Progress Chart:
https://docs.google.com/spreadsheet/ccc?key=0AiAQSMjBQ6EQdHp6Rk9sU1VubmZkVUhnTm hhUkctenc&hl=en_US#gid=0

v0.80 includes changes to the level scaling, encounter zones, loot tweaks, leveled lists, and NPC's.

[Current Change Log from vanilla to current version]

Spawns:
- Increased by ~50%. Often doesn't work due to the manner in which skyrim has NPC placements. Will change with scripting access.

Level Scaling:
- Overall level scaling is now set to 1.1x the player level. This effectively means that their level is calculated at 1.1 * player level, thus the reference level for a player at level 30 is now 33. The actual change is that for an encounter zone, if you are over the minimum level; it multiplies the level scaling by this amount. But for the encounter zones, the minimum level is 0 (apparently).
- Encounter Difficulty changes - this is localized to each spawn point:
  - Very Hard: 1.25x to 1.5x the player level (1.8x for more intense)
  - Hard: 1x to 1.2x player level (1.4x for more intense)
  - Medium: .67x to .8x player level (1x for more intense)
  - Easy: .33x to .45x player level (.5x for more intense)

Encounter Zones:
- All encounter zones have been reworked, so they have minimum levels throughout the game. This means that upon entering an area, it may not be the player's level - it could be significantly higher. Since enemies can spawn at all levels under that minimum level, the first few enemies you fight may not always be representative of the zone level - take care and save often.

Leveled Lists:
- Dragons are now deleveled but weighted. There's chances for any dragon to spawn from any level, but the chances of higher level dragons gets progressively higher as you increase in level. This will mean less difficulty at >level 45, but more difficulty at lower levels. Good with a slower leveling mod.
- Vendors are fully de-leveled. NPC equipment is slightly de-leveled, the level requirements are reduced by about a third, and the rarity of high-end gear is decreased dramatically. This should smoothen out when better gear starts appearing, and reduce the dependency on player level.
  - I meticulously went through all the lists, taking out the level modifiers to all equipment. I then balanced them around a percentile chance, much of it

exponentially based, for the chances to have high-grade equipment. The approximate odds are between 1 in 20 to 1 in 24 chance for a vendor to have a 'rare' piece of equipment, something of elven/dwarven or higher. The odds to get glass or ebony is usually about 1 in 10, to 1 in 30, of the chance for a rare piece. So overall odds are quite low for the high-end pieces. Enchanted equipment is in general more rare.
- Gold levels reduced by approximately half or more throughout the game.
    - Vendors now pay out less for sold items, and sell items for more money.

NPC's:
- Enemy mages have healing spells across the board. Seemed fitting - but they may not necessarily use them at all times.
- Enemy mages have the assistance tag changed, so they may help their allies with healing spells (may - I need the CK to expand this a bit).
- Enemy humanoids have potions and will use them. Each humanoid has 4 chances of a 20% chance to get a healing potion (10% for reduced potions).
- NPC AI's tweaked for confidence and aggression levels.
    - Horses (will require a new horse).
    - Mudcrabs (much less aggressive, lower aggro radius, varies on the size of mudcrab).
    - Wolves (slightly lower aggression, much lower aggro radius).

AI (AI only file does NOT include sneak tweaks - that has its own file):
- Enemy bosses *should* start shouting much sooner, with a lower tolerance for angle, making it difficult to dodge bosses that shout.
- Enemies should start healing at higher health percentages (60% to 75%).
- Enemies should detect you easier while in plain sight, while leaving the rest relatively unchanged:
    - SneakBase from -15 to -13
    - Sounds Multiplier from 1 to 1.25
    - LOS Sounds Multiplier (used when there's no line of sight) from .4 to .28
    - Max distance for detection from 2500 to 2800.
    - Light multiplier from .4 to .52.
- Overall AI modified (subtly, mind - not overdone):
    - Dodge chances increased and they'll favor left and right a bit more.
    - Angle tolerances reduced, , actual angle variances reduced, target tracking increased, arrow offsets decreased.
    - NPC's will block more while under attack, and attack less while the opponent is blocking.
    - Shield bash chances dramatically increased.
    - Magic cast times and wait times dramatically reduced.
    - Magic restrictions reduced dramatically.
    - Shout restrictions reduced, shout retry delays reduced.

- Dragon flight ranges decreased, orbit ranges decreased, hover times have more variance, small increase to dive bomb chance, and turning arcs reduced (they turn faster).
- Reaction times increased - for casting and dodging for the most part.
- Minimum Equip times reduced (they're forced to use a weapon they've switched too for a shorter time period).
- Noticed detection distances increased - enemies will notify their buddies when they see you.
- Search distances increased - enemies will search farther, through adjoining rooms, and for a longer time period.
- NPC's will recover from being disarmed much faster, and will acquire new and better weapons much faster.
- NPC's, when finding cover, will have more variance in the ranges used to find cover.
- Slight increase Fall Back chances, with distances and times having more variance.
- NPC's will choose to heal themselves much sooner, mages at about ~50% or so.
- NPC's will equip melee weapons sooner (they should? I might edit this setting out).
- Enemies will react a bit farther to dead bodies.

Loot:
- Special loot weighting has been decreased from 4 to 3
- Max level of items in a zone is now 1.5x player level, from 1x.
- Min level of items in a zone is now .85x player level, from .4x.
- Min level of items with regards to player level remains unchanged at .75x player level.
- Special loot chance is 45% from 90%.