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Kenshi more bounties

Uploaded · Published August 29, 2019 · Update If you like this item on October 13, 2020, please rate it on the Steam Workshop page. This mode is an extension for anyone who loves to be a bounty hunter. It adds to the bounty on them 22 Wanderer + 9 bodyguards. They travel around the entire northern half of the map. They all have different strengths and bounty prices. Most of them travel alone. The Wanderers are called dianium thieves, and they are wanted by United City. Most of them are neutral towards the player. There are a few things to attack if you get too close to the fear that you may be following them. One of them has the option to be recruited. If you have any questions, you can comment below. I will answer them as soon as possible. I appreciate any feedback. If people enjoy this kind of stuff, additional bounties may be added in the future. © tag: 1756661217 Loading screen tip if the character has a bounty on his head, he should not go to the town where the police are located. But if someone takes the time to recognize you, avoid caution and get out quickly. Many characters have a bounty on their heads, which is what the cat faction wants. These characters can be learned from the posters you want. Some factions will try to catch them if the player character has a bounty. After they attack these characters and defeat them, they will be put in a cage. These factions are coalition cities, holy countries, monreils and bounty hunters. In addition to stealing from villages, picking locks, looting corpses, players may also want to visit residential homes (such as Mongrere) or Holy Land). This house is usually private. Those in those homes will ask the player to leave. Therefore, before entering, check the state of the house for disclosure and be careful. Content [Show] Bounty Type Edit>Loading Screen Tips Steal, Lock Picking, Looting Corpses in Town, These are all crimes that will get the bounty you put on your head if found. Standard editing -- These bounties will disappear over time. The bigger your bounty, the more people try to recognize you with burglary assault loading screen tips. Police and bounty hunters are the sharpest spotters, and civilians will recognize only the most notorious criminals. Notorious editing -- A large bounty makes players more notorious. When the bounty reaches 10,000, it will not expire. If terrorism is a Shek (Holy Land) bounty for the enemy's head and someone has a bounty on their head you can freely attack them without problems with the police. The bounty is the price put on the heads of notorious characters like Sand Ninja Junin, Dust Bandit Leader, Hungry Bandit Leader, and even players themselves if they commit crimes. All leaders must On them, but you can find people to do by clicking on them. This tells you if a particular character has a bounty and how much it is. To collect the bounty, pass their body to the police and they will pay you as you turn it off. It should be noted that the character must be delivered alive for the entire bounty, but the police will accept their bodies for a small bounty (usually about half of what you will pay if the character is alive), and it doesn't matter who killed or neutralized the character if you're turning into a bounty. Introducing a bounty increases the reputation of the faction. Reputation growth always seems to be +2 per bounty, regardless of how many bountiful or live it has been delivered. Some bounty yields high-value looted items that should be sold instead of actually requiring the body to be hand-in-hand. These bounties don't give you a reputation, but you don't have to carry someone across the map. The bounty of Prince Misty and King Gurgler works this way. Their heads can be sold to any vendor that can receive payment. Finding bounty editing yuan posters can be purchased or looted from police stations and bars. In this wiki, all characters with a bounty are made up of category bounties, including characters with only small opportunities that can be generated with a bounty. Named character bounty list editing name reward location to weapon bug master 100.000 Arak Sheking King (Admag), Holy Country (Blister Hill), United City Meitu Foreign Sabre Holy Monarch Phoenix 100.000 Blister Hill Sek King King (Admarg), Foldham Ninja (Town of Flotham), United City Meitou Paladin' s Cross Tinfist 100.000 Spring United City Martial Arts Esata Stone Golem 100.000 Admag Holy Country (Blister Hill) Meitu Sculpture Axe Savant 80.000 Skin House Headquarters United City Meitu Nodachi King Gurler 60.000 Island Institute All Meitou Battle Meit Battle Cleaveo Gorillo 50.000 Old United City Prison, Old United Prison Shek Kingdom Meitou Plank Exile Valamon 50.000 Ark United City Meitu Longsword High Inquisitor Theta 40.000 Stack Sec Kingdom (Admag), Flotam Ninja (Flotam Village), United City Cartoon Paladin's Cross High Inquisitor Valtena 40.000 Oaklan's Shield Sek Kingdom (Admarg), Flossam Ninja (Flossam Village), United City Edge Walker Paladin Paladin Of Cross Cannibal Grand Wizard 40.000 Cannibal Capital United City, Holy Country, Shek Kingdom Ancient Moon Sheath Queen 40.000 Crab Village United City Meitu Nagaatata Dust King 35.000 Dust King Tower United City No Grey United City No Grey 30.000 Spring City, Holy Kingdom, Sek Kingdom Skeleton Smith Horse Helicopter, Topper, Katana, RingSaver Meat Lord 30.000 First Village (Dark Finger) American City, Holy Country, Sek Kingdom Ancient Long Cleaver Luquin 30.000 Tengu Holy Country Skull Smith Falling Solar Ash 30.000 Spring Union City, Holy Country Skull Smith Naginata Katana, Nodachi Bo 30.000 Black Scratch United City, Holy Land Ancient Ninja Blade Yayoi 30.000 Special Event United City, Holy Country Skull Smith Ninja Blade x2 Flying Fire 30.000 New Krariasek Kingdom Ancient Bull Horn Axe Hex 25.000 Tengu's Bolt United City No One Sank 25.000 Tengu's United Vault City No Body No Body No Body Scream20.000 Base Ninja King King Edgewalker Gardis Katana Seto 20.000 Admag Holy Country Cartoon Plank Mighty Canhead 20.000 Special Event United City, Holy Kingdom, Sek Kingdom Ancient Moon Cleaver Boss Simion 20.000 Fort Simion United City Edge Walker Horse Helicopter Buzan 20.000 Ninja Tower Holy Country Ancient Ninja Blade Dimak 20.000 Tower Ninja Holy Country Meitu Ninja Blade Preacher 15.000 Cult Village, United City, Sek Kingdom Meitu Munver Clover Face 15.000 Strange Camp (United Ground Stou) Old World Bow Mki Ghost 10.000 Buzzer Village Sec Kingdom Ancient Sculpture Axe Blue Eyes 10.000 Mourning United City Unknown Zite Gutter Head 10.000 Spring United City Toothpick, Spring Bat Red Saber Boss 10.000 Red Saber Lair United City, Sek Kingdom Meitu Horse Helicopter Sand Ninja Oni 10.000 Cactus Den United City Cartoon Ninja Blade Razor 10.000 Black Desert City American City Cartoon Longsword Torah Fear 10.000 Exile Camp Shek Kingdom Ancient Battle Calels 1.000 Show - Batay United No one's spirit ? None Yabuta for The Bolt United City 10.000 Tengu's Bolt United City Nog of the Players Head editing, the player's character can receive a bounty from the Mauritanie camp. The list of somehow illegal activities includes trespassing, kidnapping, theft and many other creative and beneficial tasks. Player characters can accumulate bounty up to 10,000 cats. If you exceed this number, the bounty becomes permanent. Fewer than 10,000 cats can decay over time. To give you an idea of the price tag, if you kidnap in a holy country, up to 5,000 cats can give you a bounty, so use the limits wisely. Or go for bankruptcy. In the current beta of possible bug editing, an easy way to earn a significant amount is to perform the first in a prisoner cage owned by a faction that a particular character repeatedly commits crimes against one of the major factions like holy country, the second character said. No member of that faction needs to be present by the cage you deposit your bounty character. I'm going to go back to my house, i'm going to stay. Princess Hive Remake (R18) ??? Kaizokeizo What's it? Project Genesis: World Maintenance Alpha/APR (V7.0.3) (V7.0.3) If you want to enjoy the imitation, please rate it if you want to enjoy fizzation. But i was quickly saddened by how many bountiful bountiful bountiful things were in the game. This mode modifies it. Mode Description This mode adds more than 20 new unique bounlocks to the game map. The game has a bounty for all points of time (early, mid and late). Some of these boungefactors are particularly dangerous, some, not too much. Not all factions want to find the posters they want in one place. Most of the bounty simply has a special drawback to them at the top of something you can set up in town for a big sum of cats. This mode is not only a bounty, some of the characters can even have special weapons they wield, but also may be separate from several new locations and factions. Don't worry about the balance of weapons because none of them are more powerful than they are already in the game. I'm likely to add extra bounty over time when I have time to do so. I recommend you download the mod and even forget it. I personally feel more added to Kensey's experience. :) However, if you need to spoil yourself, the mod spoiler provided on the discussion page will show if there are any other interesting bits about the status of the bounty and what weapons are there for them.tldr, just tell me what's already in mode??? 32 New Bounty 10 New Meitou Weapons related to bounty conflict found at new locations related to bounty related to bounty and new factions related to bounty related to bounty? I'm not sure if there are any mods and conflicts (in that case, I can easily fix it) but I imagine the renovation supable to put villages / objects in the location of the bounty location can cause problems. If there's anything you can find in a game that looks like a bug related to the remote mode, let us know. Spoil it for me!!!! Ok, damn, calm mode spoiler discussion thread probably has everything you want. Important: For everything to work properly, you'll need to import or start a new game. Recruitable Inmate Patch:

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