

ULTIMATE EDITION

DRAGON AGETM

ORIGINS



ALSO INCLUDES ALL 7 DOWNLOADABLE
CONTENT PACKS



BioWARETM



EPILEPSY WARNING

Please read before using this game or allowing your children to use it.

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.

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

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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.

If the Autorun menu does not automatically appear, launch the installer manually in Windows® 7, Windows Vista™, or Windows XP by opening **Start > Run**, typing **D:\AutoRun.exe** in the text box, then clicking OK (substitute the correct letter of your CD/DVD-ROM drive if other than 'D:').

Once the game has been installed you can launch it from the game's AutoRun menu or by locating the game through the **START** menu.

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** 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.

ACCEPTANCE OF END USER LICENSE AGREEMENT REQUIRED TO PLAY. ACCESS TO ONLINE FEATURES AND/OR SERVICES REQUIRES AN EA ONLINE ACCOUNT AND REGISTRATION WITH THE ENCLOSED SERIAL CODE. EA ONLINE PRIVACY POLICY AND TERMS OF SERVICE CAN BE FOUND AT WWW.EA.COM. YOU MUST BE 13+ TO REGISTER FOR AN EA ACCOUNT. EA MAY RETIRE ONLINE FEATURES AFTER 30 DAYS NOTICE POSTED ON WWW.EA.COM/2/SERVICE-UPDATES.

COMPLETE CONTROLS

Once you create a character using the Character Generation system described on p. 5, you 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, 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. 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

After you have installed *Dragon Age: Origins – Ultimate Edition*, look in your game box for an authorization code for the downloadable content that is included on the disc. (This code is not the same as the CD key you entered during the installation process.)

To validate your code, visit the Dragon Age community website at social.bioware.com. Once you are there, click on GAMES, then DRAGON AGE: ORIGINS, and then REDEEM PROMO CODE. You need to create an account on the site, or log in to an existing account, in order to use the code.

After you have redeemed the code, begin playing the game. 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.

Once you are in the game itself, click LOG IN on the main menu, then enter the e-mail address and password for the account you created at social.bioware.com. Once you have successfully logged in within the game, you have access to all of the downloadable content included with *Dragon Age: Origins – Ultimate Edition*. After this initial check, you are not required to log in again.

BEGINNING THE GAME

To begin playing *Origins*, click on NEW GAME in the main menu.

To begin playing *Awakening*, *The Darkspawn Chronicles*, *Leliana's Song*, *The Golems of Amgararak*, or *Witch Hunt*, click on OTHER CAMPAIGNS in the main menu, then select the adventure you wish to play.

The remainder of the downloadable content is integrated into the main campaign of *Origins* itself. Now that the content has been installed, you should stumble across it while playing *Origins* (but not while playing *Awakening* or the other stand-alone adventures).

IMPORTING A CHARACTER

If you are beginning *Origins* or are beginning other content (but do not have an existing character saved on your PC), you cannot import a character; you jump straight to creating a new character.

However, if an existing character is saved on your PC and you are beginning *Awakening*, *The Golems of Amgararak*, or *Witch Hunt*, either import that character into the campaign or create a new, high-level character. If you choose to import a low- or mid-level character into the post-*Origins* adventures, the character will level up to an appropriate threshold.

CHARACTER GENERATION

Most of the descriptions below assume that you are creating a character for *Origins*, starting at level 1. If you are creating a character for *Awakening* or subsequent content, you will start at a much higher level, and thus some of the options differ.

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 they fit into the world of *Dragon Age*, where interracial tensions are a fact of life.

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.

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 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.

If you are creating a new character for *Awakening*, *The Golems of Amgarak*, or *Witch Hunt*, the *Origins* backgrounds are not available; you play the role of a Grey Warden dispatched from Orlais.

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, customize their appearance, first name, portrait, and voice in battle. Other party members you acquire throughout the game cannot be customized.

ADVANCED

Once you're satisfied with how you've customized your character, 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. Find descriptions of the options presented there in the Character Progression section of this manual (see p. 5).

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

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. 3) 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—strength, dexterity, magic, willpower, cunning, and constitution. These 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.

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 of the eight skills (plus three more added when playing *Dragon Age: Awakening*, *The Golems of Amgarak*, or *Witch Hunt*) 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.

TALENTS/SPILLS

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.

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.)

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. 4)
- ☑ 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.

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. In *Origins*, the main character can choose two specializations, earning points at levels 7 and 14; in *Awakening*, *The Golems of Amgarak*, and *Witch Hunt*, a third specialization is available at level 22. As a bonus, all but two of the specializations from *Origins* are unlocked as soon as you begin playing *Awakening* or later adventures.

Other humanoid party members already know at least 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 SPECIALIZATION BONUSES

	BERSERKER	CHAMPION	TEMPLAR	REAPER	GUARDIAN*	KEEPER*
Attribute Bonus	+2 strength	+2 willpower	+2 magic	+1 constitution	+1 constitution	+1 constitution
Secondary Bonus	+10 health	+1 cunning	+3 mental resistance	+5 physical resistance	+5 nature resistance	+5 physical resistance

MAGE SPECIALIZATION BONUSES

	ARCANE WARRIOR	BLOOD MAGE	SHAPESHIFTER	SPIRIT HEALER	KEEPER*	BATTLEMAGE*
Attribute Bonus	+1 dexterity	+2 constitution	+2 constitution	+2 magic	+2 magic	+2 magic
Secondary Bonus	+5 attack	+2 spellpower	+1 armor	Extra health regeneration	+3 mental resistance	Minor combat health regeneration

ROGUE SPECIALIZATION BONUSES

	ASSASSIN	BARD	DUELIST	RANGER	LEGIONNAIRE SCOUT*	SHADOW*
Attribute Bonus	+2 dexterity	+2 willpower	+1 dexterity	+1 constitution	+2 dexterity	+1 dexterity
Secondary Bonus	+2.5% critical chance	+1 cunning	+1 damage	+5% nature resistance	+1 damage/hit	+5 attack

* These specializations are only available when playing *Awakening*, *The Golems of Amgarak*, and *Witch Hunt*.

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. Track a character's approval rating at the bottom of the left side of their character record (see p. 10). 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. 18).



LABEL	EXPLANATION
1	Character's health (p. 11)
2	Character's mana/stamina (p. 11)
3	Character's current action
4	Fallen party member
5	Currently selected character
6	Character taking damage (p. 12)
7	Level-up notification (p. 6)
8	Click to select whole party
9	Click to tell party to hold positions
10	Click to swap weapon sets (p. 13)

LABEL	EXPLANATION
11	Click to lock quickbar
12	Experience meter (p. 6)
13	Status effects on character (p. 15)
14	Quickbar abilities w/shortcut keys
15	Quick-use items w/quantity (p. 17)
16	Cooldown timer
17	Description of selected ability
18	Drag to resize quickbar
19	Mini-map of area
20	Click to collapse mini-map

LABEL	EXPLANATION
21	Character record (p. 10)
22	Spells/talents (p. 6)
23	Skills (p. 5)
24	Inventory (p. 17)
25	Journal
26	Map
27	Combat tactics
28	Change party
29	Main menu
30	Spell or talent in use

LABEL	EXPLANATION
31	Healing/elemental effect (p. 12)
32	Damage to party member (p. 12)
33	Damage to enemy
34	Non-selected party member
35	Non-selected enemy
36	Flanking arc (p. 11)
37	Selected character
38	Current target
39	Current target's name/health
40	Critical-hit damage (p. 13)

COMBAT

Although magic works slightly different, 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 of the attack's success. 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. 3)
3	Class (p. 4)
4	Specializations (p. 7)
5	Health (p. 11)
6	Stamina/mana (p. 11)
7	Fatigue (p. 11)
8	Armor (p. 12)
9	Defense (p. 12)
10	Attack (p. 11)
11	Damage (p. 12)

LABEL	EXPLANATION
12	Status effects (p. 15)
13	Approval (p. 7)
14	XP towards next level (p. 6)
15	Attributes (p. 5)
16	Physical/mental resistance (p. 15)
17	Elemental resistance (p. 13)
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 their pool of total health points. Maximum health is initially determined by the character's class (see p. 4); 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 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. 4). 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.

ATTACK

The attack score is a combination of a character's base attack, which varies by class (see p. 4), 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)

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 do 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. 4), 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. 14).

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 their sustained injuries 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 will 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. 5). 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.

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 equippable 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. 20)
5	Wield requirements
6	Item powers (p. 18)
7	Total currency
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. In *Origins*, there are seven tiers each in three different material chains—leather, metal, and wood. In *Awakening* and later content, two higher tiers are available. 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.

Awakening and later adventures offer several new types of runes, including defensive runes that can be applied to armor. The Runecrafting skill also allows you to create and upgrade runes—provided that you have the necessary supplies and have found a tracing that shows you how to inscribe 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, their approval of you increases. Different characters prefer different sorts of gifts; if you give a party member their 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.

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.

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

To avoid poor performance during Internet play, be sure that you close any file sharing, streaming audio, or chat programs prior to entering gameplay. These applications can monopolize your connection's bandwidth, causing lag or other undesirable effects.

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

TCP: 8000, 80

UDP: 8001, 80

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**, 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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Online: <http://warrantyinfo.ea.com>

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US 1 (650) 628-1001

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Technical Support Contact Info

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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.

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