

# GAMER GUIDE

DRAGON'S DOGMA  
2 EDITION



the need to know you didn't know you needed

# WHAT IS IT?



Dragon's Dogma 2 is a third-person action RPG (role-playing game) and the long-awaited sequel to the popular 2012 Dragon's Dogma. Developed and published by Capcom, the veterans behind titles like Resident Evil and Devil May Cry, it was released in 2024 for PlayStation 5, Windows, and Xbox Series X/S.



This fantasy-themed action RPG throws players into a vast open world, 4 times larger than the original. Players customise their Arisen, a hero chosen by a dragon, and set out to explore the world while navigating a complex geopolitical conflict.

# BREAKDOWN THE BASICS

## Mechanics



## Character Creation

Dragon's Dogma 2 builds upon the detailed character customisation system of its predecessor, offering even greater depth. There are 2 phases to this process. The creation of the Arisen (player character) and the Main Pawn (AI companion). Unlike the first game, the Main Pawn's personality is shaped by their appearance, and the choices made during character creation will subtly influence their in-game behaviour, adding another layer of customisation.

Players can choose from 2 races:

- Human: Returning from the original, players can create a human Arisen with an unprecedented level of detail. The character creation menu allows for extensive customisation of facial features, offering a wider range of personalised human characters.
- Beastren: A new playable race, the Beastren resemble humanoid cats. Inspired by various cat breeds, the developers provide a rich selection of patterns and colours to cater to players seeking a unique aesthetic.

Once you've finalised your character's appearance, you can return to the main Character Creator menu to proceed with further customisation options.



## Vocations

Vocations are specialised classes that define fighting style. Each Vocation boasts a unique arsenal of weapons, skills, and powerful augments to vanquish foes.

The game encourages experimentation, allowing players to unlock new Vocations throughout their journey. These advanced classes offer access to even more potent abilities. Players can choose to specialise in a single Vocation, mastering its intricacies, or switch between them at will.

Mastering Vocations requires battling tough enemies and completing quests to earn Discipline Points (DCP) to unlock weapon skills, core skills, and powerful augments at Vocation Guilds. These augments, once learned, are usable across all Vocations. Basic Vocations are readily available, while others have specific requirements to unlock. Vocations can be switched at any time via the Vocation Guild for a small DCP fee.

### Starting Vocations:

- **Fighter:** Melee master with one-handed weapons & shield, excels in close combat and defence.
- **Archer:** Ranged expert with a bow, perfect for taking down foes from afar.
- **Thief:** Agile and speedy melee class with daggers, and utility skills for stealth, stealing, and crowd control.
- **Mage:** Ranged magick caster with a stave, offers support spells & elemental damage attacks (requires spellcasting time).

### Advanced Vocations:

- **Warrior:** Devastating two-handed weapon user wielding greatswords & hammers, slow but powerful attacks.
- **Sorcerer:** Powerful ranged magick caster with an archistave, high damage spells require Stamina & cast time.

## Hybrid Vocations:

- **Magick Archer:** Ranged damage dealer with a Magick Bows and skills to aid allies, uses elemental & debilitating arrows.
- **Mystic Spearhand:** Uses twin-edged Duospears for slashing/thrusting attacks, also uses magicks for enemy control & mobility.
- **Trickster:** Uses Censer for illusions and smoke bombs, disrupts enemies and creates tactical advantages.
- **Warfarer:** The ultimate jack-of-all-trades, can switch weapons and Vocations on the fly for diverse skill combinations.



## Skills & Stats

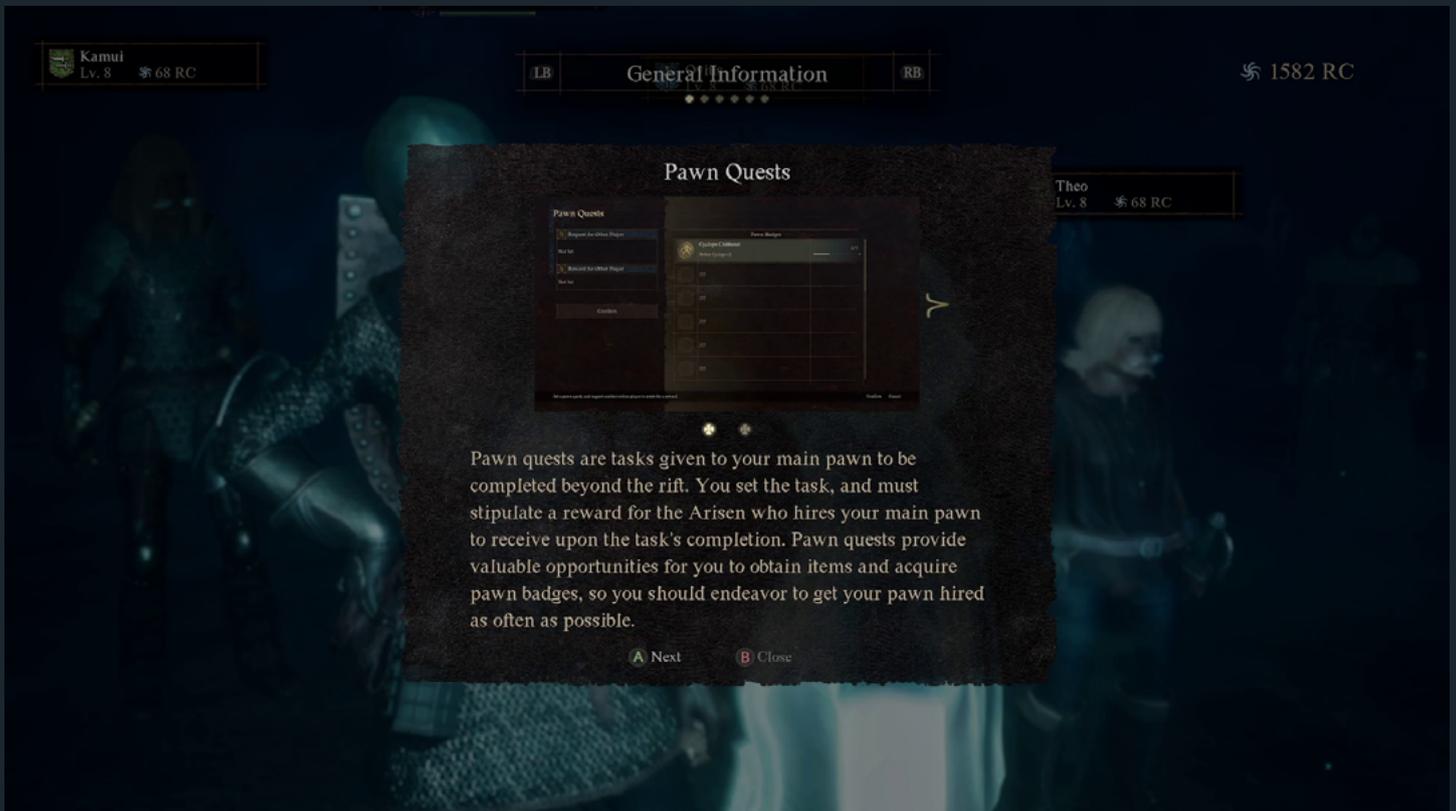
Skills encompass both active techniques and passive bonuses. Learning Skills allows the player to customise their Arisen and tailor them to their play style. While specific Skills vary across Vocations, some share similar functionalities. There are 3 main categories of Skills:

- **Weapon Skills:** Vocation-dependent skills (even with shared weapons, access may differ). Activated via the dedicated weapon skill button.
- **Core Skills:** Weapon-dependent skills usable by any Vocation wielding that weapon. Executed through specific combinations of light/heavy attack buttons or even movement controls.
- **Augments:** Passive trait boosts acquired by levelling a specific Vocation. Once unlocked, these Augments are usable regardless of the current Vocation.

Players can switch Vocations at any time, with their stats adjusting accordingly, allowing mastery of various combat styles. Levelling within a specific Vocation affects which stats are increased. These stats, combined with weapon and armour values, determine the actual power of your gear.

- Health: The total health points a character has.
- Stamina: Needed for actions like attacking or casting spells.
- Strength: The physical damage a character can deal.
- Defence: The physical damage a character can endure.
- Magick: The damage dealt with spells and magical powers.
- Magick Defence: The magical damage a character can resist.
- Slash Strength: The damage dealt with slashing weapons.
- Slash Resistance: The slashing damage a character can withstand.
- Strike Strength: The damage dealt with striking weapons.
- Strike Resistance: The striking damage a character can withstand.
- Knockdown Power: The effectiveness of knockdown attacks.
- Knockdown Resistance: The ability to resist knockdown attacks.





## Pawns

Pawns are beings from other worlds who aid the Arisen in their adventure. There are 2 types:

- **Main Pawns:** Summoned from a Riftstone early in the game, Main Pawns are the player's most trusted ally, gaining levels and Vocation ranks alongside them.
- **Support Pawns:** These beings can resemble either humans or Beastren. Hired with Rift Crystals, they assist in combat, share knowledge, and act as guides. Up to 2 Support Pawns can be hired at any given time.

Pawns have Specialisations and Inclinations that enhance their abilities and behaviour. Specialisations are unique traits that enable pawns to perform actions independently of the Arisen, such as using curatives, marking materials on the map, moving items, and more. Each Pawn can have 1 specialisation at a time, allowing up to 3 different specialisations in a party with the Main Pawn and 2 Support Pawns. Inclinations influence how pawns behave, react, and speak. The Main Pawn's Inclination is set during creation, while Support Pawns come with their own Inclinations:

- **Calm:** Pawns with the Calm Inclination prioritise survival in combat by keeping their packs organised and avoiding harm, making them well-suited for ranged or defensive roles.
- **Kind-Hearted:** Kind-hearted Pawns prioritise supporting allies in combat, frequently utilising healing and enhancement magicks. This Inclination is particularly beneficial for Mage Pawns with support skills.
- **Simple:** Simple Pawns are curious explorers who enjoy gathering items and sharing discoveries, enriching the exploration experience for the party.
- **Straightforward:** Straightforward Pawns are bold and combat-focused, engaging foes with full force and proving highly effective in offensive roles due to their daring and unpredictable nature.



## Equipment

The game offers a diverse array of Armour pieces, each providing protection for specific parts of the character's body. Certain Armour types are limited to particular Vocations:

- Heavy Armour: Primarily worn by 'red' Vocations like Fighters, Warriors, and Mystic Spearhands. Heavy metal Armour prioritises Defense over Magick Defense.
- Medium Armour: Tailored for 'yellow' Vocations such as Archers, Thieves, and Magick Archers. Medium leather Armour offers a balance between Defense and Magick Defense.
- Light Armour: Suited for 'blue' Vocations like Mages, Sorcerers, and Magick Archers. Light cloth Armour emphasises Magick Defense over Defense.

Armour pieces possess a set of stats that dictate their performance, including physical and magickal defences, resistances, stagger and knockdown power, as well as elemental damage or debilitations they can inflict.

- Defence
- Magick Defense
- Slash Resistance
- Strike Resistance
- Stagger Resistance (hidden)
- Knockdown Resistance
- Elemental Defences
- Debilitation Resistances
- Weight

## Armour Pieces:

- Head Armour: Includes helms, caps, hoods, circlets, masks, and glasses, altering the character's appearance while providing protection.
- Body Armour: Includes breastplates, shirts, coats, robes, skirts, and belts, altering the character's appearance while offering defence.
- Leg Armour: Consists of boots, greaves, cuisses, kilts, and pants, changing the character's appearance while providing protection.
- Cloaks: Cloaks are placed on the character's back or neck, offering defensive properties and resistances. They come in various forms like capes and scarves, altering the character's appearance.
- Rings: Equippable accessories that confer bonuses and special effects to the Arisen's stats, ranging from strength and magick defence increases to elemental and debilitation resistances. Rings are usable by any Vocation.





## Weapons

In Dragon's Dogma 2, a vast array of weapons awaits, ranging from formidable swords and shields to potent bows, daggers, and staves. Each weapon enhances offensive capabilities, often imbued with elemental damage and debilitations.

Weapons possess a set of stats dictating their performance, encompassing physical and magical damage, slash or blunt nature, stagger and knockdown power, and elemental damage or debilitations they may inflict. Different weapon categories prioritise varying aspects of these stats.

- Strength
- Magick
- Slash Strength
- Strike Strength
- Stagger Power
- Knockdown Power
- Elemental
- Debilitation Strength
- Weight



The game introduces 12 Weapon types, each tailored for specific Vocations and tied to corresponding Weapon Skills:

- Swords: One-handed slashing weapons for Fighters, boosting Strength, Slash Strength, and Knockdown Power.
- Hammers: One-handed striking weapons for Fighters, enhancing offensive stats like Strength, Magick, Strike Strength, and Knockdown Power.
- Shields: Defensive gear for Fighters, providing protection against enemy attacks.
- Bows: Ranged weapons for Archers, bolstering attack strength, Strike Strength, and Knockdown Power.
- Daggers: Dual-wielded sharp-bladed weapons for Thieves, improving attack Strength, Slash Strength, and Knockdown Power.
- Staves: Mage weapons enabling powerful spells, enhancing Strength, Strike Strength, and Magick.
- Greatswords: Mighty two-handed weapons for Warriors, drastically boosting Strength, Slash Strength, and Knockdown Power.
- Great Hammers: Potent two-handed weapons for Warriors, enhancing Strength, Magick, Strike Strength, and offering increased Knockdown Power.
- Archistaves: Spell-slinging weapons for Sorcerers, amplifying the potency of powerful spells.
- Duospears: Quick double-edged weapons for Mystic Spearhands, enhancing offensive stats like strength, magick strength, knockdown power, element, and debilitations.
- Magickal Bows: Powerful ranged weapons for Magick Archers, increasing Magick Strength, Strike Strength, and Knockdown Strength.
- Censers: Smoke-emitting weapons for Tricksters, unleashing illusions to confuse foes, with effectiveness tied to Strength and Magick.



## Items

There are various obtainable items found throughout the game world. These items can be acquired through enemy drops, chest discoveries, quest completions, crafting, and more. Players must manage their inventory wisely as both items and equipment contribute to carry weight, affecting speed and Stamina consumption during travel and combat.

- **Curatives:** Essential items that restore Health, Stamina, and manage debilitations, playing a crucial role in survival.
- **Implements:** Specialised equipment aiding players in specific roles, facilitating easier progression and traversal in the game world.
- **Materials:** Items used for enhancing and upgrading weapons and armour, contributing to the player's overall combat effectiveness.
- **Valuables:** Quest items with the potential to be forged into duplicates, aiding completion of quests and potentially fooling others.

## Crafting

Crafting involves combining 2 items to create a new, beneficial product. These creations include potent Curatives that restore Health, Stamina, and cure most debilitations. Crafting can be accessed anytime through the main menu, utilising materials from the party's inventory, including those held by Pawns. There 2 modes are available:

- **Experiment:** Allows players to combine any 2 materials to discover potential outcomes. Previously used combinations display the finished product for reference.
- **Use Recipe:** Enables players to select a previously crafted product and choose materials to consume for crafting. Only 2 materials can be used at a time and they are consumed from the player's possession upon use.



## Combat

Combat is straightforward, with 4 skills alongside basic and heavy attacks for most Vocations. Stamina management is critical, as most skills consume it. Players can issue commands to Pawns during combat, utilising the "Help" command for assistance, healing, or recovery from status effects. The game's environment plays a significant role in combat, with diverse regions offering unique tactical opportunities. Paying attention to surroundings, such as climbing onto high ground or leveraging environmental hazards, can turn the tide of battle.

Loss Gauge represents temporarily lost Health, which can only be fully restored by resting at inns or campsites. Dying in combat depletes max Health, urging caution in choosing when to push forward or retreat. Wakestones offer a full health revival option but are rare and best saved for critical moments.

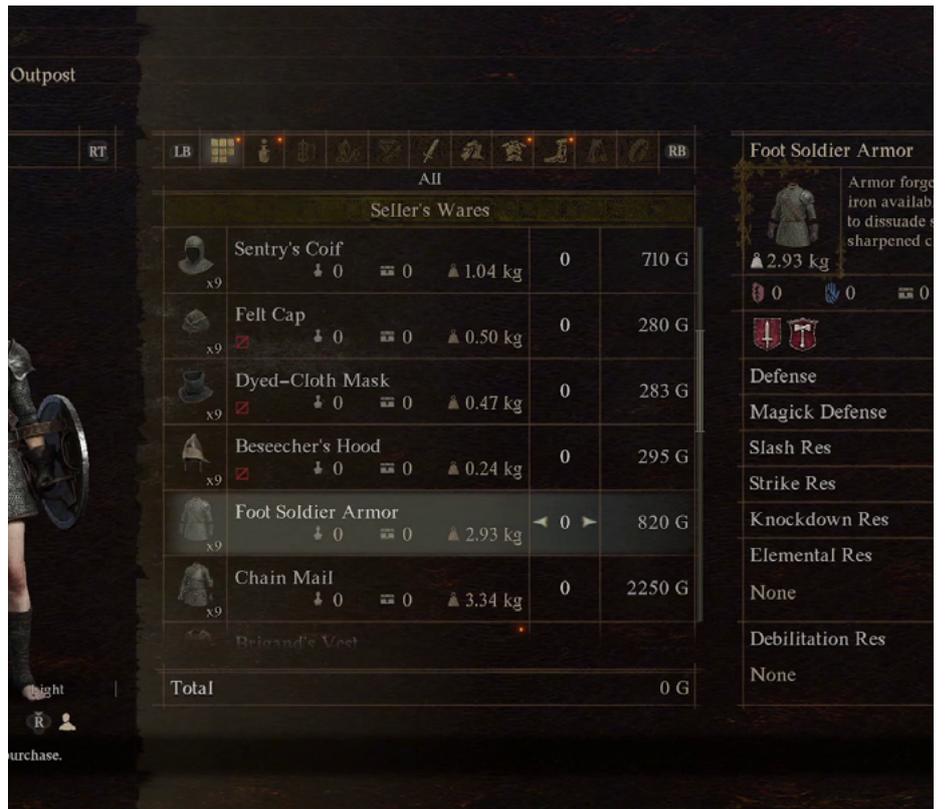
Damage is categorised into 2 main groups. Various factors such as equipment, skills, and temporary buffs influence the damage type. Both players and enemies can inflict abnormal status effects that can alter or deal additional damage.

### Physical Damage:

- Strength (Physical) Damage
- Strike Damage
- Slash Damage

### Elemental Damage:

- Magick Damage
- Fire Damage
- Ice Damage
- Lightning Damage
- Holy Damage
- Dark Damage



## Environment

Dragon's Dogma 2 is set in the new regions of Vermund and Battahl, rather than the island of Gransys from the first game. Time passes continuously leading to the arrival of nightfall, which brings darkness and heightened danger. Campsites offer refuge during the night, providing opportunities to alleviate fatigue and offering unique quests and NPC (non-player character) interactions.



### Regions

**Vermund:** Vermund is a kingdom ruled by a royal line of humans, producing a Sovran each generation. The Sovran, always an Arisen who has slain the Dragon, becomes the nation's ruler, continuing a cycle seen throughout the Dragon's Dogma series. However, the true nature of this cycle may be more complex than it appears.

**Battahl:** Battahl is a nation founded by the Beastren, a new race introduced in Dragon's Dogma 2. Beastren are humanoid with beast-like features, primarily resembling felines. They are known for their ferocity and combat prowess. The main conflict in Battahl involves the Beastren's empress, Nadinia, whom players will likely encounter as they delve into the game's narrative.



## Travel

The game provides players with 2 methods of fast travel:

- Ox carts: These transport you to distant locations, saving time on long journeys. However, they can be attacked and destroyed, making them somewhat unreliable. They can also drop you mid-route, which may be beneficial depending on your destination.
- Ferrystones: These limited-use items teleport you to any location with a Portcrystal. Initially, only a few places have Portcrystals, but you can find and place them as you progress. Portcrystals can be relocated, providing flexibility in setting travel points.

# TIPS & TRICKS



## Waste not, want not

Keep food fresh by storing perishable items like raw meat, food, and plants at inns. This ensures they don't spoil, maintaining their usefulness for later when you might need them.

## Critical hits

Always aim for weak spots to maximise your damage. Archers should target vulnerable areas from a distance. Thieves and Fighters, on the other hand, can climb to reach and attack these weak points during melee combat.

## Brothers in arms

Pay attention to your pawns during combat. They remember enemy weaknesses from previous battles and will call them out to assist you. This valuable information can help you strategise and exploit enemy vulnerabilities effectively.



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# CONCLUSION

Dragon's Dogma 2 is a captivating action RPG that revives the best aspects of its 2012 predecessor, featuring a dynamic world and superb combat enriched by a complex physics system. While it suffers from some issues the game remains richly rewarding for those willing to embrace its quirks.

Its vast open world and clever quest design, combined with an unwavering confidence in its unique approach, make it a standout experience. Dragon's Dogma 2 masterfully weaves its magic, solidifying its place as a memorable and bold entry in the genre.