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Greedfall vasco guide

Following Romances Aphra Prev Romances General information In the next part of the guide to Greedfall we talk about the romance with Vasco. You have to perform three side quests for this friend: A name for a family, family reunion, and Forever a Naut. Vasco romance correctly answers Vasco romance in Greedfall What does he think of his brother? Answer that this meeting gave him confidence. +2 reputation with Vasco. Is Vasco still thinking about going on a cruise? Answer: tell him you want to go with him. +2 reputation with Vasco. Vasco romance in Greedfall If you complete the quests of this character and give the right answers in dialogues, you will be able to get intimate with Vasco. Talk to him, agree for a date, and visit a property in New Serene, for example, and go to the bedroom. You spend the night with the man and confess your love the next day. Following Romances Aphra Prev Romances General Information As we noted in our review, Spiders' ambitious new RPG GreedFall borrows a lot from the BioWare playbook. During your GreedFall playthrough, you can recruit, befriend, and in some cases even have a core cast of NPC companions, each with their own personalities, backstories, and desires. Below, we break down which companions can be romanticized, the conditions you must meet to entice them, and the benefits you unlock to gain their trust (or conquer their hearts). The benefits of trust and romance If you want to be completely practical about which NPC companions you befriend and/or judge, you definitely will be. Improving your status with specific companions unlocks boosts for specific corresponding talents, meaning you don't have to invest points in those talents to gain their benefits. As your bond with a particular companion grows, the boost will also grow in strength. Companions and the associated talents that stimulate them through friendship and/or romance are as follows: Kurt - Craftsmanship Vasco - Intuition Siora - Vigor Aphra - Science Petrus - Charisma Even if you can only find one companion romance during your playthrough, you become friends with them all. This means that your GreedFall character can function as a kind of jack-of-all-trades, as long as you are willing to invest the time needed to gain the trust of each companion. Again, in true BioWare fashion, the main method by which you become friends (and in some cases romance) is a companion by completing their personal questline. Companion Questlines Each companion in GreedFall has a personal questline consisting of three individual quests. Once a quest is complete, a new topic of conversation will be available to that companion, and selecting the right dialogue option during that conversation will significantly improve your reputation with them. There are other means to gain reputation with but the main method is through these personal quests and conversations. After you've completed all three of a companion's quests and reached 'Friendly' with them, you initiate a romance by speaking with them again as long as the gender of your character corresponds to one of the sexes that companion is attracted to. For reference, any companion other than Peter can be romanticized, but you only have access to a maximum of three potential romance options, depending on the gender of your character. The potential romance options and gender limitations are as follows: Kurt - Can be romanticized by female characters Vasco - Can be romanticized by male and female characters Siora - Can be romanticized by male and female characters Aphra - Can be romanticized by male characters Although each companion has a standardized questline of three quests, the speed at which you unlock these quests can actually vary greatly. For example, all three of Vasco's quests can be completed early in the game, while you won't complete Siora's questline until you've made significant progress in the main story. We've listed each companion's quest triggers and the right post-quest dialogue options below. Kurt Kurt's first search, 'Missing in Action', can be started after your first conversation with Constantin at the governor's palace in New Serene. The search involves tracking down a missing recruit to whom Kurt took a shine. Once the search is complete, speak to Kurt and select the Tell him it was so you could better understand him dialogue option for a reputation boost. You won't be able to formally launch Kurt's second quest, 'Among the Ghosts', until you've completed the main quest quest 'Old Countries in a New World'. After completing the quest, speak with Kurt again and select the Tell him about a childhood memory with Constantin dialogue option for another reputation boost. Moments later in the main storyline, you reach a crucial event in which the Coin Guard staged a coup against Constantin and the Merchant's Alliance. As long as you've completed Kurt's first two quests, he'll have to side with you and eventually survive the coup attempt. Once the coup is over, you begin his third and final quest, 'Settling Scores.' With the quest completed, speak to Kurt and select the Tell Him that you hope you are part of the dialogue option for one last big reputation boost. Vasco Vasco's questline starts at the same point as Kurt's, i.e. after you first spoke to Constantin in the New Serene colony. Vasco wants to discover the secrets behind his family line, and help him in his first quest, 'A Name for a Family'. When the search is over, speak to Vasco and select the Ask him if he has any happy memories dialogue choice for a reputation boost. Once the first search is complete, wait at least 24 hours in-game time (you rest in a camp or the Sardet residence in a big city) and then speak with Vasco again to receive his second quest, 'Family Reunion.' You get another reputation boost by speaking to Vasco after the search and selecting the Tell him this allowed him to assert himself dialogue choice. The final search in Vasco's questline, 'Forever a Naut', can be started by speaking to him again once at least 24 hours have passed after completing 'Family Reunion.' Complete the quest, speak to Vasco, and select the Tell him that you wish you could sail with him again to strengthen your friendship with the noisy captain and open the potential for romance. Siora Although Siora joins your party early in Greedfall's main story, you can't start her personal questline until you've completed 'The Battle of the Red Spears' story event. In the aftermath of the event, Siora will ask for your help in finding her missing mother, Queen Bladnid, kicking off her 'Find Queen Bladnid' personal search. After finishing the search, speak to Siora and select the Tell her about having to say goodbye to your own mother's dialogue option for a reputation boost. Siora's second quest, 'Promise Set in Stone', can only be started after you complete the late-game quest 'The Trial of the Waters' in the main story. During Siora's second quest, a nefarious character will try to bribe you. Make sure you refuse the bribes, otherwise Siora gets angry and you leave your party for good. With the second quest successfully completed, speak to Siora and select the Tell her it seems logical, given their culture dialogue option for another reputation boost. Your Siora's third and final quest, 'The Queen's Farewell', will start if you've waited at least 24 hours after completing 'Promise Set in Stone'. Complete the quest, speak with Siora and select the Tell her that you would understand if she had to help her people dialogue option for a big rep boost. Aphra You only meet Aphra a little later in the main story, especially during the events of the 'Scholars in the Expedition' main story quest that is only unlocked after you have completed 'Old Lands in a New World'. With Aphra in your party, you can start her personal questline at any time after completing 'The Battle of the Red Spears'. Once you're done with her first quest, 'Islander Knowledge', select the dialogue option 'Talk to her about the two youngsters' for a reputation boost. Like Vasco, Aphra's three quests can be worked through one after the other. Make sure you wait at least 24 hours after completing each search to make sure its dialogue trigger appears. When you complete Aphra's second quest, 'Cave of Knowledge', you'll meet with her and select the Tell her you feel like you've learned a lot dialogue option for yet another reputation boost. Finally, wait the prescribed 24 hours and then speak with Aphra to receive her third and final quest, 'The Linking Ritual.' Complete the and then select the Tell her that you hope you're part of it during your post-quest conversation for one last big rep boost. Triggering the Romance Completing the three personal quests of a companion and selecting Right post-quest dialogue choices should be enough to bump their reputation all the way up to Friendly. If you speak to a friendly reputational companion after completing all their quests, they will start a romantic conversation as long as your character's gender matches their preferences. If you answer the romance in the affirmative, they invite you to your bedroom in residence De Sardet where a short romance cutscene will play out. After that, your companion's reputation level will receive a final bump from 'Friendly' to 'Loving' and unlock a corresponding romantic achievement/trophy for that companion. In a romance with a companion also unlocks small dialogue variations and cutscenes later in the main story, but we won't spoil those here. GreedFall is now available for PC, Xbox One and PS4. Ps4.