

GreedFall
Complete Checklist
by Karen Wiesner

<https://karenwiesner.weebly.com/>
<http://www.facebook.com/KarenWiesnerAuthor>

Warning: This document is intense and contains spoilers!

Checklist of quests separated by category (*not* the suggested or even possible order of completion):

MAIN QUEST

Part 1: A Cure for Malichor

- o The Great Departure
- o Find Constantin at the Palace
- o Old Countries in a New World
- o The Battle of the Red Spears
- o Demoniactal Cult
- o Face to Face With The Demon
- o Scholars in The Expedition
- o Quest for a Panacea
- o In Pursuit of the Tierna Harh Cadachtas
- o The Trial of the Waters
- o On The High King's Trail
- o Vinbarr's Sanctuary
- o A New High King
- o Face to Face with a God

Part 2: An Ancient Secret

- o Search the Ruins
- o Talk to Constantin about the Ancient Ruins
- o Mystery of the Ancient Ruins
- o The Prince's Secret

Part 3: The Coup D'état

- o Treason!

Part 4: Constantin's Fate

- o The Suffering of Constantin
- o Searching for Constantin
- o The Dead Man's Voice
- o The Sky's Teeth

Part 5: A New Threat

- o The Attack on Hikmet
- o The Attack on San Matheus
- o Footsteps of Madness
- o Breaking the Links
- o Together for Teer Fradee
- o Assault on the Heart

SIDE QUESTS

- o Before Departure (**Faction: Congregation of Merchants**)
- o Coin Guard Merchandise (**Faction: Coin Guard**)
- o The Charlatan (**Faction: Bridge Alliance**)
- o Heretic Hunt (**Faction: Thélème**)
- o Disappearance Amongst the Nauts (**Faction: Nauts**)

The Children of Teer Fradee (**Faction: Natives**)

- o An Aspiring Merchant
- o A Peculiar Alliance
- o Inquisition
- o Logging Expedition
- o The Blood Price
- o Camp of the Ordo Luminis

The Shadows of the Guard (**Faction: Coin Guard**)

- o The Man with the Silver Coin
- o Champion of the Arena
- o Contraband (*available after Treason!*)
- o Dirty Traffic
- o Egon's Face

In The Name of Science (**Faction: Bridge Alliance**)

- o Attack on Caravans
- o At the Heart of the Rebellion (*available after Treason!*)
- o Doctor Asili's Experiments
- o The Trial

The Origins of Thélème (**Faction: Thélème**)

- o Trouble in Eden
- o Theological Conflicts
- o In the Footsteps of Saint Matheus
- o Saint and Wild

The Naut's Secrets (**Faction: Nauts**)

- o The Admiral's Secret Service
- o The Spy From Theleme
- o Sub Rosa
- o The Enemy Within

Mr. De Courcilon's Research (**Faction: Congregation of Merchants**)

- o Exploration & Cartography
- o In Professor Seraddin's Footsteps

COMPANION QUESTS

Siora

- o Find Queen Bladnid **(have to complete *The Battle of the Red Spears*)**
- o Promises Set in Stone **(just after starting *The Trial of the Waters*)**
- o The Queen's Farewell

Kurt

- o Missing in Action
- o Amongst the Ghosts
- o Setting Scores **(only after *Treason!*)**

Petrus

- o The Vices of the Mother Cardinal **(will need Kurt to get everything done at *Coins Tavern*)**
- o Dangerous Bets **(have to finish *Champion of the Arena* and *The Prince's Secret* to complete this section; however, there's not really a chance to do these next two quests until after *Treason!*)**
- o The Sins of Father Petrus

Vasco

- o A Name for a Family
- o Family Reunion
- o Forever a Naut

Aphra **(becomes available during *Scholars in the Expedition*)**

- o Islander Knowledge
- o The Cave of Knowledge **(this will unlock after starting *Quest for a Panacea*)**
- o The Linking Ritual

CONTRACT MISSIONS

See the maps that have locations to complete each of these:

<https://greedfall.fandom.com/wiki/Quests#Missions>

Wenshaganaw Contract

- o Enraged Dantrig
- o Neutralize the Thieving Scholar

Vedrad Contracts

- o Pest Control
- o Stolen Cargo

Tir Dob Contracts

- o Destroy Yorglans Nests
- o The Traveler's Grave

Magasvar Contracts

- o Dispose of the Thieves
- o Missing Scout

Aidag Ol Creidaw Contracts (DLC)

- o The Missing Servant
- o Dispose of the Thieves

The De Vespe Conspiracy (DLC)

- o With Daggers Drawn
- o First Contact
- o Compromising Document
- o Strike Back

Factions you'll attempt to gain the loyalty of during the course of the game:

- Congregation of Merchants (Constantin) *commerce*
- Bridge Alliance (associated companion: Aphra) *scholars*
- Coin Guard (associated companion: Kurt) *security*
- Thélème (associated companion: Petrus) *religion*
- Nauts (associated companion: Vasco) *navigation*
- Natives/Islanders/Teer Fradeans: (associated companion: Siora) *natives/magic/mystical*

Checklist of quests in the order they can/should be completed to allow for the ideal ending. Your goal as legate to New Serene is to promote peace and everyone working together, regardless of divisions or different beliefs, among all the groups of people associated with Teer Fradee. To that end, you want to succeed in cultivating the highest reputation among your companions (which is friendly and "loving" in the case of the one you choose to romance) and the factions (friendly) you're working for throughout the game. I believe it's possible to reach friendly status with all the factions until the last few missions, when the loyalty of one of them will be in question.

In order to gain the ideal ending, your priority in completing the missions must always be in completing quests in this order:

- 1) Companion missions (because one or more of them could leave you in certain portions of the game if you haven't received a certain level of friendship)
- 2) Side quests (all associated with the factions)
- 3) Contract missions (associated with specific areas of the game)
- 4) DLC
- 5) Main quest including Parts 1, 2, 3 4, and 5

So, if there's a companion mission available, complete it as far as you're able before turning to side quests, contract missions or DLC, or (if there's no other choice) advancing the main quest. If you're in the middle of a main quest mission and a companion, side quest, contract mission, or DLC becomes available, temporarily abandon the main quest in favor of any of these, focused on the priority order I've suggested for completing missions above. So many of the companion, side, contract, and dlc quests can't be completed right away, but you always want to return to them to ensure you have the loyalty of your crew and all but one of the factions near the end of the game. Note that there's major overlap between many of these quests. I strongly advise that, if you have no choice but to embark on one of the main quests to advance the plot, as soon as a companion, side, contract or dlc quest becomes available, do that instead.

*All throughout these quests, when new areas open up, explore them to their boundaries (globes) to ensure you've discovered all loot, treasure, materials, and legendary equipment, as well as gaining from skill altars and finding camps and scholar notes. There's actually very little to explore, so this shouldn't be

too much of a hardship. Once you get to a certain point in the main, the opportunity to complete companion, side, and contraction missions goes away since completing the final mission "Assault on the Heart" is the end of the game. No more questing will be allowed once you embark on it, nor when you're finished with it. It's game over, finite, and you'll lose out on anything you left unfinished by not doing it when the opportunity was there. Be aware that some areas of the game are only accessible via fast travel access areas. So if you can't get through one way, go to a globe and bring up the list of options for fast travel, trying each one until you find what you're looking for.

1. Before Departure: Coin Guard Merchandise
2. Before Departure: The Charlatan
3. Before Departure: Heretic Hunt
4. Before Departure: Disappearance Amongst the Nauts
5. A Cure for Malichor: The Great Departure
6. A Cure for Malichor: Find Constantin at the Palace
7. Companion Quest Kurt: Missing in Action
8. Companion Quest Vasco: A Name for a Family
9. Companion Quest Vasco: Family Reunion
- 10. Companion Quest Vasco: Forever a Naut (friendly reputation status with companion reached)**
11. A Cure for Malichor: The Battle of the Red Spears
12. Companion Quest Siora: The Queen Bladnid
13. A Cure for Malichor: Old Countries in a New World
14. Companion Quest Kurt: Amongst the Ghosts
15. Companion Quest Petrus: The Vices of the Mother Cardinal
16. The Shadows of the Guard: The Man with the Silver Coin
17. The Shadows of the Guard: Champion of the Arena
18. The Children of Teer Fradee: An Aspiring Merchant
19. The Children of Teer Fradee: Inquisition
20. The Children of Teer Fradee: A Peculiar Alliance
21. In the Name of Science: Attack on Caravans
22. A Cure for Malichor: Demoniactal Cult
23. A Cure for Malichor: Face to Face with the Demon
24. A Cure for Malichor: Scholars in the Expedition
25. Companion Quest Aphra: Islander Knowledge
26. The Origins of Theleme: Trouble in Eden
27. The Origins of Theleme: Theological Conflicts
28. The Origins of Theleme: In the Footsteps of St. Matheus
- 29. The Origins of Theleme: Saint and Wild (friendly reputation status with Thélème reached)**
30. Contract Mission Vedrad: Pest Control
31. Contract Mission Vedrad: Stolen Cargo
32. Contract Mission Wenshagnaw: Enraged Dantrig
33. Contract Mission Wenshagnaw: Neutralize the Thieving Scholar
34. Contract Mission Tir Dob: Destroy Yorglans Nests
35. Contract Mission Tir Dob: The Traveler's Grave
36. A Cure for Malichor: Quest for a Panacea
37. Companion Quest Aphra: The Cave of Knowledge
- 38. Companion Quest Aphra: The Linking Ritual (friendly reputation status with companion reached)**
39. The Children of Teer Fradee: Logging Expedition
40. The Children of Teer Fradee: The Blood Price

41. The Children of Teer Fradee: Camp of the Luminis **(friendly reputation status with Natives reached)**
42. A Cure for Malichor: In Pursuit of the Tierna Harh Cadachtas
43. An Ancient Secret: Search the Ruins
44. An Ancient Secret: Talk to Constantin about the Ancient Ruins
45. An Ancient Secret: Mystery of the Ancient Ruins
46. An Ancient Secret: The Prince's Secret
47. The Coup D'etat: Treason!
48. Companion Quest Kurt: Setting Scores **(friendly reputation status with companion reached)**
49. Companion Quest Petrus: Dangerous Bets
50. Companion Quest Petrus: The Sins of Father Petrus **(friendly reputation status with companion reached)**
51. The Naut's Secrets: The Admiral's Secret Service
52. The Naut's Secrets: The Spy from Theleme
53. The Naut's Secrets: Sub Rosa
54. The Naut's Secrets: The Enemy Within **(friendly reputation status with Nauts reached)**
55. The Shadows of the Guard: Contraband
56. The Shadows of the Guard: Dirty Traffic
57. The Shadows of the Guard: Egon's Face **(friendly reputation status with Coin Guard reached)**
58. Constantin's Fate: The Suffering of Constantin
59. A Cure for Malichor: The Trial of the Waters
60. Companion Quest Siora: Promises Set in Stone
61. Companion Quest Siora: The Queen's Farewell **(friendly reputation status with companion reached)**
62. In the Name of Science: At the Heart of the Rebellion
63. In the Name of Science: Doctor Asili's Experiments
64. In the Name of Science: The Trial **(friendly reputation status with Bridge Alliance reached)**
65. Constantin's Fate: Searching for Constantin
66. The De Vespe Conspiracy With Daggers Drawn: First Contact
67. Contract Mission Aidag Ol Creidaw: The Missing Servant
68. Contract Mission Aidag Ol Creidaw: Dispose of the Thieves
69. The De Vespe Conspiracy With Daggers Drawn: Compromising Document
70. The De Vespe Conspiracy With Daggers Drawn: Strike Back
71. A Cure for Malichor: On the High King's Trail
72. A Cure for Malichor: Vinbarr's Sanctuary
73. Contract Mission Magasvan: Kill the Group of Bandits
74. Contract Mission Magasvan: Missing Scout
75. Constantin's Fate: The Dead Man's Voice
76. Constantin's Fate: The Sky's Teeth
77. Mr. De Courcilon's Research: Exploration and Cartography
78. Mr. De Courcilon's Research: In Professor Serafeddins Footsteps **(friendly reputation status with Congregation of Merchants reached)**
79. A Cure for Malichor: A New High King
80. A Cure for Malichor: Face to Face with a God
81. A Cure for Malichor: Inform Constantin About the Sanctuary
82. A New Threat: Return to Constantin
83. A New Threat: The Attack on Hikmet
84. A New Threat: The Attack on San Matheus
85. A New Threat: Talk to Constantin About Your Worrisome Discoveries

86. A New Threat: Footsteps of Madness (**friendly reputation status with faction compromised**)

87. A New Threat: Breaking the Links

88. A New Threat: Together for Teer Fradee

89. A New Threat: Assault on the Heart

Companions in GreedFall

There are five available companions to take on your quest with you in Teer Fradee, continue below for information about each companion, including when you will meet them on your adventures. Friendship levels for each companion can be increased by gaining standing with their faction, speaking with them occasionally, and completing their Romance quests.

List of Companions (in order of appearance)

- Kurt (Coin Guard), Craftsman talent
- Vasco (Naut), Intuition talent
- Siora (Native), Vigor talent
- Petrus (Thélème), Persuasion talent
- Aphra (Bridge Alliance), Science talent

COMPANION QUESTS

Note: If one of your companions is locked into being in your party (you'll see a padlock next to their name when you bring up the "gather your party" menu, it means you're undertaking a section of their companion quest and you have to finish that before you can remove that companion from the party. Also, if anyone in your party says something like "It seems like you're busy; we'll do my quest another time", it means that you're already locked into another companion's quest and you can only do one at a time. So finish the other companion's quest, then you can move on with this one. If your companions have a question mark over their heads, it means they want to talk to you about something.

Additionally, always save before talking to the companions so, if you say something wrong, you can reload easily and choose the answer that gives you the best reputation with the companion.

Greedfall Romance Guide: every romanceable companion

Greedfall has five possible companions in total: Kurt, Aphra, Vasco, Siora, and Petrus. Petrus is not a romance option, leaving the remaining four as the possible partners. Of those four, Vasco and Siora are romance options for both male and female player characters, while Kurt is only a romance option for female characters, and Aphra is only an option for male characters. Meaning for that any given playthrough, there are two opposite sex and one same-sex choices available.

Each Companion will ask the player to embark on a three-part character quest. For some, like Vasco, this can be done relatively early in the game. For others, like Siora, you'll have to play a little further in. After each quest, you can speak to that companion and choose a dialogue choice for a boost to your reputation with them. Once you do this three times, you'll be able to rendezvous at your residence (go upstairs to the bedroom) to see a romance scene, if you choose to. There's often also another dialogue choice, which doesn't seem to matter.

Note that even after the resulting cutscene, you can still back out of going steady with that character, leaving the door open to romance another. Once you do choose to pair up, your personal reputation will

switch to Loving, you'll earn and achievement/trophy, and you won't be able to romance anyone else on that save file.

Vasco

Vasco is a romance option for both Male and Female characters.

Part 1: "A Name for a Family" - Can be started as soon as you talk to Constantin at the palace in New Serene. After, Select "Ask him if he has any happy memories".

Part 2: "Family Reunion" - Can be started right after the previous (you may have to wait 24 hours). After, Select "Tell him that this encounter allowed him to assert himself".

Part 3: "Forever a Naut". - Can be started right after the previous (you may have to wait 24 hours). After, Select "Tell him that you wish you could sail with him again". Then speak to him one final time, earn the Love and the Sea achievement.

Kurt

Kurt is a romance option for Female characters only.

Part 1: "Missing in Action" - Can be started as soon as you talk to Constantin at the palace in New Serene. After, Select "Tell him that is was so that you could understand him better".

Part 2: "Amongst the Ghosts" - While the quest will appear in your log right after "Missing in Action", Kurt will get the information he needs after "Old Countries in a New World". After, Select "Tell him about a childhood memory with Constantin".

Part 3: "Settling Scores". - Can be started after "Treason!" main quest, assuming Kurt survives the Coup (he should if you've done his first two quests). "Treason!" occurs once you follow through the Ancient Secret meta-quest, which starts after "The Battle of the Red Spears". After, Select "Tell him you hope you will be a part of it". Then speak to him one final time, earn the Guardian of Love achievement.

Siora

Siora is a romance option for both Male and Female characters.

Part 1: "Find Queen Bladnid" - Can be started as soon as you finish "The Battle of the Red Spears". After, Select "Tell her about having to say goodbye to your own mother".

Part 2: "Promises Set in Stone" - Can be started after finishing "The Trial of the Waters", which is after "Suffering of Constantin" (which in itself is after the coup in "Treason!"). Quest Note: If you accept the bribe and double down when Siora calls you out, you'll fail the quest and she will leave the party. After, select "Tell her it seems logical, given their culture."

Part 3: "The Queen's Farewell". - Can be started right after the previous (you may have to wait 24 hours). After, Select "Tell her that you would understand if she had to help her people". Then speak to her one final time. She'll ask if you want to sleep together, say yes, go upstairs, say yes again. Earn the Minudhanem achievement.

Aphra

Aphra is a romance option for Male characters only.

Recruitment Note: Aphra is tucked away a little further into the game compared to the other companions. To recruit her, visit both embassies a first time to complete "Old Countries in a New World", and then complete the quest "Scholars in the Expedition".

Part 1: "Islander Knowledge" - Can be started as soon as you finish "The Battle of the Red Spears". After, Select "Talk to her about the two youths".

Part 2: "Cave of Knowledge" - Can be started right after the previous (you may have to wait 24 hours). After, Select "Tell her that you feel as if you have learned a lot".

Part 3: "The Linking Ritual". - Can be started right after the previous (you may have to wait 24 hours). After, Select "Tell her you hope that you will be a part of it". Then speak to her one final time, earn the Love and Botany achievement.

GENERAL NOTES:

It is possible to explore all of Teer Fradee, discovering camps, notes, skill altars, loot, and legendary items via quests. This basically means you'll complete all of the Mr. De Courcillion's Research items en route without going out of your way to search for them. However, you won't finish them until the last few quests of the game, at which point you may not have time to report that you've completed them and thereby completing the quests. So I believe it's a good idea to clear all these out of your journal and finish them entirely, even if it means going out of your way to do so, before starting/finishing A Cure for Malichor: A New High King. Besides, it gives you friendly status with the Congregation of Merchants at least one point in the game.

For "The Suffering of Constantin" quest, there's a task to find the missing villagers. After finding the pot and interacting with it, move South to find the bloodstains and follow them (there will be a task that says "Find missing villagers" and a quest marker to a certain cave near that pot. Even if you can't find the bloodstains (so hard to see), that cave is where the quest wants you to go.

At the same time you're searching for the missing villagers in this quest, there's a final part of the "The Naut's Secrets: Sub Rosa" quest in which you're given the task to Find Alba. This is the cave to find her in. If you swap to "Sub Rosa" instead of continuing "The Suffering of Constantin", you'll find the villages for Constantin quest and set traps for the beasts in the first part of the cave, then--instead of leaving the cave at that point as De Sardis says they should, continue through the cave and save Alba, finishing the Naut's Secrets quest first.

Basic Tips

Save the sailor's coat you find in Serene (put it in your chest, once you gain it, upon arrival in New Serene). It'll be required for other missions. You might also need to save faction clothing (chest is the only piece actually needed) for sneaking into faction areas that you won't otherwise have access to. You'll use the clothing to blend in. Additionally, save your companions' original clothing (not their equipment) since you might also need them later for the same reason.

Escort and "follow me" missions throughout the game are tiresome, to say the least. Stay very close to your charges or the one leading you at all times. Don't try to move faster because if you get beyond them, you may find that they've gone all the way back to the beginning of the area and you have to start all over. Avoid places you have to climb or rocky terrain, if possible, since they may get stuck and you can't move forward.

If you're looking to get the ideal, best ending the game has to offer (everyone--companions and factions alike are happy and willing to live in peace, maybe even be friends, with each other), do them in the optimal quest order I've provided. This will mean a lot of running around, back and forth on the map, but it's better to stay focused when completing companion, side, and contract missions before advancing the main quest. Even fully exploring all areas can wait. This game isn't like ones where it's an open world and exploring gives you a ton of opportunities and sideline quests. Greedfall isn't quest heavy and exploration is limited. Mainly, exploring areas:

- 1) Provides residences (in cities) or camps to advance time, talk to companions, swap out the companions in your party (you can only ever have 2 at a time), access your chest to outfit yourself and your companions, use the Workbench, or shop (buying or selling).
- 2) Allows you to gather materials you need for crafting.
- 3) Offers bonus goodies, like legendary equipment. Note that most of the legendary stuff isn't in treasure chests but is accessed using talents like Vigor (that allows you to climb high walls or jump

gaps), Intuition (sneak through narrow passages), or Science (blowing up walls to get into another area).

4) Finding skill altars.

5) Fulfilling De Courcilon's lengthy to-do lists.

6) Completing quests.

There's almost nothing else to explore and gather beyond these things. The game is very good about showing you exactly how to advance certain quests with markers. Your main quest will have a yellow dot. When utilizing fast travel globe locations, the main quest will have a yellow dot next to the area you need to go to advance the quest. The local maps will provide the exact location with the yellow dot. Sometimes you can't find the yellow dot on the maps but it is in the compass at the top of the main game screen so just follow that until you reach the area and can narrow down exactly where you need to be with the map. Read your journal as well, as sometimes that can help you figure out where you're supposed to go.

Sometimes quests have multiple tasks that need to be performed (and, yes, it is possible to fail in some of them if you don't do them in the right order). Choose one of them that seems most important by making it the main quest (and so will have a yellow dot) and follow through on that as your main quest, then move on to the next area that seems most important in the task list, and do the same.

There are two maps: a world map and a location map where you can set a custom marker to guide you. It's sometimes hard to get the location map to come up instead of the world map. I just scrolled across with LB-RB on the Xbox controller a time or two until the location map came up. I never found out if there was a better way of accessing the local map.

Get used to having at least 4 (but more are okay) saves for your game and saving every few minutes, as well as before every interaction. Reloading to better your chances of succeeding or figuring out the optimal way to advance is necessary in this game. Luckily, reloading a saved game is fast. It helps to know that if you don't like the way things played out, you can redo things in a different way. Having multiple saved games will let you go back to the point where you can make changes.

Don't neglect exploration of cities all the way to the globe fast travel marker. There's loot, plants, minerals, treasure, enemies, all over and areas you can explore especially if you have high Vigor or Intuition or Science. There's a rich mine out of one of the exits from New Selene that you can gather materials.

In New Serene, there's a craftsman that will craft armor and weapons for you. Maybe some of it's legendary...but I never really figured out what he can do.

Companion Tips

One of the most important aspects about this game is learning who's best to outfit your party for any quest. In general, if it's a specific faction quest, you should have the member of your party who's in that faction accompany you (so, if it's a Coin Guard quest, you'd take Kurt and one other, etc.). But if you're doing another quest that isn't necessarily specifically for one faction or the other and you're visiting one of the faction areas for information or whatever, take the faction member along. So let's say you're doing Vasco's companion quest, Vasco would obviously be in your party. But you're visiting the Coin Guard tavern or barracks with him for his quest. You'd take Kurt along because he's associated with the faction area you're entering. Sometimes just having that faction member with you will allow you entry where you wouldn't otherwise be able to get in without using sneak, Charisma or Intuition, or wearing faction clothing to blend in.

Listen to your party for directions to the best way of handling certain things on a quest. For instance, in one of Siora's companion quests, she tells you to take the left path, not the right, and it's important that you listen to her advice. She knows best in this case. The same goes when a party member suggests sleeping potion or something else to advance the quest. Listen to them to find a way forward.

Note that periodically during the game, it's a good idea to talk to all your companions and see if they have anything new to say to you--even if they don't have an exclamation point over their heads, which is usually what signals new dialogue they have for you. During the dlc, your love interest will have special dialogue for you if you talk to him or her.

Game Controls

Binding skills and items is very useful, but I found there were just too darn many and I couldn't keep track of them, even when having a printed list of what each control did beside me. I suggest narrowing down your binding to just a few things that you can easily remember while attacking or defending.

Xbox Controls:

X=quick melee attack

Y=kick

B=parry

A=dodge/roll

LT=furious attack (fury)

RB=to pull or put away your weapon

LB=tactical pause (crucial to get to know)

While in tactical pause, use X to bind a skill or item to certain buttons

Dpad controls (you bind certain things to these four directions on the controller): ***Note these are all your choice; as in, you bind whatever you want to the specific controls, but here's what I did:***

Up=health potion

Down=gun

Left=Magic healing

Right=Light

RT + Dpad controls:

Up=Stasis attack

Down=fury attack

Left=potion of choice

Right=potion of choice

RT + buttons:

Y=warrior, technical, or magical ability of your choice

B=warrior, technical, or magical ability of your choice

A=warrior, technical, or magical ability of your choice

X=warrior, technical, or magical ability of your choice

Reputation

Reputation is key in this game. In the character screen, you can see your reputation level

- with your companions and each of the factions. There are several levels:
- Suspicious (bad)
- Nice (good)
- Friendly (best other than "loving" which is reserved for the companion you've managed to romance to the highest level)

When you increase your reputation with a faction to the highest level, you'll be given a cape with the emblem of the faction on it (it'll be in your chest).

Your reputation is affected by choices you've made throughout the game. If your actions or words are offensive to a faction, or if you're caught sneaking in where you're not allowed or even killing faction members, your reputation is lowered.

Your dealings with each of the factions will affect the particular companion associated with that faction, so if you make choices that lower your reputation with the faction, you'll lose rep with the companion as a result, which may ultimately make that companion leave the party or refuse a romance, if you're trying to get the relationship to that level. Romance, such as it is, is with only one member of your part (based on their proclivities). Each companion has three parts of a loyalty mission. During or at the end of each of these parts, you're given a few different choices to respond to that companion's dialogue. If you don't say exactly the right thing, your chance of romancing that character is nullified completely. So use a walkthrough because otherwise you'll mess up since the character's personalities (such as they are) don't necessarily tell you which response they'll favor in each of the three parts.

Character Builds

There are three main builds in the game:

- Warrior is the tank (focus: strength and endurance)
- Technical is the demolitions expert with bombs, traps, poisons, and phials (agility and accuracy)
- Magic users have access to several types of magic including healing, shields, and defensive abilities (willpower and mental focus)

Note: If you're looking for the usual Rogue build, be aware that sneak is mainly governed by the Intuition talent and the use of the haze potion (which can be leveled up to the highest concentration with the use of Science). Beyond leveling up the Intuition talent, sneak and stealth isn't really a factor in this game. You use sneak and stealth in other ways--having a faction member in your party while infiltration that faction's areas; using faction chest pieces to blend into the areas you're not allowed into otherwise, etc. High Intuition in this game is how you can craftily coerce people into seeing things your way with dialogue options you wouldn't be able to use if you didn't invest, equip items with Intuition bonuses, or have Vasco in your party at the time.

Equipment and armor ratings

1st (lowest): Silver

2nd: Green

3rd: Blue

4th: Purple

5th (highest): Legendary (yellow)

Legendary is a bit of a catch-22. Yes, it was usually free and found, so you didn't have to pay anything for it and it's usually powerful and 100% quality. But a lot of the time the purple stuff is actually much better than the legendary. Also pay attention to the benefits you're granted with some of the equipment. Use the upgraded bonuses to maximize your build or, alternately, to give yourself a boost in an area you're not really specializing in but also don't want to be hampered by having nothing invested in.

Upgrading

Upgrade equipment for everyone on your team. In my first playthrough, I was able to outfit myself and everyone on my team with legendary items for each section (weapons and armor). If you explore the world thoroughly around you as you go along (and that's not difficult because everything is basically related to quests and there's little else around that) you'll find enough legendary items to outfit your whole team and yourself.

Upgrade all your equipment with the most powerful bonuses you can through Craftsmanship abilities, if there are upgrade slots in any item. That will allow you to increase you and your companions

attributes and talents effectively. There are three levels of upgrades you can equip your weapons and armor with: Green (okay), blue (better), and purple (best).

Loot

Naturally, you can buy the things you need to play the game without crafting or science talents. But keep in mind that the game is fairly stingy. Not as bad as Dragon Age 2, but the loot boxes you'll find aplenty in every town only have a few coins each. Whatever freebies you get at a time will be limited. The money won't hold out to make it through purchasing everything you need to get stronger, better equipment and supplies. Every city/town/village in the game has sparkly loot chests, barrels, and containers that respawn fairly often. Remember to run around and collect all your freebies while you're visiting. Plants and ingredients or materials also respawn frequently, and enemies (which give you materials) may also do that in certain areas of the game.

Leveling Up

Something you really need to note is that using your skills in the course of playing this game does absolutely nothing to make them better or more powerful. This is very much unlike other games, where actually using the skills you choose for your character levels them up. In this game, leveling up is all that levels them up, not actually use them. In other words, the only thing that levels up your character (and, in some instances, his or her companions) is leveling up--in other words, investing in certain skills, attributes, and talents that makes you stronger in the certain areas.

Skills can be acquired by experience and leveling up and they come very often in this game, allowing you to specialize in whatever build or hybrid thereof. Skill altars are found in each area of the game after you get to New Serene, so even more skills are given to you through them.

Attributes come less frequently. You start the game with one, and you'll get an additional one every three levels thereafter.

Talents are even few than that--only once every four levels.

Choose wisely with advance planning. But you're given reallocation/redistribution points periodically through the game which allow you to respec all your skills, attributes, and talents thus far. These are limited so it's always best to make decisions before beginning the game.

ATTRIBUTES:

On easier difficulties of the game, if you want to try a little of everything to see what you like, start by choosing a balance of 2 points each in all six specifications:

-strength and endurance (Warrior build where you'll need heavier weapons and armor, and more health and stamina, and therefore much better balance.)

-agility and accuracy (Technical build where your traps, poisons, bombs and phials can knock out an enemy instantly while guns will take out a good chunk of armor, and swords will need agility and power which is gained via fury generation, so critical for melee attacks against high level enemies)

-willpower and mental power (Magic build where you'll need willpower to increase your mana and spell durations and mental power to increase your magic spells and fury generation; both willpower and mental power will allow access to the most powerful amulets/necklaces and rings, which can give you additional spells and abilities.

TALENTS:

Charisma is important all through the game because so often the outcome is tied to persuasion attempts. However, even without leveling it up, your chances of success can be upped by 1) choosing the right companion for the quest in advance (having Petrus in your party during a persuasion attempt gives you +1 Persuasion in addition to any amount you've leveled up yourself or any that's upgraded into your

equipment), and 2) having a save file you can reload if your persuasion fails, since most of it random chance anyway.

The exact same thing applies to Intuition. It's important all through the game because so often the outcome is tied to coercion attempts. However, even without leveling it up, your chances of success can be upped by 1) choosing the right companion for the quest in advance (having Vascos in your party during a coercion attempt gives you +1 Intuition in addition to any amount you've leveled up yourself or any that's upgraded into your equipment), and 2) having a save file you can reload if your coercion fails, since most of it random chance anyway. Also, high Intuition will allow you to sneak into tight spaces that you won't be able to use and will have to take a less ideal route to access otherwise. I strongly advise investing at least a point each in Persuasion and Intuition, regardless of the build you're going for. Having these early enough in the game allows you to get the best possible ending to the game.

Craftsman talent allows you to repair things, to upgrade weapons and armor by installing enhancements into them. It also governs how much you can recycle components for later use in upgrades/repairs. Science allows you to create potions and alchemical preparations (which are crucial for Technical builds) and how high you level it up can allow your potions and preparations to be stronger and you'll use fewer ingredients. This will also allow you to make your own bullets. If you want to get really good at using a gun, this is necessary since there's no way to get enough ammo from either looting it around towns or buying from merchants. They'll never respawn fast enough to keep you in ammo if that's the main weapon you use. Either way, the amount of ammo is limited. Eventually, you'll need to craft your own. Finally, investing in Science will allow you to blow up certain walls you couldn't otherwise get through.

Whenever you use the workbench in one of your residences, a camp, or wherever else, try to have Kurt (+1 Craftsman) and Aphra (+1 Science) in your party. This gives you their talents to apply to any potions, upgrades, or equipment you create/install. I strongly advise investing at least a point each in Science and Crafting, regardless of the build you're going for. Having these early enough in the game allows you to get the best possible ending to the game.

As I mentioned under Character Builds tips, sneaking and stealth "Rogue build" skills aren't really part of this game. Even the Lockpicking talent gains you very little. Very few of the chests I opened actually had anything worth having invested any points into the Lockpicking talent at all. Even when I leveled it up once, I quickly realized it was a waste of a precious point when my talents could literally have been spent better elsewhere. I utilized the respec option and invested in another talent later. I didn't miss Lockpicking throughout the course of the game other than being a completionist who felt she was missing things.

Vigor is very useful and highly recommended. This is what will allow you to climb the highest walls and cliffs, jump across difficult passages, dance over logs or boards to areas with treasures, or you'll simply be able to skip a whole cave full of monsters without having to fight them. You can apparently fall to your death in the game, but with Vigor you'll survive. (Both Siora and Kurt have high levels of Vigor so take them along if you need high Vigor on a quest or in a certain area.)

In addition, high Vigor gives you all these amazing perks that you'll need throughout the game:

- Max HP and MP
- Max ammo capacity
- Max carrying capacity
- Max agility

I played on Discovery difficult--which is even easier than Easy. I don't like a challenge. I want a simple walkthrough of the game that doesn't stress me out in any way. Life is challenging enough without playing games that give you nightmares because they're too darn hard. My point is that I strongly believe Vigor is the only way to survive on the higher difficulties. Without it, you and your companions could be killed in an instant...which is why getting used to having a lot of saved games and saving every couple minutes and always right before conversations or pivotal quest points is necessary to get through this

game and come out with a good ending.

Fury generation is important for all classes as it gives you the energy you need to perform special attacks.

Especially on higher difficulties, I strongly advise investing at least one in the following talents regardless of your build (and in this order):

- Vigor
- Science
- Intuition
- Craftsmanship
- Charisma

These talents will help you develop the strongest build, regardless of the specialization. I didn't play with the magic build too much during my first playthrough (the second I did and didn't like it for the most part), but the game gives you a lot of skills to play with over the course of the game. I invested heavily in technical skills for melee and guns, maxed out fury on all points, then started playing a little bit with magic skills like stasis and healing for myself and my companions. Stasis I found very useful. On a higher difficulty, I think healing would have been crucial, as maybe the magical shield skills would be. Serious magic users can conjure shadows and storms, add to their strengths with magic rings and necklaces and utilize magical dashes and dodging to keep out of harms' way.

SKILLS:

Skills are tied to your build, yes, but there's a lot of overlap in this game. It's more than possible to create a sword wielding, gun toting, demolitions expert who can also wield powerful magic like stasis, which immobilizes enemies for a time, allowing you to cause serious damage while they're out of it. As a new player, I with a hybrid technical warrior build with max level fury generation. Healing and stasis rounded out those abilities. I do recommend that, when investing in the skills, max out the ones you really want to use instead of dabbling. If you find you're not using one of them, respec so you can find another one you use more often so it's worth leveling up a specialization all the way. I didn't use a lot of the magic skills on my first playthrough so I kind of think I wasted them when I should have been investing in other areas that were better for my Technical warrior build.