

## Chapter 1 : History buff's artifacts - Daily Crossword Answers

*This illustrated word guide is a compendium of words that have disappeared over the last hundred years as technological advances and changes in society preferences have made them obsolete.*

The following is based on Fallout: New Vegas cut content and has not been confirmed by canon sources. Ulysses was also planned as a permanent companion, but was cut from base game. Betsy the Brahmin was planned as a companion, but was cut from the game. End of information based on Fallout: New Vegas cut content. Permanent companions are controlled via the Companion wheel. One does not need to have their companions actively following to gain their perks; they can be told to wait. While actively following, permanent companions are treated as essential unless playing on Hardcore Mode - see below. It is important to note that they are only essential while recruited, and they can be killed both before they are recruited, and after told to leave. In Hardcore mode, companions can be killed even while actively recruited, but do not require food or drink and are not affected by radiation or drowning. Should one tell their companion to wait for them at the Lucky 38, they will be waiting in the presidential suite ready to be rehired at any given time. Unlike in Fallout 3, where dismissed companions would walk all the way from their current location to their home, dismissed companions in Fallout: New Vegas are instantly transferred to their home location upon being dismissed. In addition, no companion checks against Karma when being hired, though they will check against reputation with one or more factions. Cassidy will leave if the Courier has a severely negative Karma, though it is still possible to hire her initially. If siding with Mr. House, a securitron will accompany the Courier during the final battle for the dam. However, this securitron does not count as essential, and may die, even with Hardcore mode turned off. Whenever completing a story quest, the next time conversation is started with a companion, they will talk about the quest. There is a way to get all 6 humanoid companions - check Fallout: New Vegas exploits for the details. Every permanent companion has their own quest, either side or unmarked. Companions will drop any weapons they had currently equipped if said weapon breaks. Using the console command "resurrect" on a companion even while the companion is still alive will strip them of any and all items given to them. Companions will tend to take safer, if longer, routes to the player if separated, however should the player be traversing steep ledges or cliffs they may fall resulting in them becoming unconscious, or die if in hardcore mode. This is more prone to happen if the player chooses to wait for the companion, however ED-E appears to be an exception to this. Nerve Edit Each companion also has a special attribute referred to in the game as Nerve. Because Nerve only affects DT and damage, companion quests that bestow other bonuses upon completion such as movement speed are potentially less effective for those with high Charisma.

### Chapter 2 : [SWTOR] 10 things you need to know about consumables – Welcome to Spinksville!

*Get this from a library! 1, fun and fabulous forgotten words and phrases. [W R Runyan] Americana buff's word companion One thousand one fun and fabulous.*

Bioware have been quite good about scattering medical droids who sell healing and buff potions all over the gameworld, and healing potions are also frequent drops from mobs. Vendors in cantinas will also sell buff food. And you will occasionally find stim vendors out in the world – I think this is just where Bioware decided that they needed extra vendors standing around for RP purposes because they just split off some of the goods that medical droids would otherwise sell. Store bought stims buff potions typically last for an hour and will buff one of your core character attributes might, willpower, aim, cunning – there are also Stims that boost presence this buffs your companion and endurance. Crafted stims will boost power or defence in addition to one of your core character attributes. Fortitude stims are the tank buffs which buff defence as well as endurance, the other stims all boost power as a secondary stat. Purple crafted stims are for Biochem crafters only, are equivalent to green crafted stims and are reusable. In Cantinas, there are vendors who will also sell you food buffs. The other is a 30 min buff to presence ie. Green crafted healing potions will typically heal for more than vendor bought ones, and can come in at different level ranges also. There are also green crafted healing potions which heal your companion as well as your character. Blue crafted healing potions will typically provide a HoT as well as the initial burst of healing. The HoT heals for half again of the initial healing burst over 15s. Adrenals are all blue items, except for the purple reusable ones Biochem only. The cooldown on medpacs is 90s ie. The cooldown on adrenals is 3 mins. The reason Biochem is probably overpowered at the moment is that they can make reusable versions of any of the green crafted items for themselves. So as a Biochem crafter, you can if you want have access to a heal potion every 90s, an adrenal every 1. You can use all of these consumables in PvP. This is a shot I took on Voss.

*The Americana Buffs Word Companion Samsung Lock Code How To Survive Middle School And Monster Bots. Cerebral Monitoring In The Operating Room And The Intensive Care.*

Malavi Unlocking Companion Legacy Perks Every class has five companions that are tied to their legacy unlocks, and each of those five companions falls into one type of NPC healer, melee tank, ranged tank, melee dps, ranged dps. Some of your companions also have additional restrictions on their conversations and quests, the most common of which is that most if not all of the companions that you can romance will require you to complete Chapter 1 in some cases Chapter 2 before they actually romance you and the romance conversations and quests are reliant on that. Also, the first companion that every class gets has actual quests that are tied to their affection. Some of them include combat which will restrict the level that you can accomplish them at, and others are purely conversation so can be done at any level. As you can see in the screenshot below, I have unlocked all five of my companions on my level 36 Warrior level 38 in the shot. My wife reached level 50 on her Sorc last night and we found the Khem Val does not give you his final quest until you finish your class story, so he basically does require you to be level 50 to unlock his legacy feature. I was able to solo all of my class quests on Hoth at level which was required to get my final companion. Other classes, such as the Smuggler have a first companion who does have combat in their quests which will restrict the level at which you can complete them without help from higher level characters. Affection – What Does It Do? Affection is also the gateway to companion conversations and quests, which is why I brought it up. Most companions, especially those who you do not romance and who are not your first companion, will only need 9, Affection to unlock all of their conversations. Your ship opens conversation options that do not exist elsewhere, so go there. Do any quests that appear for the companion, and then step off of your ship and back into your hanger. While in the hanger give your companion gifts to raise them to the next increment of , , 1, and then step back inside your ship. You can also access the Legacy screen from the menu bar in-game, the same one that has buttons for your character, you skill tree, and so on. Companion Gifts In patch 1. First, they removed the 30 second cooldown on them which is fantastic, and second they made them actually stack inside your inventory so that you can use them way more effectively. Companion gifts come in 10 different types, and each companion likes different types to different degrees. There are four different levels to which a companion can like or dislike a particular type of gift. The four levels are Indifferent, Like, Love, and Favorite. Naturally, the higher the quality the higher the affection gain. However, gifts also come in five levels, or ranks, from which are targeted for different affection levels. Gifts are the fastest and easiest method of increasing affection. Companions other than the one you start with will receive no affection from running these flashpoints. You can do this by searching for the name of the quest if you already know it, or by looking up the name of the NPC who is associated with the quest. If you look up an NPC then you can scroll down to see the names of the quests that they start and the quests that they end, then open the one you need. Not all of the conversation options are there, but the majority of them are. For most quests there are users who have linked the follow-up quest in the comments. My wife and I have done the same quest on the same class while leveling together and had it glitch for her but not me and at the end of the quest having made exact same decisions I received more affection that she did. Companion Rushing and Questing One last thing I wanted to touch on in regards to companions and affection is something I call Companion Rushing. This type of rushing is done for multiple reasons, but typically because you either want more companions so that you can send out your maximum number of companions on crew skill tasks and still have one to quest with, or because Companions come with higher level gear so rushing to get a companion from the end of your class story on one planet will mean that that particular companion is overpowered for that same planet. The quests that are on a planet give affection rewards to your companions with the assumption that you follow a static timeline. This same logic applies to doing Esseles and Black Talon runs, as well. Affection Tables The first table that I was going to link here turned out to be freaking massive since there are 40 companions to put into it, so I decided not to include the table here. This second table lists each type of companion gift and then breaks down how much each

companion likes that gift. When you have companion gifts sitting in your inventory and you need to figure out what to do with them, refer to this list to find out who has the best affection gains from it. Otherwise, they will appear in one of the other categories for that item, or not at all.

## Chapter 4 : World of Warcraft

*Unlocking Companion Legacy Perks Every class has five companions that are tied to their legacy unlocks, and each of those five companions falls into one type of NPC (healer, melee tank, ranged tank, melee dps, ranged dps).*

Get the latest news and videos for this game daily, no spam, no fuss. Follow Want the latest gaming news as it breaks? You are now subscribed Subscribe for the latest gaming news In Monster Hunter World , you can always use some extra help in taking down the big marks. While their cat-like looks and short stature might make them look out of their element, the Palico are totally capable of keeping up with your high-flying and weapon-wielding antics, and they even bring some useful skills of their own into the fold. Vigorwasp Spray How it works: With the default gadget, your Palico companion can administer healing effects to you during battles. After increasing your proficiency to level 5, you will be able to manually call in a heal from your ally. At level 10, you can place a vigorwasp station to receive healing at a dedicated spot in the field. Your companion throws a flashfly at your enemies, momentarily blinding them. At level 5 proficiency, you can activate the gadget on command, with the chance of your companion placing a Shock Trap as well. At level 10, Shock Traps from your ally can be placed manually. With this shield gadget, your Palico can defend itself against an attack and can also provoke nearby monsters. As your proficiency goes up, your ally can withstand more damage and can even attack enemies with the shield. Speak to the Lynian Researcher who will inform you of the nearby Grimalkyne tribe known as the Plunderers. After leaving, explore the area and farm until a random event with a Odogaron occurs. Note that this event is time specific, so you may need to exit the area and re-enter to engage the scene. Afterwards, explore further until you find a Grimalkyne lurking about. Follow it into the lower areas, and then place the raw meat on the ground where you lose sight of it. Move away from the meat and watch as the Grimalkyne return to eat the raw meat. Approach them to engage in conversation with them, and they will reward you with the Plunderblade. This item will allow your Palico to steal items from monsters they attack. As your proficiency goes up, the number of items attained from their theft goes up. Defeat the group and then follow them to their hideout to speak with them to earn a new quest. After completing the quest to hunt two Tzitz-Ya-Ku, return to the Palico to claim your new item. This gadget allows your Palico companion to buff your hunter with a number of attack and defense boosts, alongside resistances to negative status effects. Increasing your proficiency will allow these buffs to become more effective. In Astera, talk to the Lynian Researcher to receive a quest for the Gajalaka Linguistics critical bounty. Travel back to the Researcher to finish up and gain the final gadget. The Meowlotov Cocktail is a bomb that causes explosive and fire damage to monsters. For more info on Monster Hunter World, such as our general impressions and any help on the early or late-game quests and missions , we have a complete roundup of our Monster Hunter review and guides right here.

## Chapter 5 : Fallout: New Vegas companions | Fallout Wiki | FANDOM powered by Wikia

*Below you will be able to find the History buff's artifacts crossword clue answers and solutions. This crossword clue was last seen on LA Times Crossword December 2 Answers.*

## Chapter 6 : Americana Archives - Page 6 of 15 - Jean Huets

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## Chapter 7 : Supporter Synonyms, Supporter Antonyms | calendrierdelascience.com

*The other is a 30 min buff to presence (ie. boosts companion power), which does stack with stims. So if you're struggling*

*with solo content, the food presence buff might be one to keep in mind. 4.*

### Chapter 8 : History buff's artifacts -- Crossword clue | Crossword Nexus

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### Chapter 9 : Legacy and Companions | Psynister's Notebook

*Talk to Tarenar Sunstrike to get the quest to find a traveling companion. The npc you can add to the caravan is up top of the tower - Argus Highbeacon. In order to continue, you must complete his quest to kill 13 Plaguebats.*