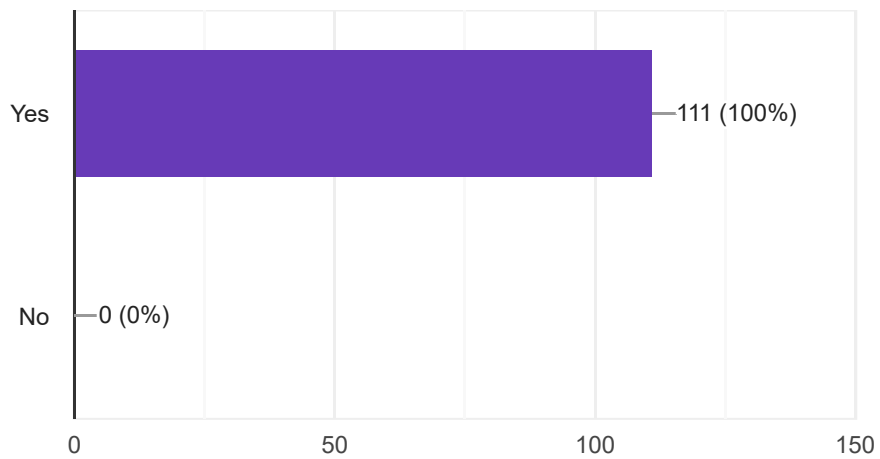


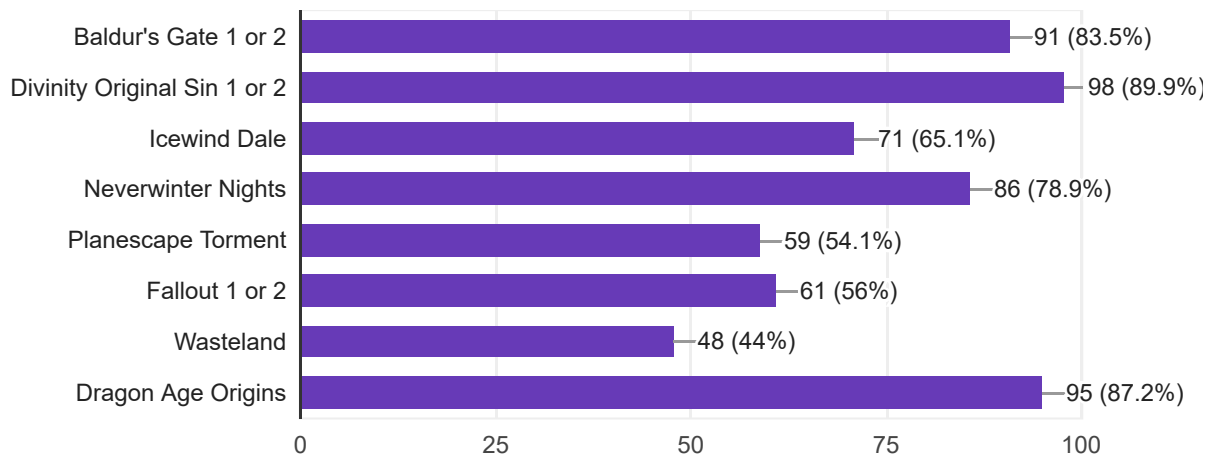
### Have you purchased the Baldur's Gate 3 - Early Access?

111 responses



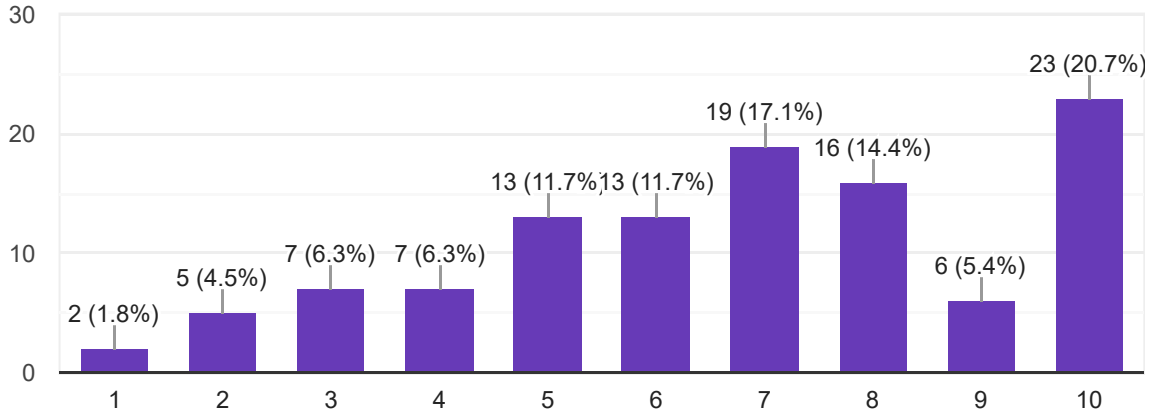
### Have you played the following games? (Multiple Choices)

109 responses



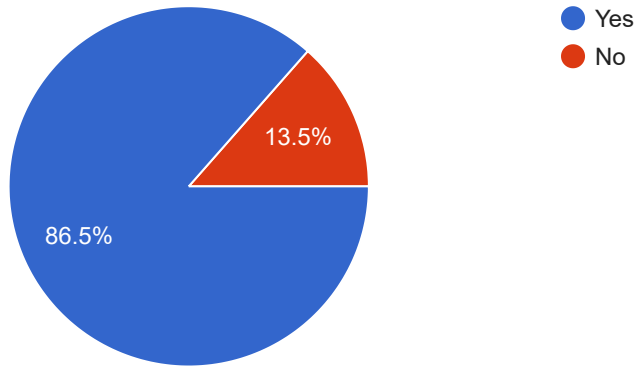
### [NPS] How likely is it that you would recommend Baldur's Gate 3 EA to a friend or colleague?

111 responses



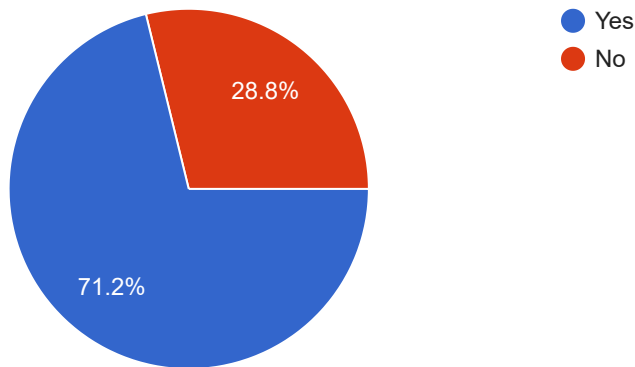
### Are you familiar with Dungeons&Dragons 5e rules

111 responses



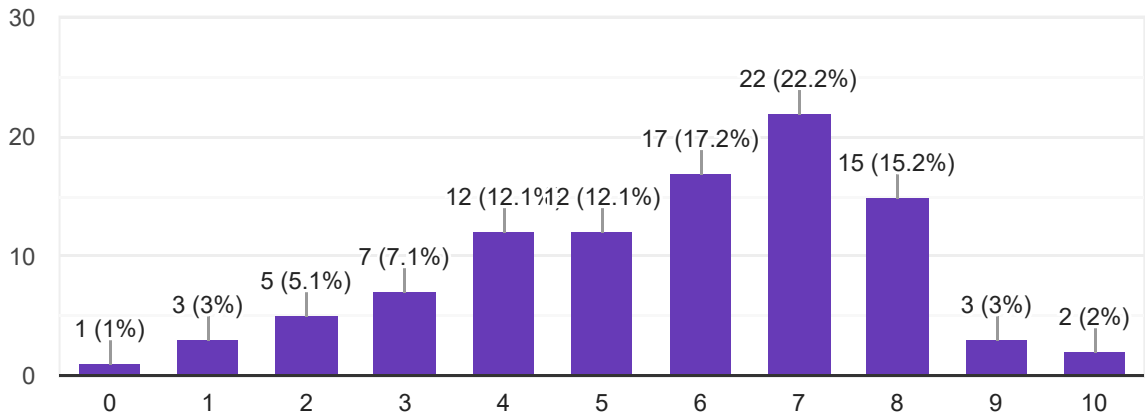
### Have you played tabletop Dungeons&Dragons 5e

111 responses



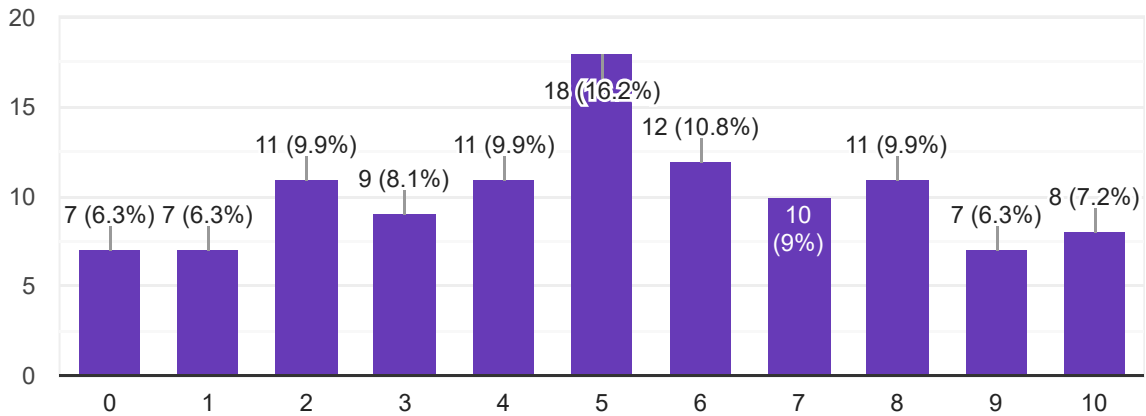
On a scale from 0 to 10 how would you rate the D&D5e rules interpretation by Baldur's Gate 3 (only answer if you are familiar with the rules)

99 responses



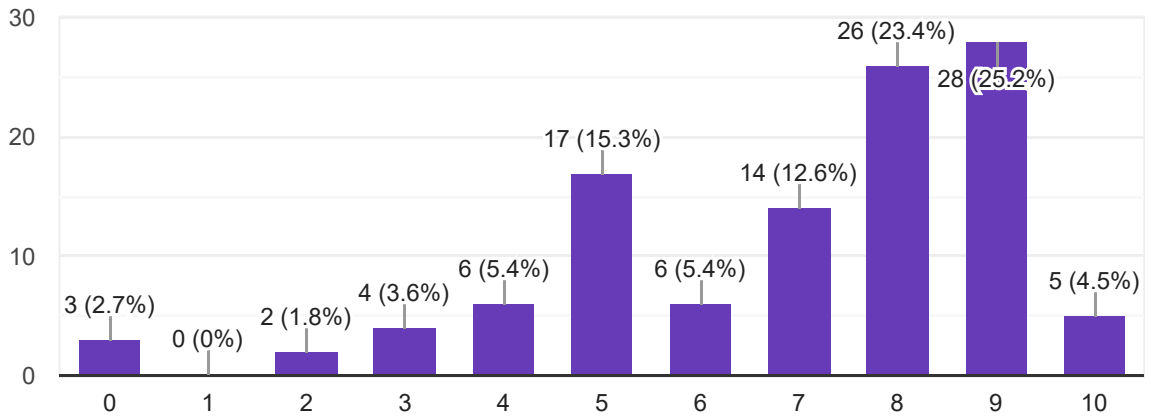
On a scale from 0 to 10 how would you rate your satisfaction with Larian's homebrew D&D5e interpretation of the rules (only answer if you are familiar with the rules)

111 responses



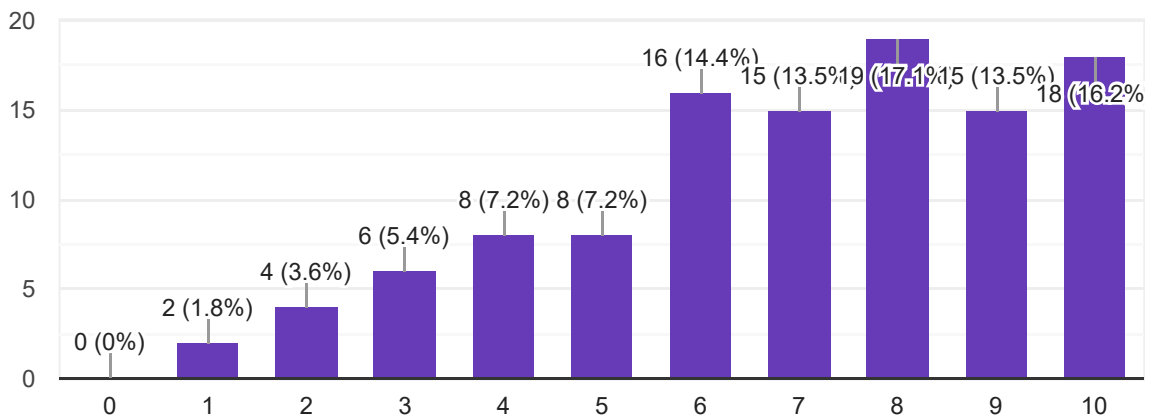
### On a scale from 0 to 10 how accurate would you like BG3 to be in regard of DnD5e

111 responses



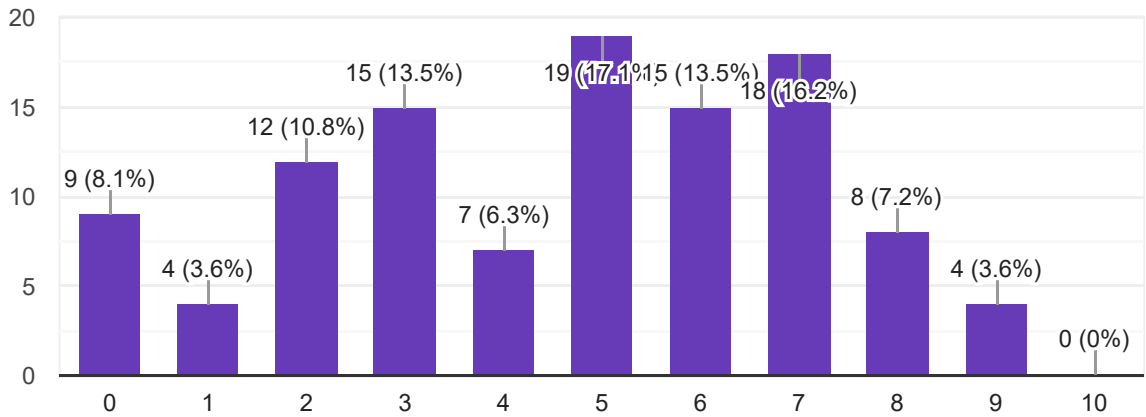
### On a scale from 0 to 10 how the game met your expectations through the Early Access?

111 responses



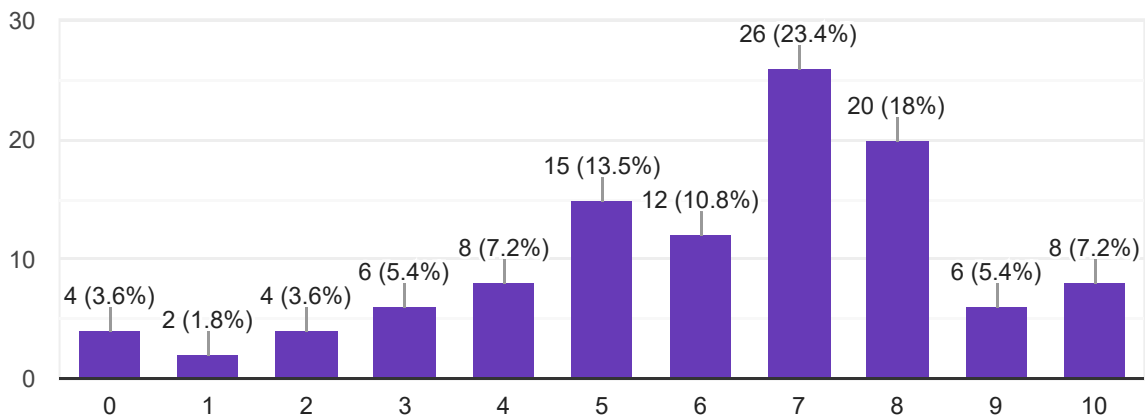
### On a scale from 0 to 10 how would you rate the overall balance of Baldur's Gate 3 combat system

111 responses



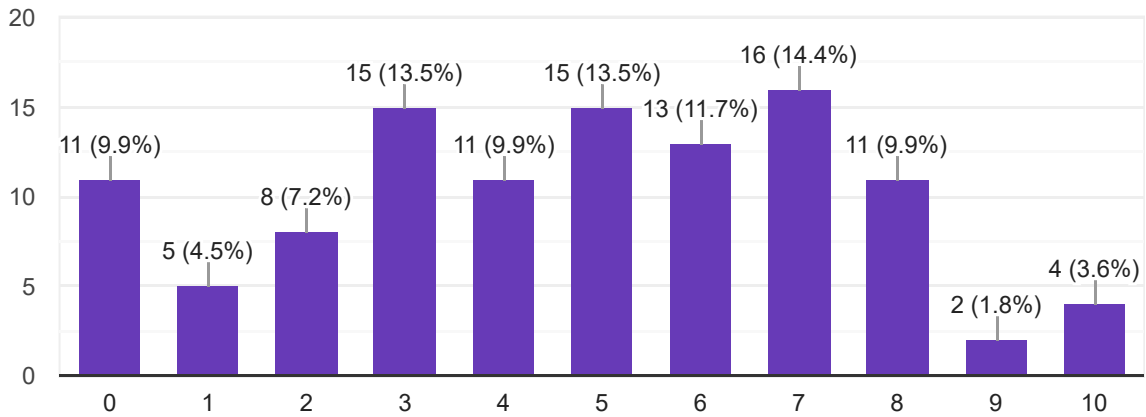
### On a scale from 0 to 10 how would you rate the overall freedom of Baldur's Gate 3 combat system

111 responses



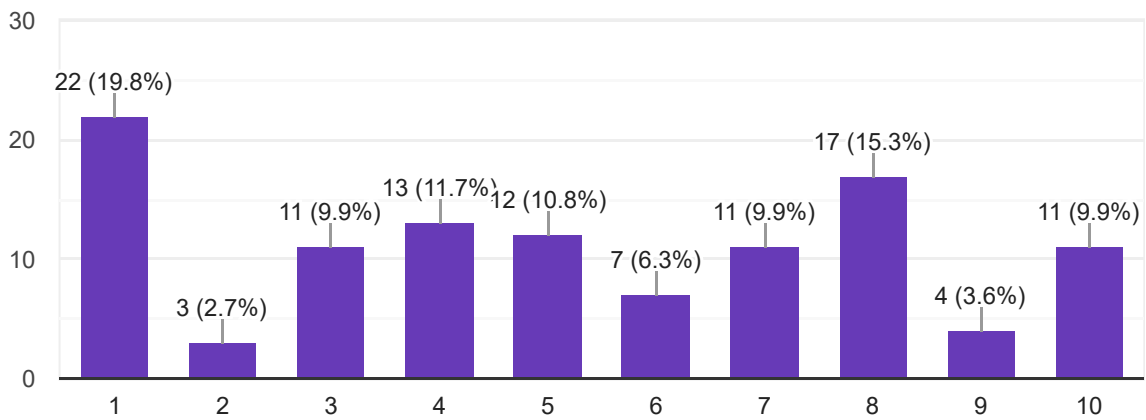
### On a scale from 0 to 10 how would you rate the class balance of Baldur's Gate 3 combat system

111 responses



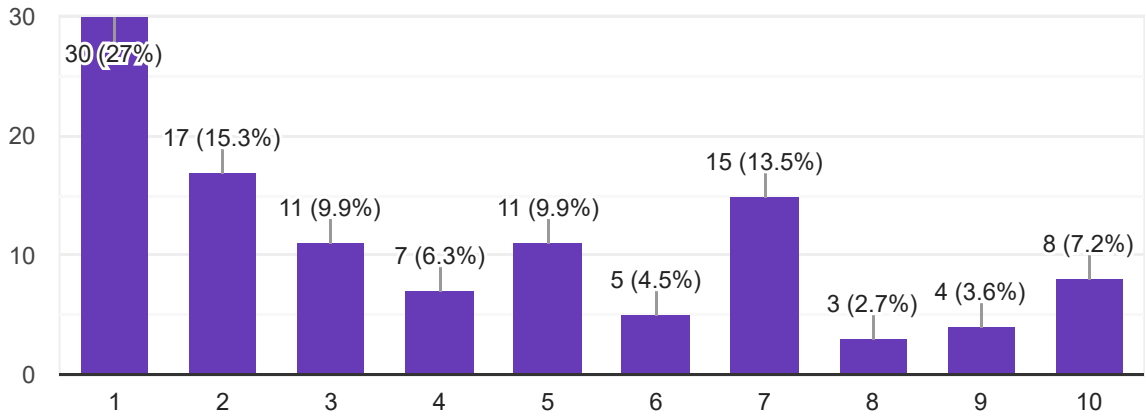
### Regarding the homebrew rule - high ground/backstab advantage (you roll two d20 instead of one), how would you rate it?

111 responses



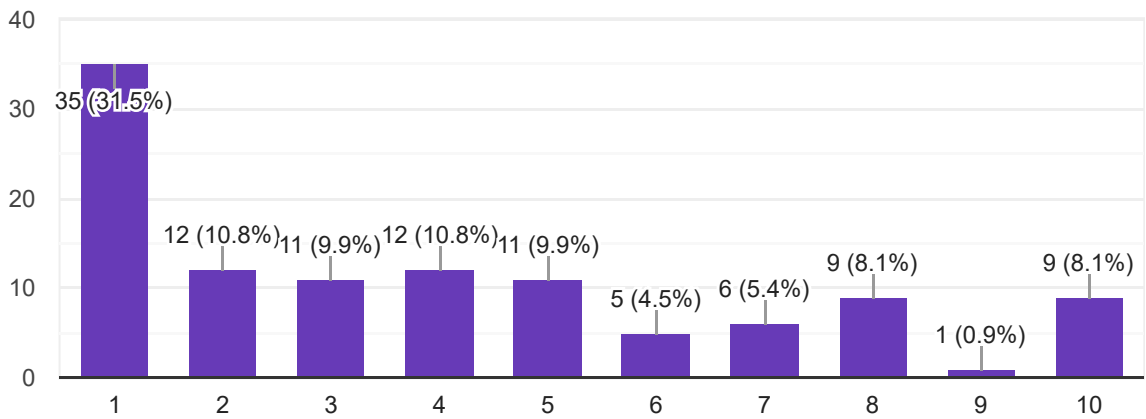
### Regarding the homebrew rule - surface effects, how would you rate it?

111 responses



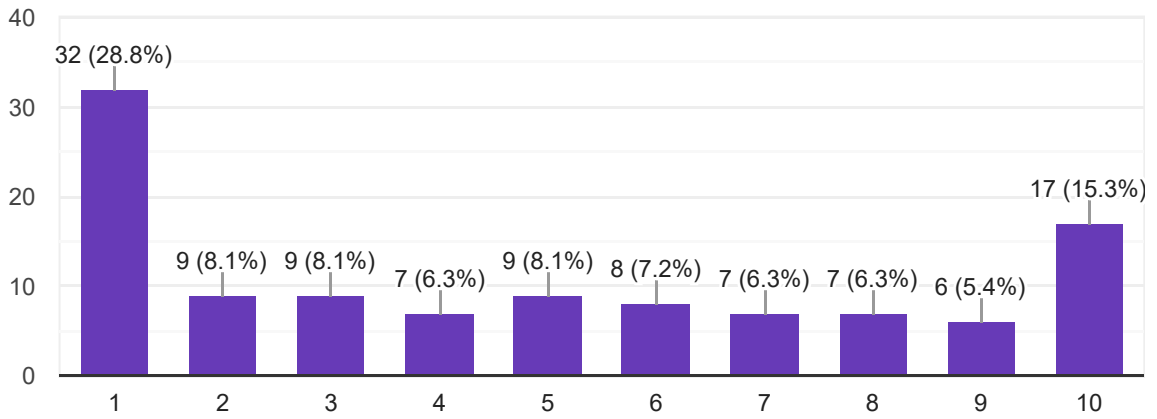
### Regarding the homebrew rule - Stealth (Everyone can stealth as a bonus action), how would you rate it?

111 responses



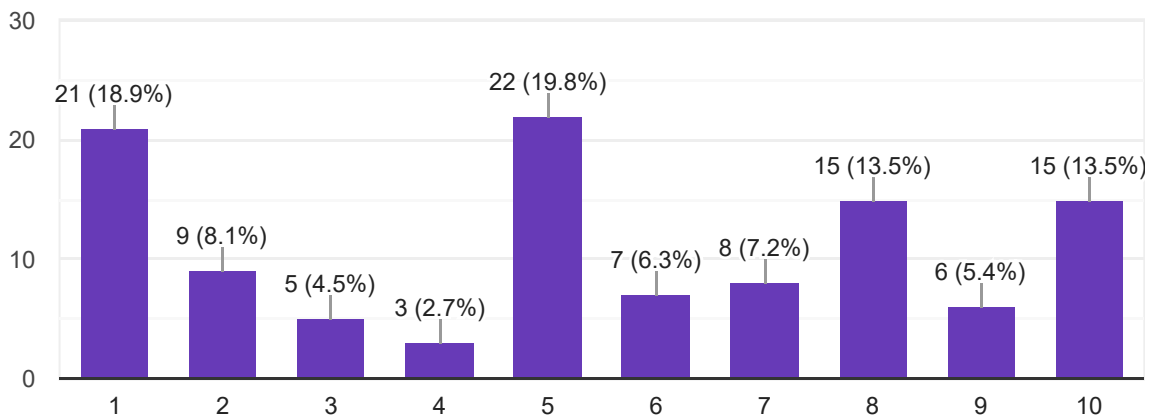
Regarding the homebrew rule - Shove (Everyone can shove as a bonus action), how would you rate it?

111 responses



Regarding the homebrew rule - Dip (Everyone can Dip as a bonus action), how would you rate it?

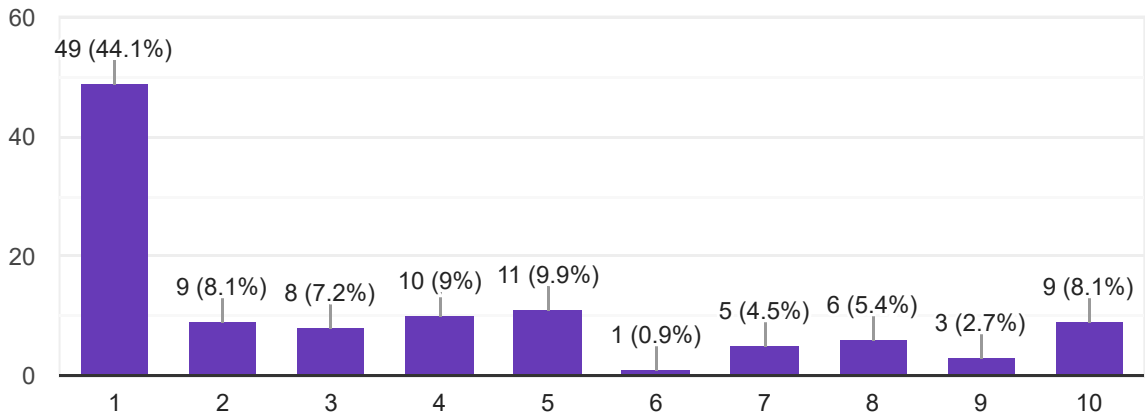
111 responses





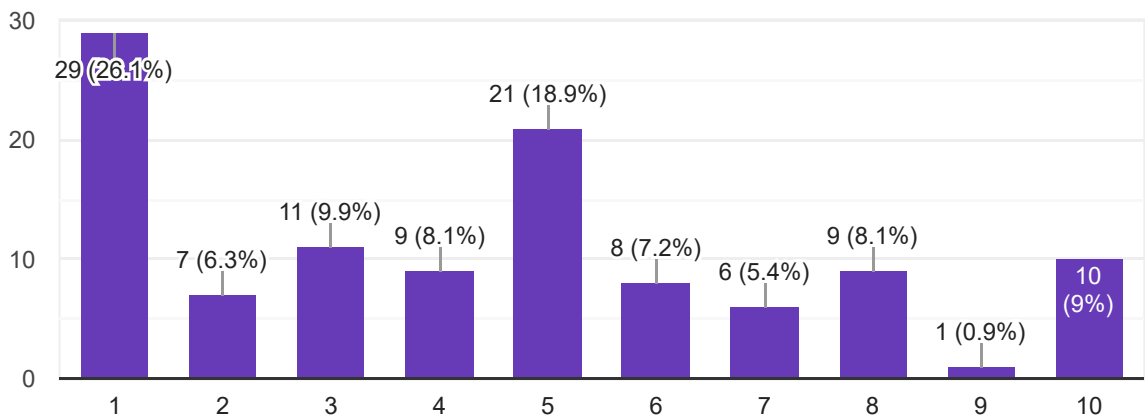
Regarding the homebrew rule - Disengage (Everyone can Disengage as a bonus action), how would you rate it?

111 responses



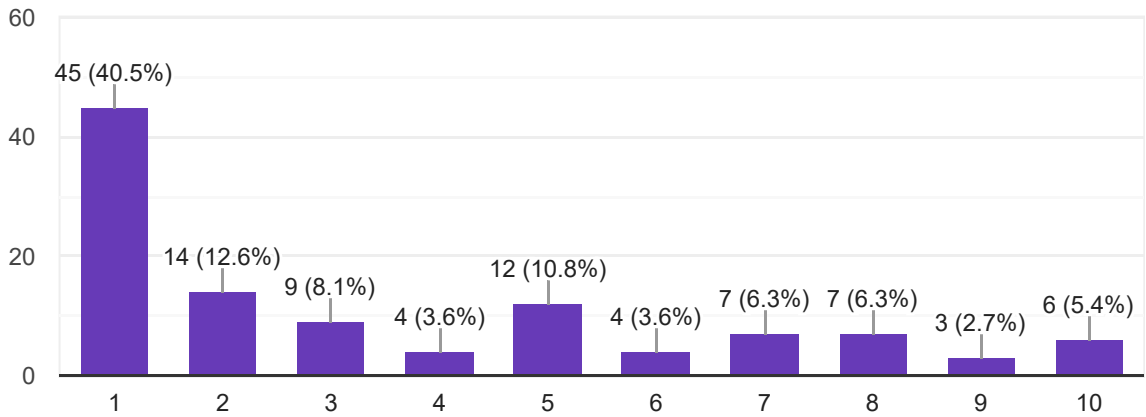
Regarding the homebrew rule - Sneak Attack (can only be applied with your main hand and cannot be applied during opportunity attack), how would you rate it?

111 responses



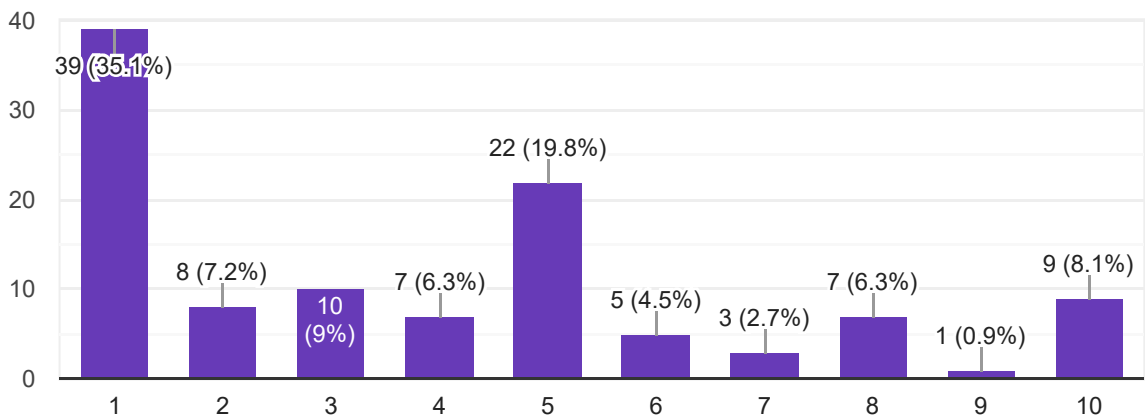
### Regarding the homebrew rule - cantrips adding surfaces or effects - how would you rate it?

111 responses



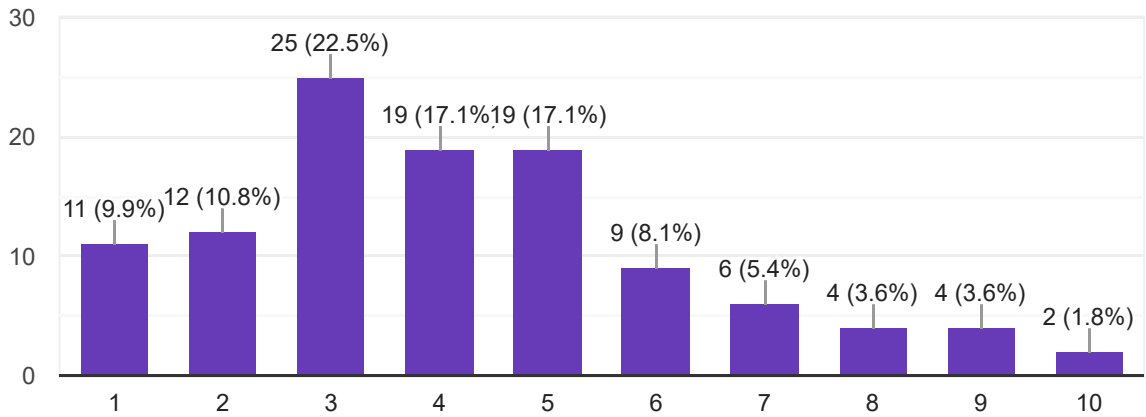
### Regarding the homebrew rule - Decrease Armor Class (AC) and Increasing HP of the Enemy Creatures (e.g Goblins) - How would you rate it?

111 responses



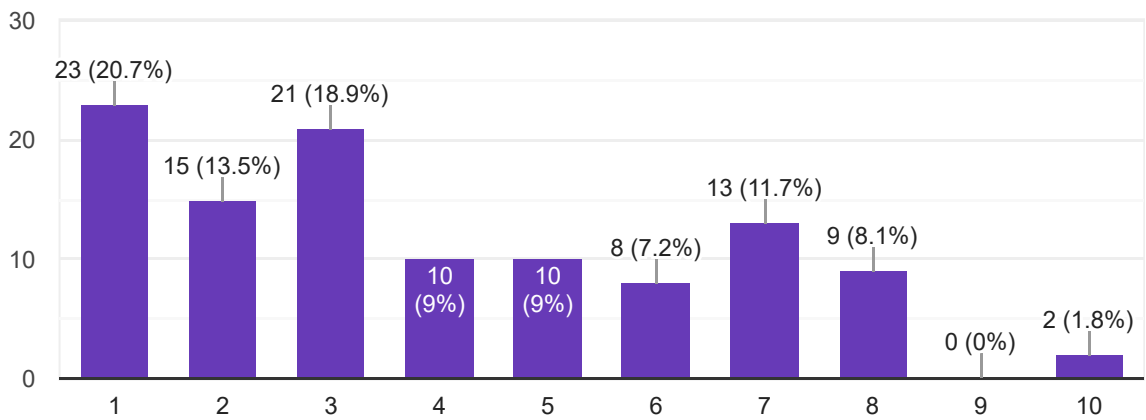
Regarding the quantity of items/containers in the BG3 world, how would you describe it?

111 responses



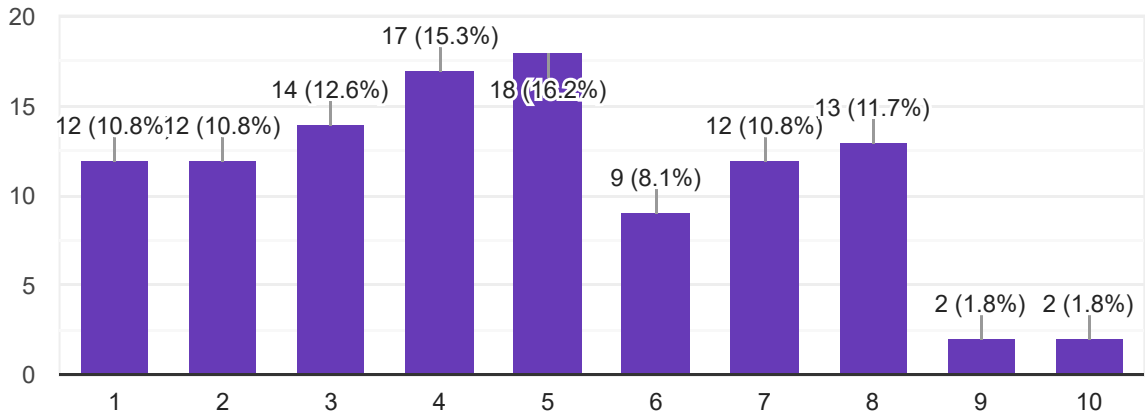
Regarding the quantity of special arrows/bombs/barrerls in the BG3 world, how would you rate it?

111 responses



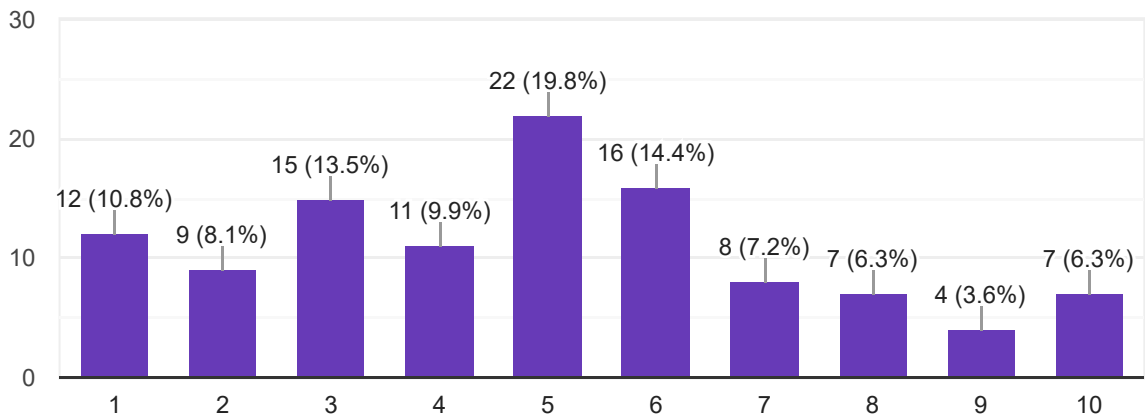
### Regarding the resting system, how would you rate it?

111 responses



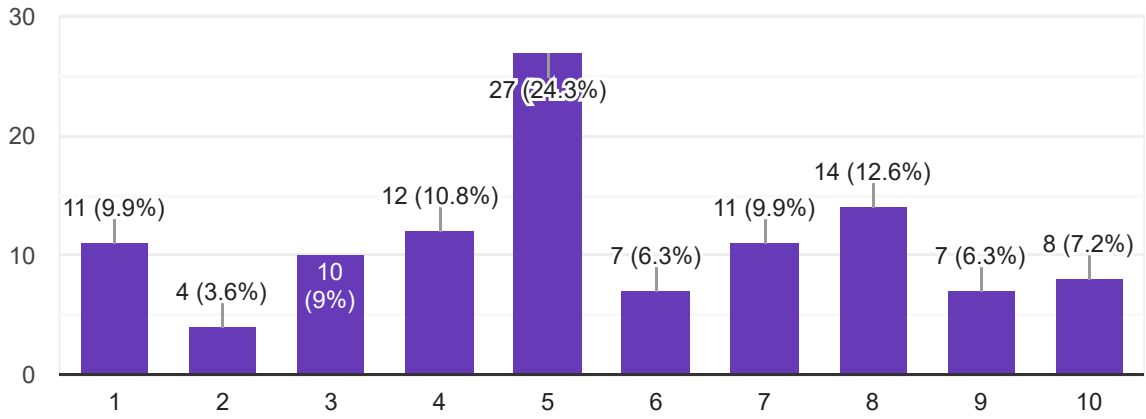
### Regarding the targeting system - Engage all enemies in the surroundings at the same time - how would you rate it?

111 responses



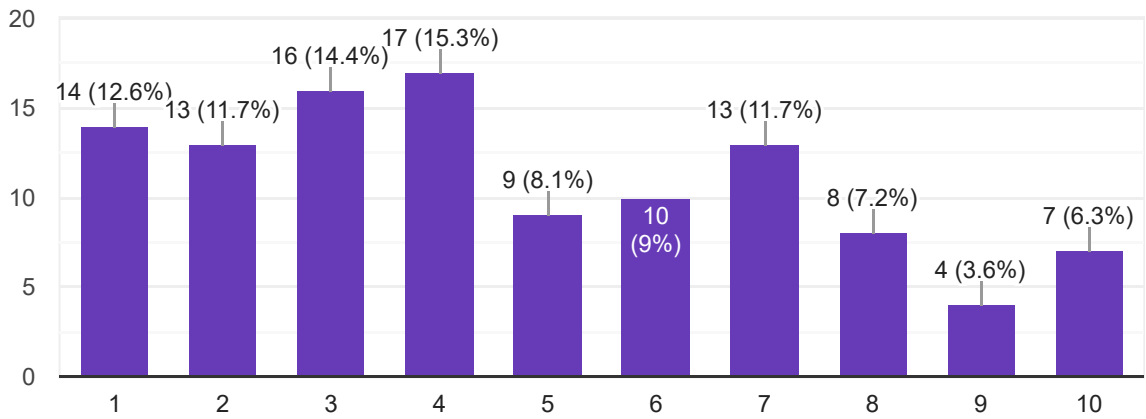
### Regarding the no-fog-of-war system - how would you rate it?

111 responses



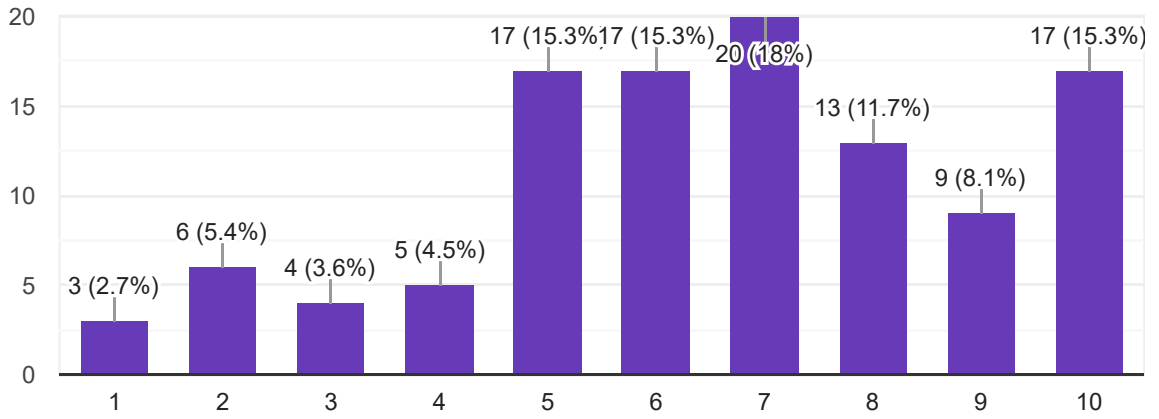
### Regarding the jump system - how would you rate it?

111 responses



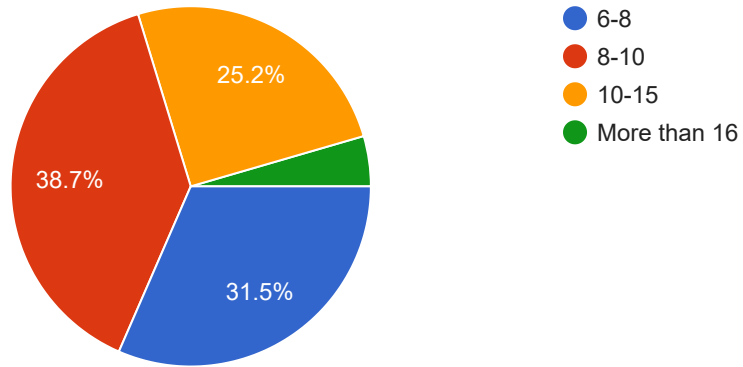
### How would you rate BG3 companion interaction so far?

111 responses



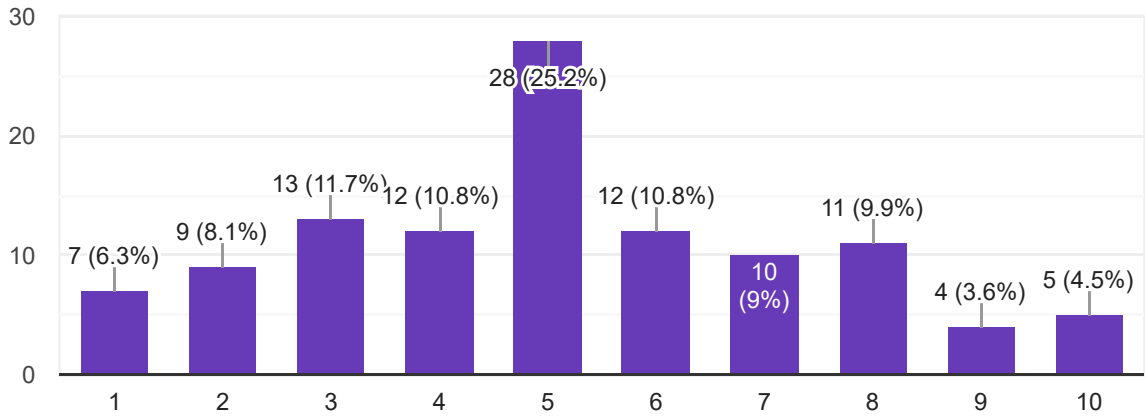
### How many available companions would you expect to have when the game is release?

111 responses



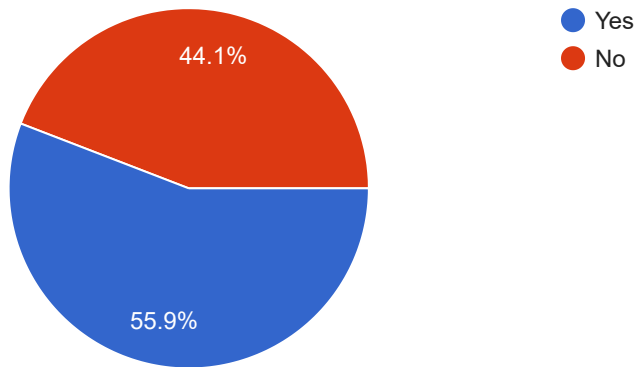
### How would you rate BG3 explanation of the rules during the tutorial?

111 responses



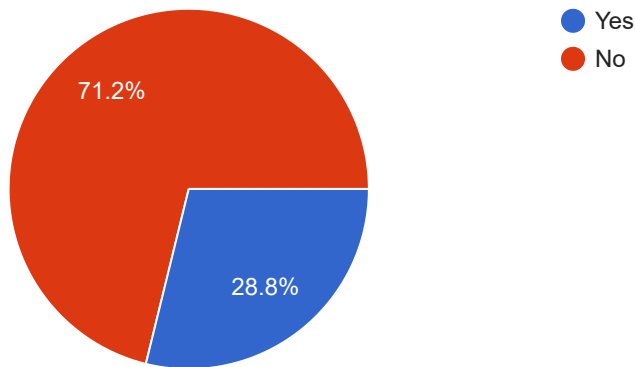
### Are you satisfied with the party size (playable 4 characters)?

111 responses



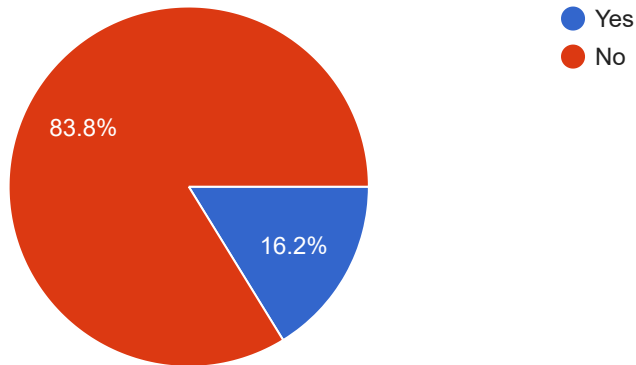
### Are you satisfied with the chain mechanics currently used to select your playable characters?

111 responses



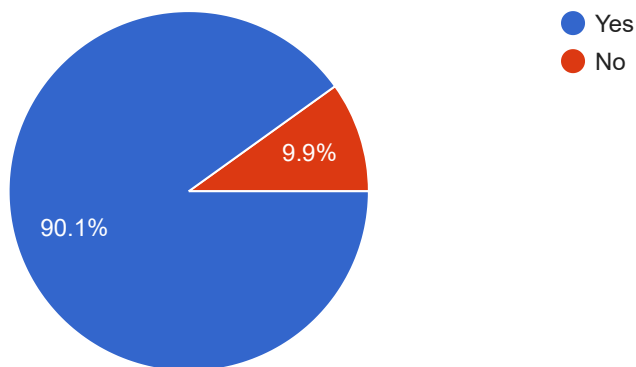
### Are you satisfied with the item management UI?

111 responses



### Would you like more reward for peacefull solutions (gold & experience)?

111 responses



### Would you have preferred Real Time With Pause (RTWP) over Turn Based Game?

111 responses

