



Hi, I couldn't find the chart, so I created one, with some tips on who should be included: the yellow letter is pagan, the blue letter is the Christian green arrow likes A, the red arrow means A, and A, not all arrows are two-way. A party can have at most 10 heroes, with at least one like and one dislike. (But beware, sending one on a mission to get a courtesy with a mission to get accourtesy with a mission to get a courtesy with a mission to get accourtesy with a mission to get a courtesy with a mission to get accourtesy with a mission to get Including : - All demandants - and .. - Morigan if you don't kill her - The village elder's seventh son, Bran, if you choose to kill Morigan - This is a permanent addition AFAIK - [EDIT] This is not a companion, he could die in battle, the gear is not customizable - just a special unit has a chart in table form, but I don't have a way to embed the image. Let's try this. It's not perfect, but it's a good place to start. Note that as long as there are people they like, it is possible to mix companions with someone they do not like. Solveig and Morgant, for example, will work as long as Cealwin is there. What I've found is that I hate this graph, the red arrow, but this is still correct in the current version 2.054: solveig says he hates Morgan and Bodo, for example, but Mount & anp; Blade Wiki says: here's an assid graph based on the M&B wiki: Solve hates Reinshard and Egill and I don't know if they're both outdated. Is it possible to check this in a game file?Well, if someone gets something final, we can add it here: 323183.0.html The most experienced players will compile a list here that looks like this: I found a few threads posted by Idbil here http: 320214.msg7606390.html#msg7606390.html#msg7606390 s.taleworlds.com/index.php/topic, 323787.0.html The comparison of the links above is native, but Rohisotri listed the Chara caterers of Britten Varda. In terms of character type and likes/dislikes, what is the mapping to Breitenwalda NPC and VC? There are also camp conversations that affect companion relationships. This influence seems to be a pretty clear hat to be in the story, as choices and behaviors change. Not playing in the sandbox enough to understand what a relationship means at a party. From the little things I've seen, it seems to forbid you about whether a mate will remain or leave if they bring it up to you. This is also influenced by persuasion. It seems more complicated than native or native nods. So far, Trying to keep persuasion, morale high and balancing fellow conflicts, I was able to keep them all at my party throughout the 200 days. Three attempts were made to leave when an ative, so ther threads suggest. Reginal Bedway* Agathinos, Egill, low conflicts, I was able to keep them all at my party throughout the 200 days. Three attempts were made to leave when morale high and balancing fellow conflicts, I was able to keep them all at my party throughout the 200 days. Sorbig Bodo Asbjörn Helgi, Sorvig Brunhill Clovis Aylchu, Reginald Caio Ezira Dwiway Saulin Sorvig Aylchu, Donchado Clovis Brunhird Egill, Helgi, Reinshard* Egill, Helgi, Reinshard * Egill Caio * Clovis, Helgi*, Morgan Helgi Asbjörn, Beda Ayrchu Brundild, Seaulin Asbjörn Bodo Agatinos, Lezinhard Beda Dwyway Khaio, Agatinos Bodo Asbjörn, Brunhird Egir, Solveig Brunhird Egir, Helgi Donchad Morgan telgi Asbjörn, Brunhird Egir, Solveig Brunhird Egir, Solveig Brunhird Elovis Aylchu, Donchad Clovis Brunhird Egir, Solveig Brunhird Egir, Solveig Brunhird Egir, Solveig Brunhird Egir, Belgi Donchad Morgan telgi Unconfirmed. Agatinos Hating Party (11) (-1) A name that hates Agatinos Ayrchu Asbjörn, Beda Ayrtsch Agatinos Brunhird Clovis Brunhird Solveig Benda Dwywei Solveengu Agotinos has two dislikes, so you just have to monitor his morale and use a priest to do anything to keep him happy, or kill loads of bandits. If you don't like that drop Veda and Dwyway, perhaps if you manage to find him, take Caio instead. But I never found him in sandbox mode, so I left Caio out of it. Edit 2: I need to be 100% stable if nothing is missing, and only Clovis Ayrchu Asbjörn Bodo Agatinos Brunhild Clovis Brunhild Clovis Brunhild Clovis Brunhild Donchad Morgant Dwyway Morgant Dwyway Morgant Donchad Solveig Solveig Brunhird Native has a spreadsheet full of party combinations. Let me see what I can do with it. Edit: Not the same as a native, as other threads suggest. Kill loads of bandits. If you don't like that drop Veda and Dwyway, perhaps if you manage to find him, take Caio instead. But I never found him in sandbox mode, so I left Caio out of it. I've confirmed the following in sandbox mode: I still can't get them to hate me a second time. It's different from a regular native chart, but most of the time you follow it. 1. Caio L-Egill d-Beda d-Dwyway 2.Egill d-Beda d-Dwyway L-Beda d-Dwyway L-Beda d-Donchado d-Caio 8.Reginald L=Hergi do Brunhiard d=Asbjörn 9 .Clovis 0 L-Brunhird de Egill 6. Bodo L. Asbjörn de Helgi a Solveig 7.Dwyway L-Beda d-Donchado d-Caio 8. Reginald L=Hergi do Brunhiard d=Asbjörn 9 .Clovis 0 L-Brunhird d=Egill 6. Bodo L. Asbjörn 9 .Clovis 0 L-Brunhird de Clovis 3. Brunhild L-Clovis de Aylchu Donungchado 11. Solveig L-Brunhild d-Lezinhardt 12. Asbjörn L-Bodo do Agantinos 13. Hergi 0 L-Lezinhardt d-Egill 14. Aylchu L-Agatinos 2-d-Seaulin 15. Agatinos L-Ayrchu d-Asbjörn 16. Beda 0 L-Agantinos disgust. They complain about their initial dislike from Beda to Caio in case you want to know. Then they will tell you what you like in the same order. If you qualify, you will receive one woman to woman to woman to woman speech every day. And every day, caio complains to Beda and Dwyway and found dwyway didn't like Beda and Dwyway didn't like Beda and Dwyway and found dwyway didn't like form Beda to Claio in you when you leave Caio. Yes, he made sure he didn't like Beda and Dwyway and found dwyway didn't like Beda and Dwyway didn't like Beda and Dwyway didn't like Beda and Dwyway and found dwyway didn't like Beda and Dwyway didn't like Beda and Dwyway and found dwyway and found dwyway didn't like Beda and Dwyway and found dwyway didn't like Beda and Dwyway and found dwyway and found dwyway didn't like Beda and Dwyway and found dwyway and him. The funny thing is, I've never had a conversation from Beda to say he likes Dwywei, I checked everything on my list separately from what I got from other sources who might be wrong and wrote it down two or three conversations. I double checked my list to check and updated my other posts. Also, my game is messed up, no one of my mates will go back to Mead Hall, and travelers have no conversation even though she had never met her and was not at my party! She showed up in a story conversation even though she had never met her and was not at my party! She warns you of the ambush. Three men catch up with her and you. If you survive and she will join your army. She's a hell of a fighter for a fellow, but she dies pretty easily Equipment. She arrives at Danmark. She warns you of the ambush. Three men catch up with her and buffs for that fight. She gets in front of you saying: don't worry, I'll protect you! and die after two seconds. Oh, and after you save her, she starts saying she would have died if you hadn't protected you for weeks she's a fun companion with a nice, cool backstory. She just solvaig there.. She showed up for me in a story conversation even though she had never met her and you. If you survive and she will join your army. She is a hell of a fighter for her peers, but dies rather easily for poor equipment. She has an axe and a spear, I don't call it poor equipment ah, I remember now. She died about two seconds after the dialogue ended, I kinda shrugged and got on with it. You probably need to remove her from that conversation even though she had never met her and was not at my party! She warns you of the ambush. Three men catch up with her and you. the be a state reasily for poor equipment. She is a hell of a fighter for her peers, but dies rather easily for poor equipment. She is a hell of a fighter for her veapon as the lack of armor. They are a tough combo. Merry man in heavy armor, man throwing javelin, and deadly shooter. If she engages in one of them, the other two will kill her. I have to ask her to hold where I start, hide behind trees and a spear, I don't call it a poor equipment spoiler. Solveig's problem It's not as much her weapon as the lack of armor. They are a tough combo. Merry man in heavy armor, man throwing javelin, and deadly shooter. If she engages in one of them, the other two will kill her. I have to ask her to hold where I start, hide behind trees and a spear, I don't call it a poor equipment. and move forward to engage. That way, she will be protected from missiles. Maybe you need to give her a shield to protect hersel? spoiler: Solveig's problem It's not as much her weapon as the lack of armor. They are a tough combo. Merry man in heavy armor, man throwing javelin, and deadly shooter. If she engages in one of them, the other two will her. I have to ask her to hold where I start, hide behind trees and move forward to engage. That way, she will be protected from missiles. Maybe you need to give her a shield to protect hersel? or give her a shield to protect hersel? or give her a temporary buff like 500 HP (somehow immortalizes her) for that one fight that assumes she's a tough Valkyrie girl who saves your life. It will, in my opinion, make that instance/part of the quest more enjoyable. cheers I didn't even play story mode because I know it will be bugged, but wow, someone play tester?sandbox mode to show you the end result of the like/dislike test in sandbox mode. United a Height 4. Donchad L-Morgan d-Dwyway 0-Like, 1-Haight 2.Egill L. Brunhird de Clovis de Morgan 1-Like, 5-Haight 3. Brunhild L-Clovis d-Reinshard d-Aylchu 3 Like, 2-Haight 4.Donchad L-Morgan d-Dwyway 0-Like, 1-Haight 2.Egill d-Beda d-Dwyway 0-Like, 1-Haight 2.Egill d-Beda d-Dwyway 0-Like, 2-Haight 10.Seaulin 1-like, 2-Haight 10.Seaulin 1-like, 2-Haight 11.Solveig L-Brunhird d-Egill 0-Like, 2-Haight 16.Beda 2. Like, 1-Haight 16.Beda 2. Like, 1-Haight 16.Beda 2. Like, 1-Haight 16.Beda 2. Like, 2-Haight 16.Beda 2. Like, 2-Haight 16.Beda 2. Like, 2-Haight 10.Seaulin L=Solveig d-Egill 1-Like, 2-Haight 16.Beda 2. Like, 2-Haight 2. Egill 1-Like, 2-Haight 2. Egill 1-Like, 2-Haight 2. Egill 1-Like, 2-Haight 2. Egill 1-Like, 2-Haight 2. Egill 1 should be possible to keep all your mates by keeping morale above 50. And if you have a good relationship with their peers, but it seems. I don't know if positive or negative relationships are affected, but from the story, I think it affects whether they stay or leave when morale is low. With the ability to buy. My idea is that it should be possible to keep all your mates by keeping morale above 50. And if you have a good relationship with them and are high Even if they say they are leaving, you can persuade them to stay. Sure you know it's not playing well enough in the sandbox. But no one had left my sandbox game yet, and I have all the buddies in them. Thanks for the chart. Using them, I was able to build a stable party of 12 peers using the simple attribute points to fill them through level 25. If anyone else is looking at this thread: Is the Relation Matrix in the presentation pack for in-game views (RED means hate, now at the party) is there a way to disable this feature at once? After completing the story, they kept eavesdropping on me every 10 minutes and I already considered reloading or restarting the whole game so that this was disabled before you finished Sven, so I wouldn't end the main quest. Is there a way to disable this feature at once? After completing the story, they kept eavesdropping on me every 10 minutes and I already considered reloading or restarting the whole game so that this was disabled before you finished Sven, so I wouldn't end the main quest. 323613.msg7708802.html#msg (RED means hate, now at the party) Cheers Callahan, how do you get this in the game? [This information is out of date for the game that started version 2.005 after the game] Hi, I had played the storyline before, but I found new interest in VC in the re-counterfeit open beta and yesterday I thought I would look at sandbox mode. Naturally, I wanted to have a list of similarly stable parties for VCs, so today I looked at the forums and found this thread. I just took Ivan Khan's Relationship Matrix (great job!- hopefully I didn't add a typo) and supplied it to my old program (which was producing a stable party list of Britten Varda). Of course, there is no guarantee that the morale system will work in the same way as bw. But here's the output (terms and methods like my old Brytenwalda thread (183844.0.html): 8 members and strictly stable parties: 1.2.3.4.5.6.7.8. 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Disclaimer: The result depends on the accuracy of the source relationship matrix and the assumptions used regarding the morale system. I am not responsible errors due to incorrect source relationship matrix and the assumptions used regarding the morale system. I am not responsibility. The result depends on the accuracy of the source relationship matrix and the assumptions used regarding the morale system. chart looks good. Is there also a list of companions who are noble?As from the dialogue he (admitted, he never explicitly said). Hi, I used to play storylines before, but I found new interest in VCs, so today I looked at the forums and found this thread. I just took lvan Khan's Relationship Matrix (great job!- hopefully I didn't add before, but I found new interest in VCs, so today I looked at the forums and found this thread. I just took lvan Khan's Relationship Matrix (great job!- hopefully I didn't add before, but I found new interest in VC in re-counterfeit open beta and yesterday I thought I'd look at sandbox mode. Naturally, I wanted to play storylines before, but I found new interest in VCs, so today I looked at the forums and found this thread. a typo) and supplied it to my old program (which was producing a stable party list of Britten Varda). Of course, there is no guarantee that the morale system will work in the same way as bw. But here's the output (terms and methods like my old Brittenwalda thread (183844.0.html): 8 members and strictly stable party #2CaioDonchad Morgan Moldoin Clodoin Aylchu Agutinos 40 Strictly Stable Party with 7 Members: 1.2.3.4.5.6.7.Extra Morale penaltyParty_#4Brunhird Bodo Clovis Asbjörn Beda 60Party_#4Brunhird Morgant Bodo Clovis Asbjörn Beda 50Party_#4Brunhird Morgant Bodo Clovis Asbjörn 60Party_#4Brunhird Morgant Bodo Clovis Asbjörn Beda 60Party_#4Brunhird Bodo Clovis Asbjörn 60Party_#4Brunhird Morgant Bodo Clovis Asbjörn 60Party_#4Brunhird Bodo Clovis Asbjörn 60Party_#4Brunhird Bodo Clovis Asbjörn 60Party_#4Brunhird Morgant Bodo Clovis Asbjörn 60Party_#4Brunhird Bodo Clovis Asbjörn 60Party_#4Brunhird Morgant Bodo Clovis Asbjörn 60Party_#4Brunhird Bodo Clovis Asbjörn 60Par Caio Brunhird Denis Gatinos 40Party_#7 Caiobrunn Seirin Asbjörn 40Party_#7 Caio Donchad Morgan Bodo Clovis Asbjörn 40Party_#13 Caio Donchad Morgan Bodo Clovis Asbjörn Ayrchu Agatinos 40Party_#13 Caio Donchad 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Donnchadh Morgant Bodo Dwywei Clovis Ailchu Agathinos Beda 24Party_#3Caio Egil Brunhild Donnchadh Bodo Clovis Asbjorn Ailchu Agathinos 26Party_#4Brunhild Donnchadh Morgant Bodo Dwywei Clovis Ailchu Agathinos Beda 24Party_#3Caio Egil Brunhild Donnchadh Bodo Clovis Asbjorn Ailchu Agathinos 26Party_#4Brunhild Donnchadh Morgant Bodo Dwywei Clovis Ailchu Agathinos Beda 24Party_#3Caio Egil Brunhild Donnchadh Bodo Clovis Asbjorn Ailchu Agathinos 26Party_#4Brunhild Donnchadh Morgant Bodo Dwywei Clovis Ailchu Agathinos Beda 24Party_#3Caio Egil Brunhild Donnchadh Bodo Clovis Asbjorn Ailchu Agathinos 26Party_#4Brunhild Donnchadh Morgant Bodo Dwywei Clovis Ailchu Agathinos Beda 24Party_#3Caio Egil Brunhild Donnchadh Bodo Clovis Asbjorn Ailchu Agathinos 26Party_#4Brunhild Donnchadh Morgant Bodo Dwywei Clovis Ailchu Agathinos Beda 24Party_#3Caio Egil Brunhild Donnchadh Bodo Clovis Asbjorn Ailchu Agathinos 26Party_#4Brunhild Donnchadh Morgant Bodo Dwywei Clovis Ailchu Agathinos Beda 24Party_#3Caio Egil Brunhild Donnchadh Bodo Clovis Asbjorn Ailchu Agathinos 26Party_#4Brunhild Donnchadh Morgant Bodo Dwywei Clovis Ailchu Agathinos 26Party_#4Brunhild Donnchadh Bodo Clovis Asbjorn Ailchu Agathinos 26Party_#4Brunhild Donnchadh Morgant Bodo Dwywei Clovis Ailchu Agathinos 26Party_#4Brunhild Donnchadh Bodo Clovis Asbjorn Ailchu Agath 26Party_#5Caio Brunhild Donnchadh Bodo Clovis Solveig Asbjorn Ailchu Agathinos 16Party_#2Brunhild Morgant Bodo Dwywei Clovis Ceawlin Asbjorn Beda 50Party_#2Brunhild Morgant Bodo Dwywei Clovis Solveig Asbjorn Beda 50Party_#3Brunhild Morgant Bodo Dwywei Clovis Ceawlin Asbjorn Beda 50Party_#42Caio Brunhild Borgant Bodo Dwywei Clovis Ceawlin Asbjorn Beda 50Party_#2Brunhild Morgant Bodo Dwywei Clovis Ceawlin Asbjorn Beda 50Party_#3Brunhild Borgant Bodo Dwywei Clovis Borgant Bodo Borgant Bodo Dwywei Clovis Ceawlin Asbjorn Bodo Borgant Borgan Asbjorn Beda 52Party_#4Caio Brunhild Donnchadh Morgant Bodo Clovis Ailchu Agathinos 42Party_#8Donnchadh Morgant Bodo Dwywei 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Disclaimer: The results will depend on the accuracy of the source relationship matrix and the assumptions used regarding the morale system. I am not responsible for any possible errors due to incorrect source information or for any reason. This was done purely for fun, so use it at your own own responsibility. I'm sure you missed the solve: she's not anywhere on your list. That topic is re-forged No, I didn't and is very important. If you look at Ivan Khan's relationship information, you'll notice that no one likes Solveig and she'll find her hated by the three of them. Now, how likely do you think such a person is to appear on the biggest stable party list? I know that because I'm using that exact party configuration in my game at the moment. (Solveig is one of my favorite mates.) I'm sure you missed the solve: she's not anywhere on your list. That exact party configuration in my game at the moment. (Solveig is one of my favorite mates.) I'm sure you missed the solve: she's not anywhere on your list. topic is re-forged No, I didn't and is very important. If you look at Ivan Khan's relationship information, you'll notice that no one likes Solveig and she'll find her hated by the three of them. Now, how likely do you think such a person is to appear on the biggest stable party list? I know that because I'm using that exact party configuration in my game at the moment. (Solveig is one of my favorite mates.) Indeed, it is number 5. Do you want to add Morgan as well Indeed, it is number 5. Are you Morgant too? it makes 10 mates and looks stable to me. adding morgan thereTwo dislikes of Solveig in the party mean that the party is by definition no longer stable. If Ivan Kearns' relationship information is correct (and seems to be), if the party I mentioned earlier is the largest party that meets the conditions of strictly stable or stable. If Ivan Kearns' relationship information is correct (and seems to be), if the party mean that the party I mentioned earlier is the largest party that meets the conditions of strictly stable or stable. If Ivan Kearns' relationship information is correct (and seems to be), if the party mean that the party I mentioned earlier is the largest party is by definition no longer stable. parties. As mentioned earlier in this thread, even one with enough persuasion or gift bracelets can keep all your companions together. But it's hard, so I don't think the composition of those parties is stable. For more information on what these lists mean to be stable and strictly stable, see the Brytenwalda thread on this subject. Indeed, it is number 5. Are you Morgan teo? it makes 10 mates and looks stable to me. Adding Morgan means there are two people in the party who dislike Solveig, which means the party is no longer stable by definition. If Ivan Kearns' relationship information is correct (and seems to be), if the party of the eight members listed or to the nine stable parties. As mentioned earlier in this thread, even one with enough persuasion or gift bracelets can keep all your companions together. But it's hard, so I don't think the composition of those parties is stable. For more information on what these lists mean to be stable and strictly stable, see the Brytenwalda thread on this subject. Thanks for the good work. Just want to add more combinations. For example, if you want Solveig, this nine-member party is also stable. replacing Dwywei with DonChad, it's still stable 11. Solveig L-Brunhird d-Egill 0-Like, 3-Haigh 15. Agutinos L-Aylchu d-Asbjörn d-Beda 2 Like, 1-Haight 7. Dwyway L-Beda d-Donchad d-Caio 0-like, 2-Hate 6. Bodo L Asbjörn de Brunild 1-like, 2-Hate 4. Bill d. Brunhird de Clovis de Kezijardo 1-like, 2-Hate 4. Ailchu L=Agatinos de Seaulin de Brunild 1-like, 2-Hate 14. Ailchu L=Agatinos de Seaulin de Brunild 1-like, 2-Hate 6. Bodo L Asbjörn L-Bodo de Agatinos de Seaulin de Brunild 1-like, 2-Hate 3. Brunhird de Clovis de Kezijardo 1-like, 2-Hate 4. Brunhird de Clovis de Kezijardo 1-like, 2-Hate 4. Bodo L Asbjörn de Helgi de Solveig 1-like, 2-Hate 4. Ailchu L=Agatinos de Seaulin de Brunild 1-like, 2-Hate 4. Brunhird de Clovis de Kezijardo 1-like, 2-Hate 4. Ailchu L=Agatinos de Kezijardo 1-like, 2-Hate 4. Bodo L Asbjörn de Brunild 1-like, 2-Hate 4. Brunhird de Clovis de Kezijardo 1-like, 2 membersSolveig and party as well. For example 11.Solveig L-Brunhird d-Lezhirhardt d-Egill 0-Like, 3-Haight 15.Agutinos L-Aylchu d-Asbjörn d-Beda 2 Like, 1-Hate 4.Donchad L-Morgan d-Dwyway 0-like, 1-Hate 5.Morgan L =Donchad do Solveig 1-like, 0-Hate 5.Morgan L =Donchad do Solveig 1-like, 1-Hate 4.Donchad L-Morgan d-Dwyway 0-like, 1-Hate 6.Bodo L Asbjörn d-Beda 2 Like, 1-Hate 4.Donchad L-Morgan d-Dwyway 0-like, 1-Hate 4.Donchad do Solveig 1-like, 0-Hate 5.Morgan L =Donchad do Solveig 1-like, 1-Hate 4.Donchad L-Morgan d-Dwyway 0-like, 1-Hate 6.Bodo L Asbjörn d-Beda 2 Like, 1-Hate 4.Donchad L-Morgan d-Dwyway 0-like, 1-Hate 6.Bodo L Asbjörn 1-Beda 2 Like, 1-Hate 4.Donchad L-Morgan L =Donchad do Solveig 1-like, 1-Hate 4.Donchad L-Morgan L =Donchad do Solveig 1-like, 1-Hate 4.Donchad L-Morgan d-Dwyway 0-like, 1-Hate 5.Morgan L =Donchad do Solveig 1-like, 1-Hate 4.Donchad L-Morgan d-Dwyway 0-like, 1-Hate 4.Donchad L-Morgan d-Dwyway 0-like, 1-Hate 5.Morgan L =Donchad do Solveig 1-like, 1-Hate 4.Donchad L-Morgan d-Dwyway 0-like, 1-Hate 4.Donchad L-Morgan d-Dwyway 0-like, 1-Hate 4.Donchad L-Morgan L =Donchad do Solveig 1-like, 1-Hate 4.Donchad L-Morgan d-Dwyway 0-like, 1-Hate 4.Donchad L-Morgan d-Dwyway 0-like, 1-Hate 4.Donchad L-Morgan L =Donchad do Solveig 1-like, 1-Hate 4.Donchad L-Morgan d-Dwyway 0-like, 1-Hate 4.Donchad do Solveig 1-like, 1-Hate 4.Donchad L-Morgan d-Dwyway 0-like, 1-Hate 4.Donchad L-Morgan Ceaulin de Brunild 1-like, 2-Hate 3. Brunhild 1-Like, 2-Hate 3. Brunhild L-Clovis d-Reinshard d-Aylchu 3 Like, 2-Haight 7.Dwyway L-Beda 4-Ceaulin de Brunhird d-Egill 0-Like, 3-Haight 15. Agutinos L-Aylchu 3 Like, 2-Haight 9.Clovis L-Brunhird d-Egill 0-Like, 3-Haight 7.Dwyway L-Beda d-Donchad d-Caio 0-like, 2-Hate 6.Bodo L Asbjörn de Helgi de Solveig 1-like, 0-Hate 2. Egill L. Brunhird de Clovis de Morgan 1-Like, 2-Hate 14.Ailchu L=Agatinos de Rezijardo 1-like, 2-Hate 14.Ailchu L=Agatinos de Rezijardo 1-like, 2-Hate 14.Ailchu L=Agatinos de Rezijardo 1-like, 2-Hate 3.Brunhird L-Clovis L-Brunhird de Clovis L-Brunhird 12. Solveig L-Brunhird d-Lezhirhardt d-Egill 0-Like, 3-Hate 5.Morgan L-Donchad L-Morgan d-Dwyway 0-Like, 1-Hate 4.Donchad L-Morgan L-Donchad d Solveig 1-like, 2-Hate 5.Morgan d-Dwyway 0-Like, 1-Hate 4.Donchad L-Morgan d-Dwyway 0-Like, 1-Hate 6.Bodo L Asbjörn do Helgi do Solveig 1-like, 2-Hate 12.Asbjörn d-Beda 2 Like, 1-Hate 6.Bodo L Asbjörn do Helgi do Solveig 1-like, 2-Hate 12.Asbjörn do Helgi do Solveig 1-like, 2-Hate 12.Asbjörn do Helgi do Solveig 1-like, 2-Hate 4.Donchad L-Morgan d-Dwyway 0-Like, 1-Hate 4.Donchad L-Morgan d-Dwyway 0-Like, 1-Hate 4.Donchad L-Morgan d-Dwyway 0-Like, 1-Hate 6.Bodo L Asbjörn do Helgi do Solveig 1-like, 2-Hate 12.Asbjörn do Helgi do Solveig 1-like, 2-Hate 12.Asbjörn do Helgi do Solveig 1-like, 2-Hate 4.Donchad L-Morgan d-Dwyway 0-Like, 1-Hate 4.Donchad d-Dwyway d-Aylchu 3 Like, 2-Haight 9. Clovis L-Brunhird d-Ozil d-Helgi 1-Like, 2-Haight We obviously have different definitions of stabile party is a group where all members are not welcome in the group, and [*] group, and [*] group, and [*] group where all members are not welcome people and dislike unwelcome or members are not welcome in the group or there are no unwelcome people and dislike unwelcome people and dislike unwelcome or members are not welcome in the group or there are no unwelcome people and dislike unwelcome or members are not welcome people and dislike unwelcome or members are not welcome in the group or there are no unwelcome people and dislike unwelcome people have no dislikes within the group (equal to condition 1 of a stable party). This system is derived from the Brittenwalda Mod, whose dislike (but not dislike) by others had the same effect as normal warband symmetrical disgust. No one has checked to see if it is symmetric as well, so it was only counted when explicitly declared (i.e., the only way). At your first party, both Clovis and Solveig hate Egill. At your second party, both Bodo and Morgant hate Solveig. We obviously have different definitions of stability. A stable party is a group where all members are not welcome in the group, and [*] means those who have unwelcome people and dislike unwelcome people in the group, and [*] means those who have unwelcome people and dislike unwelcome or members in question. A party that is not stable is called unstable. A strictly stable political party is a stable party in which all members have no dislikes within the group (equal to condition 1 of a stable party). This system is derived from the Brittenwalda Mod, whose dislikes within the group (equal to condition 1 of a stable party). This system is derived from the Brittenwalda Mod, whose dislike (but not dislike) by others had the same effect as normal warband symmetrical disgust. No one has confirmed whether they are symmetric as well, so they are the onlydeclared (that is, only one way). At your first party, both Bodo and Morgant hate Egill. At your first party, both Bodo and Morgant hate Solveig hate Egill. At your first party, both Bodo and Morgant hate Solveig. Thanks for the clarification. I thought I was just the kind of person to cancel my dislikes. So they can't be hated. The party you listed is the only one that is stable, I think my experience with RE agreed to that. Is there a new thread about the Reforged edition or can I continue with this thread? Here's my experience: Egill didn't say he liked Brunhird, and at one point he wanted to leave. I thought the girls could make up for Clovis, but I was wrong. I don't remember, he never said he liked Asbjörn (I'm not 100% sure about this either). But Asbjörn said he liked Bodo. When asked about the situation at the party, he is surprised by the choice of my peers. Now I need to maintain a higher general morale than 60 to make him a little happier because he also wanted to leave. I thought the girls could make up for Clovis, but I was wrong. I don't remember how low the party's morale was at the time, so it's there. Bodo said he didn't like Solveig, but for as long as I can remember, he never said he liked Asbjörn (I'm not 100% sure about this either). But Asbjörn (I'm not 100% sure about the situation at the party, he is surprised by the choice of my peers. Now I need to maintain a higher general morale than 60 to make him a little happier because he also wanted to leave. My current party is: Solveig - Ceawlin - Caio - Brunhird - Clovis - Bodo - Asbjörn has had RE and patch changes since 2.0 like 2.010 ish. So I would say start a new chart: Re 2.1 (final patch) 1- Caio I 0 d 0 0 0 2- Brunhild I Clovis d Ailchu 1 1 3- Donna Chad I Morgant d Ceulin 1 1 4- Morgan I Donachad d Sorbien 1 1 5- Bodo Le Asbjörn d Solveig 1 1-I Brunhird d 0 1 0 7- Ceulin I Solvig d Ayrchu Donnachado 1 2 2 8- Solveig I Brunhild d 0 1 0 9- Asbjörn I Bodo de Ágatinos 1 1 1 10- Ayrchu Le Agutinos d Seullin Brunil 1 2 11- Agatinos Le Ayrchu d Asbjörn 1 1 I understand that this party is not on the stables list and the problem is that Ceawlin and Aylchu are going to finally leave my party?Page 3 2.010 ish there was a change in RE and patch after 2.0, so I say start a new chart : RE 2.1 (final patch) I started a new chart : RE 2.1 (final patch) I started a new chart : RE 2.1 (final patch) I started a new chart is compatible with the old save game I understand that this party is not on the list of stables, so I'm not going to redo XD any time soon, the problem is, is Ceawlin and Aylchu going to finally leave my party? Since there have been changes to res and patch is compatible with older save games, I'm not going to start over right away because XD Compatible is a strange concept. Will your old (1.04 or higher) save game work with new patches? What about relation trees? It's created in your save game, so it doesn't change in patches, i.e. you need to figure out if you need to use an old chart or a new chart: the easiest way to XD is to use mods like this: compatibility is a strange concept. Will your old (1.04 or higher) save game work with new patches? Yes Does a recent (2.000) save game work with the final patch (say 2.1)? Since it doesn't change in patches, i.e. you need to use an old chart or a new chart: the easiest way to XD is to use mods like this: compatibility is a strange concept. Will your old (1.04 or higher) save game work with the final patch (say 2.1)? Since it doesn't change in patches, i.e. you need to use an old chart or a new chart: the easiest way to XD is to use mods like this: compatibility is a strange concept. Will your old (1.04 or higher) save game work with the final patch (say 2.1)? Since it doesn't change in patches, i.e. you need to use an old chart or a new chart: the easiest way to XD is to use mods like this: compatibility is a strange concept. Will your old (1.04 or higher) save game work with new patches? Yes Does a recent (2.000) save game work with the final patch (say 2.1)? is created in the game, it does not change in the patch, that is, you need to figure out if you need to use an old chart or a new chart: the easiest way to XD is to use a mod like this: I just read the thread about patch notes and I think some changes are missing. Some of them are related to the interactionship list on this topic is no longet to the interactions of peers that I am interested in. I think I will do a new save and delete the current one for those who are wondering: the relationship list on this topic is no longet to the interactions of peers that I am interested in. I think I will do a new save and delete the current one for those who are wondering: the relationship list on this topic is no 100% valid. Ran a little bit through the remake, well companion (sandbox). Here's what I've ever got. Agatinos: I like Aylchu. Asbjörn Aylchu: I like Egir; Beda, I hate Dwyvey Seaulin : Favorite Solveig; I hate Aylchu Clovis; I like Bodo. Hate Agatinosveda: I like Bodo. Hate Dwyvey Seaulin : Favorite Solveig; I hate Agatinosveda: I like Bodo. Hate Agatinosveda: I like Egir; Beda, I hate Dwyvey Seaulin : Favorite Solveig; I hate Agatinosveda: I like Bodo. Hate Agatinosveda: I like Bodo. Hate Dwyvey Seaulin : Favorite Solveig; I hate Agatinosveda: I like Bodo. Hate Bodo. Hate Bodo. Hate Agatinosveda: I like Bodo. Hate Bodo. Hat (really any photo) Dwyvey: I like Beda; hate Donnachad Egill: I like Lesinhardt; hate Clovis, Morgan Helgi: I like Reinsinhardt; I like Reinsinhardt; I like Beda; I posted this list when they stopped notifying me of their disgust after hitting some little bands at once. So has anyone confirmed the assorted person I haven't ever gotn?1- Caio I 0 d 0 0 0 2- Brunhild I Clovis d Ailchu 1 3- Donna Chad I Morgant d Theaulin 1 1 4- Morgant d Theaulin 1 1 4- Morgan I Donnachad d Solveen 1 5- Bodo I Asbjörn d Solveen 1 5- Bodo Ceullin and Atil eventually go to my party? You can have a Cruallin, which may be more stable than I always roll with 1 Like and 2 dislikes, no one left, it can keep them all because everyone likes 1 and hate 2? I don't have a Cruallin, which may be more stable than I always roll with 1 Like and 2 dislikes, no one left, it can keep them all because everyone likes 1 and hate 2? I don't have a Cruallin, which may be more stable than I always roll with 1 Like and 2 dislikes, no one left, it can keep them all because everyone likes 1 and hate 2? I don't have a Cruallin, which may be more stable than I always roll with 1 Like and 2 dislikes, no one left, it can keep them all because everyone likes 1 and hate 2? I don't have a Cruallin, which may be more stable than I always roll with 1 Like and 2 dislikes, no one left, it can keep them all because everyone likes 1 and hate 2? I don't have a Cruallin, which may be more stable than I always roll with 1 Like and 2 dislikes, no one left, it can keep them all because everyone likes 1 and hate 2? I don't have a Cruallin, which may be more stable than I always roll with 1 Like and 2 dislikes, no one left, it can keep them all because everyone likes 1 and hate 2? I don't have a Cruallin, which may be more stable than I always roll with 1 Like and 2 dislikes, no one left, it can keep them all because everyone likes 1 and hate 2? I don't have a Cruallin, which may be more stable than I always roll with 1 Like and 2 dislikes, no one left, it can keep them all because everyone likes 1 and hate 2? I don't have a Cruallin, which may be more stable than I always roll with 1 Like and 2 dislikes, no one left, it can keep them all because everyone likes 1 and hate 2? I don't have a Cruallin, which may be more stable than 1 always roll with 1 through the remake, well companion (sandbox). Here's what I've ever got. Agatinos: I like Aylchu. Asbjörn Aylchu: I like Agatinos, I hate Hergi Brunhilt: I like Agatinos; Disgust Solveig Bodo: I like Agatinos; I like Agatinos, I hate Agatinos; I like Bodo. Hate Agatinos; I like Agatinos; I like Agatinos, I hate Agatinos; Disgust Solveig Bodo: I like Agatinos; I Beda; hate Donnachad Egill: I like Lesinhardt; hate Clovis, Morgan Helgi: I like Reinshard; I hate Egill Morgan: I like Brunhilt. Reinsinhardt: After it had them all in my company at once. So did anyone see who I didn't ever get?Patch and Sorbien, along with most of the disgust on your list, were expressing her disgust at Egil, but I was tired of my mates continuing to leave and I used the cheat menu to re-recruit them, but there's more. I'm still inactive because I haven't logged in for 60 minutes thanks to Baki (for Google Links) and LaryI Marr (to help it get active) Google documents look good and it follows standard 2 haters, like 1. I have a question. In my story (the recounterfeit version), it seemed that, despersed google documents mentioning Brynild, Egill liked Rezijard. Can someone see either? I don't think like/dislike is the same in story and finished it and it would be weird if the game was converted into a different sandbox likes. But do you refer to the sandbox correctly? Anyway thanks for the list, it filled in some blanks in me (And I'll hopefully see if there's a collision.) I hope there is nothing). So far, I like to have girls at my parties (so it sadly becomes a small band. Must... Not.. End the extra storyline of pagans Well, it would be strange if I started the story and finished it and the game was converted into a different sandbox likes. They make no different sandbox likes and dislikes. They make no different sandbox likes and dislikes. unclear to me is that my party seems dissatisfied with the choice of my peers, even though it contains only those that he should be neutral. I run with Egill, Theaulin, Morigan, Asbjörn and Caio. If that's important, I'm playing post-story sandbox. One thing that is unclear to me is that my party seems dissatisfied with the choice of my peers, even though it contains only those that he should be neutral. I run with Egill, Theaulin, Morigan, Asbjörn and Caio. If that's important, I'm playing post-story sandbox. Now that the patch relationship has changed, it depends on the version of the original game (although these changes only affect new games). Someone else) after a fight (it's random, so you might have to wait a few times) TLDR: just looking at the post here didn't give you a good answer, the state of your own save game Should I check 2.012 is it likely to have a list of stable parties for 2.012? I read in a couple of likes and dislike posts that have changed from the attention of previous patches: only a chance to have a steady list of parties for 2.012 affecting new games? The new list, as I mentioned in a previous post, as I know what to edit, I want to know exactly what has changed in 2.012 compared to the 1.03 hate matrix. So far, Sorbig likes Brunhird, Bodo hates Sorbig, and he likes the likes of Argweig or Sorbig. I don't know if it's different from the previous chart, but I came up with a companion relation for 2.012. I can't guarantee the accuracy of anyone who hates looting the village, I didn't go looking for someone who didn't like who would fail when my mates were complaining that the person I sent out as an emissor was wrong - after sending sorbig out of Bodo, for example, he complains about Egill (who was still at my party). Agatinos likes Aylchu to hate Asbjörn, Beda; Saillin as the herder Eilchu likes Agutinos to hate Brunhild, Schaullin. Egill as the emissor Asbjörn likes Bodo to hate Agatinos. Beda as an emissor; Asbjörn as an angel; Solvaig as the herder Dwyway likes Beda to hate Don Chad. Agatinos as an emissor; As herder Helgi, Bodo likes Reinshard hating Clovis and Egill. DonChad as an herder I think * I have figured out the relationship of the fellows for 2.012. I can't guarantee the accuracy of anyone who hates Don Chad. As the servist Solveig, likes Ozil, Reinhardt, who hates Brunhilt. Ailchu as an herder I think * I have figured out the relationship of the fellows for 2.012. I can't guarantee the accuracy of anyone who hates Brunhilt. village, I didn't go looking for someone who didn't like who would fail when my mates were complaining that the person I sent out as an emissor was wrong - after sending sorbig out of Bodo, for example, he complains about Egill (who was still at my party). Agatinos likes Aylchu to hate Asbjörn, Beda; Agutinos hates Brunhild and Ceulin. Egill as the emissor Asbjörn likes Bodo to hate Agatinos. Beda as an emissor; Asbjörn as an angel; Solvaig as the herder Brunhilt, Clovis likes to hate Aylchu, Reginal. Morgant as an emissor; As an herder, Clovis Seullin likes Sorbig hating Aylchu and Don Chad. As the angel; As an herder, Caio Conchado prefers Morgan Atz Chawlin and Don Chad. As the angel; As an herder, Clovis as an emissor; As the herder Helgi, Bodo likes Reinshard hating Clovis as an herder, Clovis Seullin likes Sorbig hating Aylchu and Don Chad. As the angel; As an herder, Clovis Seullin likes Sorbig hating Aylchu and Don Chad. As the angel; As an herder, Clovis Seullin likes Sorbig hating Aylchu and Don Chad. As the angel; As an herder, Clovis Seullin likes Sorbig hating Aylchu and Don Chad. As the angel; As an herder Morgan Atz Chawlin and Don Chad. As the angel; As an herder, Clovis Seullin likes Sorbig hating Aylchu and Don Chad. As the angel; As an herder, Clovis Seullin likes Sorbig hating Aylchu and Don Chad. As the angel; As an herder, Clovis Seullin likes Sorbig hating Aylchu and Don Chad. As the angel; As an herder, Clovis Seullin likes Sorbig hating Aylchu and Don Chad. As the angel; As an herder, Clovis Seullin likes Sorbig hating Aylchu and Don Chad. As the angel; As an herder, Clovis Seullin likes Sorbig hating Aylchu and Don Chad. As the angel; As an herder, Clovis Seullin likes Sorbig hating Aylchu and Don Chad. As the angel; As an herder, Clovis Seulin likes Sorbig hating Aylchu and Don Chad. As the angel; As an herder, Clovis Seulin likes Sorbig hating Aylchu and Don Chad. As the angel; As an herder, Clovis Seulin likes Sorbig hating Aylchu and Don Chad. As the angel; As an herder, Clovis Seulin likes Sorbig hating Aylchu and Don Chad. As the angel; As an herder, Clovis Seulin likes Sorbig hating Aylchu and Don Chad. As the angel; As an herder, Clovis Seulin likes Sorbig hating Aylchu and Don Chad. As the angel Lesinhardt, Reinshard likes Helgi hating Asbjörn and Brunhilt. Brunhild, as the servist Solveig, likes Ozil, Reinhardt, who hates Brunhilt. Allchu as an herder I made using Lord Mordred's companion relationship so that I can actually command the person I want as an adult, and little kid, I remove the companion relationship so that I can actually command the person I want as an adult instead of directing a little kid, so make a way for those who want to do the same. And since I've removed the (tweaked) companion relationship, I can actually command the person I like as an adult, rather than commanding a little little kids who are a way for those who want to do the same. This is in a big tweak thread, for convenience: 323613.msg7900123.html #msg7900123.html #msg7900123.htm weak without the ball, I can command the person I want as an adult, so instead of actually commanding a weak little kid without a ball, I can command anyone as an adult, so I can command anyone as an adult, so instead of actually commanding a weak little kid without problems? Checkmate Christian!*Drop Mic* (Companion instability has confused me since warbands. Nothing personal. So why does an army of 500 soldiers get along with each other without problems? So they don't like each other all, butt cannot be lowered to the level of individual bots. Companion relationships are just a way to add strategy to your game. So why does an army of 500 soldiers get along with each other without problems? So, they don't all like each other all, butt cannot be lowered to the level of individual bots. Yes, I love the strategy, but I never enjoyed it in warbands, so I love the tweaks to cancel out their pity Why is an army of 500 soldiers fine with each other? So, they don't all like each other, but we can't take it down to the level of individual bots. One of the reasons I like my mates is because you can make them (to change their skills and equipment) as you wish. And because I hate to remember who I hate. Sowan can post how to prevent the comp from leaving, and why does an army of 500 soldiers get along with each other without problems? So, they don't all like each other, but we can't take it down to the level of individual bots. One of the reasons I like my mates is because I hate to remember who I hate. .somone can post how to prevent the comp from remaining, I posted the link above in the big tweak thread. This is in the big tweak thread. This is in the big tweak thread. thread. For convenience: .html/index.php/topic, 323613.msg7900123.html #msg7900123.html #ms Seauriñerbjörn Bodo Agatinos?Beda Agantinos Egir Sorbigbod Asbjörn Hergi Solveig Brunhird Clovis Egir Morgant Clovis Brunhird Egir Helgidonhad Morgant?Helgi Lesinhardt Clovis Egir Morgant?Helgi Lesinhardt Clovis Egir Morgant Donchad Solveig? Rejichhard Helgi Asbjörn Brunhird Egir Beda Dwyweis Solvig Aylchu Donchad Solveig? Rejichhard Korgant?Helgi Lesinhardt Clovis Egir Morgant Donchad Solveig? Rejichhard Helgi Asbjörn Brunhird Egir Beda Dwyweis Solvig Aylchu Donchad Solveig? Rejichhard Helgi Asbjörn Brunhird Egir Beda Dwyweis Solvig Aylchu Donchad Solveig? Rejichhard Helgi Asbjörn Brunhird Egir Beda to Baki's information, there is now a 2.012 vs. 1.03b change: 1) Bodo likes Beda instead of Asbjörn 2, and Reinshard hates Caio instead of Asbjörn. But Lord Mordred's (unfortunately not complete) information says otherwise: Bodo still hites Asbjörn and likewise Rezijardo still hates Asbjörn. But Lord Mordred's (unfortunately not complete) information says otherwise: Bodo still hates Asbjörn and likewise Rezijardo still hates Asbjörn. But Lord Mordred's (unfortunately not complete) information says otherwise: Bodo still hates Asbjörn and likewise Rezijardo still hates Asbjörn. But Lord Mordred's (unfortunately not complete) information says otherwise: Bodo still hates Asbjörn and likewise Rezijardo still the relationship set when the campaign begins. However, the new information is contradictory, so both could be true unless they are started with different post-1.03b versions of the game or, at worst, the developers have partially randomized their time) reverse-engineering accurate relationship information from the game's text files? I don't have much time to play games for a long time and I'm not going to try it myself. Cheers, Rohi. It didn't appear anywhere in version 2, but all companions are now available in the storyline. If you don't know where the list is here: Storyline in order of appearance: 302 Reginade - Main Quest (Drestad) 297 Brunhird - Main Quest (Dossing aw/Ship) 300 Bodo - Main Quest (Sven's Rea, Dan Mark) 296 Ozil - Main Quest (Danmark) 305 Solveig - Main Quest (Danmark) 309 Agatinos - Main Quest (After Odin's Cave, North Begur) 306 Asbjörn - Main Quest (Liebe) 310 Beda - Main Quest (Danmark) 305 Solveig - Main Quest (Danmark) 309 Agatinos - Main Quest (After Odin's Cave, North Begur) 306 Asbjörn - Main Quest (Danmark) 309 Agatinos - Main Quest (Liebe) 310 Beda - Main Quest (Boar Grove) Available at fixed locations at the start of the story: 295 Caio - Hadridan Wall (Quest requires 8 wheat) 298 Don Chad ~ Eye Reach 299 Morgant ~ Briteniog 301 Dwywe ~ Ancient Stores Left) 303 Clovis - Cantwalabu 304 Seaulin - Lundenvic 307 Helgi - Jorbic 308 Asbjörn - Main Quest (Danmark) 305 Solveig - Main Quest (Liebe) 310 Beda - Main Quest (Danmark) 305 Solveig - Main Quest (Aylchu - Kaisir is a pagan without recruiting them, is there anyway to check the morale hit on the party screen? You know Asbjörn, Helgi and Egill and the first three can play along nicely - but are there anyway to check the morale hit on the party screen? You know what is missing (other than the skybox sauce) so that we can make a complete version for the TW to stand up. 20Conquest%20Source.7z Anyway, do you check out your peers who are pagans without recruiting them and check out the morale hits on the party screen? You can play with - but is there any other?pagan companion: 296 Egill 305 Solveig 306 Asbjörn 301 Dwywei 307 Helgi Page 5 is both many thanks! Great news on the code release and that there is another companion I can recruit Relationships based on first released Source Code: eigBrunhildRegil Relationships based on first released Source Code: this information is not savegame compatible, which means that it may vary depend on which version you started your current savegame (1.0, 1.04, 2.0, etc.). Supporter Object - Asbjörn beda beda asbjörn - Caio Cloviscaio - Morgan Brunhill Dresinhardt Morgan Tobrunn Hildresinhardt - Bodgirsorveigbodiar chulebige Gil Isle Chu-Dwyway Don Cad Hagantinos Dwywaisaula Gatinoch Hergiseolindon Chad Helgi Native Circle is divided into 5 small circles (2-5 companions). Relationships based on the source code that was first released: Thank you Ivan Khan for digging it up! corresponding strictly stable party (8 members): 1.2.3.4.5.6.7.8.Extra Morale penaltyParty_#1AsbjornBedaBodoBrunhildCeawlinClovisDwyweiMorgantReginhard40 and stable party (8 members): 1.2.3.4.5.6.7.8.9.Extra person morals penaltyParty_#1AgathinosAilchuBedaBodoBrunhildClovisDonnchadhDwyweiHelgiMorgantReginhard34Party_#3AgathinosAilchuBedaBodoClovisDonnchadhDwyweiHelgiMorgantReginhard34Party_#3AgathinosAilchuBedaBodoClovisDonnchadhDwyweiHelgiMorgantReginhard34Party_#3AgathinosAilchuBedaBodoBrunhildClovisDonnchadhDwyweiHelgiMorgantReginhard34Party_#3AgathinosAilchuBedaBodoBrunhildClovisDonnchadhDwyweiHelgiMorgantReginhard34Party_#3AgathinosAilchuBedaBodoClovisDonnchadhDwyweiHelgiMorgant34Party_#3AgathinosAilchuBedaBodoBrunhildClovisDonnchadhDwyweiHelgiMorgantReginhard34Party_#3AgathinosAilchuBedaBodoBrunhildClovisDonnchadhDwyweiHelgiMorgantReginhard34Party_#3AgathinosAilchuBedaBodoBrunhildClovisDonnchadhDwyweiHelgiMorgantReginhard34Party_#3AgathinosAilchuBedaBodoBrunhildClovisDonnchadhDwyweiHelgiMorgantReginhard34Party_#3AgathinosAilchuBedaBodoBrunhildClovisDonnchadhDwyweiHelgiMorgantReginhard34Party_#3AgathinosAilchuBedaBodoBrunhildClovisDonnchadhDwyweiHelgiMorgantReginhard34Party_#3AgathinosAilchuBedaBodoBrunhildClovisDonnchadhDwyweiHelgiMorgantReginhard34Party_#3AgathinosAilchuBedaBodoBrunhildClovisDonnchadhDwyweiHelgiMorgantReginhard34Party_#3AgathinosAilchuBedaBodoBrunhildClovisDonnchadhDwyweiHelgiMorgantReginhard34Party_#3AgathinosAilchuBedaBodoBrunhildClovisDonnchadhDwyweiHelgiMorgantReginhard34Party_#3AgathinosAilchuBedaBodoBrunhildClovisDonnchadhDwyweiHelgiMorgantReginhard34Party_#3AgathinosAilchuBedaBodoBrunhildClovisDonnchadhDwyweiHelgiMorgantReginhard34Party_#3AgathinosAilchuBedaBodoBrunhildClovisDonnchadhDwyweiHelgiMorgantReginhard34Party_#3AgathinosAilchuBedaBodoBrunhildClovisDonnchadhDwyweiHelgiMorgantReginhard34Party_#3AgathinosAilchuBedaBodoBrunhildClovisDonnchadhDwyweiHelgiMorgantReginhard34Party_#3AgathinosAilchuBedaBodoBrunhildClovisDonnchadhDwyweiHelgiMorgantReginhard34Party_#3AgathinosAilchuBedaBodoBrunhildClovisDonnchadhDwyweiHelgiMorgantReginhard34Party_#3AgathinosAilchuBedaBodoBrunhildClovisDonnchadhDwyweiHelgiMorgantReginhard34Party_#3AgathinosAilchuBedaBodoBrunhildClovisDonnchadhDwyweiHelgiM first two of these are already listed above they also Because it is strictly stable): 1.2.3.4.5.6.7.8. Extra moraleAs discussed in Kalarhan above, these lists are only valid for save games started with the interaction matrix above. These lists are only valid for it, but I couldn't find anything Thanks! Here's the rough data, I need to format it. Morality 1 Morality 2 (if any) The right to dominate the home debate Contact faction (if any) Caio Egalitarianism + 2 Egalitarians) -1 Kennemer argument_lords Drestad Self-righteous DonChad aristocracy + 4 Honest -1 Dun_Onlaigh Eguli aristocracy + 4 Honest -1 Dun_Onlaigh argument_claim Dun_Onlaigh Cunning -- Noble Morgant Egalitarian +3 p_town_17 argument_ruler p_castle_19 Argument_lords p_castle_19 Redra Noble Bodo Aristocracy +4 Honest -4 Hon Chaurin Humanitarian +2 Egalitarian +1 Lundenwick argument_ruler Lundenwick Wesex Benefactor Solveig Egalitarianism +3 Tuns argument_claim p_castle_53 Rogesh Aylchu aristocracy +4 Egalitians -1 Kaisir argument_victory Kaisir Self-Righteous -- Noble Agatinos Egalitians +2 Honesty +1 Holderland argument_ruler Tunsberg Custodian Beda Humanitarian + 3 Honesty -1 Witan Sester argument_lords Witan Sester's Righteous -- Do you know any of the fellows or caravans who trade caravans?See the above post for each companion's morality type (1 and 2) slot_troop_morality_type = 62 tmt_aristocratic = 1 -> Fugitive battle tmt_egalitarian = 2 -> Excessive death, no food tmt_humanitarian = 3 -> Loot village, steal food, steal town/castle shop.... tmt_honest = 4 -> Steal cash on quests (Lord/Merchant), Kill Merchants, Capture Fugitives, Fail Quests tmt_pious= 5 -> Do not use relationships based on source code first released: Thank you Ivan Khan for digging it up! corresponding strictly stable party (8 members): 1.2.3.4.5.6.7.8.Extra Morale

penaltyParty_#1AsbjornBedaBodoBrunhildCeawinClovisDowyweiMorgantBoParty_#1AgatinosAilchuBodoCa ioClovisDonnchadhMorgantReginhard40 and stable parties (9): 1.2.3.4.5.6.7.8.9. Extra person morals penaltyParty_#1AgatinosAilchuBodaBodoCa ioClovisDonnchadhMorgantReginhard40 and stable parties (9): 1.2.3.4.5.6.7.8.9. Extra person morals penaltyParty_#1AgatinosAilchuBodaBodoDonnchadhMorgantReginhard40 and stable parties (9): 1.2.3.4.5.6.7.8.9. Extra person morals penaltyParty_#1AgatinosAilchuBodaBodoDonnchadhMorgantReginhard40 and stable parties (9): 1.2.3.4.5.6.7.8.9. Extra person morals penaltyParty_#1AgatinosAilchuBodaBodoDonnchadhMorgantReginhard40 and stable parties (9): 1.2.3.4.5.6.7.8.9. Extra person morals penaltyParty_#1AgatinosAilchuBodaBodoCa ioClovisDonnchadhMorgantReginhard3Party_#1AgatinosAilchuBodaBodoDonnchadhMorgantReginhard40 and stable parties (9): 1.2.3.4.5.6.7.8.9. Extra person morals penaltyParty_#1AgatinosAilchuBodaBodoDonnchadhMorgantReginhard3Party_#1AgatinosAilchuBodaBodoDonnchadhMorgantReginhard3Party_#1AgatinosAilchuBodaBodoDonnchadhMorgantReginhard3Party_#1AgatinosAilchuBodaBodoDonnchadhMorgantReginhard3Party_#1AgatinosAilchuBodaBodoDonnchadhMorgantReginhard3Party_#1AgatinosAilchuBodaBodoDonnchadhMorgantReginhard3Party_#3AgatinosAilchuBodaBodoDonnchadhMorgantReginhard3Party_#1AgatinosAilchuBodaBodoDonnchadhMorgantReginhard3Party_#1AgatinosAilchuBodaBodoDonnchadhMorgantReginhard3Party_#3AgatinosAilchuBodaBodoDonnchadhMorgantReginhard3Party_#3AgatinosAilchuBodaBodoDonnchadhMorgantReginhard3Party_#3AgatinosAilchuBodaBodoDonnchadhMorgantReginhard3Party_#3AgatinosAilchuBodaBodoDonnchadhMorgantReginhard3Party_#3AgatinosAilchuBodaBodoDonnchadhMorgantReginhard3Party_#3AgatinosAilchuBodaBodoDonnchadhMorgantReginhard3Party_#3AgatinosAilchuBodaBodoDonnchadhMorgantReginhard3Party_#3AgatinosAilchuBodaBodoDonnchadhMorgantReginhard3Party_#3AgatinosAilchuBodaBodoBodDonnchadhMorgantReginhard3Party_#3AgatinosAilchuBodaBodoBodDonnchadhMorgantReginhard3Party_#3AgatinosAilchuBodaBodoBodDonnchadhMorgantReginhar

CharacterLikeDislikeAgathinosAilchuAsbjornBedaAilchuAsbjornBedaAilchuAsbjornBedaAgathinosSolveigEgilBedaAgathinosSolveigEgilBedaAgathinosSolveigEgilBedaAsbjornHelgiSolveigBrunhildClovisBrunhildClovisBrunhildClovisBrunhildClovisBrunhildClovisBrunhildClovisBrunhildAsbjornBedaAgathinosSolveigEgilBedaAsbjornHelgiSolveigBrunhildClovisBrunhildEgilHelgiDonnchadhMorgantDwyweiCeawlinDvyweiCeawlinSolveigEgilBedaAgathinosSolveigEgilBedaAgathinosSolveigEgilBedaAsbjornBedaAgathinosReginhardAegilClovisBrunhildEgilHelgiDonnchadhMorgantDwyweiCeawlinDvyweiBedaDonnchadhMorgantDwyweiBedaDonnchadhClovisBrunhildClovisBrunhildEgilHelgiBrunhildClovisBrunhildEgilBedaAgathinosSolveigEgilBedaAgathinosSolveigEgilBedaAgathinosSolveigEgilBedaAgathinosB

CharacterLikeDislikeDislikeAgathinosAilchuAsbjornBedaAilchuAgathinosBrunhildCeawlinAsbjornBodoAgathinosBrunhildClovisBrunhildCeawlinAsbjornBodoAgathinosBrunhildClovisBrunhildClovisBrunhildCeawlinAsbjornBodoAgathinosBrunhildCeawlinAsbjo runhilGilRegginhard and the relationships for 2.012 by Sir Mordred: Character LikeDislikeAgagainstOs Ailchhu Asbjorn BedaAlchu Agathinos Egir Beda Dwyweiss Solvig Aylchu Donchado Clovis Brunhird Egiddonhad Morgan Seullin Dwyweiweiss Beda Donchad? Egill Reinshard Morgant?Hergi Reinshard Clovis Egir Morgant Donchad Solveig?Rejichhardt Helgi Asbjörn Brunhird Solveig Brunhird Egir Reinshard Hopefully I copied their post to success. We notice that according to Baki's information, there is now a 2.012 vs. 1.03b change: 1) Bodo likes Beda instead of Asbjörn and likewise Rezijardo still hates Asbjörn, not Caio. In Lord Mordred's version, the change from 1.03b now: 1) Egill likes Reinsinhardt instead of Brunhird, hopefully both started a new game under 2.012, as is said to be the relationship set when the campaign begins. But because it's newUnless they started under another post-1.03b version of the game, they can't both be true, or at worst, the developers have partially randomized their disgust (gasp). The obvious result is that we still don't have enough information to generate any maximum stable party list for 2.012. Is those who have enough skills (and willing to spend their time) reverse-engineering accurate relationship information from the game's text files? I don't have much time to play games for a long time and l'm not going to try it myself. Cheers, Rohi. Sorry to bump this thread. Now that 2.028 is true that the relationship information from the game's text files? mate's choice (he hates according to all of these charts) and gives him -2, or -3??? (According to this article, which Daiwei hates Caio, it says it makes stability even more reduced too), nor is Egill even at the party. I don't get it - - Is it true that the relationship is linked to your original save game? I started playing some patches after 1.03b, but before 2.012 yeap, you know that you need to start a new game at some point, but you have missed the new features from 2.0 (RE version) by playing the previous RE game. Is it true that the relationship is linked to your original save game? I started playing some patches after 1.03b, but before 2.012 yeap, you know that you need to start a new game at some point, but you have missed the new features from 2.0 (RE version) by playing the previous RE game. Is it true that the relationship is linked to your original save game? I started playing some patches after 1.03b, but before 2.012 yeap, you know that you need to start a new game at some point, but you have missed the new features from 2.0 (RE version) by playing the previous RE game. Is it true that the relationship is linked to your original save game? I started playing some patches after 1.03b, but before 2.012 yeap, you know that you need to start a new game at some point, but you have missed the new features from 2.0 (RE version) by playing the previous RE game. I started pl then, there have been quite a few major fixes and rebalancings. I was kind of impressed, but how many days are you on Page 6 it was in the sandbox, but yes, it's a re-counterfeit version. Since then, there have been quite a few major fixes and rebalancings. I was kind of impressed, but how many days come back to Does the installation method with folders and patches (not code) work with the latest version? Does the installation method with folders and patches (not code) work with the latest version? In that way, there is a missing point to use add-ons that need to integrate code (modsys) that also works in 2.028. But it requires basic know-how on remodeling. Caio doesn't like Dwywei and she just thought this was a good place for it. If you want to keep the biggest companion party with scripted stories: as you get +10 in banter, you need to start at 40 each to maintain a nordic persuasion story companion that requires 50+ relationships when determining who gives letters after Snottingham. To keep the biggest party, the cost is 30,000 or 60,000, respectively. Solvik & amp; Asbojurun wants to leave, if you choose Nordic. I you choose Nordic, Bodo leaves. (You have to do it, but I think Brunhilt needs more relationships to stay in than the Nordics.) So, if you kill Egill in a duel instead of Reinshardt, you can keep everyone but him. This is still linked under the guide, so I can update the information for those suffering from add-ons. We tested everything in the game. CharacterLike Anorotha gantino Sairchusbjörn Bedairtua Gatinos Brunhird Chaurin Asbjörn Bodoga Tinosos Leginhard Agantinoseños Voltino Boltino Boltino Boltino Boltino Boltino Boltino Boltinos Borb Bodvedo Begui Solvig Brunhird Clovis Weil Legincheryeo et Gilda Dwyerweilseu Hildegill HelgidonHad Morgant Chad Cevale Dresing correct, it's the same. My 100% stable 5 men/women party covers all party skills. Now all the mates are lvl 21 and all party skills are 9 other than medic skills are 10. You need to get Brunhirdlvl 31. Helgi (Warrior) Solveig (Charisma) Caio (Agility) Brunhild (Int, Medic) Agatinos (Int, others) Does anyone have a 100% stable companion party as big as possible? 2 Parties: Party_#1 Brunhird Morgan Bodo Dwyway Clovis Seaulin Asbjörn Beda Party_#2 Caio Donchado Morgan Bodo Reginado Clovis Aylchu Agatinos 9 Players Can Get Stable Party: Party #1 Caio Brunhird Donchad Asbjörn Ayrchu Agatinos Party #2 Donchad Morgant Bodo Dwyway Resin Hart Clovis Aylchu Agatinos Perty #3 Caio Brunhird Donchado Bodo Clovis Solveig Asbjörn Ayrchu Agatinos Party #4 Brunhild Donchad Bodo Dwyway Reinshard Asbjörn Ayrchu Agatinos Party #4 Brunhird Donchado Bodo Clovis Aylchu Agatinos Party #4 Brunhird Donchad Bodo Dwyway Reinshard Asbjörn Ayrchu Agatinos Party #4 Brunhild Donchad Bodo Dwyway Reinshard Asbjörn Ayrchu Agatinos Party #4 Brunhird Donchado Bodo Clovis Aylchu Agatinos Party #4 Brunhird Donchad Bodo Dwyway Reinshard Asbjörn Ayrchu Agatinos Party #4 Brunhild Donchad Bodo Dwyway Reinshard Asbjörn Ayrchu Agatinos Party #4 Brunhird Donchado Bodo Clovis Aylchu Agatinos Party #4 Brunhird Donchad Bodo Dwyway Reinshard Asbjörn Ayrchu Agatinos Party #4 Brunhird Donchad Bodo Dwyway Reinshard Asbjörn Ayrchu Agatinos Party #4 Brunhird Donchad Bodo Dwyway Reinshard Asbjörn Ayrchu Agatinos Party #4 Brunhird Donchad Bodo Dwyway Reinshard Asbjörn Ayrchu Agatinos Party #4 Brunhird Donchad Bodo Dwyway Reinshard Asbjörn Ayrchu Agatinos Party #4 Brunhird Donchad Bodo Dwyway Reinshard Asbjörn Ayrchu Agatinos Party #4 Brunhird Donchad Bodo Dwyway Reinshard Asbjörn Ayrchu Agatinos Party #4 Brunhird Donchad Bodo Dwyway Reinshard Asbjörn Ayrchu Agatinos Party #4 Brunhird Donchad Bodo Dwyway Reinshard Asbjörn Ayrchu Agatinos Party #4 Brunhird Donchad Bodo Dwyway Reinshard Asbjörn Ayrchu Agatinos Party #4 Brunhird Donchad Bodo Dwyway Reinshard Asbjörn Ayrchu Agatinos Party #4 Brunhird Donchad Bodo Dwyway Reinshard Asbjörn Ayrchu Agatinos Party #4 Brunhird Donchad Bodo Dwyway Reinshard Asbjörn Ayrchu Agatinos Party #4 Brunhird Donchad Bodo Dwyway Reinshard Asbjörn Ayrchu Agatinos Party #4 Brunhird Donchad Bodo Dwyway Reinsh Helgi Aylchu Beda Bunnykiller Mokipoki said: Does anyone have as 100% stable companion party as possible? Hird Caio Morgan Asbjörn Donchad Reply #26 8 Players can be strictly stable. 2 Parties: Party_#1 Caio Brunhird Morgan Tobod Worgan Bodo Clodo Clos Vis Asbjörn Ayrchu Aguitinos Party_#2 Donchad Morgan Bodo Dwyway Reginard Clovis Aylchu Agatinos Beda Party_#3 Caio Egir Brunhird Donchad Bodo Clovis Asbjörn Ayrchu Aguitinos Party_#4 Brunhild Donchad Morgant Bodo Dwyway Clovis Aylchu Agatinos Beda Party_#5 Caio B Runhild Donchad Bodo Clovis Solveig Asbjö Lung Ayrchu Agatinos Party_#6 Donchad Morgant Bodo Dwyway Lezinhard Asbjörn Helgi Aylchu Beda is outdated? This is a spreadsheet of relationships and the biggest parties to the conflict. Unfortunately, I just made this account, so I can't upload or link images. Just copy and paste and delete the space. https://_imgoat_.com/Upload/647966b734/88497.PNG This is still linked under the guide, so I can update the information for those suffering from add-ons. We tested everything in the game. Character Like Anoho Gatino Cyrchuusbjörn Bedaylchuastanosbrunnhidcherdchernisbjorn Bodgatinos Leginhard Agathinhos Egirggibodbedahelgisorbig Brunhird Clovis Greysinjerkao E guild Browwiil Brunhill Egi Wiweiweiweda Caiodonhadhad Egir Lesinhardt Clovis, Donchad Dwyway, Morgant, Solveig and, by default, settle disputes by ruling against complainants. Except: Agatinos requires a potential victim and one ruling in favor of self: Solve: the rule against solveg when Beda complains. Rules against Veda when Agatinos complains. Rules in favor of potential victims and self:Bodo: rules in favor of potential victims and self:Bodo: rules in favor of solve when Beda complains. Rules against the defendant. Except: Solve requires two rulings in favor of potential victims and self:Bodo: rules in favor of solve when Beda complains. Rules in favor of potential victims and self:Bodo: rules in favor of potential victims and self:Bodo: rules in favor of solve when Beda complains. Rules against the defendant. Except: Solve requires two rulings in favor of potential victims and self:Bodo: rules in favor of solve when Beda complains. Rules in favor of solve when Beda complains. Rules against the defendant. Except: Solve requires two rulings in favor of solve when Beda complains. Rules against the defendant. Except: Solve requires two rulings in favor of solve when Beda complains. Rules against the defendant. Except: Solve requires two rules in favor of solve when Beda complains. Rules against the defendant. Except: Solve requires two rules in favor of solve when Beda complains. Rules against the defendant. Except: Solve requires two rules in favor of solve when Beda complains. Rules in favor of solve when Beda complains. Rules against the defendant. Except: Solve requires two rules in favor of solve when Beda complains. Rules against the defendant. Except: Solve requires two rules in favor of solve when Beda complains. Rules against the defendant. Except: Solve requires two rules in favor of solve when Beda complains. Rules against the defendant. Except: Solve requires two rules in favor of solve when Beda complains. Rules Solveig when Morgant complains. Potential victims (heroes with more friends than enemies in the party): Bodo, Clovis, Morgant, now you always have four options for size 10 if you settle complaints by ruling in favor of the defendant: found the party of 10: Agathinos, Brunhird, Clovis, Morgant, now you always have four options for size 10 if you settle complaints by ruling in favor of the defendant: found the party): Bodo, Clovis, Morgant, now you always have four options for size 10 if you settle complaints by ruling in favor of the defendant: found the party of 10: Agathinos, Brunhird, Clovis, Morgant, now you always have four options for size 10 if you settle complaints by ruling in favor of the same size: her party of the same size: Agatinos, Aylchu, Beda, Bodo, Donchad, Dwyway, Egill, Helgi, Morgant, Reinsinhardt, found another party of the same size: Agatinos, Aylchu, Beda, Bodo, Caio, Donkin, Gilg, Gilg, Reinshard, if you always sett le disputes in favor of the complainant. There is only one size 10 option: Agatinos, Aylchu, Asbiörn, Beda, Bodo, Brunhild, Clovis, DonChad, Dwyway, Morgant, stable, I mean for party men

people she likes in the party is less between her rules. Nice to see this companion list Do you have the latest list of vanilla versions that are nice to see this companion list Do you mean native? This 1. Resolving the conflict asymmetrically will get nothing (if she rules against A both when she complains about B and when B complains about her, she will want to leave). 2. As long as you resolve the dispute in a consistent way, it doesn't matter how you deal with it (against a complainer or a neutral person). Unique solutions for Alaen, Bahestur, Katrin, Borcha, Rolf, Bunduk, Imila, Matherd, Artienner, Nizar and Size 10 are there anyway.

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