Difficulty Settings

sword-of-the-stars-the-pit.fandom.com/wiki/Difficulty_Settings

Full list of all bonuses and adjustments for each difficulty is listed below:

	Easy	Normal	Hard	Insane	Seriously?
Damage received by player	70%	100%	125%	125%	125%
Damage dealt by player	130%	100%	100%	100%	100%
Experience received by player	100%	100%	80%	60%	40%
Psi regeneration	200%	100%	80%	80%	50%
Additional health gained per level by player	10	0	0	0	0
Player's hunger rate	100%	100%	100%	100%	120%
Bonus to all player's skill checks	+15	0	0	0	0
Bonus to enemy's psi points	0	0	+25%	+50%	+100%
Bonus to enemy's penetration	0	0	0	+1 per floor	+2 per floor
Monster appearance	4 floors later	as normal	4 floor earlier	8 floors earlier	8 floors earlier
Adjustment to maximum monsters per room	0	0	0	+1	+2
Room device appearance	4 floors earlier	as normal	as normal	as normal	as normal
Final game score modifier	50%	100%	150%	200%	400%