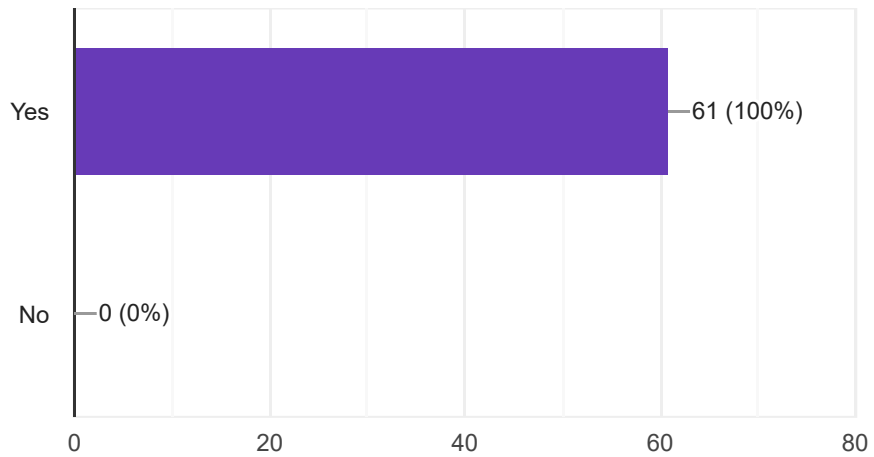


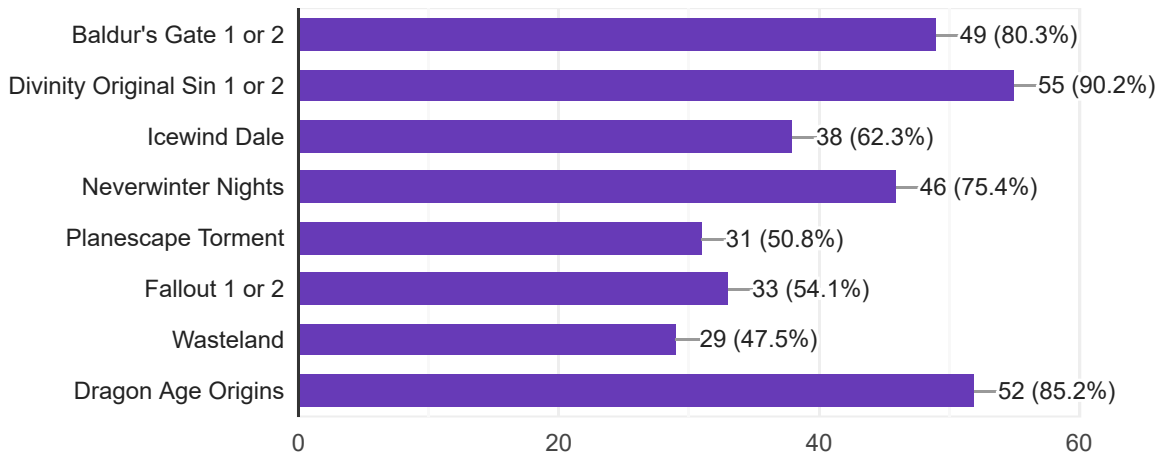
Have you purchased the Baldur's Gate 3 - Early Access?

61 responses



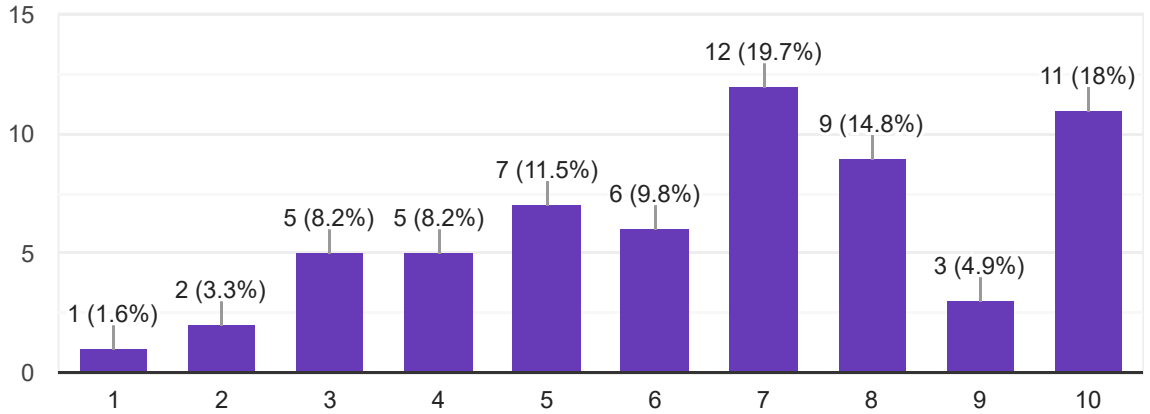
Have you played the following games? (Multiple Choices)

61 responses



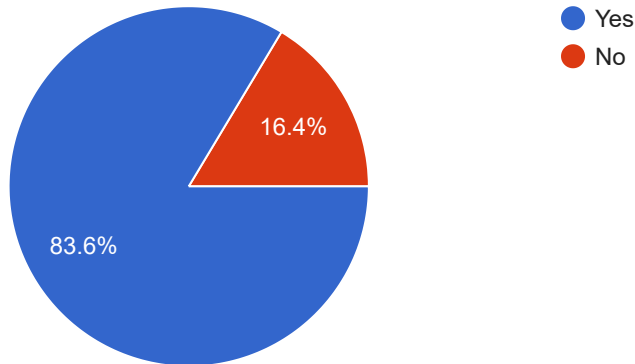
[NPS] How likely is it that you would recommend Baldur's Gate 3 EA to a friend or colleague?

61 responses



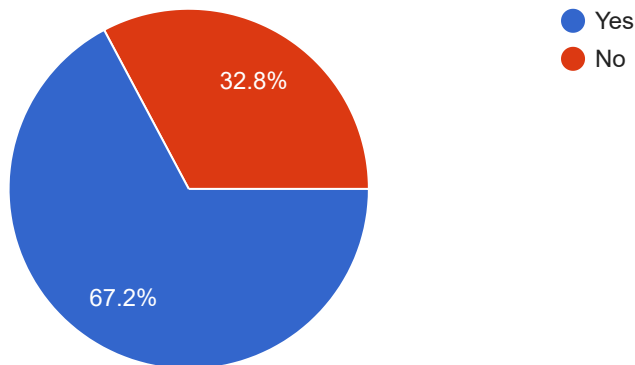
Are you familiar with Dungeons&Dragons 5e rules

61 responses



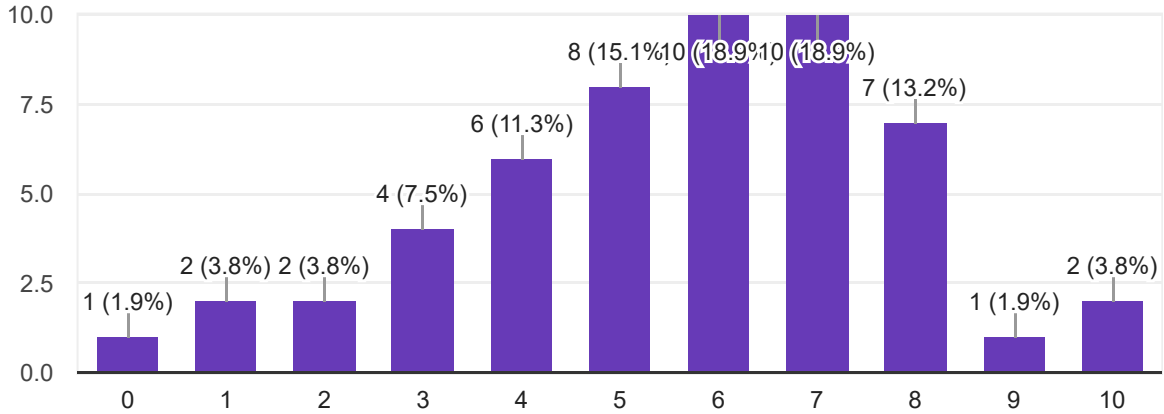
Have you played tabletop Dungeons&Dragons 5e

61 responses



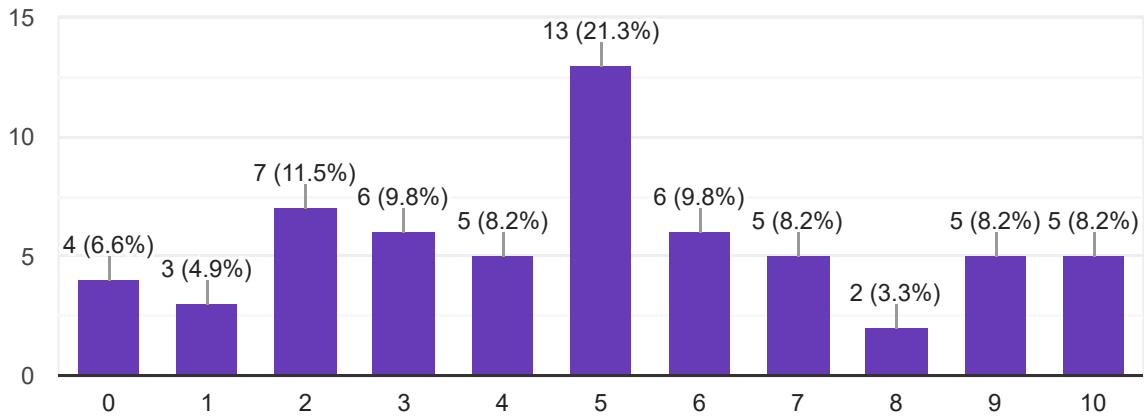
On a scale from 0 to 10 how would you rate the D&D5e rules interpretation by Baldur's Gate 3 (only answer if you are familiar with the rules)

53 responses



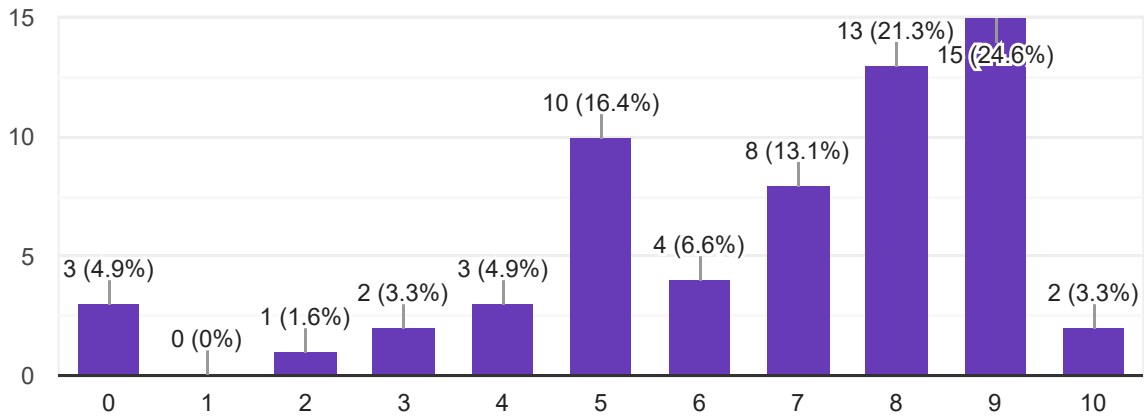
On a scale from 0 to 10 how would you rate your satisfaction with Larian's homebrew D&D5e interpretation of the rules (only answer if you are familiar with the rules)

61 responses



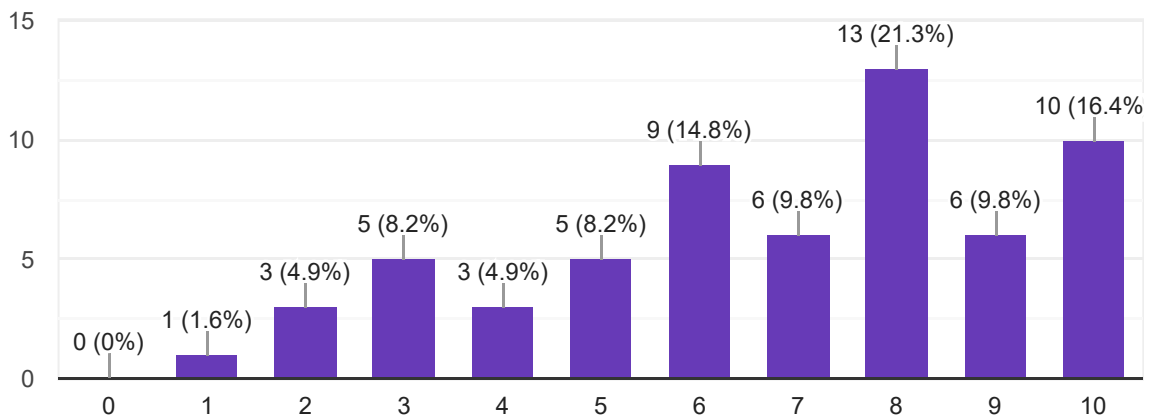
On a scale from 0 to 10 how accurate would you like BG3 to be in regard of DnD5e

61 responses



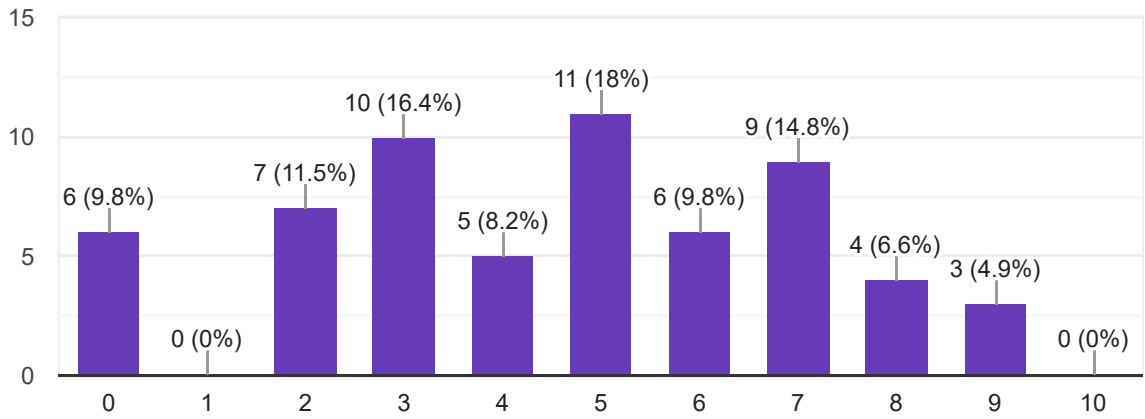
On a scale from 0 to 10 how the game met your expectations through the Early Access?

61 responses



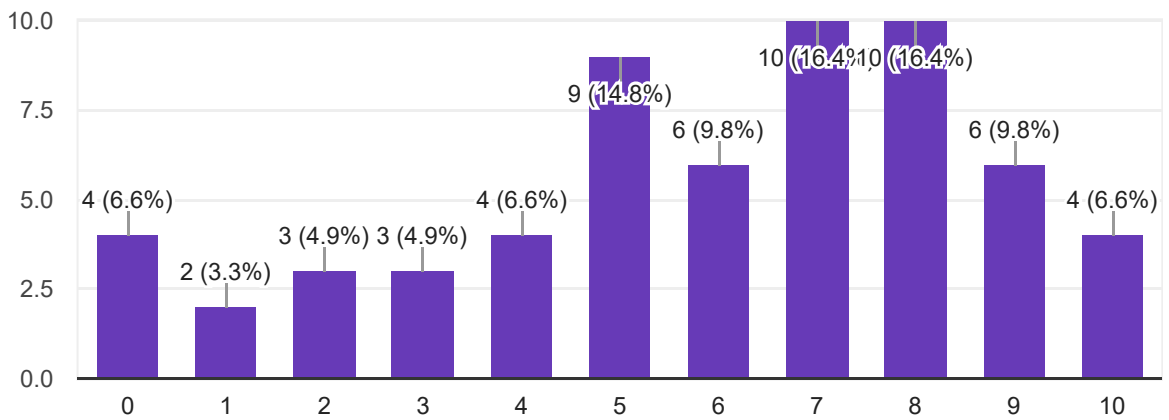
On a scale from 0 to 10 how would you rate the overall balance of Baldur's Gate 3 combat system

61 responses



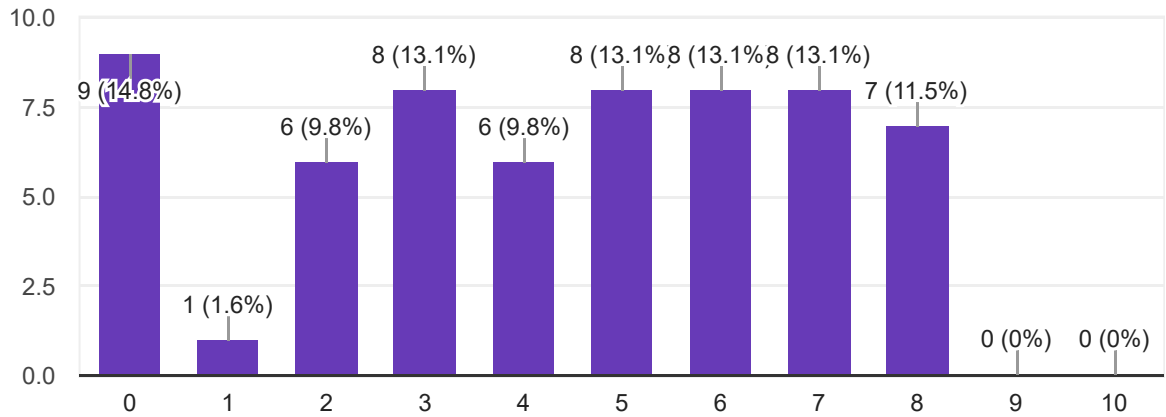
On a scale from 0 to 10 how would you rate the overall freedom of Baldur's Gate 3 combat system

61 responses



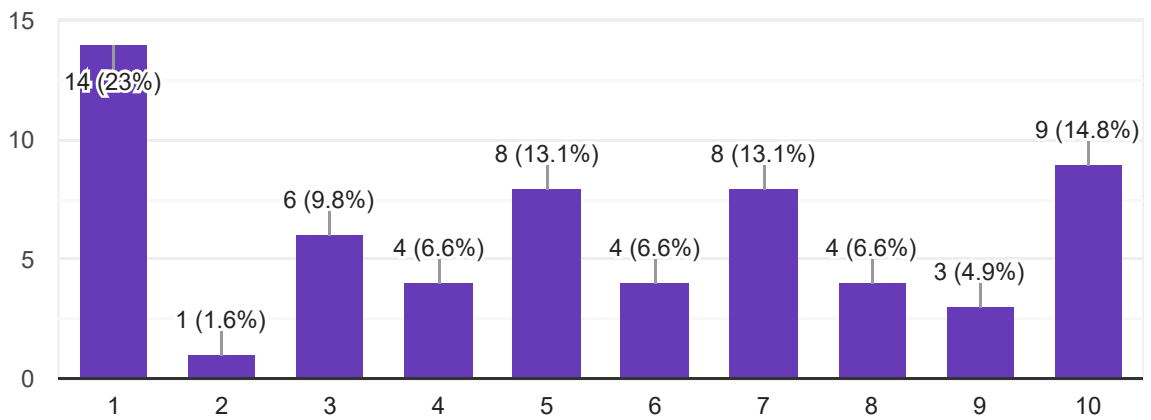
On a scale from 0 to 10 how would you rate the class balance of Baldur's Gate 3 combat system

61 responses



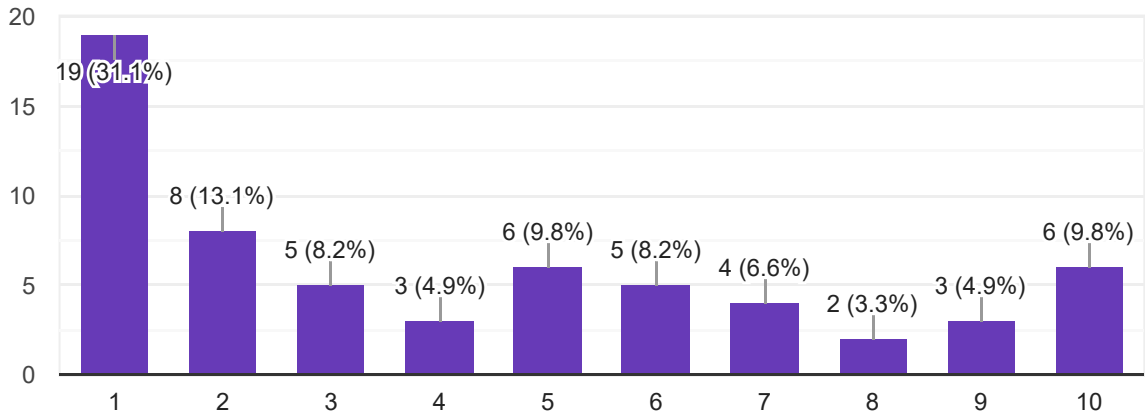
Regarding the homebrew rule - high ground/backstab advantage (you roll two d20 instead of one), how would you rate it?

61 responses



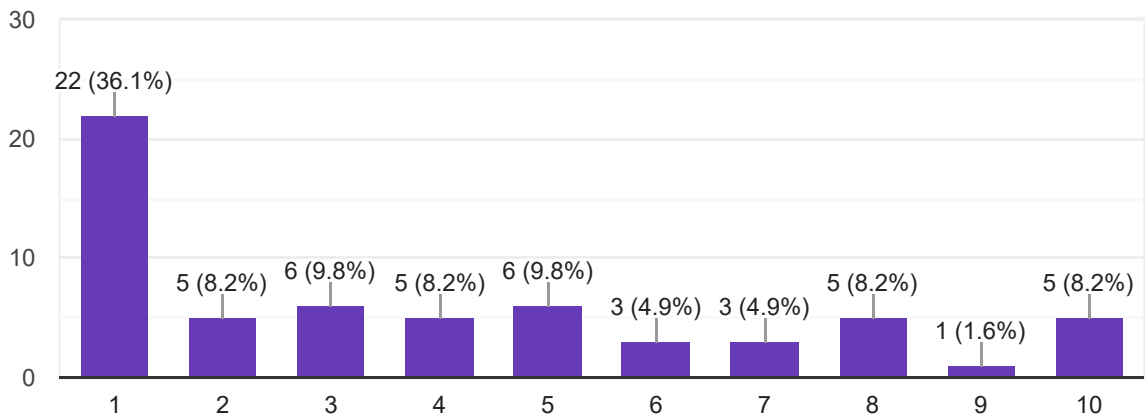
Regarding the homebrew rule - surface effects, how would you rate it?

61 responses



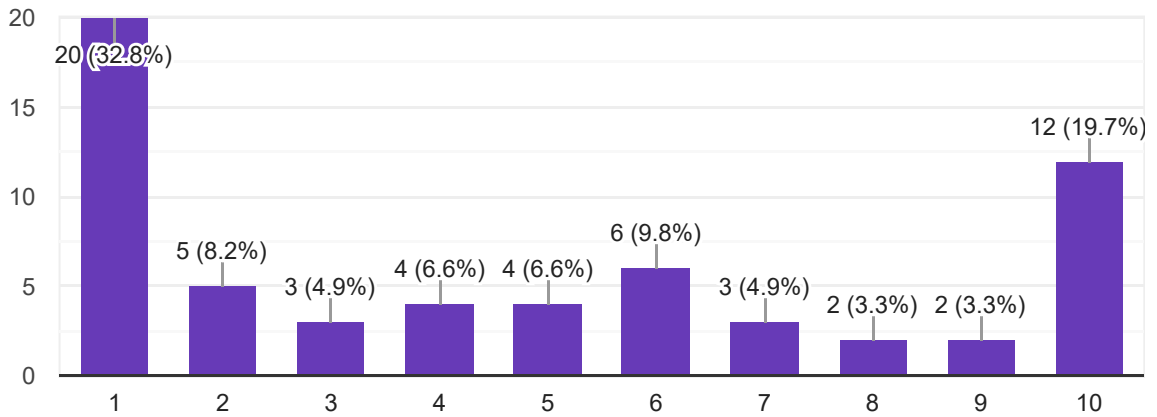
Regarding the homebrew rule - Stealth (Everyone can stealth as a bonus action), how would you rate it?

61 responses



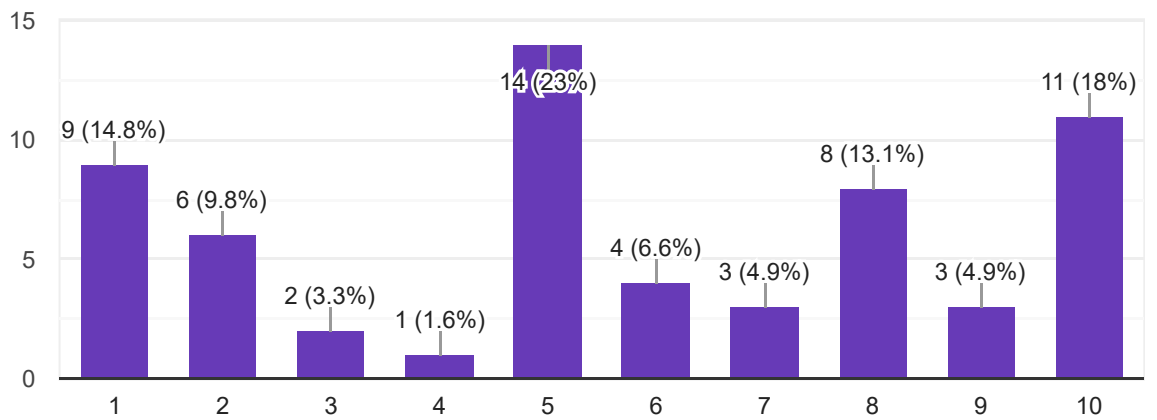
Regarding the homebrew rule - Shove (Everyone can shove as a bonus action), how would you rate it?

61 responses



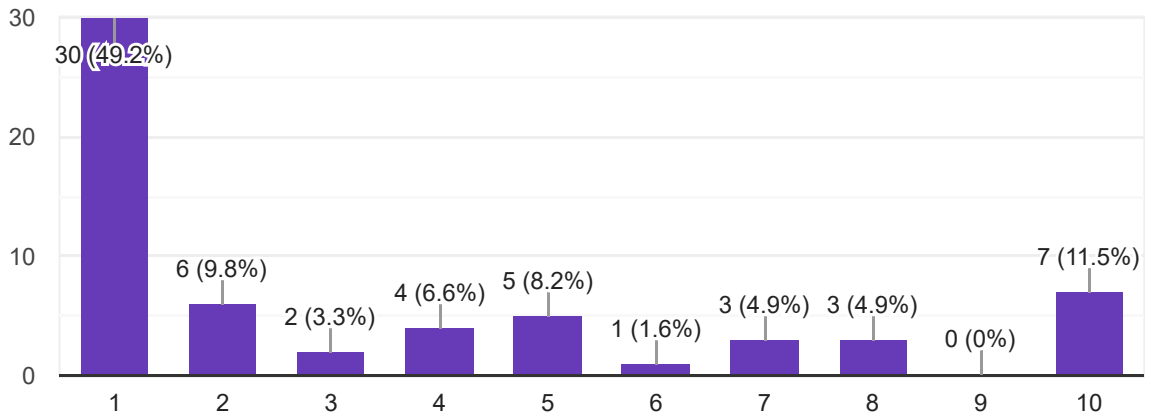
Regarding the homebrew rule - Dip (Everyone can Dip as a bonus action), how would you rate it?

61 responses



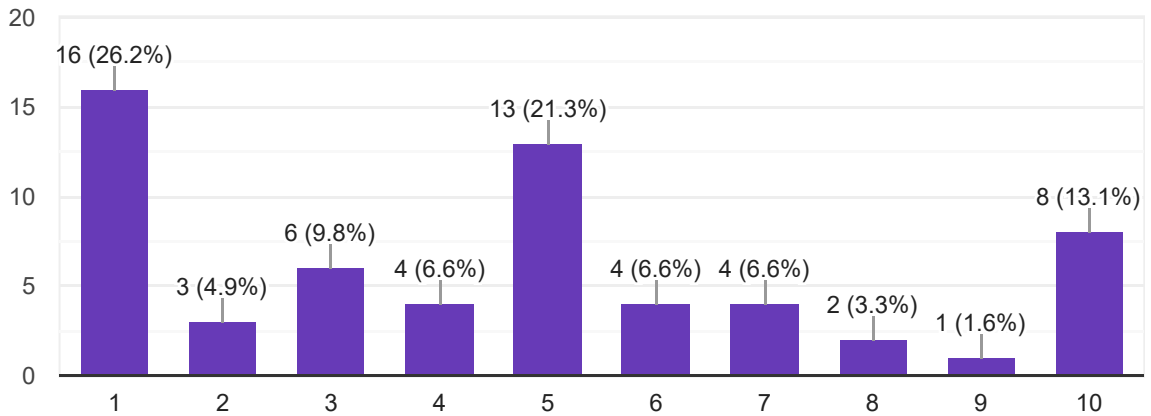
Regarding the homebrew rule - Disengage (Everyone can Disengage as a bonus action), how would you rate it?

61 responses



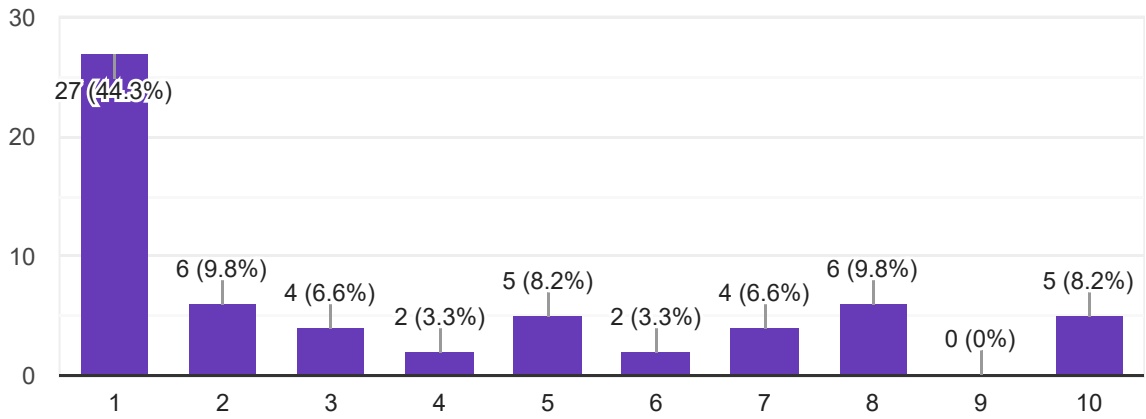
Regarding the homebrew rule - Sneak Attack (can only be applied with your main hand and cannot be applied during opportunity attack), how would you rate it?

61 responses



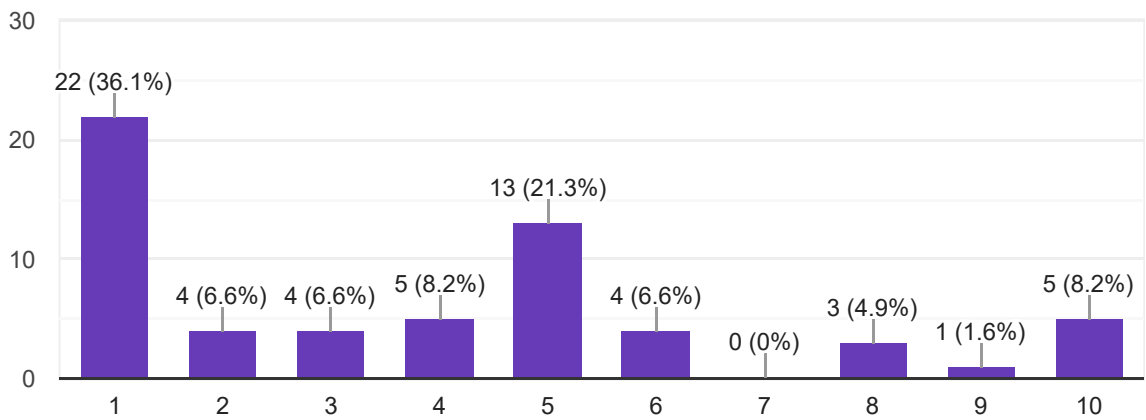
Regarding the homebrew rule - cantrips adding surfaces or effects - how would you rate it?

61 responses



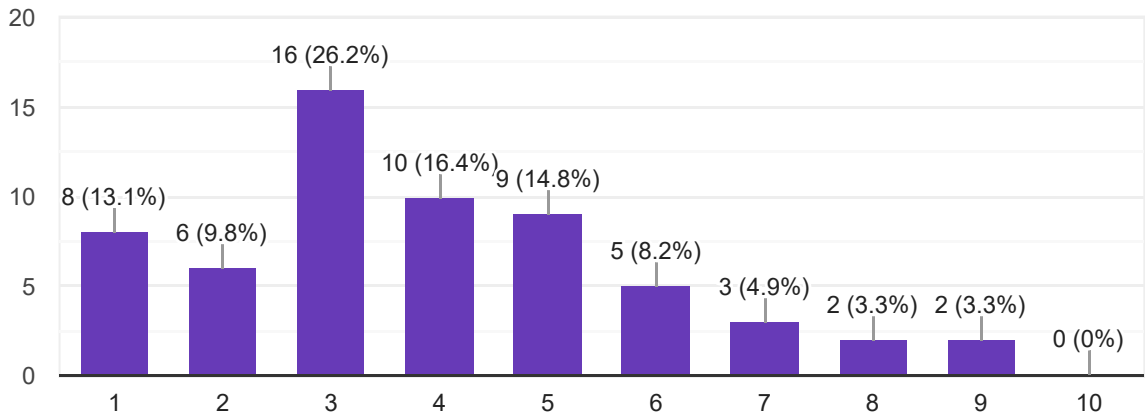
Regarding the homebrew rule - Decrease Armor Class (AC) and Increasing HP of the Enemy Creatures (e.g Goblins) - How would you rate it?

61 responses



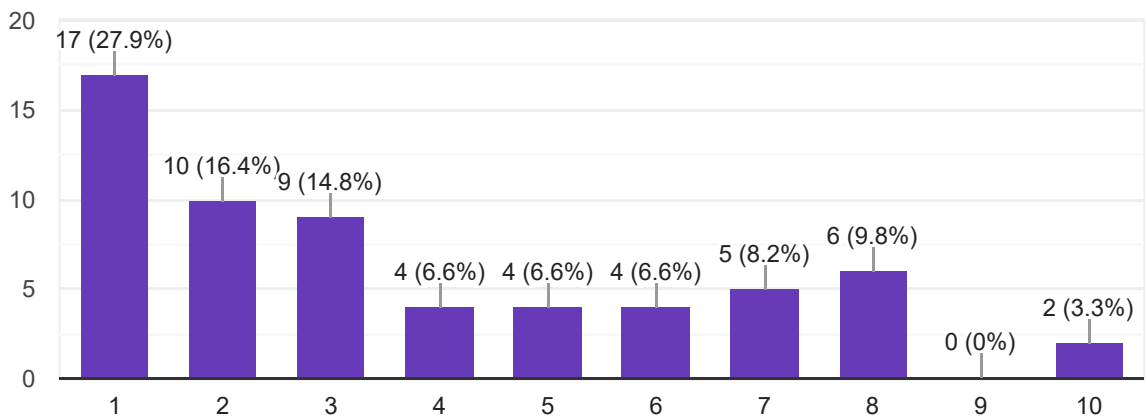
Regarding the quantity of items/containers in the BG3 world, how would you describe it?

61 responses



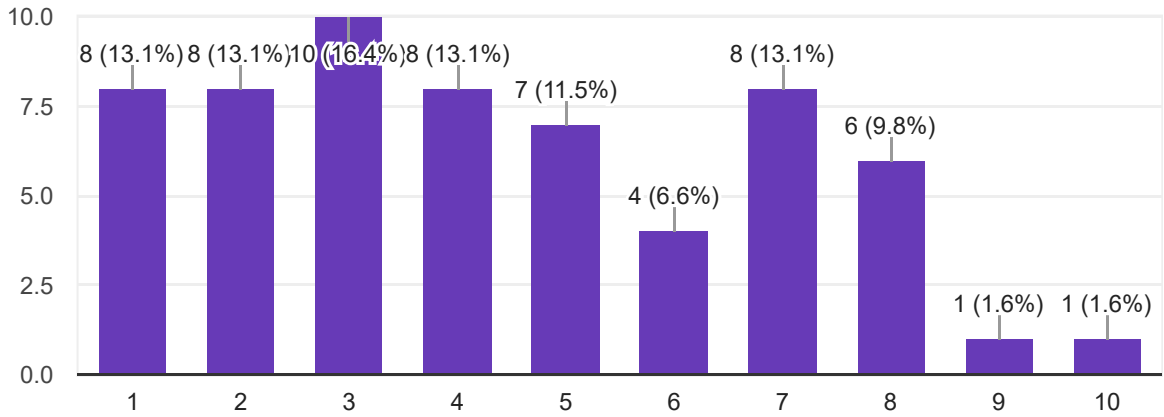
Regarding the quantity of special arrows/bombs/barrerls in the BG3 world, how would you rate it?

61 responses



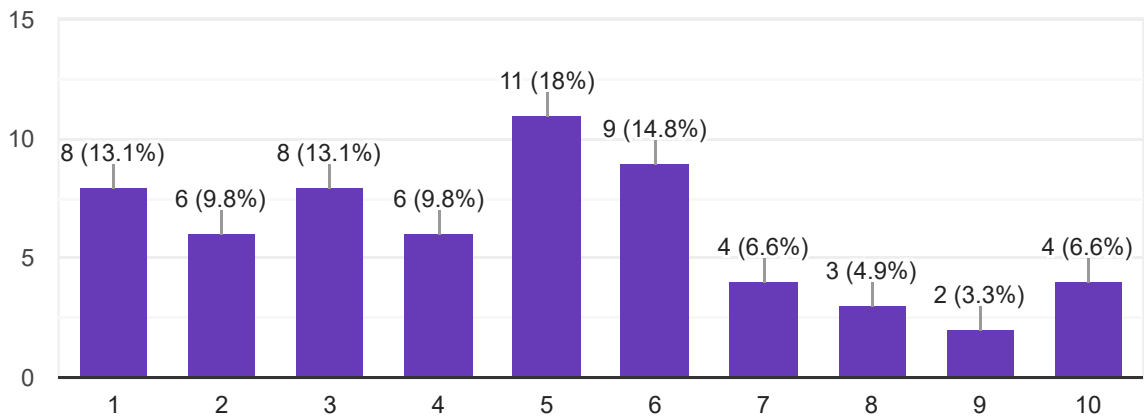
Regarding the resting system, how would you rate it?

61 responses



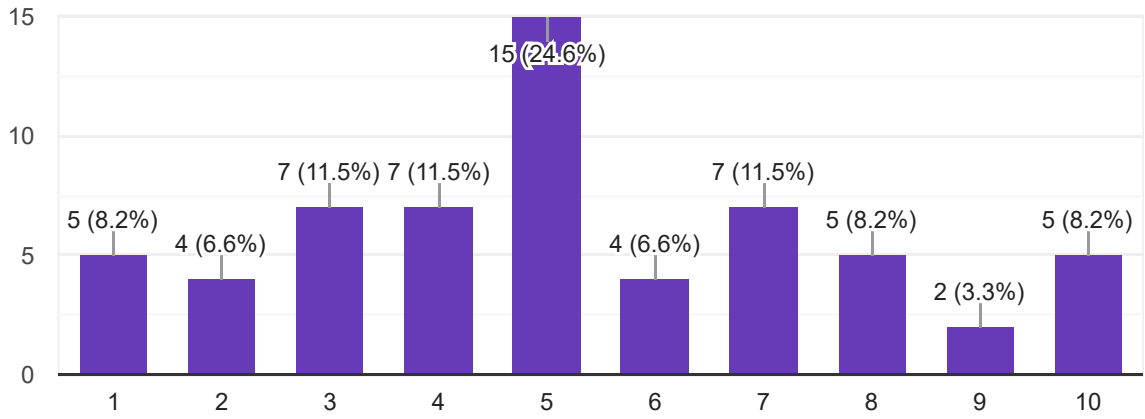
Regarding the targeting system - Engage all enemies in the surroundings at the same time - how would you rate it?

61 responses



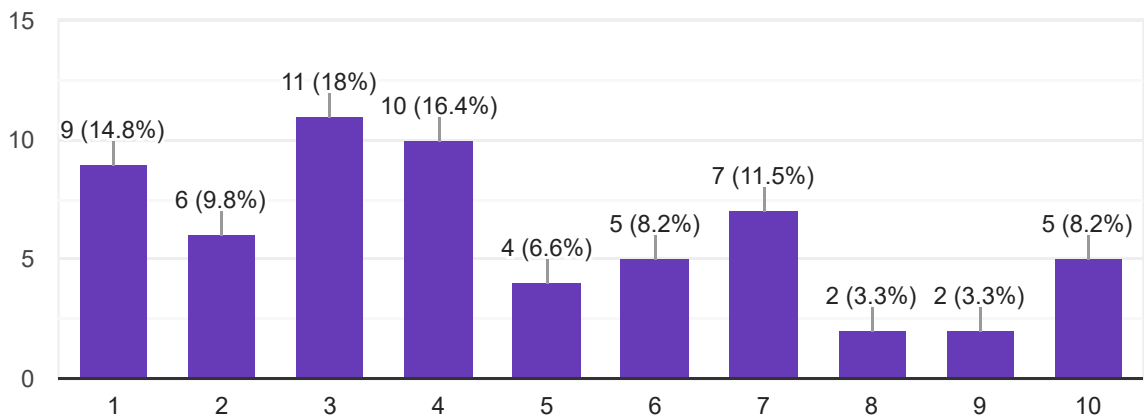
Regarding the no-fog-of-war system - how would you rate it?

61 responses



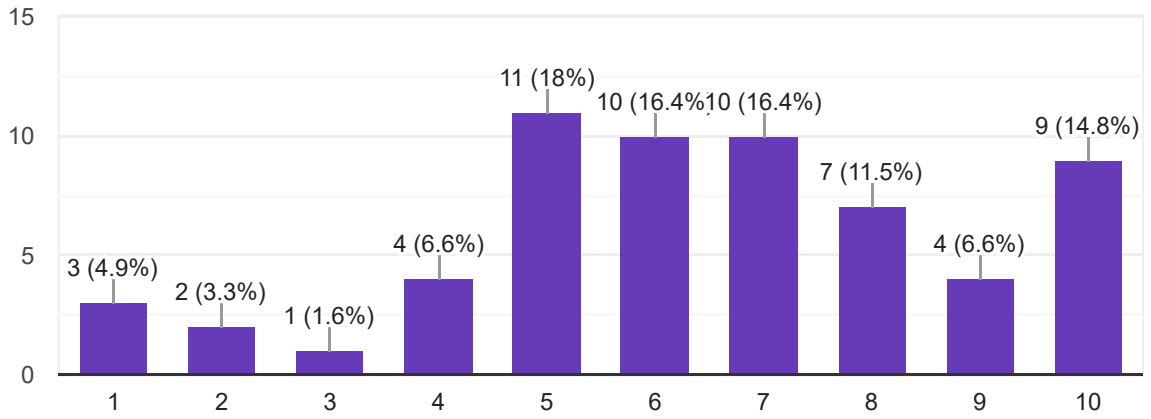
Regarding the jump system - how would you rate it?

61 responses



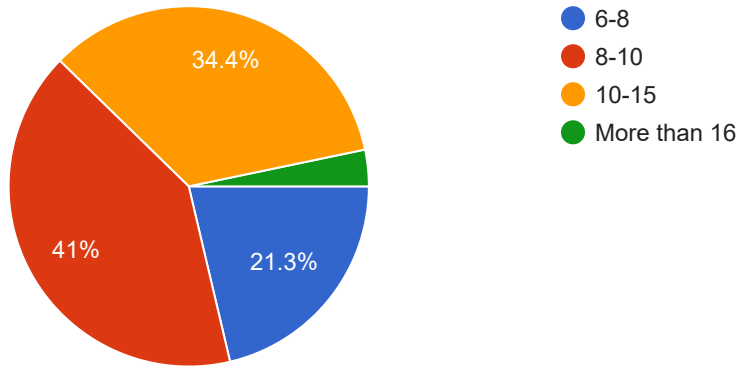
How would you rate BG3 companion interaction so far?

61 responses



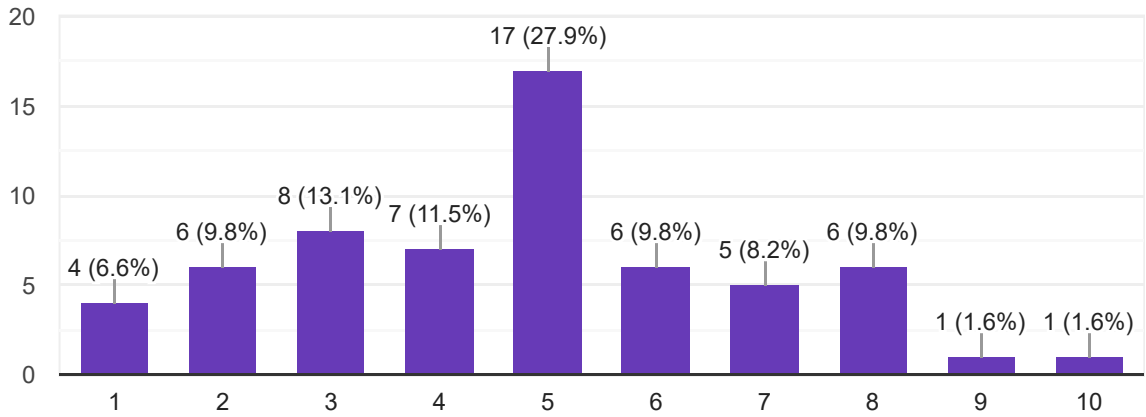
How many available companions would you expect to have when the game is release?

61 responses



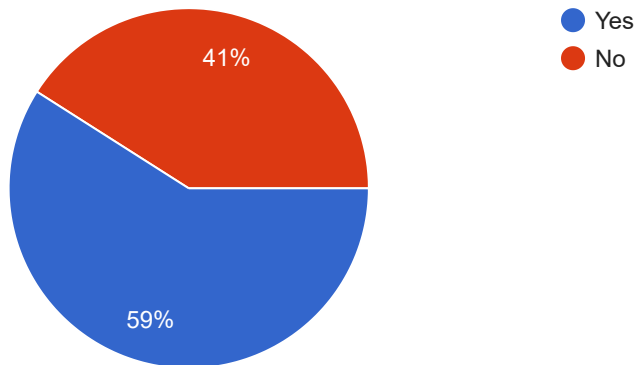
How would you rate BG3 explanation of the rules during the tutorial?

61 responses



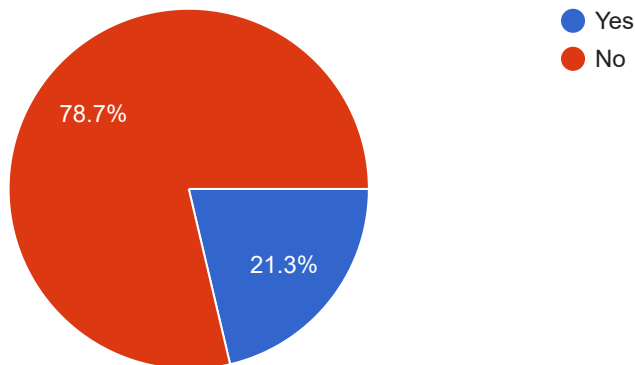
Are you satisfied with the party size (playable 4 characters)?

61 responses



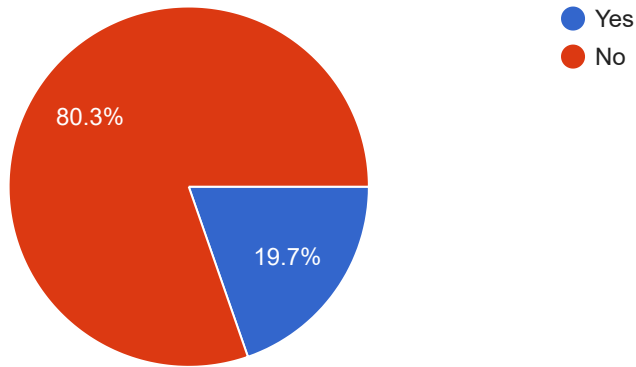
Are you satisfied with the chain mechanics currently used to select your playable characters?

61 responses



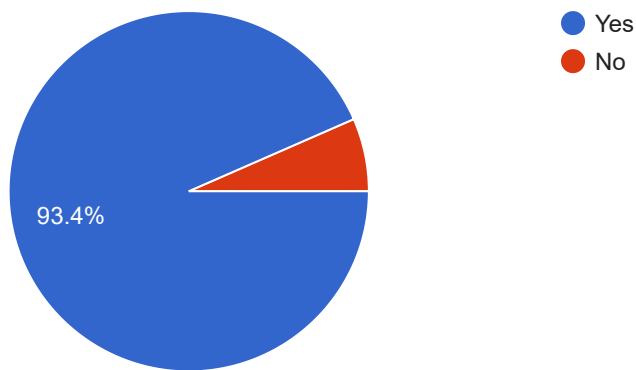
Are you satisfied with the item management UI?

61 responses



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

61 responses



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

61 responses

