Party System:

* Can acquire multiple parties as you level up and complete quests. It’s a stat you can increase (kind of like gaining more companions and parties in Bannerlord).
* “Party” button to access the party screen which lets you switch between parties.
* Some personality traits don’t get along well with others in parties.

Dialogue System:

Lines of dialogue are based on personality traits.

Can ask NPC various questions and open up options depending on how much they like you:

250: Where is… (shops, Capital, dungeons? Treasure? Awesome weapon?)

350: Trade

500: Join (Same level; goes up by 1 level / affection (i.e. 600 affection can be 100 levels above))

750: Sex

900: Marry

To improve their affection of you:

* Give gifts
  + Some have particular types of items that they like more
* Fight (for some personalities)
* Random questions/errands for them (depends on personality traits)
* Affection system mini-game