Game process

At the beginning of the game, when creating a character, the player is given a choice of one of three classes: warrior, mage or robber.

At the seventh, as well as at the fourteenth level, it is given the opportunity to choose a specialization - with the help of it you can get additional abilities. The Awakening add-on adds two more specializations to each class and the ability to choose a third at level 22. It also sells textbooks for specialties such as Bloodmage and Ripper.

Warrior specializations

• Templar - The order of the Templars was created as the armed hand of the Church. Armed with a knack for breaking spells and withstanding magic, in addition to uncommon combat talents, the Templars are more than anyone else suited to combat apostate mages who refuse to accept the authority of the Church. In addition, they are the first line of defense against the dark power of blood mages and the possessed; in doing so, they also control the law-abiding mages of the Circle. Templars take lyrium, which gives them the power to destroy magic, but its use leads to addiction, and ultimately to insanity. In the game, the art of the templar hero can be taught by Alistair, who trained as a templar before Duncan summoned him to the Gray Wardens. There is also a tutorial book.

• Knight - The presence of a knight in the ranks of warriors can encourage comrades-in-arms and intimidate enemies, and their battle cry can knock the enemy down. Earl Eamon teaches the art of the knight after the hero helps him to heal; or Loghain, if you accept him into the Gray Wardens.

• Berserker - a warrior trained to use his rage as a weapon (similar to the berserkers of our world). Their appearance intimidates enemies, and their blows are much stronger than ordinary ones. This skill can be taught to the hero by Ogren. There is also a tutorial book.

• The Ripper is a warrior who drank the blood of a dragon and uses its power. The Rippers steal the remnants of life from the defeated opponents, and also fall into a raging rage, which improves their combat characteristics. This specialization of the hero can be taught by the cultists who worship "New Andraste" if the hero sheds the blood of a dragon on Andraste's ashes.

Mage specializations

• Werewolf - a magician who can turn into an animal. Some powerful werewolves are capable of transforming into dragons, such as Flemeth. The normal werewolf mage has access to Spider, Bear, Swarm of Bees, and Improved Forms of the Fel-Infected Spider and Beerscarn (a bear-like monster, just like a fel-tainted spider). Morrigan can train this hero specialization. There is also a training book that can be bought at the Dalish camp.

• Spiritual healer - a magician-healer who is able to heal all his allies at the same time, with particular efficiency to eliminate wounds, create an aura of permanent healing of all allies around him and "resurrect" those who have fallen in battle, as well as impose a "amulet" on himself or a party member ("postponed »A healing that works when the target is critically low on health). Can only teach a book, which is bought in "Curiosities of Thedas", in the shopping district of Denerim. Wynn does not teach his specialization, unlike other companions.

• Battle Mage - Once there was an ancient elven art of warriors, sorcerers, who knew how to direct magic inside their body, becoming physically strong. In addition, they were able to partially hide in the Shadow, defending themselves from enemy attacks and drawing energy from there. By the time of the events of the game, this art was lost. In the game, this skill can be learned from the spirit of an ancient elven magician, imprisoned in an amulet, which is located in the ruins of the Brecilian forest.

• Blood Mage - Maleficar, an apostate mage, practicing illegal blood magic, capable of inflicting great destruction and subjugating the minds of people. The blood mage uses the power of blood (his or someone else's) instead of magical energy, so the blood mage can cast spells at the expense of his health instead of mana, and heal himself at the expense of the life force of an ally, (from which he may die), can also be healed at the expense of magic energy and reduce the damage received by some skills (in the second part, such skills are present). The ability for blood magic is usually the result of a deal with a demon. Only a mage character can learn blood magic, having made a deal in the Shadow with the demon of desire who possessed Connor, the son of Earl Eamon.

Rogue specializations

• Duelist. This fighting style was invented by the sea wolf Isabella and is based on speed and precision. She can teach this specialization to the hero.

• Assassin - an expert in the martial arts of the Antivan guild of assassins, Ravens. Should be kept secret from the uninitiated. With good influence of this specialization, the hero can be trained by Zevran. There is also a training book that is sold by the elves of the Denerim elfinage.

• Pathfinder - a connoisseur of the art of survival in forests and summoning animals to help: a wolf, a bear or a spider. The only way to learn this specialization is by purchasing a training book at camp.

• Bard - minstrel and spy at the same time, a profession very popular in Orlais. Performing songs and