

I think this game would greatly benefit with a customizable difficulty setting later on: also, I know it's early access (if I read right somewhere the studio is using EA difficulty as a type of Fulcrum) but I do hope that we can have advanced controls over each player type can enjoy the game. I'm saying this because so far I think the combat is one of my biggest gripes -- I was playing it normally, and almost died to the intellect devourers after getting Shadowheart in the party -- on my way to grab Astarion. Well, my MC died but Shadowheart was very close to doing so as well, so I had to rest. Then I got Gale and went into the temple, he kept dying in there.

So one option that I would like to have difficulty wise is allowing for up to 2 health potions to be replenished after long resting at the camp.

I would definitely enjoy an option where I can enable AP to be rolled over in combat, as in if I choose to skip a combat turn, that character's AP in the next turn will have 2 AP to use, so two attacks including whatever bonus moment. Another thing regarding combat is having a difficulty option selection: where dead characters in the party can be revived after combat if they are not downed.

When an AI is downed that is friendly and in the party, allow other AI in the player's party to revive the downed one. But include their dislike or like for a character, for example: if La'Zael and the PC are downed. Have Shadowheart help up the MC and neglect to help up La'Zael that would fulfill the need to have the companions feel realistic. I can tell some companions detest each other but that isn't as reactive in the game world.

Another thing I would note in regards to difficulty option is setting an option where it's not quite so initiative-based, so in my turn, I can have my characters perform actions -- such as moving Astarion a little more in range to Shadowheart, switching Shadowheart to heal Astarion, and moving Astarion back to a better position and then his "turn" is basically down and I can move Shadowheart. Then I could have my MC and Gale do whatever ranged attack move, to get better positions and then end turn. I think this feature would also help greatly with the larger scaled battles that have more than four enemies, because otherwise, personally the longer conflicts get way too boring and I can't even queue up a move or rely on AI to make movements for my other party members.

Lastly, I read that you guys were going to put in a Paladin later. I hope that by then, you'll allow for players to receive XP for completing things non-violently. Because, otherwise, that is a huge crutch when it comes to playing a Paladin. As a Paladin, unless Oath of Vengeance, I feel like violence would be a last resort unless the enemy or possible foe is very bad. Especially since their primary stat is Charisma and Wisdom. And I hope there are some saucy dialogue options when it comes to being a Paladin and romancing/speaking with Astarion -- or using Healing Hands in combat triggers an out of combat dialogue where the MC gets suspicious at Astarion.

## Make Failing Interesting, NPC Agency & Background Tags

I think the biggest problem that I encountered in the game was that failure in some cases wasn't interesting enough to not make myself reload from an interaction. I think it would be a good tweak to have some interaction that the player can have, if they fail it, the outcome might be better than if it succeeds. Or if failure didn't in defusing something didn't just mean initiating combat.

Think of it this way: What if a 1 roll on intimidation that has a check of 13, had the opposite effect to where it passes kinda -- as in a "You're about as adorable as a puppy. Just go on in."

It was a critical failure bad enough that the controlled character gets patronized or pitied. Or a failed persuasion check when asking a character about something, (if their rep is high enough) will still garner an [Companion Approves] because they trust them more and realize that they're trying their best to get to know them. The varied outcomes would hold more weight than simply having some checks just easier. Of course, not all dialogue should be like this but only specific ones as a treat type of thing. As a perceived failure doesn't always bode ill.