

ENEMY SCALING & GAMEPLAY OVERHAUL

ESGO allows you to customize your Witcher 3 experience with over 150 options. It allows you to scale enemies in a way of your choosing. Scale differently according to level or type of enemy or choose not to scale them at all. Choose whether your equipment loses durability or requires a certain level to use. Choose how many skill points you get per level and how much experience you are awarded. Change how parrying and countering work. Customize how much health your enemies have and how much damage they do. All this plus many more options are available in the games Mod menu. You can change everything or leave everything at vanilla settings. To see all the options this mod gives you, check out the ESGO Options section below.

INSTALLATION

Copy the “modESGO” folder to the “Mods” folder in your Witcher 3 installation directory. Then copy the “bin” folder from inside the “modESGO” folder into your Witcher 3 installation directory. **When you start your game, you must go into the Mods > ESGO menu and set all options up or you will experience bugs or weird behavior.** The easiest way to do this is to select the Vanilla preset under each menu and then go back and change the options you are interested in.

If using Nexus Mod Manager, you still need to copy the “bin” folder from inside the “modESGO” folder into your Witcher 3 installation directory.

If updating from a previous version, do the same as above. Choose overwrite when prompted. If there are any new options in the new version, you will need to set it up in the options menu.

I recommend installing the Unification Patch. This mod was made from it. It's a really simple and quick install.

If using other mods, you probably need to use Script Merger to check for conflicts. I have provided some compatibility versions that come pre-merged with other popular mods. Just move the “mod0esgoCompatibilityFiles” folder into your “Mods” folder. If you use one of these, you need the main ESGO download and you need to download and install the other mods from their mod page. If you want to use this with a combination of mods that I haven't provided compatibility versions for, you will have to merge them on your own. Don't use the compatibility files if you plan on merging with other mods on your own.

To uninstall, delete the “modESGO” folder from the “Mods” folder and delete “ESGO.xml” from the “The Witcher 3 Wild Hunt\bin\config\r4game\user_config_matrix\pc” folder. If you are using a pre-merged version, you also need to delete “mod0esgoCompatibilityFiles” folder from the “Mods” folder.

ESGO Options

General

- ✔ **Scaling (On/Off)** – Toggles the mod's enemy scaling functionality. If you don't want it or you want to temporarily disable it, you can do it with this option.
- ✔ **Upscale Only (On/Off)** – If on, will only scale enemies below your current level. If off, it will scale all enemies.
- ✔ **Scaling Mode (Dynamic/Group)** – Toggles which type of scaling is used. Dynamic Scaling allows you to set up scaling by type of enemy (such as humans, beasts, etc.) and by your current level. So you can scale enemies by only a couple of levels when your level 5 and by many levels when your level 35. Group Scaling scales all enemies the same whether they are human or monster. However, it scales enemies based on how much weaker or stronger than you they are. Enemies that were normally much weaker than you are still weaker, but now more powerful so they aren't pushovers. Enemies that were close to your level are still kept there and are not much higher or lower level. Enemies that were much higher level are still kept as being higher level, but are now closer to your level, thus making them easier to kill.
- ✔ **Bestiary Fix (On/Off)** – Having this on means that enemies killed by your followers or enemies that die by themselves (Rotfiends for example) will get added to your bestiary. Having this off means you have to land the killing blow on them yourself.
- ✔ **Durability Damage (Improved/Vanilla/Off)** – Improved means your equipment will get damaged slower than vanilla. Having it off means you will have infinite durability and your equipment will not decay.
- ✔ **Show Enemy Level (On/Off)** – This option controls whether the enemies level can be seen next to an enemy's health bar or not.
- ✔ **Gear Level Requirement (On/Off)** – This option controls whether you can wear gear that is too high for your current level or not.
- ✔ **Max Item Level Difference (0 – 50)** – This only works if Gear Level Requirement is off. If set to 0, you can always use equipment no matter what level. Otherwise, it lowers item level requirement by amount set here. For example: if you set this to 5, you can use a level 35 sword at level 30.

- ✦ **Axii Level for Dialog (0 – 3)** – Allows you to use Axii in conversations without needing the Delusion skill. 0 turns it off and 1 – 3 sets the skill level. This does not affect the combat portion of the Delusion skill.

Control

- ✦ **Soft Lock (On/Off)** – This option controls whether your character will automatically choose targets based on camera direction and attack them as if you were locked on.
- ✦ **Targeting Mode (Camera/Movement)** – This option only works if Soft Lock is set to off. Camera targeting means your character will attack where you aim with the camera (very precise attacks if using a mouse and easy to manage, not recommended for controllers). Movement targeting means your character will attack in the direction you are holding your movement keys or analog stick (good for controllers since they have more than just 8 axis movement).
- ✦ **Crossbow Soft Lock (On/Off)** – Enabling this option will make it so even if you have Soft Lock turned off, Geralt will still automatically lock on to the highlighted target if using his crossbow.
- ✦ **Automatic Combat Stance (On/Off)** – This option controls whether your character uses the fighting stance when combat starts. If set to off, your character will stand the same way he/she would when not in combat and move the same way while retaining the ability to attack, block and dodge.

Whirl

- ✦ **Skill Level (0 – 5)** – 0 requires the Whirl skill to be slotted to work. 1 – 5 allows you to use whirl at the skill level chosen without actually having the skill.
- ✦ **Stamina Usage (0 – 5)** – Allows you to choose a multiplier for your whirl stamina usage. For example: whirl would use only half as much stamina at 0.5 and whirl would use twice as much stamina at 2.
- ✦ **Adrenaline Usage (0 – 5)** – Allows you to choose a multiplier for your whirl adrenaline usage. For example: whirl would use only half as much adrenaline at 0.5 and whirl would use twice as much adrenaline at 2.
- ✦ **Range Extension (On/Off)** – If on, you can hit enemies at a greater distance when using whirl.
- ✦ **Damage Multiplier (0 – 10)** – Allows you to choose a multiplier for how much damage whirl does. For example: whirl would only do half as much damage at 0.5 and whirl would do twice as much damage at 2.

Rend

- ✦ **Skill Level (0 – 5)** – 0 requires the Rend skill to be slotted to work. 1 – 5 allows you to use rend at the skill level chosen without actually having the skill.
- ✦ **Stamina Usage (0 – 5)** – Allows you to choose a multiplier for your rend stamina usage. For example: rend would use only half as much stamina at 0.5 and rend would use twice as much stamina at 2.

- ▽ **Adrenaline Usage (0 – 5)** – Allows you to choose a multiplier for your rend adrenaline usage. For example: rend would use only half as much adrenaline at 0.5 and rend would use twice as much adrenaline at 2.
- ▽ **Range Extension (On/Off)** – If on, you can hit enemies at a greater distance when using rend.
- ▽ **Damage Multiplier (0 – 10)** – Allows you to choose a multiplier for how much damage rend does. For example: rend would only do half as much damage at 0.5 and rend would do twice as much damage at 2.
- ▽ **Adrenaline Damage Multiplier (0 – 10)** – Allows you to choose a multiplier for the bonus damage rend does from adrenaline.
- ▽ **Stamina Damage Multiplier (0 – 10)** – Allows you to choose a multiplier for the bonus damage rend does from stamina.

Witcher Rage

- ▽ **Attack Speed – Speed Cap High (On/Off)** – Controls whether there is a maximum speed your attacks can reach or not. If it is enabled, your maximum animation speed is twice the normal one.
- ▽ **Attack Speed – Speed Cap Low (On/Off)** – Controls whether there is a minimum speed your attacks can reach or not. If it is enabled, your minimum animation speed is half the normal one.
- ▽ **Attack Speed – Skill Dependency (On/Off)** – Controls whether you can set the attack, dodge, and roll speed multiplier via the speed multiplier options or the increments options below. If dependent on skills, attack speed will only be modified if you have the Muscle Memory, Strength Training, or Fleet Footed perks slotted, each governing its appropriate attack type or dodge mechanic.
- ▽ **Increments per Skill Level – Fast Attack (0 – 0.5)** – The % amount per skill level in Muscle Memory to increase your fast attack speed. For example: if set to 0.03, your fast attacks would be 3% faster per level in Muscle Memory.
- ▽ **Increments per Skill Level – Strong Attack (0 – 0.5)** – The % amount per skill level in Strength Training to increase your strong attack speed. For example: if set to 0.03, your strong attacks would be 3% faster per level in Strength Training.
- ▽ **Increments per Skill Level – Dodge & Roll (0 – 0.5)** – The % amount per skill level in Fleet Footed to increase your dodge and roll speed. For example: if set to 0.03, your dodge and roll would be 3% faster per level in Fleet Footed.
- ▽ **Increments per Adrenaline Point – Fast Attack (0 – 0.5)** – The % amount per adrenaline point to increase your fast attack speed. For example: if set to 0.03, your fast attacks would be 3% faster per adrenaline point you have.
- ▽ **Increments per Adrenaline Point – Strong Attack (0 – 0.5)** – The % amount per adrenaline point to increase your strong attack speed. For example: if set to 0.03, your strong attacks would be 3% faster per adrenaline point you have.

- ❖ **Increments per Light Armor Piece (0 – 0.5)** – The % amount per piece of light armor you are wearing to increase your attack, dodge, and roll speed. For example: if set to 0.05, your attack, dodge, and roll would be 20% faster if wearing all light armor.
- ❖ **Decrements per Heavy Armor Piece (0 – 0.5)** – The % amount per piece of heavy armor you are wearing to decrease your attack, dodge, and roll speed. For example: if set to 0.05, your attack, dodge, and roll would be 20% slower if wearing all heavy armor.
- ❖ **Stamina Cost – Fast Attacks (0 – 100)** – The amount of stamina you use when you fast attack. If set to 5, you would use 5 stamina every time you fast attack.
- ❖ **Stamina Cost – Strong Attacks (0 – 100)** – The amount of stamina you use when you strong attack. If set to 5, you would use 5 stamina every time you strong attack.
- ❖ **Stamina Cost –Evasion (0 – 100)** – The amount of stamina you use when you dodge or roll. If set to 5, you would use 5 stamina every time you dodge or roll.
- ❖ **Stamina Regen Delay – Fast Attacks (0 – 3)** – The amount of time in seconds that your stamina regeneration is delayed when you fast attack. If set to 0.5, your stamina regeneration would be delayed for 0.5 seconds every time you fast attack.
- ❖ **Stamina Regen Delay – Strong Attacks (0 – 3)** – The amount of time in seconds that your stamina regeneration is delayed when you strong attack. If set to 0.5, your stamina regeneration would be delayed for 0.5 seconds every time you strong attack.
- ❖ **Stamina Regen Delay –Evasion (0 – 3)** – The amount of time in seconds that your stamina regeneration is delayed when you dodge or roll. If set to 0.5, your stamina regeneration would be delayed for 0.5 seconds every time you dodge or roll.
- ❖ **Speed Malus – Max Reduction Percentage at No Stamina (0 – 100)** – This option gives a reduction on attack, dodge, and roll speed based on how much stamina you have. The less stamina you have the more you are slowed. For example: if set to 25, you would have full speed at full stamina, be 12.5% slower at half stamina, and be 25% slower at no stamina.
- ❖ **Speed Malus – Max Reduction Percentage at No Health (0 – 100)** – This option gives a reduction on attack, dodge, and roll speed based on how much health you have. The less health you have the more you are slowed. For example: if set to 25, you would have full speed at full health, be 12.5% slower at half health, and be 25% slower at no health. Actually, you would be 100% slower at no health because you would be dead, but I think you get the idea.
- ❖ **Speed Multiplier – Fast Attack (No Skill Requirement) (0 – 10)** – This only works if Attack Speed Skill Dependency is off. It modifies your fast attack speed. For example: 0.5 would half your fast attack speed and 2 would double it.
- ❖ **Speed Multiplier – Strong Attack (No Skill Requirement) (0 – 10)** – This only works if Attack Speed Skill Dependency is off. It modifies your strong attack speed. For example: 0.5 would half your strong attack speed and 2 would double it.

- ⚔ **Speed Multiplier – Dodge & Roll (No Skill Requirement) (0 – 10)** – This only works if Attack Speed Skill Dependency is off. It modifies your dodge and roll speed. For example: 0.5 would half your dodge and roll speed and 2 would double it.

The Butcher of Blaviken

- ⚔ **Butcher of Blaviken (On/Off)** – Allows toggling the ability on or off.
- ⚔ **Low Stamina Block Break (On/Off)** – Allows you to break the enemies block if he has low stamina.
- ⚔ **Finisher Vulnerability (On/Off)** – If on, you can take damage and even die while performing finishers, otherwise you are invulnerable.
- ⚔ **Allow Automatic Finishers (On/Off)** – If off, you will be forced to perform manual finishers. If it is on, it does whatever you set Automatic Finishers to in the vanilla Gameplay options. To perform a manual finisher, attack once the enemy is dead and holding his hands to his throat.
- ⚔ **Finisher Chance (0 – 100)** – Controls the percentage chance of performing a finisher (also works if Butcher of Blaviken is turned off).
- ⚔ **Finisher Adrenaline Gain (0 – 3)** – Controls the amount of adrenaline gained on a successful finisher.
- ⚔ **Dismemberment Chance (0 – 100)** – Controls the percentage chance of dismembering an enemy (also works if Butcher of Blaviken is turned off).
- ⚔ **Dismemberment Adrenaline Gain (0 – 3)** – Controls the amount of adrenaline gained on a dismemberment kill.

Defender's Resolve

- ⚔ **Vanilla Counter (On/Off)** – Set to on if you want parrying and countering to work just like the vanilla game. Set to off to use the options below to customize how parrying and countering work.
- ⚔ **Parry – Heavy Attack (On/Off)** – Controls whether you can parry heavy attacks or not without getting staggered or taking damage (can't parry charge attacks or jumps of monsters). If Heavy Attack Countering is not on, you cannot counter heavy attacks but you can block them.
- ⚔ **Parry – Heavy Attack Staggers (On/Off)** – Sort of a balancing option for the Heavy Attack Parry option. Only works if that one is enabled. You can still parry heavy attacks without taking damage, but you get staggered which could possibly expose you to other incoming hits.
- ⚔ **Parry – Arrow (Without Skill) (On/Off)** – Turn this on to allow you to deflect arrows without needing the skill. This works even if you set countering to vanilla.
- ⚔ **Counter – Heavy Attack (On/Off)** – Controls whether you can counter heavy attacks or not. If Heavy Attack Parrying is not on, you can still counter heavy attacks and perform your preferred counter type, but just trying to block them will still stagger and damage you.

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- ▼ **Counter – Arrow (Without Skill) (On/Off)** – Turn this on to allow you to deflect arrows back at the archers without needing the skill. This works even if you set countering to vanilla.
 - ▼ **Counter – Adrenaline Gain (On/Off)** – Controls whether you gain adrenaline when countering.
 - ▼ **Counter – Amount Gained (0 – 3)** – Sets the amount of adrenaline you gain when countering.
 - ▼ **Counter – Human Attacks (Sword Counter/Kick/Bash)** – Controls which type of counter you perform when countering regular human attacks.
 - ▼ **Counter – Heavy Human Attacks (Sword Counter/Kick/Bash)** – Controls which type of counter you perform when countering heavy human attacks.
 - ▼ **Counter – Human Attacks (Two-Handed Weapon) (Sword Counter/Kick/Bash)** – Controls which type of counter you perform when countering two-handed weapon human attacks.
 - ▼ **Counter – Monster Attacks (Sword Counter/Kick/Bash)** – Controls which type of counter you perform when countering regular monster attacks.
 - ▼ **Counter – Heavy Monster Attacks (Sword Counter/Kick/Bash)** – Controls which type of counter you perform when countering heavy monster attacks.
 - ▼ **Sword Counter – Bleed Damage Per Skill Level (0 – 150)** – Applies bleeding damage if the sword counter was used. It does the amount of damage specified here per second per skill level in the counter attack skill. For example: if you have level 3 in the counter attack skill and set bleed damage to 25, you would do 75 bleed damage per second.
 - ▼ **Sword Counter – Bleed Duration Per Skill Level (0 – 15)** – Sets the duration of the bleeding effect when the sword counter is used. It does the amount specified here in seconds per skill level in the counter attack skill. For example: if you have level 3 in the counter attack skill and set bleed duration to 5, you would do bleeding damage for 15 seconds.
 - ▼ **Sword Counter – Chance to Disarm Shields (On/Off)** – If on, you can make a shielded enemy drop their shield if you have the counter attack skill and use the sword counter.
 - ▼ **Kick Counter – Stamina Damage Per Skill Level (0 – 150)** – Reduces enemy stamina by amount set here per level in the counter attack skill. For example: if you have level 3 in the counter attack skill and set stamina damage to 25, the enemy would lose 75 stamina when you perform a kick counter.
 - ▼ **Kick Counter – Stamina Regeneration Delay (0 – 10)** – Sets how long in seconds that the enemy's stamina regeneration is delayed if you use a kick counter on them.
 - ▼ **Bash Counter (Knockdown) – Player Adrenaline Threshold (0 – 6)** – Sets how many adrenaline points you must have to be able to knockdown an enemy when using the bash counter. You must have the counter attack skill for this to work.
 - ▼ **Bash Counter (Knockdown) – Player Stamina Threshold (0 – 100)** – Sets how much stamina you must have to be able to knockdown an enemy when using the bash counter. You must have the counter attack skill for this to work.

- ▼ **Bash Counter (Knockdown) – Enemy Health Threshold (0 – 100)** – Sets the percentage of health the enemy has to be below to knock them down when using the bash counter. If set to 60, the enemy would have to be below 60% health for you to knock them down. You must have the counter attack skill for this to work.
- ▼ **Dodge – No Fleet Footed Stagger (On/Off)** – Controls whether you get staggered or not if using the Fleet Footed perk and taking a hit while in the dodge animation (Fleet Footed lowers damage taken while in the dodge animation up to 100% and with this option it prevents you from getting staggered too).
- ▼ **No Fleet Footed Stagger – Level (1 – 5)** – If the No Fleet Footed Stagger option is on, this one controls from which level of the talent the effect gets activated. If set to 3 and the no stagger option is on, Fleet Footed will prevent you from getting staggered out of a dodge animation only if it is at least level 3.

Adrenaline Control

- ▼ **Maximum Adrenaline Points (0 – 6)** – Sets how many adrenaline points you can get. The vanilla game only allowed 3. If you go higher than that, you will not be able to see it on the HUD. It still works properly though.
- ▼ **Adrenaline Generation – Melee (0 – 10)** – Sets a multiplier for how much adrenaline you gain from melee attacks. For example: 0.5 would half how much adrenaline you gain and 2 would double it.
- ▼ **Adrenaline Generation – Bombs (0 – 10)** – Sets a multiplier for how much adrenaline you gain from using bombs. For example: 0.5 would half how much adrenaline you gain and 2 would double it.
- ▼ **Adrenaline Generation – Signs (0 – 10)** – Sets a multiplier for how much adrenaline you gain from using signs. For example: 0.5 would half how much adrenaline you gain and 2 would double it.
- ▼ **Adrenaline Generation – Ranged (0 – 10)** – Sets a multiplier for how much adrenaline you gain from using the crossbow. For example: 0.5 would half how much adrenaline you gain and 2 would double it.
- ▼ **Adrenaline Degeneration – Light Hits (0 – 10)** – Sets a multiplier for how much adrenaline you lose from being hit by light attacks. For example: 0.5 would half how much adrenaline you lose and 2 would double it.
- ▼ **Adrenaline Degeneration – Heavy Hits (0 – 10)** – Sets a multiplier for how much adrenaline you lose from being hit by heavy attacks. For example: 0.5 would half how much adrenaline you lose and 2 would double it.
- ▼ **Adrenaline Degeneration – Super Heavy Hits (0 – 10)** – Sets a multiplier for how much adrenaline you lose from being hit by super heavy attacks (Heavy attacks from large monsters like fiends). For example: 0.5 would half how much adrenaline you lose and 2 would double it.
- ▼ **Adrenaline Degeneration – Over Time (Non-Combat) (0 – 10)** – Sets a multiplier for how much adrenaline you lose over time when you are not in combat. For example: 0.5 would half how much adrenaline you lose and 2 would double it.

- ⚠ **Adrenaline Degeneration –Over Time (Combat) (0 – 10)** – Sets a multiplier for how much adrenaline you lose over time when in combat. For example: 0.5 would half how much adrenaline you lose and 2 would double it.
- ⚠ **Maximum Adrenaline Time Drain – Combat (0 – 6)** – Sets the maximum amount of adrenaline points you can lose from time loss while in combat. For example: if set to 1, you cannot lose more than 1 adrenaline point from time drain while in combat. You can still lose more from being attacked.
- ⚠ **Maximum Adrenaline Time Drain – Non-Combat (0 – 6)** – Sets the maximum amount of adrenaline points you can lose from time loss when not in combat. For example: if set to 1, you cannot lose more than 1 adrenaline point from time drain when not in combat.
- ⚠ **Combat Adrenaline Degeneration (On/Off)** – If on, you can lose adrenaline during combat over time even if you are not hit. If off, you will not lose adrenaline over time during combat. You will still lose adrenaline over time outside of combat and if hit during combat.

Enemy

- ⚠ **Enemy Combat Aggressiveness (Very Low, Lower, Low, Normal, High, Higher, Very High)** – Gives enemies more or less stamina, which causes them to use their abilities more or less respectively. For example: when fighting a cyclops, if you have aggressiveness set to very low, you shouldn't see him use his charge attack very much. But if set to very high, you will see him use it a lot.
- ⚠ **Chance to Lower Guard (Multiplier) (0 – 10)** – Modify how likely enemies will lower their guard.
- ⚠ **Chance to Raise Guard (Multiplier) (0 – 10)** – Modify how likely enemies will raise their guard.
- ⚠ **Chance to Counter (Multiplier) (0 – 10)** – Modify how likely enemies will counter.
- ⚠ **Block Chance Per Hit (Multiplier) (0 – 10)** – Modify how likely enemies will raise their guard with each hit.
- ⚠ **Hits to Counter (Multiplier) (0 – 10)** – Modify how long enemies will wait until they counter.
- ⚠ **Hits to Block (Multiplier) (0 – 10)** – Modify how long enemies will wait until they raise their guard.
- ⚠ **Enemy Dodge – Negate Damage (On/Off)** – If on, when an enemy attempts to dodge, they will take reduced damage even if still hit by an attack. Think of it as a fleet footed skill for your enemies. If off, they will take full damage if hit by an attack, even if they attempt to dodge.
- ⚠ **Enemy Dodge – Damage Taken (Percentage) (0 – 100)** – Only works if the negate damage option is on. This sets how much damage is reduced if the enemy attempts to dodge an attack, even if he is hit. For example: if set to 35, the enemy will only take 35% of the damage inflicted.

Health Modifier

- ⚠ **Humans (-0.9 – 5)** – Modifies the health of human enemies. -0.50 would remove 50% of their health and 1.0 would add 100% health. 0 means no changes to their health.

- ▼ **Beasts (-0.9 – 5)** – Modifies the health of beast enemies (bears, wolves, dogs, boars). -0.50 would remove 50% of their health and 1.0 would add 100% health. 0 means no changes to their health.
- ▼ **Monsters (-0.9 – 5)** – Modifies the health of larger or stronger monsters (griffins, trolls, fiends, hags). -0.50 would remove 50% of their health and 1.0 would add 100% health. 0 means no changes to their health.
- ▼ **Group Monsters (-0.9 – 5)** – Modifies the health of monsters that are found in groups (drowners, ghouls, nekkers). -0.50 would remove 50% of their health and 1.0 would add 100% health. 0 means no changes to their health.
- ▼ **Contract Beasts (-0.9 – 5)** – Modifies the health of contract quest enemies. -0.50 would remove 50% of their health and 1.0 would add 100% health. 0 means no changes to their health.
- ▼ **Bosses (-0.9 – 5)** – Modifies the health of boss enemies. -0.50 would remove 50% of their health and 1.0 would add 100% health. 0 means no changes to their health.

Damage Modifier

- ▼ **Player Melee (0.1 – 10)** – Multiplies the damage you do with your swords or fists. So 0.5 would half your damage and 2 would double it.
- ▼ **Player Bombs (0.1 – 10)** – Multiplies the damage you do with your bombs. So 0.5 would half your damage and 2 would double it.
- ▼ **Player Signs (0.1 – 10)** – Multiplies the damage you do with your signs. So 0.5 would half your damage and 2 would double it.
- ▼ **Player Crossbow (0.1 – 10)** – Multiplies the damage you do with your crossbow. So 0.5 would half your damage and 2 would double it.
- ▼ **Humans (0.1 – 10)** – Multiplies the damage human enemies do. So 0.5 would half their damage and 2 would double it.
- ▼ **Beasts (0.1 – 10)** – Multiplies the damage beasts do (bears, wolves, dogs, boars). So 0.5 would half their damage and 2 would double it.
- ▼ **Monsters (0.1 – 10)** – Multiplies the damage monsters do (griffins, trolls, fiends, hags). So 0.5 would half their damage and 2 would double it.
- ▼ **Group Monsters (0.1 – 10)** – Multiplies the damage grouped monsters do (drowners, ghouls, nekkers). So 0.5 would half their damage and 2 would double it.
- ▼ **Contract Beasts (0.1 – 10)** – Multiplies the damage contract quest enemies do. So 0.5 would half their damage and 2 would double it.
- ▼ **Bosses (0.1 – 10)** – Multiplies the damage boss enemies do. So 0.5 would half their damage and 2 would double it.
- ▼ **Player DoT (0.1 – 10)** – Multiplies the damage over time you do (burning, bleeding, poison). So 0.5 would half your damage and 2 would double it.


- ▼ **Enemy DoT (0.1 – 10)** – Multiplies the damage over time enemies do (burning, bleeding, poison). So 0.5 would half their damage and 2 would double it.

Group Scaling

- ▼ **Feeble Enemies Min & Max (-30 – 10)** – Controls the range that extremely weak enemies will scale relative to your level. For example: if min is -15 and max is -10, extremely weak enemies will be scaled from 15 to 10 levels below your level.
- ▼ **Weaker Enemies Min & Max (-10 – 10)** – Controls the range that weaker enemies will scale relative to your level. For example: if min is -7 and max is -3, weaker enemies will be scaled from 7 to 3 levels below your level.
- ▼ **Normal Enemies Min & Max (-10 – 10)** – Controls the range that enemies who are close to your level will scale relative to your level. For example: if min -2 and max is 2, normal enemies will be scaled from 2 levels below to 2 levels above your level.
- ▼ **Stronger Enemies Min & Max (-10 – 10)** – Controls the range that stronger enemies will scale relative to your level. For example: if min is 5 and max is 7, stronger enemies will be scaled from 5 to 7 levels above your level.
- ▼ **Hardcore Enemies Min & Max (-10 – 30)** – Controls the range that extremely strong enemies will scale relative to your level. For example: if min is 10 and max is 15, extremely strong enemies will be scaled from 10 to 15 levels above your level.
- ▼ **Feeble Enemy Category (On/Off)** – You can turn on or off the feeble enemies section with this setting.
- ▼ **Regular Hardcore Mode (On/Off)** – By default this mod removes the ridiculous bonuses that hardcore enemies receive in the vanilla game (like an 800% increase to health!). You can turn these bonuses back on if you want with this setting.

Dynamic Scaling – Humans

- ▼ **Tier 1 Min & Max Levels Added (-10 – 10)** – Controls the range that human enemies will scale relative to your level when you are between levels 1 and 9. For example: if min is -1, max is 1, and you are level 5, human enemies will be scaled from levels 4 to 6.
- ▼ **Tier 2 Min & Max Levels Added (-10 – 10)** – Controls the range that human enemies will scale relative to your level when you are between levels 10 and 19. For example: if min is -2, max is 2, and you are level 15, human enemies will be scaled from levels 13 to 17.
- ▼ **Tier 3 Min & Max Levels Added (-15 – 15)** – Controls the range that human enemies will scale relative to your level when you are between levels 20 and 29. For example: if min is -3, max is 3, and you are level 25, human enemies will be scaled from levels 22 to 28.

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- ▼ **Tier 4 Min & Max Levels Added (-20 – 15)** – Controls the range that human enemies will scale relative to your level when you are between levels 30 and 39. For example: if min is -4, max is 4, and you are level 35, human enemies will be scaled from levels 31 to 39.
 - ▼ **Tier 5 Min & Max Levels Added (-25 – 15)** – Controls the range that human enemies will scale relative to your level when you are at least level 40. For example: if min is -5, max is 5, and you are level 45, human enemies will be scaled from levels 40 to 50.

Dynamic Scaling – Beasts

- ▼ **Tier 1 Min & Max Levels Added (-10 – 10)** – Controls the range that beast enemies will scale relative to your level when you are between levels 1 and 9. For example: if min is -1, max is 1, and you are level 5, beast enemies will be scaled from levels 4 to 6.
- ▼ **Tier 2 Min & Max Levels Added (-10 – 10)** – Controls the range that beast enemies will scale relative to your level when you are between levels 10 and 19. For example: if min is -2, max is 2, and you are level 15, beast enemies will be scaled from levels 13 to 17.
- ▼ **Tier 3 Min & Max Levels Added (-15 – 15)** – Controls the range that beast enemies will scale relative to your level when you are between levels 20 and 29. For example: if min is -3, max is 3, and you are level 25, beast enemies will be scaled from levels 22 to 28.
- ▼ **Tier 4 Min & Max Levels Added (-20 – 15)** – Controls the range that beast enemies will scale relative to your level when you are between levels 30 and 39. For example: if min is -4, max is 4, and you are level 35, beast enemies will be scaled from levels 31 to 39.
- ▼ **Tier 5 Min & Max Levels Added (-25 – 15)** – Controls the range that beast enemies will scale relative to your level when you are at least level 40. For example: if min is -5, max is 5, and you are level 45, beast enemies will be scaled from levels 40 to 50.

Dynamic Scaling – Monsters

- ▼ **Tier 1 Min & Max Levels Added (-10 – 10)** – Controls the range that monster enemies will scale relative to your level when you are between levels 1 and 9. For example: if min is -1, max is 1, and you are level 5, monster enemies will be scaled from levels 4 to 6.
- ▼ **Tier 2 Min & Max Levels Added (-10 – 10)** – Controls the range that monster enemies will scale relative to your level when you are between levels 10 and 19. For example: if min is -2, max is 2, and you are level 15, monster enemies will be scaled from levels 13 to 17.
- ▼ **Tier 3 Min & Max Levels Added (-15 – 15)** – Controls the range that monster enemies will scale relative to your level when you are between levels 20 and 29. For example: if min is -3, max is 3, and you are level 25, monster enemies will be scaled from levels 22 to 28.

- ▼ **Tier 4 Min & Max Levels Added (-15 – 15)** – Controls the range that monster enemies will scale relative to your level when you are between levels 30 and 39. For example: if min is -4, max is 4, and you are level 35, monster enemies will be scaled from levels 31 to 39.
- ▼ **Tier 5 Min & Max Levels Added (-15 – 15)** – Controls the range that monster enemies will scale relative to your level when you are at least level 40. For example: if min is -5, max is 5, and you are level 45, monster enemies will be scaled from levels 40 to 50.

Dynamic Scaling – Group Monsters

- ▼ **Tier 1 Min & Max Levels Added (-10 – 10)** – Controls the range that grouped monster enemies will scale relative to your level when you are between levels 1 and 9. For example: if min is -1, max is 1, and you are level 5, grouped monster enemies will be scaled from levels 4 to 6.
- ▼ **Tier 2 Min & Max Levels Added (-10 – 10)** – Controls the range that grouped monster enemies will scale relative to your level when you are between levels 10 and 19. For example: if min is -2, max is 2, and you are level 15, grouped monster enemies will be scaled from levels 13 to 17.
- ▼ **Tier 3 Min & Max Levels Added (-15 – 15)** – Controls the range that grouped monster enemies will scale relative to your level when you are between levels 20 and 29. For example: if min is -3, max is 3, and you are level 25, grouped monster enemies will be scaled from levels 22 to 28.
- ▼ **Tier 4 Min & Max Levels Added (-15 – 15)** – Controls the range that grouped monster enemies will scale relative to your level when you are between levels 30 and 39. For example: if min is -4, max is 4, and you are level 35, grouped monster enemies will be scaled from levels 31 to 39.
- ▼ **Tier 5 Min & Max Levels Added (-15 – 15)** – Controls the range that grouped monster enemies will scale relative to your level when you are at least level 40. For example: if min is -5, max is 5, and you are level 45, grouped monster enemies will be scaled from levels 40 to 50.

Maximum Levels

- ▼ **Maximum Monster Level (30 – 105)** – Controls the maximum level enemies can achieve in both scaling modes.
- ▼ **Maximum Player Level (30 – 100)** – Controls the maximum level Geralt can achieve.

Level Bonuses

- ▼ **Player – Skill Points Per Level (0 – 10)** – Controls the number of skill points awarded to the player on level-up.
- ▼ **Always Gain Skill Points (On/Off)** – By default, the game stops giving you skill points after you reach level 50. Turn this option on to gain skill points even after level 50.

- ▼ **Enemies – Deadly Bonuses (On/Off)** – By default the game gives ridiculous bonuses to enemies many levels above you (like an 800% increase to health!). You can turn on and off these bonuses here. This only works if you are not using level scaling. Level scaling removes these bonuses automatically.

Experience

- ▼ **Quest Experience Scaling (On/Off)** – Having this option on means that you get more experience from quests that you out leveled. Having it turned off means you will get the normal amount of XP you would get if the quest was on your level.
- ▼ **Fighting Experience Scaling (On/Off)** – Having this option on means that you will get less and less XP from enemies as you level up. This will normalize the XP gain and stop you from leveling up from something as simple as killing a couple monsters (only affects combat).
- ▼ **Quest Experience Multiplier (0 – 10)** – Multiplier for the amount of experience received for completing quests. For example: 0.5 will give you half the normal experience and 2 would give you double the normal experience.
- ▼ **Fighting XP Multiplier (0 – 10)** – Multiplier for the amount of experience received for killing enemies. For example: 0.5 will give you half the normal experience and 2 would give you double the normal experience.



Credits

Kukassin – The original creator of this mod.

Nolentharr – Reuploaded and maintained this mod after Kukassin moved on.

Lukex33 – Updated the mod for game version 1.22.

acbatchelor – Updated the mod for game version 1.31, fixed several bugs, added some new options.

Made this nice manual for you. ☺