

SACRED 2 – Fallen Angel

The Characters



The Seraphim

The heavenly warrior, a favourite of SACRED, makes her glorious return. She has mastered hand-to-hand and armed combat, and has heavenly magic in her arsenal as well. The Seraphim embodies the good in the world.



The Inquisitor

He is a very dark figure, always clothed in robes. The soul of the Inquisitor is as dark as the magic he uses, and his methods in hand-to-hand combat are just as twisted.



The Shadow Warrior

As a champion of all forms of combat, the Shadow Warrior can utilize everything from hand-to-hand proficiency to powerful armed techniques. Having come into contact with the underworld in the past, he can also call upon fallen comrades to assist him.



The High Elf

A classic sorceress, she is well-versed in three powerful magic disciplines. Some of her spells can be cast with no more than a simple mouse movement! In addition, the High Elf's magic can be used in conjunction with her hand-to-hand combat, making her an able fighter.



The Dryad

She is an adept of ranged combat. She has also mastered the magic of nature, and even practices dark voodoo, which she can use to collect shrunken heads from her enemies!



The Temple Guardian

An archaic cyborg, gifted with the ability to alter his arm. He is very dangerous in melee combat, but has also mastered technological weapons. Due to the nature of his origin, he has mastered the powerful T-Energy, and can change his environment with it.

The Seraphim

The Seraphim is a fast, elegant and acrobatic warrior from a mystical, technological background. She fights with light to medium weapons and, if required, with massive technological support.

The Seraphim were once chosen by the Gods to protect Ancaria from danger and disaster. Having followed their calling for eons, the Seraphim began to wander from their role of protecting the world from chaos. Their own needs moved more and more to the forefront. Today, only a few remember their vocation and continue to battle for peace and justice. The player has the opportunity to lead one of these champions through the mysterious world of Ancaria.

The Winged Warrior - Sublime, Wise and Ancient.

These heavenly beings usually have very fair skin. The Seraphim impresses the beholder with her elegance and her immaculate appearance. Austere eyes without pupils, which express her strength of character and decisiveness, can penetrate the darkness. Her golden hair falls onto her shoulders and frames her fine features. The Seraphim is able to wear medium and technical armor while maintaining her speed and elegance. What would an angel be without wings? The most striking feature of the Seraphim is her wings, which can serve as both deadly weapons and protective armor.

Aspect: Exalted Warrior

The Seraphim is a graceful expert of close combat. She is not as physically strong as the Shadow Warrior, but she compensates for this with nimble weapon techniques. The Seraphim is able to perform many smooth, tactical moves in order to keep her enemies at bay.

Pelting Strikes

This is a series of hits directed against one or more enemies. This powerful attack might weaken or even disarm the opponent.

Somersault

The Seraphim leaps into battle, inflicting damage when she lands in her target area. In critical situations, this jump may also be used in order to escape.

Whirling Frenzy

The Seraphim athletically launches herself into a whirling, vertical spin, hitting all foes within her range. The Whirling Frenzy may be enhanced for two different uses: Used offensively, it will become a devastating maelstrom of hits; used defensively, it will grant the Seraphim the ability to quickly incapacitate all nearby enemies.

And three additional fighting skills you can see ingame!

Aspect: Celestial Magic

Becoming learned in this aspect teaches the Seraphim the weaving of illumination and prayer. She fights using divine light and fire, just as an archangel might.

Baneful Smite

A sudden flash of lightning leaps from the hands of the Seraphim, damaging and weakening the enemy. It may be further modified to become chain lightning.

Radiant Pillar

A pillar of intense, bright light will appear from the heavens and strike down onto the target area. Adaptations include one short burst against a single strong enemy or a devastating area attack against groups of enemies.

Searing Death

This combat art will cover an area in a deadly, white energy fire that will destroy all enemies who touch it. Developing the Searing Death further will prevent numerous projectiles from passing through the area that it is covering by annihilating them.

And three additional fighting skills you can see ingame!

Aspect: Revered Technology

This aspect enables the Seraphim to use technological advancements to aid her in battle. She is able to gain several powerful abilities for use during combat.

Archangel's Wrath

When using this combat art, the weapon damage will be converted into bolts of fire erupting from the weapon.

Shuriken Assault

This is a powerful throwing blade. It is not directly aimed at an enemy but will instead fly around the area until it finds a target. Upon impact, the blade will inflict severe damage before dissolving. This combat art may be adapted in two ways: Either the blade will hit several targets, or several blades will be dispatched at once.

Flaring Nova

The Seraphim launches a devastating nova that damages all enemies around her. The shock may also stun or slow down enemies within its range. While in a party, this wave will not only emanate from the Seraphim, but also from her party members. However, their novae will be weaker than the Seraphim's original nova.

And three additional fighting skills you can see ingame!

The Shadow Warrior

The Shadow Warrior has fulfilled his duty. He has fallen during battle for a High Elf Lord and has been admitted to the Elysium. Knowing full well that he was one of the best of his trade, the High Elf Lord decides to bring the Shadow Warrior back from the realm of the dead by using T-Energy in order to secure his services beyond the boundaries of death itself. However, the conjuring ceremony goes spectacularly wrong as the summoned soul successfully defies the spell caster. Enraged because he has been torn away from the eternal paradise of the Elysium, he proceeds to kill everyone who participated in the ceremony, freeing himself from the potential ties that might bind him.

With this freedom, the warrior has but one goal: to leave this world once more and return to the Elysium; however, he is now a creature of T-Energy, rendering him unable to do so. His only choice is to destroy the Great Machine in order to stop the stream of T-Energy. The T-Energy within him would thus dissolve and end his unholy existence. If he were to die in his current form, he would be eternally bound to the perdition of the T-Energy stream.

As a free creature, he must now make a choice. He can fight for peace in Ancaria and destroy the Great Machine controlling all T-Energy within Ancaria, which would also drain the T-Energy within him and therefore bring a tranquil end to his unholy life. Alternatively, he could seek revenge upon the people who caused his misery and use the Great Machine to attain ultimate power and immortality.

The Background Story

Humans are former slaves of the Elves. They were entrusted to the Elves so that they might become civilized, just as the Seraphim used to civilize the Elves. Currently, they do not have any power in Ancaria. They are obedient laborers, assisting the Elves in building their palaces, erecting sacred buildings for the High Priests and cultivating the fields. Frequently, an Elven Lord requires more troops than T-Energy can provide. In these cases, he has no choice but to literally pluck Humans from the fields. Each Elven Lord has a small group of Human elite fighters in order to drill and shape these troops and lead them into battle: the Shadow Warriors.

The Shadow Warrior is an experienced fighter. He is well armored and his skills include proficiency in all available slashing, crushing and pole arm weapons. His self-discipline is renowned. Powered by all these attributes, he excels at battling T-Energy creatures.

When a Shadow Warrior falls in battle, he may be reanimated by an ancient magical spell, which will render him undead, but even more powerful than before. The ritual of giving 'life' back to a Shadow Warrior is potentially dangerous for the caster, as the summoned soul often has no desire to be revived and will attempt to resist the reanimation. If the spell-caster makes just one small mistake, the Shadow Warrior will renounce the magic user, kill him, and then wander the lands of Ancaria, undead, with his own free will.

The Battle

The Shadow Warrior equips himself with the armament typical for Elite Warriors. He can master all weapons of war and can take advantage of every armor class, even heavy armor. His strength and constitution make him a tough opponent. He does, however, have a decisive advantage over living specimens: he is still in contact with the Realm of the Dead. This ability becomes apparent on the battlefield.

The Shadow Warrior is a close combat fighter, whose astral characteristics considerably increase his versatility. As a purely astral character he is also able to engage in ranged combat. The Shadow Warrior musters many weaponry skills, which can be performed with all used weapon types. Thus, a "critical hit" automatically becomes a "critical shot" if a bow is used. This increases tactical flexibility and the player's freedom of choice.

His direct melee fighting skills and his high level of resistance render him an excellent character for beginners. However, due to his astral nature, magical aspects do not have to be renounced completely.

The Shadow Warrior is also a good team character. He may assume two main roles while being in a party: Due to his high armor values and attributes, he may provide a good primary target. On the other hand, due to his astral abilities, he is able to weaken his opponent or even separate individual opponents from their groups. Therefore, he can make it easier to deal with groups of enemies.

Aspect: Death Warrior

In this aspect, the Shadow Warrior fights solely as a behemoth of a fighter and does not weave any kind of magic. His main characteristics are pure strength and stamina. He will bellow a mighty battle cry every time he lashes out at an enemy with one of his powerful combat arts.

Demonic Blow

The Shadow Warrior focuses his entire strength in a mighty, purposeful blow. This attack is especially useful against strong or heavily-armored opponents.

Scything Sweep

A powerful blow strikes all opponents in front of the Shadow Warrior and knocks them back. This blow is very effective against large hordes of opponents and it may help to break free from the grasp of enemies.

Ruinous Onslaught

The Shadow Warrior charges towards his target in a straight line while his battle cry crescendos. The longer the distance for his charge, the more devastating is the effect upon impact.

And three additional fighting skills you can see ingame!

Aspect: Malevolent Champion

The Shadow Warrior of this aspect is a skilled, agile and battle-hardened warrior, disregarding magic use in favor of physical attacks.

Frenzied Rampage

This attack consists of a quick succession of strikes directed at one or more targets. Further developments of this combat art include an increased number of strikes or better aim of the hits.

Shield Strike

The shield is used as an additional weapon. The Shadow Warrior uses the shield to execute a decisive strike forward against all nearby opponents.

Battle Surge

This combat art increases the Shadow Warrior's mobility considerably. He can use it to leap away from close combat in order to save himself; however, he may also jump close to an opponent in order to engage in close combat, which allows him to take advantage of the element of surprise.

And three additional fighting skills you can see ingame!

Aspect: Astral Lord

The warrior who becomes an Astral Lord commands the spirits of the damned, summoning them forth and overseeing the battle from his ranged vantage point. To lead the charge into close combat, the Shadow Warrior must also follow either of the Death Warrior or Malevolent Champion aspects.

Spectral Hand

This combat art creates a spectral image of the Shadow Warrior's main hand and the weapon it is wielding. The Shadow Warrior will be able to use this phantom in order to strike at enemies who are at a distance as if they were right next to him. The opponent will only notice the apparitional weapon of the attacker.

Undead Sentry

The Shadow Warrior is able to revive fallen warriors for a brief period. The undead warrior will remain stationary and shoot at all his opponents with a bow.

Rallied Souls

The souls of those who have fallen recently will come to life for a brief period once again and fight alongside the Shadow Warrior. However, their undead life dwindles rapidly.

And three additional fighting skills you can see ingame!

Special Mount: Hellhound

The Shadow Warrior has a special mount at his command: the Hellhound. It is slower than a horse, but much stronger in close combat. When the Shadow Warrior rides the Hellhound, it is able to adopt some of the fighting skills of the Shadow Warrior very effectively. It will attack with bites and kicks, and 'Ruinous Onslaught' will become far more devastating from atop the Hellhound.

The Hellhound will increase protection values for some combat arts while others will be more effective, and it also provides increased mobility. In spectral form, the Hellhound becomes invisible, which can provide many advantages for tactical approaches in battle. Therefore, the Hellhound is an indispensable companion for the Shadow Warrior.

The High Elf Adept

High Elves are free Elves who fled from the south a great many moons ago. High Elven nobility holds sway over the northern regions of Ancaria; controlling T-Energy streams and the Great Machine itself. However, the powers of the High Elves are limited as only the High Priests have direct access to the T-Energy streams and the Great Machine.

Due to problems with the T-Energy streams and the Great Machine the influence of the High Elven nobility is slowly dwindling and in certain areas civil war has already broken out. This has recently led to an increasingly tense atmosphere between Nobles and High Priests. Additionally, the ruling bodies no longer see eye to eye in many cases. Everyone holding a position of power is attempting to secure his or her influence during these times of insecurity.

The executive powers do not lie in the hands of the High Elven rulers (except for a few special factions) but instead lie with "created" or bred soldier-like creatures. While the world around them is deteriorating the High Elven generals are losing control over their units. Insurrection and plundering are now commonplace (this creates ample opportunities to implement side quests).

The Adept is a member of one of the ruling families and as such her demeanor is aristocratic. She is knowledgeable of the ancient Elven spells and thus she is very powerful in battle.

The Adept is tall and slender and moves with inimitable grace. Her robes are colorful and adorned with numerous runes.

Aspect: Arrant Pyromancer

Choosing this aspect will render the Adept as the classic mage, fully devoted to the element of fire. The very nature of these studies is a burning aggression, leading to a predominantly offensive style.

Fireball

The classic spell favored by novices and masters alike. However, variations allow the fireball to be customized and wielded as a succession of blazing rapid fire spheres, or it could become a large, explosive fire-and-forget projectile.

Incendiary Shower

A devastating shower of meteors will rain down on the enemies in the target area and smash them to the ground. It will be possible to enhance this spell to include a huge meteor that will inflict heavy damage upon impact.

Incandescent Skin

The High Elf focuses on the ultimate control over all fire. She will become practically immune to burns and she will even be able to ignite incoming arrows while they are still in flight.

And three additional fighting skills you can see ingame!

Aspect: Mystic Stormite

This art of magic is the opposite of fire magic. It is much more defensive, although even a storm magician is able to weave some powerful attack spells.

Glacial Thorns

The origins of this spell are unknown, yet it has existed in spell books for as long as anyone can remember. The High Elf Adept commands thorn-like splinters of ice and hurls them towards her 2 The High Elf Adept enemy. A mere wave of her hand will either bundle the splinters into one burst or turn the burst of icicles into a nova blasting out in a circular with her in the center.

Raging Nimbus

The High Elf is able to control the clouds and bring forth a devastating tempest. Weakened opponents in the area will be struck down by lightning.

Cascading Shroud

This spell casts a veil of invisibility around the High Elf. Her body becomes almost invulnerable, with normal weapons and arrows simply passing through the shroud instead of inflicting damage.

And three additional fighting skills you can see ingame!

Aspect: Delphic Arcania

This aspect comprises many powerful and effective spells. A High Elf proficient in the study of the Arcane Illusionist wields magic that will assist and protect, equipping the mage for confrontations in melee combat.

Enchanted Coup

The High Elf is able to enchant a weapon in such way that its damage is turned into magical damage. Such a blow cannot be evaded and there is a possibility that it may hit several opponents in the close vicinity.

Shadow Step

With this spell the High Elf can teleport to any location within her line of sight. She will even be able to render herself invisible or invulnerable after the teleport making this spell a valuable strategic asset.

Expulse Magic

The High Elf has the power to dispel the magic of others. She is able to instantly remove any magical enhancement from the weapons of her opponents.

And three additional fighting skills you can see ingame!

The Inquisitor

The Inquisitors are High Priests. Originally, these were the connection between the rulers and the Great Machine. Over time, they started to abuse their powers and they attempted to become involved with politics. Now, the High Priests are secretly breeding demons and other disgusting creatures in order to seize power over Ancaria.

The Inquisitor is a fighter for the shadows. He has powerful and manipulative spells at his command, which render him a deadly weapon. He is even able to manipulate the minds of his enemies. Thus are his powers that he can wield them against entire groups of opponents. He has access to devastating spells of destruction and influence based on dark magic.

The Inquisitors are fanatic fighters and they possess weapons that are able to store and discharge T-Energy, which they will transform into any shape they require.

Combat

The Inquisitor is an offensive character. He is extremely self-opinionated and goes to extremes in his fights.

He prefers brutal weapons and he is the only character who does not have the skill to wield swords. He favors close combat but he is also able to use ranged weapons.

Paths

The Inquisitor wanders Ancaria pursuing purely selfish goals. Therefore, he may only follow the path of shadow.

Aspect Gruesome Inquisition

The Inquisitor uses his privileges and an extremely high degree of sadism as only these former clergymen do. He disposes of his opponents by various cruel means such as shackling them to a pillory or even executing them.

Callous Execution

Powerful blow or stab that will inflict heavy damage on an opponent.

Ruthless Mutilation

A strike that will damage and slow down all opponents within a half-circle in front of the Inquisitor.

Mortifying Pillory

The target opponent is condemned as outlaw, granting former allies a chance to turn against the target. Additionally, portions of weapon damage will be converted into poison damage.

Purifying Chastisement (Buff)

Channels physical pain into offensive damage. The more the Inquisitor is wounded by opponents, the greater the damage he wields, up to a maximum threshold.

And one additional fighting skill you can see ingame!

Aspect Astute Supremacy

The Inquisitor becomes almost invincible. He can take on hordes of enemies, hurling powerful streaks of lightning towards them, or he can steal their souls and use them to his advantage. No one is able to withstand them!

Levin Array

Several streaks of lightning will shoot forward, inflicting damage on all opponents within a cone-shaped area in front of the Inquisitor.

Raving Thrust

An opponent within medium range is knocked back. Each additional opponent that the first opponent careens into will sustain damage.

Clustering Maelstrom

Everything within range of the maelstrom will be drawn in to collide heavily at its core. Opponents will sustain damage from the collision.

Zealous Doppelganger

Summons a doppelganger of the Inquisitor, which will provide support in battle. If the Inquisitor dies while the doppelganger is active, the doppelganger will become the new Inquisitor.

Reverse Polarity (Buff)

While active, this aura grants a chance to reflect ranged damage back to its source.

Aspect Nefarious Underworld

The darkest among the Inquisitors excel in the dark arts. They feed on souls and they desecrate corpses in order to enhance their own powers. They can even frighten their opponents literally to death.

Dislodged Spirit

A single touch causing ice damage while it tears the soul from the opponent. The opponent's attributes will diminish significantly for a brief period until the soul finds its way back into the body.

Inexorable Subjugation

A channeled beam hits and petrifies the opponent. Additionally, the beam inflicts magic damage. If the opponent dies while Subjugation is active, the unfortunate soul will transform into a spectral companion of the Inquisitor.

Eruptive Desecration

Causes corpses to explode, inflicting damage to nearby opponents.

Paralyzing Dread

Slows down all attacks by opponents in the vicinity of the Inquisitor.

Soul Reaver

The essences of fallen corpses will rise and surround the Inquisitor. Whenever a fresh soul is raised, the duration of their stay is reset. Each additional soul grants a bonus to the Inquisitor's attack and defense values.

The Dryad

They are the masters of hunting! Akin to the Elves, in tune with nature and equipped with the strength of the forests the most powerful and the strongest among them were chosen in order to save their peoples from extinction. Will they restore the natural balance or can they be corrupted by power?

Story

The Dryads live a secluded life in harmony with their environment. They go hunting, they are skillful in using poison and traps and they observe their traditions diligently. Most of them never see life outside their homeland and generally, they are not interested in affairs beyond their borders. Their tight bond with nature bestows abilities deriving from the very strengths of the wilderness upon these fighters of the forest. The most powerful of the Dryad hunters are even knowledgeable of the dark arts of Voodoo. Despite being cut off from the rest of the world, even the Dryads are being affected by the changes that the Great Machine is causing. Entire areas of their habitat have been destroyed by uncontrolled T-Energy, and creatures that the energy didn't destroy mutated to powerful monstrosities, which are now haunting their forests.

Paths

Their iron will to save their homeland may enable them to combat the consequences of the T-Energy infestation, to make amends for the betrayal that the world had to endure, and to restore the order of nature.

Will they have the strength to achieve these goals? Or don't they deserve salvation?

There must be only one power controlling the T-Energy...

Aspect Capricious Hunter

In this aspect, they are nimble hunters, concentrated and accurate, with lethal attacks. They make up for their lack of strength with amazing techniques and by using ranged weapons.

Ravaged Impact

Devastating attack with the equipped ranged or close combat weapon.

Darting Assault

A rapid ranged or close combat attack hitting multiple targets within range.

Forest Flight

The Dryad will sprint towards her target extremely fast. This combat art has a small chance to root opponents at the position where she ran from.

Dust Devil

The Dryad whirls around creating a cloud of dust that will enable her to evade attacks more easily. Will also protect allies.

Sinister Predator (Buff)

While active Sinister Predator increases the attack speed of, and chance to hit with all ranged weapons. It also adds a chance that opponents will drop shrunken heads,

Aspect Cabalistic Voodoo (has an 'evil' connotation)

Some may regard the Dryad's distinct dislike towards T-Energy as a disadvantage; however, they have means to more than make up for that. Their lifestyle and religion allow the more powerful amongst them to practice the dark art of Voodoo. Devastating curses leave even the strongest of enemies with little chance against them.

Twisted Torment

Damages the target and slows it down for a brief period. Increases the chance for victims to drop shrunken heads when they die of Twisted Torment.

Viperish Disease

Infects opponents in the vicinity with a contagious and harmful poison.

Black Curse

Lowers all attributes of the target for a brief period. Enhanced effect against opponents who correspond to an equipped shrunken head.

Malicious Totem

Summons a totem that will fire small poisonous arrows. Shrunken heads may increase damage.

Moribund Animus

An equipped shrunken head determines the type of opponent that will be summoned as hireling. Activating the buff without an equipped shrunken head will conjure a ghost.

Aspect Nature Weaver

The Dryads don't just rely on their well-trained and toughened bodies. In this aspect, they have command of enhancing spells, they are able to heal themselves and they can call upon nature's spirits in order to keep their opponents at bay.

Edaphic Lances

Thorns break out of the ground and damage everyone who touches them.

Tangled Vine

A root sprouts from the ground, holding opponents in one place while damaging them.

Goldenglade Touch

Heals the Dryad over a brief period.

Acute Mind

Briefly increases the regeneration rate of all combat arts and adds a bonus to intelligence.

Ancient Bark

While active, Ancient Bark substantially increases the armor value and reduces resistance to fire. This buff also adds a permanent light healing effect.

Shrunken Heads

The Dryad is able to use the magically shrunken heads of their enemies to enhance her Voodoo spells and to gain advantage towards certain types of opponents.

Hireling

An equipped shrunken head determines the type of opponent that will be summoned as hireling to fight alongside the Dryad.