

Fallout New Vegas Companions Guide

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Guide of all companions in Fallout: New Vegas.

Enjoy it. All companions need Neutral karma, that's why I didn't put Karma option in all of them. Link to Unli...

How to Find All of the Fallout: New Vegas Companions ...

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Fallout 3 Companions: Guide and Full List - Best Tips ...

This page lists all companions in Fallout: New Vegas.: The content is not described in full detail on this page. For details, please see the respective articles. For companions in other Fallout games, please see "Companion".; For an overview of Fallout: New Vegas content, please refer to "Portal:Fallout: New Vegas".

A Guide To The Companions Of Fallout New Vegas (may ...

There are 8 main companions in Fallout: New Vegas that you can unlock by completing quests, killing enemies, or using skills. All 8 companions have very different styles and back stories, and have...

Fallout: New Vegas Game Guide | gamepressure.com

Craig Boone is a retired NCR 1st Recon sharpshooter and Novac's night-shift town guard in 2281. He is also a possible companion. Born in 2255, Craig Boone joined the New California Republic Army at an unknown date and served until some time after the Bitter Springs Massacre. He completed the...

Companions - Fallout: New Vegas Wiki Guide - IGN

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.

Companions in the player's party deal damage based on the game's difficulty setting.

Fallout: New Vegas companions - The Vault Fallout Wiki ...

Arcade Israel Gannon is a possible companion in Fallout: New Vegas. As a member of the Followers of the Apocalypse in 2281, he researches the potential medicinal uses of naturally occurring compounds for the chapter that resides in Freeside 's Old Mormon Fort.

Arcade Gannon | Fallout Wiki | Fandom

Companions are NPCs in Fallout: New Vegas that can join you on your travels. When hired, a companion will follow you around and assist you in fights until they are killed, separated from you...

Fallout: New Vegas Companion Guide: Page 2 | GamesRadar+

This tells you what about the companions of new vegas like what they do and what their opinions of factions are. I hope this comes in handy during playthroughs. Fighting styles Arcade Ganon: Energy Weapons, probably because of his past with the Enclave who were advanced in technology; Boone: Sniper/Rifle weapons, because of his past [...]

Fallout: New Vegas companions | Fallout Wiki | Fandom

This is a brief guide on where to find all 8 recruitable NPC

companions, what you need to do to recruit them, how they fight, what their perks are, and what personal quests they give (when I know ...

Let your companions relax in style! You can choose whether companions keep their armor, or go casual, and choose what they wear! Two forms of \"wait\" option, the old stay stock still for combat etc. and a new sand box mode, they move around, sit down sleep etc. Plus companion idles, improvements and much more!

[Craig Boone | Fallout Wiki | Fandom](#)

In Fallout 3 there are a total of eight permanent companions who can join you on your journey through the Wastes and you can have up to two companions following you at the same time, Dogmeat plus either Sergeant R-L3 or a human. Most companions have a Karma requirement and will not join you unless you match it.

Fallout New Vegas Companions Guide

I love Fallout New Vegas, it's probably my favorite video game.

I have done every ending, and at least one of them twice. I like building different characters with different stat make ups and persona's that help me determine how they would react in situations. I have seen most everything there is to see in [...]

[Fallout: New Vegas All Companions \(Guide\)](#)

In Fallout: New Vegas, there's a total of 6 permanent humanoid companions and 2 permanent non-humanoid companions, but you can only have 2 (one of each kind) at a time following you. The 6 companions in New Vegas are Craig Boone, Lily Bowen, Rose of Sharon Cassidy (Cass), Arcade Gannon, Veronica Santangelo and Raul Tejada.

Mod categories at Fallout New Vegas - mods and community

Much like in every other Fallout game, New Vegas introduces a number of recruitable allies. These poor schm... valiant souls will join you on your path of destruction through the Mojave Wasteland ...

Fallout: New Vegas - Companions - Guide and Tips ...

Recruited from: Freeside, The Old Mormon Fort. All you need to do is speak to him with a high enough Speech score or a low enough Intelligence and convince him to come along on your adventure ...

Fallout: New Vegas- Guide To Finding All Companions- Part 1

Raul Alfonso Tejada is a Mestizo ghoulish mechanic, gunslinger and potential companion from Mexico, imprisoned at Black Mountain in Fallout: New Vegas. Born in 2047, Raul has had a long and storied history. Before the war, Raul was a delinquent living at Hidalgo Ranch outside Mexico City. He was a...

[Fallout New Vegas: Companion Mods - Review and Guide ...](#)

This guide to the Fallout: New Vegas provides a detailed description of both the story line and all side quests. Description covers information about possible solutions of specific quests and their endings. The text is divided into three main sections - the story line, side quests and maps.

[Category:Fallout: New Vegas companion quests | Fallout ...](#)

A Review of Companion Mods in Fallout: New Vegas. By Oni Puppy. ... Guide Index. Overview. Sunny Smiles Private Gilbert Niner Vanessa Wilder ... My favourite one is called "The Inheritance" Which is a questline that has you and a new Companion, Bradley, the abandoned son of a high-ranking Enclave officer, who turned to mercenary work to make ...

[Fallout: New Vegas Companion Guide | GamesRadar+](#)

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