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## Nier chip fusing guide

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Hybrid mēģinātu vēlreiz, turiet nospieztu taustiņu Shift un noklikšiniet uz pogas Atsvaidzināt. Edit the Skill Sharing menu, showing a selection of chips equipped with fully unlocked memory. Plug-in Chips is NieR:Automata's skill system. Acquisition[edit | edit source] Plug-in chips are mostly acquired as random loot drops from enemies, and can also be found on some Android NPC corpses (they will have a white arrow above them as a resource point, but do not display a name or have a black aura as a player character corpse) acquired as mission rewards either purchased from suppliers. In general, a variety of chips will be dropped by enemies in a certain area, so that certain areas can be bred by the player for a specific type of chip. For example, enemies in forest kingdom often drop Anti-Chain Damage, Offensive Heal, Deadly Heal and Max HP Up chips. See the first link in the external links section for drop location charts for specific chips. Plug-in chip drops look similar to materials with a cylindrical glowing orange column around them, but without the same brilliant light at their base, light columns with clear strips visible, and up near a chip visible in the middle of the cylinder. The system in NieR Automata conceptualizes skills such as interchangeable chipsets added to the YoRHa unit the player controls. Players can set up three sets of chips manually or require the game to assign them automatically according to one of several presets. The chipsets are swapped on the pause menu and only the equipped set has any effect on gameplay. Each chip uses a set amount of storage from a minimum of 1 to a maximum of 31. Storage is a statistic players can upgrade from any merchant selling Pod programs (most obviously one of the medical bays in the resistance base). The hosting started the game mostly locked and turned gray. The storage upgrade allows this area to be unlocked and the lid to be increased, maximizing at 128. Chips can be put down anywhere on the storage grid that players feel like as long as they don't overlap on any other chip. The Optimize command at the bottom of the chip-equipped menu will place all the chips in order on the grid and remove any gaps, eliminating the need to do this manually. All chips in addition to the chips in the System category, Automated chips only work in and a few chips then also have a set level of 0 to +8, which determines both the range of storage costs and how efficient they are. Have. Of these types are born with a random amount of storage usage within a set range: diamond chips are those with the lowest possible index in that range, and display a black diamond in their name to point out their quality. Chips given as mission rewards will also randomly cost their storage. It is possible (if tedious) to reload a saving before turning in a mission to reroll the quality of the reward until a quality diamond chip of the desired type is acquired. The effect of most chips will stack, but only up to a certain point: if the chip will produce a larger effect equipped, an over-effect limit warning will appear and the effect will be limited to the maximum allowed. Level 8 chips always create this maximum effect on their own. Since chips become gradually requiring storage costs as they develop into effect, players can choose to retain a variety of lower-level chips for a variety of effects, or specialize in a small number of high-end chips. Chips purchased from merchants will always have the highest possible storage costs for their level, and therefore are not worth buying unless the player is absolutely desperate for a specific effect. Fusion system[edit | edit source] Players can combine or integrate chips at the same merchant mentioned above. This involves combining two chips of the same level (at a price) to form a chip higher than one level. Their storage costs are working out based on the cost of the two chips rounding out, with some additions. Even chip numbering rounds up and odd numbers and chips do not level down: so, for example, if players combine a chip Access +1 of storage costs 5 (diamonds) with one of 6 storage costs, they will get a quality diamond storage cost 6 Access +2 : if they did the same with that chip and cost 7 Counter + 2, they would get a non-diamond Counter +3 with storage cost of 8. In general, the idea is to find low-cost chips to integrate to create superior effects. The entire formula for the post-fusion cost of a chip, noting the previous point about the time of rounding up or down, is: (Chip storage cost 1 + Storage cost of chip 2 + Level of chip before ingesting) ÷ 2, in which level 0 and 1 chips both calculate their level of 1. It should be noted that a very high-end chip will probably have a larger storage cost than some low-end chips that produce the same effect. This varies by chip type, with some such as Weapon Attack Up being more effective at level 8 than any possible combination of lower-level chips due to their effect increasing greatly around level 5, while the most distinct example of the opposite is Combust , where two level 1 chips (minimum cost 10) repeat the effect of level 8 chips (minimum cost 21). Merchants in resistance camps It is possible to integrate chips up to level 6, after which they will no longer appear on their menu. To integrate chips at a higher level The player must find a friendly form of machine life, the Canyon Machine, at the bottom of the valley in the Forest Kingdom and complete lord of the Valley missions, after which the Canyon Machine becomes a merchant and allows the accessibility of level 6 and 7 chips. It should also be noted that even the Very Hard mode can be completed without the use of any level 8 chips, and therefore, the obsession with getting them is not particularly necessary and can be extremely time consuming even for popular chips. Because each level of the chip requires double the number of chips of the level before it and the chip rarely falls above level 3 on routes A and B and level 4 on the C / D route. Getting a perfect level 8 chip requires a very large amount of grinding: even using only level 3 chips will require getting 32 full quality, while with level 0 chips, 256 will be required. The amount needed to integrate all these chips is also huge. Limit and handle [edit | edit source] Although this is stated where in the game, players can only carry 99 chips of all kinds at any given time, after which any other chip will not be selected in the same way as any other excess inventory items and will be automatically removed if awarded as a mission reward. There is no actual access to how many chips the player currently holds, so regularly cleaning junk chips out of inventory is a good idea. In order for players to never be placed in a position where they cannot select a chip they want, a Destroy Chip option is present in the skill menu. This allows players to remove chips from their inventory to receive new ones, although unlike selling them at a supplier there is no compensation to do this other than free inventory space. Destroyed chips cannot be recovered. As a temporary buff [edit | edit source] If the player is connected to the network, corpses will appear in the game world that shows the location where other players' characters die while connected. Choosing to retrieve one of these corpses will provide a significant amount of healing, a small amount, and also temporarily apply the effects of three of the chips that the player has equipped when their character dies, chosen at random and excluding System chips and other chips with no level. This buff still can't exceed the effect limit. Loss[edit | edit source] In routes A and B, if the player character dies, all chips in their equipped chipset in addition to the system chip are taken from them, along with all the experience obtained since their last save, and placed on a corpse at or near the location where the death occurred. The body will be displayed with a blue marker on the minimap: it looks like a standard player character corpse, and will display the female name and message player's. In a similar way to Dark Souls games, players have a limited time to return to their bodies and Retrieved or repaired commands (repairs still recover the chips) before their chips are lost permanently, and they will also be lost if the character dies again before the chips are removed. The game does not, however, drop an autosave on death, and so players can simply reload their last save and restore all their chips if they feel so inclined. After line B ends, this mechanism stops applying: death instead of requesting the player's last save reload, and the chip is no longer lost under any circumstances (in addition to using the selected chapter to return to route A or B). Chip types[edit | edit source] System[edit | edit source] System chips construct the elements of the HUD. Description: Name Storage using Chip Location Operating System A central system of Android. Elimination means

death. 2 Given at the start of the HUD game: HP Gauge Displays the player's HP meter. 2 Given at the beginning of HUD game: EXP Gauge Displays EXP meter and the amount of EXP earned. (Note: the meter only displays the total XP, not XP to the next level) 1 HUD Traders Tool: Skill Gauge Display Skill Meter. (Show the cooling time of the Pod program.) 2 Given at the beginning of HUD game: Enemy Data Display level of enemies and HP. 2 Given at the start of HUD game: Mini-map Display mini map. 2 Given at the start of HUD games: Target displays text showing your current goals. 1 Given at the start of HUD games: Text logs Display text logs. (Note: this is a display in the lower right corner that shows which items were selected) 2 Given at the start of the HUD game: Save the Icon Display point in areas where you can save. 1 Given at the start of HUD games: Fishing points Show an icon in areas where you can fish. 3 HUD Merchant Tool: Damage Value Displays the value of the damage dealt and received. 3 Given at the beginning of HUD game: Sound waves show sound analysis chart. 3 HUD Merchant Tool: Automatic control hides HUD elements in certain situations. 3 Given at the start of attack[edit | edit source] attack chips affect the ability to attack. This does not include the possibility of hacking (see Hacking). Weapon Attack Up increases the direct damage of physical attacks, including Shockwaves (see below). The maximum effect is +100% damage. Down-Attack Up increases the damage of powerful air attacks from 2B and A2, and the final blow of the 2B's light mid-air combo. The maximum effect is +100% damage. Critical Up increases the percentage of chances of a critical attack from physical attacks (long-range attacks cannot crit). Important strikes cause far greater damage than standard hits (in five times the field, although the damage is massively random), so even a small percentage increase leads to a huge increase in overall damage output. The maximum effect is +30% crit chance. Limited effects will not prevent a weapon capable of Critical+ further increasing the overall crit chances. Long-range attack increases damage of Pod Pod weapons and special attacks. The maximum effect is +100% damage. Shock Wave adds a bullet sword bow that is fired at every physical attack and inflicts a percentage of the damage of that attack. The level of shock wave chips increases the percentage of damage caused by bullets, although the exact amount of damage dealt is not shown in the chip's description. Shock Wave still counts as a physical attack rather than a bullet attack, and is therefore affected by Weapon Attack Up, rather than Oscillating Attack Up. Shock Waves cannot cause critical hits, and a kill with Shock Wave does not count as a kill with weapons for the purpose of leveling weapons with Machine Brand. The maximum effect is 1,250% of the damage of level 0 shock waves. Last Stand increases the attacking power to a certain amount if the player character's HP drops below 25%. The maximum effect is +100% damage. Counter adds the ability to perform a counterattack against any melee attack (including Rampaging machine spark attacks) by tilting the moving bar towards the enemy as soon as their attack connects, rather than attacking to hit enemy weapons as they rotate (which the player character can always do). If successful, the player can attack to perform a counterattack in the same way as after a perfect dodge. Level 0 chips do nothing else, while at a higher level a successful counter will also cause a percentage of the damage that the enemy's attack will inflict on it: this damage is not scaled back, and so counter can cause damage even to enemies so much that all actual attacks of the character they're all causing them 0 damage. Maximum efficiency is 250% damage to come. Access is handled mechanically by giving the player character incapable frames to prevent damage, and thus also protects against attacks by other enemies. Note that like Taunt Up, Counter is eavesdropping or not described correctly because it doesn't work in a way that limits the speaking effect. Counter's effects are not stacked, instead only the effect of the most highly rated Access chip that players have will be present if more than one is equipped. Counter requires the attack to be actually hit, and therefore cannot be performed during the inability of the Anti-Chain Damage. Charge Attack increases the damage of charging attacks (hold hard) for 2B and A2 when using large swords or cysies as their heavy attack weapon, and attacks charging (holding light) for 9S. The maximum efficiency is +400%. The following chips have no level, and can only be purchased from Devola or Popola once both become suppliers. Combos constantly provide an offset dodge ability, which means that dodging won't set up A combined animation is taking place (e.g., if the player performs two strikes and then dodges, their next strike will be the third attack of animation). Defense[edit | edit source] Defense chips provide effects such as damage reduction and and cures. Melee defense increases defense against physical attacks. The maximum effect is -80% damage. Long-range defense increases defense against bullet attacks. The maximum effect is -80% damage. Anti-chain damage creates an invulnerable period of time after being hit in which the player character cannot be hit again, with time increasing as the chip leveles up. Does not work when controlling a flight unit or a lifeform machine is attacked, and does not prevent continuous health drains from the A2 using Berserk Mode. The maximum effect is 6 seconds invulnerable. Access will not work during this invulnerable time. Resilience prevents attacks from knocking player characters down or astounding them if they have more than a certain level of health: the necessary health decreases as the level of the chip increases. The maximum effect works if the character's health is greater than their maximum 5% HP. Max HP Up increases the upper limit of the character's accents. Equipping these chips will require healing use to fill the gauge, as it is not automatically filled. The maximum effect is +100% HP. Offensive Heal heals player characters for a percentage of the damage they deal with enemies, with increased percentages at higher levels. Do not heal a flight unit, but have no effect if controlling a lifeform machine. The maximum effect is 100% healing of processing damage. The healing is rounded down if it is a small part, so early in the game a low-level chip can cause a constant stream of zero-HP healing when using the gun of Pod A. Deadly Heal heals a percentage of the player's character's health every time they or a companion character with them kills an enemy , with the percentage rising at a higher level. Note that detonating enemies through hacking will not trigger this chip. Do not heal a flight unit, but have no effect if controlling a lifeform machine. The maximum efficiency is 100% HP healing per kill. Auto-Heal will begin automatically replenishing the player's health after 6 seconds taking no additional damage. Unable to activate while A2 is in Berserk mode due to constant health loss. When the level of additional rate increases are increased. Do not heal a flight unit, but have no effect if controlling a lifeform machine. The maximum effect is 18% of health is healed per second. Damage Absorb gives a percentage chance that a percentage of damage received from an enemy attack will be automatically healed: the percentage of healing and the chances of healing both increase as the level increases. The maximum effect is a 50% chance of healing 200% of the damage received. Damage Absorb can still heal damage that reduces the character to 0 HP, meaning it can allow characters to survive A shot in Very Hard mode. Reset provides a chance that, when hp reaches 0, player characters will be revived with a certain percentage of their maximum HP recovered. Yes Yes Animations for this, the character's HP bar will only change whatever Reset puts it if the chip activates. As levels increase, the percentage of renaissance opportunities increases and the number of health recovery increases. Like Damage Absorb, this chip still works on Very Hard, and allows the character to survive a blow in that mode. The maximum effect is a 50% chance of recovery with a maximum 80% HP. Support [editing | editing source] Chips support affecting gameplay in other ways. Some chips can only be equipped in Easy mode. The fast cooldown reduces the time it takes for a Pod to complete its cooldown time after using a special attack. The maximum effect reduces the cooling time by 50%. Also reduces the cooling time of a barrage missile flight unit. Evade Range Up increases the distance a player character can dodge (this requires the dodge button to be retained instead of tapped). Notably, it also increases the number of inal defeatable frames (I) in the evasion animation by the same percentage. The maximum effect increases the dodgy range and frame I by 200%. Speed Up moves increase the player character's running speed and sprint. The maximum effect increases the movement speed by 20%. Drop Rate Up increases the rate at which enemies drop items such as chips and materials. It does not seem to have any effect on the quality of what is reduced, but the increased quantity will due to its nature resulting in many drops of desirable items. The maximum effect increases the rate of reduction by 90%. EXP Gain Up increases the amount of experience gained from defeating enemies. The maximum efficiency doubles EXP. Vengeance provides an opportunity that a hit will also deal damage to the enemy that has delivered it. It is similar to the additional effect of Counter +1 or later, saving that damage to the player character is not denied. Increasing both levels improves the chances of trading losses, and increases the percentage of damage dealt to enemies. The maximum effect gives 50% chance of dealing 200% of the enemy's damage. Overc pressing slows down time for a period of time after a perfect escape, in a similar way to past Platinum titles Bayonetta and Metal Gear Rising. Notable for the time-based challenge is that it doesn't slow down the timer. The maximum effect is 5.5 seconds of slow motion for a perfect dodge. Taunt Up increases the effect of a mockery (constantly flashing Pod light like any character, or keeping light attacks like A2), adding a percentage buff to the damage dealt both for and by taunted enemies. Note that like Counter, Taunt Up is eavesdropping or not described correctly because it doesn't work in a way that limits the speaking effect. The Taunt Up effect is not stacked, instead only the effect of the most appreciated Taunt Up chip that the player has present if more than one is equipped. The maximum efficiency is +500% of the damage is processed and received. Auto-use items will automatically use a healing item if the player plays health is at 30% or lower: at a higher level, it will also provide a percentage increase to the healing effect of that item. It will always use the lowest quality healing items in the player's inventory, and there is a delay of about 1 second between hitting and activating the chip, during which another blow can be performed if no Chain Damage chip is equipped. The delay seems to be to allow other healing chips to prioritize activation, especially it seems to be so that if a unit self-destructs, Deadly Heals from enemies killed by self-destruction will be applied first to avoid wasting healing items Chip will use as many healing items as required to increase the character's health by over 30%. Will not activate if A2 is in Berserk mode until after the mode ends. 2B begins the introductory chapter with the Auto-Use Item +1 chip equipped. The maximum effect increases the effectiveness of the healing item by 200%. The following support chips have no additional level, and can only be purchased from suppliers. Players start with all easy mode chips in their inventory. Auto-Collect Items drawn in receiving items in the same way are usually made with money, eliminating the need to pick them up on their own. Bullet Detonation causes a bullet to hit the player's weapon or the character himself explodes, removing any other bullets in a large area around it. This effect is like bullet shattering effect on some weapons. Evasive System automatically slows down the time when the player character is near the opponent's bullets. The scanning entry displays all resource points that do not require Pod Scanner to find, all items dropped by enemies, all non-playing android corpses containing plug-in chips, and all chests on minimap. Resource points and Android NPC corpses with chips are blue dots, while chests are two blue rectangulars placed in the right corner together. Obviously, there is no effect if HUD: Mini-map is not equipped. Auto-Attack, Auto-Fire, Auto-Evade, Auto-Program and Auto-Weapon Switch are chips that only work in Easy mode. They are supposed to act as training wheels that can be turned on and off using the lock button. Notably, they also work in minigame Hacking, and can be used to very easily defeat Arcade Challenge Mode because they make it literally impossible to be hit. Hacking[edit | edit source] Hacking chips provide additional effects for hacking, and therefore do nothing unless the player is in control of 9S. These chips are unlikely to fall before playing like the 9S, although it may be in some areas. Hijack Boost increases the level of any enemies that 9S is remotely controlling, including those in the Forest Colosseum DLC. The maximum effect increases the enemy's level to 9. Stun will fix an attacked enemy (if they are not immediately killed) and broadcast a powerful explosion. As the increase, both the size of the explosion and the duration of the stun effect increase. The maximum is a stunned 5 seconds and a blast of 25 meters. Combust will burn an attacked enemy, causing damage over time. The maximum effect will have enemies burning in 7 seconds. Heal Drops Up increases the chances that an enemy defeated by hacking will drop a health item or death. The maximum efficiency is a 100% chance of reducing healing items. The following chips have no level, and can only be purchased from Devola or Popola once both become suppliers. Death Rattle has enemies killed by hacking that make dead cries as they explode. It offers no actual bonuses and is entirely cosmetic. External links[edit | edit sources] Community content is available under CC-BY-SA unless otherwise noted. Note.

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