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## [More Unveiled about NWN2 in Interview with Chris Avellone](#)

*TotalVideoGames has asked Chris Avellone a few questions about NWN2, in a quest to discover more tidbits of information on the latest project of the famous team behind "Baldur's Gate".*

As expected by its fans, Neverwinter Nights II is intended to preserve the tradition by focusing on creating a strong single-player campaign as well as improving the toolset and further encouraging mod making. TotalVideoGames has asked Chris Avellone some questions about NWN2, in a quest for learning a few more tidbits of information on the latest project of the famous team behind "Baldur's Gate". As far as unique features and game play ideas go, Chris Avellone believes that there was a solid core already with NWN1, therefore the Obsidian team will concentrate on expanding on that: "We want to create a compelling single-player campaign while trying to increase the power of the toolset both in creating adventures and environments for those adventures", said Chris ([interview here](#)). Starting up the game, NWN 2 players will have many of the same choices they would make in a Dungeons and Dragons pen-and-paper game: race, class, abilities, and character's appearance (along with some other bonus stuff). From there, in the same typical manner of the classical Wizards of the Coast DnD games, the customized character will emerge directly into the world, in this case the West Harbor on the day of the Harbor Festival. Here he will have the chance of engaging in various feats of spell craft, strength, and even a bit of thievery here and there... as well as getting to know the inhabitants. Growing up in West Harbor will grant you a selection of unique background traits you can use to customize your character even further (traits such as Bully, Devout, Natural Leader, Militiaman, etc.), but a lot of the weapons and abilities you gain are directly in your hands and vary based upon how your choices during character development. And it is rather great to see - at last! - some of the features that made Fallout and Planescape Torment incredibly dynamic from the character management perspective. No wonder MCA (Chris Avellone) is working on this project. The story starts in the Mere of Dead Men along the Sword Coast, in the farming village of West Harbor. The campaign takes place several years after the events in Neverwinter Nights 1. However, there is no direct continuation between the two titles. Still, players familiar with the first game's storyline will enjoy cameos here and there from familiar NWN1 characters. Some of the beginning sections of the game are linear until you hit Neverwinter, and then you are free to explore as you wish, choosing factions, checking out the various districts, and so on. Another good news is that quests require a great deal of exploring, investigating, and even debating at points, to simple fetch and exploration missions of the local environment... This means, the dreaded hacking and slashing isn't going to be enough for the players to reach their goals in the intrigue-ridden city of Neverwinter. A factions and politics system will also be introduced in the game, therefore how the player handles both of them and the immediate threat plays a big role in the game. Footnotes: Chris Avellone is co-founder of Obsidian. His major accomplishment was the Planescape Torment which simply made CRPG fans run amok their rooms thanks to its exquisite design. **Credit list** &#65517; Fallout 2: A Post Nuclear Role Playing Game (Designer) &#65517; Fallout 3 (Van Buren) (Wrote Stuff) &#65517; Icewind Dale (Designer) &#65517; Icewind Dale 2 (Designer) &#65517; Lionheart: Legacy of the Crusader (Minor Design Credit) &#65517; Planescape: Torment (Leader Designer) &#65517; Star Wars: Knights of the Old Republic 2: The Sith Lords (Lead Designer) **RELATED LINKS** [Neverwinter Nights 2 Trailer #1](#) [Trailer #2](#) [E3 2006 Trailer](#)