

This is just a few tips for people who are playing 2h warriors, mostly gained from either practical experience or going through the tool set.

Starting Talents

- **Don't** travel up the Powerful Blows tree at the start. The attack penalty is crippling early in the game when your STR score is low and you don't have a lot of attack bonuses. This is a big reason why people hate 2h warriors (missing). The extra damage you get is very poor and frankly this talent in general isn't very good (except as a pre-requisite for Two-Handed Sweep)
- **Do** take the warrior ability Precise Striking early on (level 1 even). It adds a flat +10 attack and the bonus critical hit chance scales up as you level. The speed decrease is only a measly 10% (barely noticeable on the already slow 2h weapons).
- **Do** take Indomitable as soon as possible. The ability to avoid stuns and knock backs will rapidly increase your damage potential.

Mid Term Talent Goals

- You want to try and get both of the Sunder Abilities relatively early. They actually do good damage, more on that later.
- You'll also probably want to start working your way towards Two-Weapon Sweep - this is a good ability.
- Critical Strike is a good ability, but very situational. I'll explain it later... but not too bad to have.
- The entire top warrior line sans Death-Blow are all decent. Especially Powerful and Bravery. **EDIT:** The 1.02 patch has changed Deathblow. It's actually awesome now - it gives back a good chunk of stamina depending on the rank of the enemy you killed. So now the entire top line is golden 😊

Stat Allocation

-
-
- STR, STR and more STR. This will most rapidly increase your attack rating (extremely important for 2h warriors) and your Weapon/Armor/Talent requirements and damage.
- Next up is WIL. You have a lot of activated abilities that you need to use in order to keep your damage up. You will most likely have to invest in willpower starting at about level 5 or 6 up until you can get somewhere in the neighborhood of having all your sustains up and approximately 100 free stamina. Don't forget to account for the Fade bonuses and various equipment bonuses here and **don't over invest**. It's perfectly reasonable to get through the end of the game without ever putting a single point here if you want.
- Avoid putting points in DEX. It's better to use active abilities like Pommel Strike, Two-Handed Sweep and War Cry for damage mitigation instead of relying on avoidance.

Using Abilities

- Don't use an active ability when your character is in the middle of a big swing. It will **reset** the swing timer animation, causing you to lose valuable seconds over time. Time it well and hit the ability button right after your current attack connects.
- Going along with the above advice, using an ability will start a swing as soon as you hit it. Use this to your advantage.

- Both sunder attacks are actually **two** swings with your sword. The damage from these is obviously greater than people assume.
- Pommel strike is an instant interrupt and can stop casters easily, or any attack that has a long animation time.
- Critical Strike is an instant kill on any non boss enemy that has 20% or less life if it hits (modify your tactics accordingly)
- Two-Handed sweep has a 360 degree arc and a knock down effect. Good for doing damage as well as keeping damage off you.

Equipment

- Heavy armor is necessary because your DEX (and hence defense) will be low. Plan accordingly.
- Invest in gear that gives +STA, +WIL, +STR, +ATTACK in that order.
- Invest in gear that gives stamina regeneration (or have a caster set to automatical rejuvenate you in battle)
- You may want to avoid elemental damage runes and instead load up on Dweomer (magic resist) or the higher damage Silverite runes for damaging darkspawn.

Specializations

- Champion is great for all warriors. Cycling War Cry (fully upgraded) and Two-Handed sweep however, will be of great benefit when surrounded by enemies (just excellent mitigation as enemies pick themselves up off the ground). Rally is also great for increasing your attack rating.
- Templar is good at what it does, if you like that sort of thing.
- Berserker is only worth taking if you plan on using the Final Blow ability, which can actually be very brutal with a 2h weapon and a lot of stamina.
- Reaver is just not very good in general unfortunately.

Conclusion

The two handed warrior is very "clicky". It doesn't function well unless you take a proactive stance for both doing damage and mitigating damage and is hampered by lack of access to any sort of easy stamina regeneration in combat. Timing of ability usage is extremely critical and care must be taken at early levels to maximize your attack rating for effectiveness. Over all this specialization plays almost like a melee centric debuffer with it's combination of stuns/knock downs and enemy hampering abilities.