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## Fallout 4 deacon companion guide

Fallout 4 has a ton of perks. Perks can be unlocked after leveling, found in skill magazines, and even earned through becoming friends or lovers of your friends. When a player's character achieves maximum similarity with any friend, they are given a unique privilege that can not be purchased anywhere else in the game. The privileges of this companion are often very powerful and worth the time needed to earn them. So how to achieve maximum similarity with friends? Do what they like! Most friends have a code of ethics which they would like you to follow. MacCready, for example, will do almost everything if there is good money involved. In addition to day-to-day activities, certain actions to change the game will have a major impact on the views of some characters. This usually comes into play when completing a fraction quest. If you want to start collecting companion privileges in Fallout 4, but don't know where to start, you'll want to join the railway. A companion associated with the faction, Deacon, can be the easiest pleasant companion throughout the game. This most likely stems from the nature of his shadows - we don't know exactly who and who he is, and why he's doing things. Here's a twist: do we really care when he's basically giving away free stealth damage? Deacon Privilege Cloak & Dagger offers players a permanent +20% sneak attack injury and a +40% increase in stealth boys exposure duration. Along with other secret privileges, this bonus can cause a total of 5.3x bonus sneak attack damage. How to make Deacon HappySo, how do we please this masked master? Simple, do almost everything! Since most companions have one set of everyday activities that gives you a kinship with them, Deacon likes when you hack computer terminals, choose locks and be kind to people who deserve it. He doesn't care if you're sarcastic or try to throw away some extra money - unless synth are involved (in which case he won't like it). In addition to this, Deacon will like it if you complete the railway missions. Even small rail events like chat with Tinker Tom for the first time and taking his side will grow deacon love. Unfortunately, Deacon can't be romanced, which means it will take a little more time to complete your views boost. This, in addition to the fact that you can not be a killing machine, destroy everything and everyone on your way with it along with you, is the only drawback of recruiting a deacon. Where to find Deacon is a spy for Railway, an underground synth sympathetic organization. To join you as a companion, you will need to find the railway and complete an initiation mission. ----- WARNING! MASSIVE SPOILERS AHEAD! ----- If you want to find a railway of your own, avoid this eyes! You probably won't hear about the railway until you get to Diamond City. Here you will be able to find several holotapes in detail to connect to the railway. The only one I remember is on the closet top floor of Fallon's basement. When you grab the holotape and listen, you will be given a path to freedom quests. To start walking along the freedom trail, you will need to enter Boston Common. From here you will be given a red line painted on the ground to follow through the city a bunch of local landmarks. If you plan to explore these landmarks as you go, please bring Fat Man with at least 3 mini core to the Massachusetts State House. I'll let you figure out why it's all right. When traveling around the city and visiting these landmarks, you will notice red signs on the ground (they look like well covers) by writing a code. Since we've had a spoiler section, I just go ahead and say that the code is R-A-I-L-R-O-A-D. I bet I've never seen one come. At the end of the Freedom Trail you will come to the Old Church of the North. Guide through the basement to the catacombs below, enter the code when you come to the final wall and you will get access to the railway's secret base. Here you will be in contact with Deacon and Desdemona for the first time - the railway leader - and you will get an initiation quest. There you have it! Deacon, his privilege, how to please him and where to find him! It is incredibly easy to raise views and his privilege gives one of the most massive boosts in the game. For these reasons I recommend you make friends with him quickly! Getting your character max sibling with each companion (except Dogmeat and Automotrons) will unlock a special privilege that is a constant boost to your character. Many players will want a max sibling for all companions who have perks useful for their build, or one they would like to have a romance with. Here is a basic list of their likes/dislikes to help you avoid doing things they don't like while around them, and gradually improving their relationships when they so do you. Make friends with your companions: AffinityEach action taken around a companion (whether after them or not) will be your result going up or down. By going to +1000, a friend's unique privilege will be unlocked, which will give you a constant boost. Max relationship status, some companions are available for romance as well, which will allow you to sleep with them and get lover's embrace buff, resulting in a 12-hour +15% increase in XP profits instead of the usual 10%. Being x means dialogue choices that can have a significant impact on kinship. Use your best solution when talking to Quest NCS to decide whether this or that dialogue choice is it (sarcastic) or violent (start a fight). However, with everyday actions (especially chem use, armor/weapon fashion) you can farm more views by doing them regularly. Expect the hated and beloved greatly reduce or increase the profits followers' views, while the likes/dislike will be a step forward/backwards. Some companions hate or like when you help certain groups. I've noticed those who have strong feelings about So you can send them to another place and work with another companion when you do a fraction quest. Radiant searches, which are repeated, are a good source of kinship for some friends. Some actions will rarely be taken, such as when you cure dogmeat, as you can only have one follower at a time - it will be rare for a dog to be hurt in the city, although you can try to cause that yourself if you have spare stimpaks! For now, it works and you can heal it over and over again with companions who love that action in the city. No one likes to shoot a dog. The commonwealth's standards of decency are extremely low. If a companion likes you naked, you can quickly travel over and over again without wearing any armor and with them so you gain a kinship quickly. Those who like drugs are usually easiest to make friends, as well as those who like modifications of tools. There are different quest interactions that are very specific and cause +/- modification depending on which companion you have around. I don't list every condition that causes profit/loss, but hangs in the mainstream. As PerkOnce hit 1000 you should see that companion idolizes you. This means that you now have a new perk if there are no other conditions. Danse insists blind treason must be completed, and some companions must be spoken to perk in the future. Some companions will have to look for you when you reach a certain level of affinity. Cait Where to Meet Cait: Combat Zone, after clearing. Companion Perk: Trigger Rush - AP regenerates 25% faster when your hitting points are less than 25%. Currently bugged and only caused when the symbol is less than 25 AP and then regenerates ap only 8% faster - a joke. PC players can download a mod to fix it here. Once set it will work perfectly with armor that slows down the time when HP is small. Relationship with Cait LikesCait Dislikes Picking Locks Picking Up (Stealing) Pocket Pickup While Wearing Clothes Being Selfish Is a Violent Chem Use (Before Quest) Chem Addiction (Before Quest) Giving Things To Those who asks (before the quest) to help fraternities cannibalism murdering NPCs Are generous being peaceful Chem use (after quest) Chem addiction (after quest) Give items to those who ask (after quest) to help minutemen help the railway where to meet Codsworth: He's a sanctuary at the beginning of the game. Companion Perk: Robot Compassion - Grant +10 Damage Resistance To Energy Attacks Robot Enemies. Very specific, eh? Overall one of the weaker perks here, but Codsworth is pretty easy to please. Enhance relationship with Codsworth Codsworth LikesCodsworth Dislikes Armor Mods Arms Modifications Healing Dogmeat Is Generous Being Generous Giving Items to Those Who Request Murdering NPCs Picking Owned Locks (Stealing) Language Checks Money Theft Pickpocketing Being Selfish Chem Use Chem Where to meet curie: Vault 81, after you finish the hole in the wall companion perk: Perk: Medic - Once a day you will cure 100 health when your life falls below 10%. In theory, you can still be one shot, but this perk can sometimes save your life. Raising the relationship with Curie Curie LikesCurie Likes Healing Dogmeat Is Beautiful Being Peaceful Giving Items to Those Who Ask To Help Railroad Murdering NPCs Theft Pickpocketing Is a selfish Chem addiction just where to meet Paladin Danse: Cambridge Police Station, save some fraternity soldiers then complete the Tour Companion Duty Perk: Know Your Enemy - great perk - deal with +20% damage to ghouls, mutants, and synths. The hatred of all foreign things is strong for you! Quest Blind Betrayal (which appears on the BoS Quest circuit) needs to get this perk. Raising the relationship with Paladin Danse Danse LikesDanse Dislikes Power Armor entry Vertibird record Armor Mods Weapons Modifications There is a nice being violent Help steel fraternity Help Minutemen Cannibalism Murdering NPCs Picking owned locks (theft) Stealing Pickpocketing Is a peaceful chem use only where to meet a diacon: Join the railway and complete a tradecraft quest. Companion Perk: Cloak & Dagger - Increases Sneak Attack Damage by 20%. It changes the multiplier by 20% above base, resulting in a range of 2.0 to 2.4 ranged and 3.0-3.6 melee sneak attacks - toss ninja getting huge sneak attack damage, and (ranged only) mister sandman with muted weapons 6.3x damage. I read an error stating that in order you take their questions - try to have some ranks of Ninja/Mister Sandman before reaching max sibling with Deacon. Increasing relationships with Deacon Deacon LikesDeacon Dislikes Hacking Healing Dogmeat Lockpicking Picking Owned Locks (Stealing) Language Check for Money Is Beautiful There Is This Give Things to Those Who Ask Cannibalism Murdering NPCs Is a Violent Chem Use Chem Addiction Killing Settlers or Railroad (even quests) will turn it against you. Where to meet Porter Gage: Follow the main quest for Nuka World and complete an ambitious plan. Gage's Companion Perk: Tutorials on Blood - Your relationship with Porter Gage gives you +10 damage resistance, and you permanently gain +5% more XP for a kill fight. As an additional bonus, and without becoming friendly with it, Gage can sell you ammo and other items at any time, even though he carries only 100 caps. This benefit for the store owner is only available when you are in Nuka World. Raising a relationship with Porter Gage Gage LikesGage Likes refusing to help settle Change your guns Murdering NPCs Picking Locks Stealing Asks for more caps during Quest Is selfish, violent, and it's through language Help settlement by attack chem addiction Chem use to donate items to others Drinking alcohol Is generous, beautiful, or peaceful speech Where to meet Hancock: Goodneighbor. Have a Big Dig Quest (from Bobbi No-Nose), then he will join. Companion perk: Isodoped - With 25% bar filled You fill fill up crit bar 20% faster. Works great with weapons such as the Righteous Authority and anyone with the Relentless Legendary Mod, such as Kellogg's Pistol. Raising a relationship with Hancock Hancock LikesHancock doesn't like to be generous in being peaceful Being violent Chem use just giving items to those who ask for murdering NPCs to steal Wear off clothes Is selfish There is a means where to meet maccready: Goodneighbor - inside the Third Railway. Hire 200-250 Caps. Companion Perk: Killshot - Adds an apartment +20% to reach the enemy's head for VAT. Super strong along with Sniper Perk, which also stacks accessories, meaning you can make heads over long distances. This + Deacon's Cloak and Dagger Perk are incredibly strong together in a sniper build. Increasing relationships with Robert MacCready MacCready Dislikes Picking owned locks (stealing) Speech checks for money Theft Is violence Help Minutemen Murdering NPCs Is a nice is a peaceful Chem addiction just by giving items to those who ask where to meet Valentine: Is quest getting a clue, it is Vault 114, which is found after a major quest from Diamond City. Companion Perk: Close to Metal - Gives you another chance to break in terminals, as well as shortening terminal time again by 50%, reducing it to 5 seconds. Why bother with rank 4 hackers when you can have it! Raising a relationship with Valentine Nick LikesNick doesn't like hacking Healing Dogmeat Is Beautiful Being Beautiful Is it giving things to those who ask for cannibalism murdering NPCs Picking owned locks (stealing) Stealing Pickpocketing Is A Peaceful Violence Aid Steel Fraternity Where to get old longfellow - Is far from home quests in Far Harbor, then take it as a guide walk in the park. Unique Perk: Hunter's Wisdom - Reduces damage and energy resistance to animals and sea creatures by 25%, increasing your ability to damage them. Raising relationships with Longfellow Longfellow LikesLongfellow Don't Like to Drink Alcohol Healing Dogmeat Help Settlements Is Peaceful Through Conversations With Other NPCs (Quests) Being Selfish During Conversations With Other NPCs (Quests) Chem Use Donate Items chem Cannibalism Murderpocketing Refusal to Help Settlements Is a Generous Violent Piper Where to Meet Piper: Diamond City. It Will Be The Entrance To. Complete the history of the century quest to make friends with her. Companion Perk: Gift Gab - You will get dual XP to discover new locations and successful Charisma language checks. Useful perk get early in the game, but will help you level regardless of when you get it. Enhance relationship with Piper Piper LikesPiper Dislikes Healing Dogmeat Lockpicking Is a Rich Being Means To Give Things to Those Who Ask To Help Minutemen Help Railroad Cannibalism Murder NPCs Picking Owned Locks (Stealing) Stealing Pickpocketing Being Selfish Is Peaceful Violence Help Steel Fraternity Where Preston: Freedom Museum, Concord. He will join after the first step, which is after the Freedom calls companion perk: United We Stand Deal +20% damage and gain +20 injury resistance any time you fight 3 or more enemies (which is almost always). Obviously, it's a very strong privilege, especially at the beginning of the game, when +20 DR really matters, although an injury increase is the main draw here. As much as people hate Preston, they should probably grab this one then send it to a farm they rarely visit if they don't want their quest. Increasing relationships with Preston Garvey Preston Don't Like Weapons Modifications Is Generous Being Generous Being Peaceful Giving Items to Those Who Ask To Help Residents Help Minutemen Cannibalism Murdering NPCs Picking Owned Locks (Stealing) Stealing Pickpocketing Being Selfish Is a Violent Chem Addiction Only Where To Meet Strong: Trinity Tower. Under The Curtain Call Quest. Near the tower, you'll get a distress signal on the radio. Companion Perk: Berserk - Deal with +20% melee damage when your HP is less than 25%. Similar to Cait's Perk, the only melee despite this companion perk image shows the gun. Raising relationships with strong strong LikesStrong dislikes cannibalism Murder NPCs Is generous Being peaceful Being violent Power Armor record Veritbird record Healing Dogmeat Lockpicking Picking belongs lock (stealing) Language checks hats are selfish is to help steel fraternity Where meet X6-88: Is the main quest, Join the Institute and complete your chain to the point of humanity Companion Perk: Shield Harmonics - Gain +20 Energy Resistance. Like Codsworth's Perk, just not so specific and double the value. He stacks with him, however, and will give you +30 against robotic opponents such as Assaultrons. Enhance relationships with X6-88 X6-88 LikesX6-88 Dislikes Power Armor entry Hacking Armor Mods Weapons Modifications Language Checks Hats Are A Peaceful Healing Dogmeat Wear No Clothes Is Generous Being a Nice Chem Addiction Chem Use Giving Items to Those Who Ask, Regardless of What You Think, Don't Mind Helping Railroad That's All Folks. Share any specific incidents that your companion loved/dislike to use the form below, and you can help your fellow players. I didn't want the lists to be too overbearing so that people could get into the basic ways of holding views and getting these privileges. When I have pages about all these friends who will be where I detail how to get each of them, I link them here. Find a guide see my Far Harbor guide to the new features of DLC. There you can also watch the trailer and view the new weapons that can be found. The area is massive, so we can expect a lot of quests and exploration of fog, a rugged area with new and complex creatures in battle. Please note has different limbs DLC, what we all wanted! This is like the actual final game fo4 that you can choose to choose Walkthroughs Islander's Almanac Magazine Places Far From Home: Quest 1 Walk in the Park: Quest 2 Where You Belong: Quest 3 Best Left Forgotten: Quest 4 Ware's Brew Quest New Striker New Ultimate Quest To Restore Order (Mechanist Fight/Options) is now available. I also released a page describing working automatron to accompany the home page on DLC. This includes how to make a robot workbench start creating your own Automatrons, and walks you through the first two quests while giving some tips on how to combat mechanic creations. Quest 3 Walkthrough: Headhunting also resides on the site. Robots Automatron New Mechanist's Lair, Eyebots, and Rogue Robots cover what happens after the mechanist story is over. Now that I've written about all the Perks Fallout 4, I've put them all on the list, with how they work, what you can expect, and your opinion of them. I hope it's convenient! I also collected map photos of all bobblehead locations in the game. You can choose to explore places yourself or read the descriptions of those I've written about. About.