

Floris mod companions guide

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The content of the show Loves and dislikes party Combinations Some characters begin with non-combat party skills, based on intelligence that can be easily developed: medical skills (First Aid, Surgery, Wound Treatment) M travel-related skills (Path of Search, Spotting, Tracking) T related to combat skills (engineering, tactics) B Characters (e.g. Bunduk), whose non-combat skills are not easy to upgrade will not have these skills present to their names in combinations. Some characters will likely end up with high agility and therefore especially good candidates for development: agility-based party skills (foraging, looting) In fact, virtually any combat-oriented character will have enough agility to create one or the other (or both) of these skills. Standard 11 You can use a maximum of 11 companions without any conflicts. Possible combinations: (Click on the table to switch between alternate combinations) Raiding Party is a stable group of 10 mates who do not object to looting and looting. (Click on the table to switch between alternate combinations) Note: Firentis can be added if you don't raid constantly and feel that you can control your morale. The Emissary Sequence Note: There is an error of interpretation with the section Do not like as an emissary, the companion in this section is disgust, not the other way around. So if Alayen is sent as an emissary, Borchha will be disgusted. Duration of the emissary's mission: 21 days After 4 days can send another satellite (i.e. 17 days before the end of the mission for the last sent satellite) Satellite can not be sent if its morale is below 90. (Morale recovers over time) Just curious what different combinations people use, and why. I understand that you have to get as many mates as you can support, since at the end of the game, the companion will be better than a regular soldier. What stops you is that satellites have likes and dislikes for other mates, so makes a sustainable combination just like solving a puzzle. Recall that the rules of the puzzle: Each companion loves each other companion and does not like 2 other comrades. If the X-companion is in the same game with one unloved satellite, X will be upset. To balance this out, you have to have a loved companion also in the party. Since there is only one loved companion for each companion, you can't balance X if you have both his/her disliked mates in the party. For help: Here's a link to the full list of companions of 22 for Floris: My current best is 12 mates: list of typedecimal Borchha Imira Rolf Matheld Bunduk Katrin Nizar Artimenner Nadya Sajad Edwin / List I don't have 10: decimal type list (Marnid Bahestur (Firentis) (Firentis) It was only by taking this post and checking the last time before posting, I realized that there is an imbalance with Bahestur (hates Catherine and I don't have Gazwan). Why did I need to quit it. that when you extrapolate at the end of the game, with a possible cap level of 62, where the initial stats/skills are not significant, the figures are king i.e. a combination with a lot of mates winning. In my opinion, Borchha/Deshavi are the options for the first and Jeremus/Imir options for the latter. As long as I have one for each feature set, I'm fine. Along the way I realized that through tournaments, my own character will always be much higher in level than my companions. That's when I started to think that if I took on some key skills myself? It was around this time that I learned about the Party Skills bonus you would get if your own character got that skill at a high level. So I avoided my old way of pumping Str and Agi for direct combat skills, and prioritizing Int. Started to find myself with all these skills of spare points. So I maxed out beliefs, leadership, coach, surgery and tactics on my own character. This will take away the emphasis on Jeremus. Ymira can grow to priority wound treatment and first aid at the same time. What do you think, Nimya? Was it a waste of points? Should I have left surgery and tactics like Party Skills to my mates as well? No, I agree in the sense that adding these skills to yourself is a great undertaking, considering if you want to be king you could turn some of these comrades into Vassals yourself. But I think the starting bonus should always be taken into account seeing how this skill can be maxed out earlier and other skills get left over points. But also remember your character (if changing your army commander to one of your comrades) also needs leadership skills only skills, namely leadership, prisoner management, and (though not entirely) inventory management. Again all these speculations are based on the actual mechanics you will use in the current passage and your plans for the end of the game. And of course, if you're under any self set rules for RPing. After all, it's always my remember everyone, your hey, it's brilliant! To use a companion as a combat commander, specifically to manage prisoners. I don't know if this will work Floris that mechanic is in place), but if it happens that frees the prisoners of control for me. I don't think this Floris has it in though. Back in the campaign map where prisoners are transacted, not a battlefield. I think the companion mechanic is limited only to the battlefield. Even if above, really, I still want leadership in my character. Increased army capacity, reduced army support, increased morale... all the dots to not be sneezed at. I'm still not sure about the tactics, though. I feel like I can offload that to a companion i.e. in favor of tactics is good, but I can wait for a companion to catch up with it. Any thoughts? I use, like, 4 tactics on Lezalit because I need to increase it in anyway, which gives me a lot of points. He's usually the guy I play as a commander because he's having trouble getting XP in combat on his own because the early points are invested in Int for him. In addition, the prison management works only for the manager, this has not changed. It is possible, however, that having slavers in your party increases your skill, but im not sure how it works, or even if it works. I myself use these: Bashetur (HA and Looting, feeding, usually at the end, when im actually raising the army) Borchha (HA No. 7 way, 4 spotting and 4 tracking) Nizar (Usually a knight, sometimes a horse archer if I join the khergit) Rolf (Doctor and Knight) Lezalit (Tactics, Trainer and a little feeding) Matheld (Another knightly companion that I make as strong as possible) to get a horse and a spear, facilitates the experience to get for him as I invest quite some early points in Int and Engineering, sometimes my secondary doctor, since I get a lot of points anyway) Odval (a new companion who can be a horse archer! Yeeeeeess!) Alayen (usually let him go to be my lord after all, since I don't like him much, but he's a very capable fighter) SOMETIMES: Only if they don't consider raiding villages in the future and feel like they're able to stand the kind of ones Edwin (Kind of hate him, but Hes pretty flexible) Nadia (the same one usually replaces Rolf as a doctor.) , Wound Treatment (7), Surgery (7), First Aid (7), Persuasion (6) and a bit of leadership (4) and trade (4). And of course two inventory management. I get about 21 intelligence as one of my first priorities. I just use my skills to praise my whole party as well as having these important skills when someone is down. Otherwise, I use any loose glasses I get in ironflesh and shield, since I really don't like getting mashed in one hit. (my build on lvl 30 is about 15-21-21-12, then I get my str to 30 for or that my build) I use this sheet, originally placed monnikje: Instantly: Odval Floris Sajad Firentis Bahestur Nadia Artimenner Matheld Lezalit Rolf Borchha I do not like to use Jeremus in every installation installation I sometimes prefer to ignore it completely like this game. The only problem here: Where is the medic? It's Borchha; After several level highs he runs My Current Best 12 Mates: Ymira (Now Lord) Alayen (Now Lord.) Bunduk Nadia Edwin Bahestur Firentis Deshavi Jeremus Ghazwan just took: Sajad Floris I just grab all the female companions and we go around beating the snot of the men and grabbing the ground. Of course, I play very... Free. By that I mean that I don't mind healing myself in battle. yes, I'm not talking about a player or anything. I just like to beat people up and take the land. More fun in managing the kingdom and such aspects of fashion, so I try to get the land as soon as possible ... Just thought I'd update this, for future readers. A stable combination for 13 companions has been found. By stable, I mean that: - No companion has 2 mates in the party that he/she hates - every companion who has one companion in the party that he/she hates, has one companion that he/she loves The best part is that she has all the popular candidates like Jeremus (surgery/wound treatment/first aid), Artimenner (engineer) and Lezalit (trainer). 1) Jeremus 2) Odval 3) Ymira 4) Alayen 5) Artimenner 6) Lezalit 7) Edwin Nadia 9) Marnid 10) Borchha 11) Deshavi 12) Cleti 13) Firentis Edit: Scratching that. Odwal is not stable. She doesn't like Alayen and Imir. But for some reason she hasn't threatened to leave yet. Weird. Just thought I'd update this, for future readers. A stable combination for 13 companions has been found. 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Also, with high skill persuasions you can dissuade them from grooming quite easily. Very good advice as always. Thanks to Eurafica. So, technically, with the utmost persuasion skill, can you have all the companions in play with you? If they threaten to leave, your conviction forces them to stay? In case someone is still interested, I found a stable combination of 13 mates. (list type) Floris Alayen Bahestur Marnid Marnid Marnid Marnid Marnid Marnid Marnid Rolf Ymira Ymira Ymira Bashashtur Rolf Rolf Firentis Firentis Firentis Bash Alaturen Alayen Fire Borchha Borchha Borchha Marnid Marnid Marnid Marnid Marnid Marnid Marnid Rolf Ymira Ymira Ymira Bashashtur Rolf Rolf Firentis Firentis Firentis Bash Alaturen Alayen Fire Bunduk Bunduk Matheld Nizar Katrin Katrin Alayen Lezalit Artimenner Jer Jeremus Nizar Floris Floris Floris Floris Lezalit Od Nadia Nadia Floris Sajad Jad Jad Ghazwan Edwyn Edwyn Ghazwan there are also 57 12 combo members. I'm not going to put them all on the post, but you can find them here. In here.

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