for the relative speed of the weapon, so it's difficult to replicate the math precisely.

Armor and Armor Penetration

Armor mitigates damage—if a target has an armor rating of 10, it suffers 10 fewer points of damage than the attack would normally inflict. Regardless of armor rating, a successful hit always deals at least one point of damage.

However, every weapon has an armor penetration score, which essentially reduces the target's armor rating before final damage is calculated. This means that the armor penetration score is effectively equivalent to extra damage, although damage multipliers like critical hits do not multiply armor penetration. As well, if the armor penetration score is greater than the target's armor score, the excess armor penetration does not inflict damage.

Damage Types and Colors

There are five types of elemental damage—fire, cold, electricity, nature, and spirit. Many weapons, coatings, or spells inflict one or more types of elemental damage in addition to the basic physical damage. Electricity damage also drains a character's stamina or mana.

You can identify different types of damage by the color of the text it appears in:

- Damage to your party is red, no matter what the type
- Physical damage—from your party's normal attacks or from abilities—is white
- Fire damage is orange
- Cold damage is blue
- Nature damage is medium green
- Electricity damage is yellow
- Spirit damage is purple
- Healing is bright green prefixed by a + symbol
- Any type of elemental damage that is additional to an attack's normal damage (from enchantments, for example) is also indicated with a + symbol

Elemental Resistances

Elemental damage is subject to resistances, which certain enemies may possess innately, or which characters gain through spells, talents, skills, or items. If a character has 10% resistance to fire, all fire damage is reduced by 10%. Conversely, characters can become vulnerable to the elements, in which case they suffer increased elemental damage.

When combatants are completely immune to a certain type of damage, "Immune!" may appear over their heads, colored using the same scheme as damage text. Note that immunity is only displayed when the damage of that type exceeds a certain threshold—if you would have only inflicted a couple of points of fire damage anyway, the game doesn't announce the resistance, in order to concentrate on communicating more vital information.

Note that these elemental resistances are distinct from physical and mental resistance, which describe a character's ability to resist certain status effects.

Critical Hits

Every attack has a small chance to generate a critical hit, which inflicts up to double the normal attack damage after accounting for armor. Flanking attacks increase the chance of a critical hit, as do certain spells, talents, and items. Damage from critical hits is displayed in larger text size than regular damage.

Backstabs

Whenever a rogue flanks an enemy, the attack is an automatic backstab—similar to a critical hit, except that some rogue talents can make backstabs more powerful than critical hits.

Strength Modifiers

Most weapons possess a strength modifier property. This indicates the proportion of the character's strength modifier that is added to damage. Since it is a property of the weapon, not related to how the weapon is used, it is distinct from the changes to the strength modifier that result from wielding dual weapons or two-handed weapons (see p. 26).

INJURIES

So long as at least one of your party members survives a fight, those who fall in combat revive themselves once all enemies are dead—but they will have sustained injuries that apply penalties to their attributes. To remedy an injury, use an injury kit on the character or rest up in your camp. Injuries are visible in the character record as a small red icon next to your character.

ENEMY RANKS

The text that enemies' names are displayed in is color-coded to indicate their relative threat:

- The names for critter- or normal-rank enemies are white
- The names for elite-rank enemies are yellow
- The names for boss- or elite-boss-rank enemies are orange

WEAPON STYLES

The number and type of weapons a character is wielding affects attack, damage, and in some cases defense. Each character can have two different sets of weapons equipped simultaneously, although only one of the sets may be active and in the character's hands. Generally, one set of weapons is for melee combat and one for ranged, but there's no reason a character can't switch between dual weapons and a two-handed weapon, or between a bow and a crossbow, or between a mage's staff and a sword.

To equip the character's second weapon set, click on the SWAP WEAPON SETS button in the inventory. To swap weapon sets during exploration or combat, click on the same button in the main exploration screen.

Single Weapon

A character who is carrying a single one-handed weapon does not earn any special bonuses or suffer any special penalties. This is the normal approach to combat, and early in the game, most warriors and rogues are most effective using this style. There are no weapon talents specifically associated with the single-weapon style, however, so growth potential is limited.

Weapon and Shield

Adding a shield to a single one-handed weapon does not alter the character's attack or damage scores, although the character's defense and missile defense both increase on account of the shield. Carrying a shield requires moderate strength, however, and as with armor, shields increase the character's fatigue, meaning that talents or spells consume more stamina or mana. Warriors have access to the weapon-and-shield school of talents, which teach them how to use the shield as an offensive weapon as well as how to increase its defensive capabilities, including protection from flanking attacks.

Dual Weapons

A character can increase the frequency of attacks by carrying a regular one-handed weapon in one hand and a small weapon like a dagger in the off-hand, although these attacks are generally less effective than strikes from a single weapon, since the off-hand weapon only gains damage equal to half the character's strength modifier. (The combined damage of the two weapons may or may not exceed the damage from wielding only one of them.) Warriors and rogues have access to the dual-weapon school of talents, which teach them how to use two weapons more efficiently, reducing the penalties for using dual weapons, as well as how to execute synchronized attacks with both weapons. A master of dual weapons can eventually wield two full-size one-handed weapons.

Two-Handed Weapon

Merely hefting a two-handed weapon requires great strength, and although the weight means that characters attack more slowly, two-handers inflict enormous damage with every hit. The character's contribution to the damage score for a two-handed weapon includes 1.5 times the character's strength modifier, whereas a one-handed weapon uses the unaltered strength modifier. Warriors have access to the two-handed school of weapon talents, which teach them how to make even more powerful—if ungainly—attacks, including hits that incapacitate enemies or destroy their armor or weapons.

Mage's Staff

Mages' staves are unlike other weapons: they take two hands to control, but mages do not use staves for direct melee attacks. Instead, they fire magic projectiles that never miss—the mage's attack score is irrelevant. Damage is determined by the staff's own power and the mage's spellpower score (itself affected by the magic attribute—see p. 13). Unlike spells, the staff does not consume mana, so there is no worry of being left defenseless if you expend all of your mana.

Bow

Archery lets a character deal death at great range, but be aware that archers who take damage from melee attacks may lose concentration, slowing their rate of fire. Among the various types of bows, shortbows are the fastest to fire, but have limited range and punch. Longbows are moderately powerful and can hit targets at much greater distance, but fire more slowly than shortbows. Crossbows have the greatest range and intrinsic damage, particularly against armored enemies, but take significant time to reload. Unlike shortbows and longbows, crossbows do not gain extra damage based on a character's strength modifier, so particularly strong characters may do less damage with a crossbow—although since merely wielding a longbow or shortbow requires significant dexterity, only well balanced characters are able to use all types of high-quality bows. Warriors and rogues have access to the archery school of talents, which teaches them how to fire a number of trick shots and how to better protect themselves while wielding a bow or crossbow.

MAGIC-SPECIFIC RULES

Magic, unsurprisingly, works differently from normal combat—otherwise, it wouldn't be magic! These trade-offs can leave mages at a disadvantage when fighting alone or forced to use conventional weapons, yet they ensure that mages are particularly fearsome when supported by a well-balanced party or controlled by a player with a deep understanding of the rules of magic.

Spellpower

A mage's spellpower score determines the effectiveness of spells, the damage from a staff's magic projectile, and the potency of potions, poultices, and salves. The spellpower score is simply the number of points above 10 that the mage has learned in the magic attribute, although abilities, status effects, mages' staves, or other high-quality items can alter the spellpower score. The effect of greater spellpower differs from spell to spell; the simplest explanation is that greater spellpower never hurts. Some mages' staves apply two spellpower bonuses; these effects are cumulative.

Spell Interruption

Because it takes great concentration to cast a spell, a mage who takes damage while preparing a spell may be interrupted. The mage can always attempt the spell again, but the delay makes the mage less effective in combat. More ranks in the Combat Training skill increase the amount of damage a mage can take before being interrupted.

Spell Combinations

When two opposing or complementary spells collide, the effects can be unusual and potent. There are 10 possible spell combinations in the game. Only a few of these are hinted at ahead of time—for the most part, you must find them for yourself. Once you have discovered a spell combination, a description of how to replicate the effect appears in your codex.

Friendly Fire

Many spells (as well as traps, grenades, and some hostile creatures' special abilities) are indiscriminate in who they target, or are targeted on an area rather than a single opponent. They harm—or, in some cases, help—everyone nearby, not just your adversaries or just your allies. If you set a trap, only your enemies can trip it, but your party members may still suffer the effects of the trap if they're nearby when it goes off. Be careful!

STATUS EFFECTS

Many items, talents, and spells have effects on the target beyond simple damage. Sometimes these effects are as simple as knocking opponents to the ground, but the more complex effects described below persist for a time.

Most of the time, combatants have a chance to resist status effects. Their chance of doing so depends on either the physical or mental resistance score, as appropriate to the effect.

Physical Resistance

For physical effects like being knocked to the ground or rooted in place, the game compares one of the attacker's relevant attribute modifiers—strength for most talents and magic for most spells, although rogue-specific talents usually use cunning—to the defender's physical resistance score. If the physical resistance score is higher, the status effect does not apply. Physical resistance is half of the total of the character's strength, dexterity, and constitution modifiers.

Mental Resistance

For mental effects like being put to sleep or stunned, the game compares one of the attacker's relevant attribute modifiers—cunning for most talents and magic for most spells—to the defender's mental resistance score. If the mental resistance score is higher, the status effect does not apply. Mental resistance is half of the total of the character's willpower, magic, and cunning modifiers.

Stun/Paralysis/Fear/Immobility/Petrifaction

These status effects all prohibit the affected combatant from taking any action, including aborting their current actions. The visual effects are different, however, and they may react differently in combination with subsequent effects. Petrified characters, for example, can sometimes be shattered by critical hits or other effects.

Disorientation

A character who is disoriented can still fight, but is less likely to hit enemies and more likely to be hit personally, since the effect applies penalties to attack and defense.

Sleep

A combatant who has been put to sleep is unable to attack and is unlikely to resist further effects, but awakens as soon as an aggressor inflicts further damage.

Charm

Charmed enemies fight as an ally of the player for the duration of the effect. The main character, party members, and other player allies are immune to charm effects.

COMBAT TACTICS

LABEL	EXPLANATION
1	Click to change character
2	Click to select set of tactics
3	Click to disable this condition
4	Drag number to rearrange tactics
5	Previously created conditions
6	Previously created actions

LABEL	EXPLANATION
7	Click to select general behavior
8	Who this condition applies to
9	What criteria this condition measures
10	Action to take when condition is true
11	Disable all tactics for this character
12	Save changes to this set of tactics

Once you have the hang of basic combat strategy, you're ready to use combat tactics that help your party members work together efficiently without needing constant direction. Although the combat tactics screen looks complicated at first, it's built around one simple idea: if the first condition on the left side of the screen is true, execute the corresponding action on the right side of the screen; if the condition is not true, check whether the next condition is. You must always control the current character directly, but the other members of your party will follow whatever tactics you command.

Basic Tactics

As your characters learn new spells and talents, pre-built tactics (like Archer, Defender, or Scrapper) start to appear when you select an option from the Presets pull-down menu. For example, the Healer preset might appear empty for Morrigan at first, but tactics fill in automatically when she learns the Heal spell. Select a tactics preset that corresponds to the sorts of actions you want the character to take.

Behavior

The behavior pull-down menu in the top-right corner of the tactics screen controls the character's general approach to combat, like when to attack, what distance to try to keep from enemies, when to give chase, and when to switch between ranged and melee weapons. Essentially, tactics are specific actions, while behaviors are generic reactions.

Custom Tactics

You can also create your own customs sets of tactics or modify the presets (but note that if you modify one of the presets, then click SAVE PRESET, it no longer automatically fills up when you learn new abilities—to preserve that feature, play around with the custom slots instead).

Let's say we want the character to use a health poultice when his or her health falls too low. First, click on a condition slot on the left side of the screen. From the menu that appears, first select which character you want to evaluate. For this condition, we want to check the character's own health, so pick SELF. Now another menu opens; select HEALTH then < 50%. That's your first condition: whenever that character's health is less than half, the game sees that this condition is true and activates the corresponding action.

Now you need to set up the action. Click on the slot on the right side of the screen next to the condition you just created, then select "USE HEALTH POULTICE: LEAST POWERFUL." (Save your strong health poultices for the really dire situations; if this one isn't strong enough, the condition activates again and use another poultice.)

That's it! Tactics always evaluate from the top down, so urgent requirements like healing should usually go at the top. You can move a tactic up or down by dragging the number in front of it.

Tactics are particularly powerful when they help different party members support each other. For example, if Morrigan is in your party and knows a healing spell, you can tell her to monitor all your party members simultaneously and heal anyone in need. Since mages are weak in close combat, you can then direct your warrior to always attack enemies who are targeting the mage (Enemy > Attacking Party Member > Attacking Morrigan).

As your characters level up or learn additional ranks in the Combat Tactics skill, you gain more condition/action slots on the screen, permitting more complicated battle plans.

ITEMS

There are hundreds of unique items in *Dragon Age: Origins*, corresponding to five major groups—useable items like health poultices or traps, crafting items like recipes or raw ingredients (which are themselves often useable), plot items like keys or letters, gifts for your party members, and items like weapons, armor, or accessories.

LABEL	EXPLANATION
1	Click to change character
2	Comparison to equipped item
3	Details of selected inventory item
4	Material and tier (p. 32)
5	Wield requirements (p. 32)
6	Item powers (p. 32)
7	Total currency (p. 33)
8	Sort inventory by type/name/age

LABEL	EXPLANATION
9	Everything except plot items
10	Weapons
11	Armor
12	Accessories
13	Other items
14	Crafting items
15	Plot items
16	Inventory capacity

INVENTORY

Your inventory stores all the items you purchase or find in your journey through Ferelden. Here, you can compare items' relative statistics and equip your party members for battle. You can only carry so much equipment, however; once your inventory is full, you have to sell some items or destroy them before you can pick up more. You can also increase your capacity by purchasing a backpack.

The most important information about an item is displayed when you hover over it with your mouse. If you use the right mouse button to click and hold on an item in your inventory, you get a radial menu that allows you to, as appropriate, equip the item, give it to a party member as a gift, examine its description and value, or destroy it to free up inventory capacity.

To equip an equippable item or use a useable item, simply double-click on it in your inventory. Alternately, you can drag equipment onto the character or into the appropriate equipment slot on the left. You can drag useable items into your quickbar for easy access, just like a skill, spell, or talent.

CONTAINERS/LOOT

Whenever an object in the world or an enemy corpse is shimmering, it contains items that you can pick up, presuming you're able to open the container and have space in your inventory. Many doors and chests are locked when you find them. To open a lock, you either need a key—which doesn't always exist—or a rogue to pick the lock. All rogues have some skill in picking locks, but they get better with each additional talent in the lock-picking tree and with each point in the cunning attribute. If you don't want to miss out on good loot, recruit a rogue!

MATERIALS

Each weapon or piece of armor indicates what type of material it is made from. There are seven tiers each in three different material chains—leather, metal, and wood. Within a given chain, items made from higher-tier materials always offer better statistics.

ITEM SETS

Certain combinations of items from the same set—not just made from the same material type, but usually bearing similar names, like Dalish Boots, Dalish Armor, and Dalish Gloves—offer an extra bonus when equipped simultaneously. When this happens, you'll see a small green item-set icon in the main interface and in the character record. To see which of your items offer set bonuses, examine the items and read their descriptions. If you manage to find two whole sets of items that can be equipped simultaneously, the bonuses are cumulative.

ITEM POWERS

Equipment sometimes improves (or even diminishes) your characters' statistics. When hovering over an item in your inventory, positive effects are colored green and negative effects are colored red. These bonuses or penalties come into effect when you have the item equipped. Be aware, however, that these bonuses do not count toward the requirements to learn new abilities; since learning the Indomitable talent requires 28 strength, the character must have 28 points in the strength attribute when no other items are equipped and no temporary spells or talents are active.

RUNES

High-quality weapons can be improved by having an enchanter inscribe one or more lyrium runes on the weapon. Runes can be found throughout Ferelden, but enchanters and weapons of sufficient quality are both somewhat rare. Once a rune has been inscribed, its properties are added to the item. The rune is not destroyed in the process, nor is it permanently bonded to the weapon; if you find a better rune later on, you can return to an enchanter to replace the rune.

GIFTS

You will find some items identified as gifts. To give a gift to one of your party members, open your inventory, switch to the appropriate party member, then right-click on the item and select GIFT from the radial menu. If the character accepts your gift, his or her approval of you increases. Different characters prefer different sorts of gifts; if you give a party member his or her favorite type of gift, the approval increase is greater. Some gifts are so well suited to particular characters that other party members completely refuse to accept the gift themselves. However, the more gifts you give each party member, the less he or she will be interested in the next gift. The camp is a handy place to give gifts because you can see your whole party at once.

CURRENCY

Ferelden uses three types of coinage: copper pieces called bits, silver pieces called silvers, and gold pieces called sovereigns. There are 100 bits in a silver and 100 silvers in a sovereign. For convenience, the game automatically converts your money into the least possible coinage, so if you have 80 bits and find 40 more, you end up with one silver and 20 bits. Your current supply of money is displayed at the top of the inventory screen.

STORES

Merchants throughout Ferelden offer new equipment for sale and also purchase unwanted items, putting coin in your pocket and freeing up room in your inventory. To buy or sell from a merchant, simply drag items from the merchant's inventory to your own, or vice versa. The last icon on each side of the store interface allows you to reverse accidental transactions with no loss of money so long as you haven't closed the interface yet.

CRAFTING

Characters who have learned the Herbalism, Trap-Making, or Poison-Making skills can create their own items if they possess a recipe or plan for the item and the constituent ingredients. You'll find recipes and ingredients in merchants' shops and throughout Ferelden.

Once you have a recipe or plan, open the crafting interface by clicking on the first rank of the appropriate skill either in your quickbar or in the skills screen. Your recipes appear on the left; after selecting a recipe, the required ingredients appear on the right along with an indication of your current supply. If you have sufficient stock of ingredients, you can create the item immediately. Note that creating more powerful items requires higher ranks of the appropriate crafting skill. Since all three crafting skills use the same interface, you really only need to leave one of the skill icons in your quickbar.

QUICK-USE ITEMS

You can drag consumable inventory items into slots on your quickbar for easy use during combat. Many of the consumable items described below come in formulations of different strength.

Health Poultices

Health poultices instantly restore some amount of health, although they do not treat persistent injuries.

Injury Kits

Injury kits treat the injuries that characters suffer when they fall unconscious in combat. These kits also restore some health.

Lyrium Potions

Lyrium potions instantly restore some amount of a mage's mana. Warriors and rogues cannot use lyrium potions.

Elemental Salves

Ice salve and similar substances temporarily increase a character's resistance to damage from the associated element.

Weapon Coatings

Flame coating and similar substances can be applied to a character's melee weapons, temporarily inflicting damage from the associated element on every attack.

Poisons

Like elemental weapon coatings, poisons are applied to a character's melee weapons, but poisons usually also have a chance to apply a status effect like paralysis in addition to the nature damage they inflict.

Grenades

Grenades are explosive flasks or bombs that characters can throw at their enemies, inflicting some type of elemental damage—although they may also harm allies, if not aimed carefully.

Traps

Traps spring on the first enemy to come near them. Depending on the type, traps inflict either damage, a status effect, or both. Some traps affect an entire area—including allies in the vicinity, hence the warnings they carry about friendly fire—whereas others affect only the enemy that triggers them. To resist a trap's status effect, the victim must pass a check against the cunning score of whoever set it. Rogues can disarm the party's own traps or attempt to disarm enemy traps by right-clicking on the trap. A trap only fires once.

Lures

Lures are like traps, except that they attract enemies all on their own, even grabbing their attention during combat. Lures can only be used once, although some lures remain in place for a while, distracting multiple enemies.

Mabari Crunch

Mabari crunch is a dog treat that treats persistent injuries and instantly restores some amount of health and stamina.

OTHER QUICK-USE ITEMS

You will discover many other miscellaneous consumable items—but be aware that they are often more useful when mixed together to make more powerful items, following the directions of a crafting recipe.

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Executive Vice-President, Human Resources: Gabrielle Toledano

Senior Vice-President and Chief Accounting Officer: Ken Barker

Senior Vice-President, General Counsel, and Corporate Secretary: Stephen G. Bene

Games Label Leadership

President: Frank Gibeau

Chief Financial Officer: Mike Williams

Chief Operations Officer: Bryan Neider

Chief Technical Officer: David O'Connor

Vice-President, Human Resources: Steve Cadigan

Vice-President, Marketing: Mike Quigley

RPG/MMO Group

Senior Vice-President and Group General Manager: Ray Muzyka

Vice-President and Group Creative Officer: Greg Zeschuk

Vice-President and Group Marketing Vice-President: Patrick Buechner

Localization

Production: Victoria Rose (International Project Manager), Pablo Dopico, Claudia Serafim, Sibylle Steinau

Engineering: Rubén Martín Rico (Project Lead), Danilo José Guerrero Rodriguez (Technical Lead), Alberto Abad, Santiago Albert, Pedro Alfageme, Luis Javier Lopez Arredondo, Mario Bergantiños, Cesar Puerta, Juan Serrano

Coordination: Nathalie Bonin, Marcel Elsner, Silvia Favia, Marta Julke, Alfonsina Mossello, Mária Nagy, Ana Ramirez Boix, Ana Esther Rodriguez, Jan Staníček, Anna Tomala, Leonid Vekshin

Quality Assurance: Fausto Ceccarelli (Project Manager), Esther Jansen (Project Manager), Elena Anufrieva, Eugene Bogdanov, Robert Bórski, Paolo Catozzella, Philippe Charel, Lucas Costas, Tomasz Dobosz, Błażej Domański, Timothée Even, Elena Filippova, Federico Franzoni, Tatiana Gerasina, Paolo Giovenco, Romain Guilloteau, Christian Isopp, Zbigniew Kajak, Michał Kukawski, Alexandre Lelandais, Iñigo Luzuriaga, Gilles Mathiaut, Akos Mikola, Marco Nicolino, Jič Noska, Maciej Ogiński, Jekaterina Panova, Steffen Paul, Šárka Pechočaková, Pavel Permin, Romain Pillard, Harald Raschen, Florian Ross, Jose Santamarina, Laurent Siddi, Miroslaw Staniak, Svitlana Sukhova, Bertold Virág, Marius Wolsztajn

EA Madrid Mastering Lab: John Brunton (Manager), Rubén Del Pozo Moreno, Jakub Jilek, Tomas Pedreño, Anthony Jones

Marketing and Publishing

Senior Director of Brand Integration: Rod Swanson

Senior Director of Public Relations: Tammy Schachter

Ad Manager: David Sullivan

Creative Services: Corey Higgins (Vice-President), John Burns, Nathan Carrico, Daniel Davis, Joe Kaiser

EDP Group: Michael Herst (Director), Derek Andersen

Senior Buyer and Planner: Ann Marie Ramirez

Global Publishing: Maria Sayans (EU Marketing Director), Walter Grinberg (International Marketing Manager), Peter Aleshkin, Astasios Anestis, Ralph Anheier, Thiago Appella, Craig Auld, Ferry Brands, Christian Brueckner, ALlexandre Caldeira, Tommy Chen, Hazy Cho, Kenneth Chow, Juraj Chrappa, Farid Dilmaghani, Patrick Eilfeld, Christoph Ehrenzeller, Jaroslav Faltus, Ian Freitas, Adrian Fromion, Kevin Flynn, Michael Galli, Jemma Glancy, Jonathan Goddard, William Graham, Jonathan Harris, Paul Hellmrich, Dulcie Ho, Ellen Hsu, Zen Huan, Tomasz Jarzebowski, Cameron Jenkins, Orsolya Kasza, Alexander Lui, George Mamkos, Nikolaos Maniatis, Daniel Montes, Christopher Ng, Justin Olivares, Sophie Orlando, Mathieu Pastéeran, Dominique Poldervaart, Sven Schmidt, Inna Shevchenko, Daniele Siciliano, Andrea Smidova, Ralph Spinks, Wojciech Szajdak, Veerle Taeye, Diana Tan, Tomasz Tinc, Mario Valle, Vanessa Van Maurik, Tony Watkins, Valentina Zlobina, Krzysztof Zych

Additional Marketing: EA Demand Planning team, EA Sales and Retail Marketing team, EALA Mastering Lab, EARS Mastering Lab

Online

Leadership: Rob Bastian, Darko Bojanic, Javier Cubero, Joel Tablante, Lily Weiss

Producers: Lars Smith, Shawn Stafford

Programmers: George Arriola, Ryan Butterfoss, Chris Carrier, Corey Johnson, Omar Moussawel, Yugesh Naicker, Vikash Shah, Philip Smith, Mark Waller

QA Analysts: Melissa Jamili, Abigail Poquez-Cervantes, Minsu Sohn

Quality Assurance

Lead Tester: Eric Neugebauer

Compatibility Testers: William Brewer, Tim Duong, Kevin Quan, Chris Sevigny, James Wang, Irwin Wong-Sing

Core Testers: Kristopher Buller, Eric Hanna, Cleveland Miettunen, Brian Penner, Curtis Roy, Donovan Styre, Katherine Teel, Ashton Tower

Playtesters: Raman Bassi, Kenny Chan, My Diep, Dung Hoang, Andrew Hulme, Albert Hutson, Alvin Jiang, Jeffrey Kamo, Cord Krohn, Thomas Kuo, Bruce Lin, Chris McHugh, Joshil Patel, Stephen Potts, Greg Priebe, Robert Ricketts, Laura Savage, Robyn Sinclair, Richard Skinner, Corey Tam, Gary Yau

EXTERNAL PARTNERS

Art and Animation

Additional Animation: Big Sandwich Games, Iron Claw

Additional Art: Liquid Development, LLC, Shadows in Darkness, Hermitworks Entertainment Corporation

Motion Capture: Giant Studios, EA Worldwide Motion Capture Studio

Audio and Localization

Dialogue Editing / Post-Production: Wave Generation

Geopolitical Evaluation: Englobe, Inc.

Original Score: Inon Zur

Translation: Albion (Poland), András Gáspár - Fontoló Stúdió Ltd. (Hungary), Robert Böck (Germany), CEET Ltd. (Czech Republic), Emanuele Scichilone - Synthesis International S.r.l. (Italy), ExeQuo (France), ITI Ltd. (Russia), Synthesis Iberia (Spain), Florian Vanino (Germany)

Voice-Over Direction (Los Angeles): Chris Borders, Ginny McSwain

Voice-Over Production Services: Tikiman Productions, Inc.

Voice-Over Recording: Side UK (London), Technicolor Interactive Services (Burbank), Wolf Willow Sound (Edmonton), ArcTV Ltd. (Russia), ExeQuo (France), Start International Polska (Poland), toneworx GmbH (Germany)

Marketing

Advertising Agency: Draftfcb

EXTERNAL CONSOLE PARTNERS

EA Canada

Testers: Tommy Hsu (Lead), David Eriksen (Senior), William Brewer, Jesse Bryant, Kristopher Buller, Raphael Chan, Kristin Czarny, Matthew Grant, Eric Hanna, Darren Joe, Byron Leung, Jordan Mews, Jamie Milman, Gustavo Morales, Marco Pasqua, Jeffrey Rosmer, Curtis Roy, Nathan Sereda, Ashton Tower

EA Madrid

Testers: Carmen Álvarez García, Pierre Attali, Giulio Cioncoloni, Phillipe Charel, Lorenzo Confalonieri, Rafał Czapski, Michał Kukawski, Vasilijs Mercalovs, Steffen Paul, Laetitia Roques, Ekaterina Samolyak, Oliver Schönbett, Sigfrido Zazpe, Aleksandra Zrebiec

Tiburon

Testers: Rob Diaz, Daniel Foote, Rachel Jolette

Globant

Testers: Aníbal Berisso (Lead), Axel Rolón (Assistant Lead), Tomás Romero Borzi, Mauro Fernandez, Mariano Giagante, Andrés Lobato, Álvaro Mañanes, Andrés Marquís, Andrés Miglio, Pablo Moabro, Paola Parra, Eduardo da Ponte, Jerónimo Shannon, Alejandro Spampinato, Ramiro Zapata

"Dragon Age: Origins (Opening Theme)" Music by Inon ZurLyrics by Inon Zur and Aubrey AshburnVocals by Aubrey Ashburn

"Leliana's Song" Music by Inon ZurVocals by Aubrey Ashburn

"Love Song" Music by Inon ZurLyrics and vocals by Aubrey Ashburn

"I Am the One" and "I Am the Lonely One" Music by Aubrey Ashburn and Inon ZurLyrics by Aubrey Ashburn

"This Is War"

Performed by 30 Seconds to Mars

Written by Jared Leto

Published by Apocraphex Music / Universal Music - Z Tunes LLC (ASCAP)

Recording courtesy of Virgin Records America, LLC under license from EMI Film & Television Music

PERFORMANCE TIPS

PROBLEMS RUNNING THE GAME

- Make sure you meet the minimum system requirements for this game and that you have the latest drivers for your video card and sound card installed:
  For NVIDIA video cards, visit www.nvidia.com to locate and download them.
  For ATI video cards, visit www.ati.amd.com to locate and download them.
- If you are running the disc version of this game, try reinstalling DirectX from the disc. This is typically found in the DirectX folder on the root of the disc. If you have Internet access, you can visit www.microsoft.com to download the latest version of DirectX.

GENERAL TROUBLESHOOTING TIPS

- If you have the disc version of this game and the AutoPlay screen does not automatically appear for installation/playing, right-click the disc drive icon found in My Computer and select AutoPlay.
- If the game is running slowly, try reducing the quality of some of the video and sound settings from the game's options menu. Reducing the screen resolution can often improve performance.
- For optimum performance when playing, you may like to disable other background tasks (except the EADM application, if applicable) running in Windows.

INTERNET PERFORMANCE ISSUES

This game uses the following TCP and UDP port(s) for Internet play:

TCP PORTS: 80, 8000

UDP PORTS: 80, 8001

Please consult your router or personal firewall documentation for information on how to allow game related traffic on these ports. If you are attempting to play on a corporate Internet connection, contact your network administrator.

TECHNICAL SUPPORT

If you have trouble with this game, EA Technical Support can help.

The *EA Help* file provides solutions and answers to the most common difficulties and questions about how to properly use this product.

To access the EA Help file (with the game already installed):

Windows Vista users, go to **Start > Games > Games Explorer**, right-click the game icon, and select the appropriate support link from the drop-down menu.

For users on earlier versions of Windows, click the **Technical Support** link in the game's directory located in the **Start > Programs** (or **All Programs**) menu.

To access the EA Help file (without the game already installed):

1. Insert the game disc into your DVD-ROM drive.
2. Double-click the My Computer icon on the Desktop. (For Windows XP, you may need to click the **Start** button and then click the My Computer icon).
3. Right-click the DVD-ROM drive that has the game disc and then select OPEN.
4. Open the **Support > EA Help > Electronic_Arts_Technical_Support.htm** file.

If you are still experiencing difficulty after utilizing the information in the EA Help file you can contact EA Technical Support.

EA TECHNICAL SUPPORT ON THE INTERNET

If you have Internet access, be sure to check our EA Technical Support website at:

http://support.ea.com

Here you will find a wealth of information on DirectX, game controllers, modems, and networks, as well as information on regular system maintenance and performance. Our website contains up-to-date information on the most common difficulties, game-specific help, and frequently asked questions (FAQs). This is the same information our support technicians use to troubleshoot your performance issues. We keep the support website updated on a daily basis, so please check here first for no-wait solutions.

TECHNICAL SUPPORT CONTACT INFO

If you need to talk to someone immediately, call our Technical Support team (Monday through Friday 8 AM – 5 PM PST):

Telephone: US 1 (650) 628-1001.

NOTE: No hints or codes are available from Technical Support.

Website: http://support.ea.com

Mailing Address: EA Technical Support
9001 N I-35 Suite 110
Austin, TX 78753

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AVAILABLE AT WWW.EA.COM/EATRAX/

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Online: http://warrantyinfo.ea.com

Automated Warranty Information: You can contact our automated phone system 24 hours a day for any and all warranty questions:

US 1 (650) 628-1001

EA Warranty Mailing Address

Electronic Arts Customer Warranty
9001 N I-35 Suite 110
Austin, TX 78753

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Technical Support Contact Info

E-mail and Website: For instant access to all of our technical support knowledge, please visit http://techsupport.ea.com.

Telephone Support: Technical Support is also available from 8am to 5pm PST by calling us at (650) 628-1001. No hints or codes are available from (650) 628-1001.

Mailing Address: Electronic Arts Technical Support, 9001 N I-35 Suite 110, Austin, TX 78753

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