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Fallout 4 companion guide hancock

For other things, see John Hancock (real world. Fallout 4/ Fallout: The Board Game/Fallout: Wasteland Warfare character GoodneighborSole Survivor (optional) Old State House in Goodneighbor Fallout 4Fallout: The Board GameFallout: Wasteland Warfare The Big DigThe Silver ShroudArt AppreciationRecruiting Hancock 5 ST, 10 PE, 8 EN, 9 CH, 14 IN, 10 AG, 8 LK Success points: 185+ ([Player level - 10] x 5)Damage Res.:0 %Energy Nothing.:0 % Hancock.txtHancock.txtCOM Goodneighbor's of the people, for the people, you feel me? Everyone is welcome. John Hancock (born John McDonough) is the Ghoul Mayor of Goodneighbor in 2287, and a possible companion of the Sole Survivor. Antecedents[edit] John Hancock is a ghoul who resides in the settlement of Goodneighbor, serving as its de facto mayor. Born John McDonough, Hancock is the brother of Diamond City Mayor Mayor McDonough. The then non-ghoul John cut ties with his brother after the mayor banished all diamond city ghouls, resulting in the deaths of numerous innocent ghouls while the inhabitants lit them. John tried to save as many ghouls as he could to move them to the town of Goodneighbor, but many were unable to adjust to Goodneighbor. His deaths would continue to torment him to this day. John moved to Goodneighbor, seeing it as a haven for those who didn't fit anywhere else. He is exceptionally punitive towards his enemies or those who break goodneighbor law, but can be a good friend and valuable ally for those who treat him with respect, punish the culprits and protect the innocent. It became a ghoul sometime after 2282, following the use of an experimental radioactive drug. Despite his ghoullification, John Hancock considers the high so worthwhile, as well as pointing out the near immortality he made as a profit. Before John Hancock became mayor, the town was led by a ruthless mafia boss named Vic. When he arrived, he found the clothes of the real John Hancock and, inspired by his presence, took over himself to raise a militia and overthrow Vic. Thereafter, he became John Hancock, the mayor of Goodneighbor. Hancock currently serves as the self-approved mayor of Goodneighbor. Most citizens look at him for leadership, and he acts as a source of reassurance regarding the synthesizer threat. After the events of bobbi No-Nose's grand plan (The Big Dig), a plot to steal from her fortress, she claims to feel too pampered and comfortable. He gives a speech proclaiming his leave of absence. (No one in power should be comfortable for too long.) Hancock then proceeds to offer his services to the Sole Survivor as a possible companion. Interactions with the player[edit] edit source] Fallout 4[edit source] Overview of interactions[edit] edit source] Effects of player actions[edit] edit source] When John Hancock's Hancock's with the Only Survivor reaches the highest level, it will award the Isodoped benefit, which causes the critical counter to fill +20% faster as long as the Single Survivor has at least 250 rads. Hancock is a potential candidate for romance, an option that is unlocked after reaching the highest level of affinity. Range of interests[edit] edit source] Other interactions[edit] edit source] Hancock will occasionally give the character chems. Like most other colleagues, he will also comment on posts visited or generally about the Commonwealth. If talked about after getting more than 500 affinities, Hancock will refer to the only survivor as his friend. Then it is possible to flirt with Hancock, and by approving his speech challenge he will mention that he has unclear thoughts about them, and hints at acting on those thoughts. This is fetchable without Silver Shroud's dress while he is a companion and flirting within the second private conversation. Fallout: The Board Game[edit] edit source] Hancock can be found randomly when taking a card from the loot cover. While Hancock is the active companion, the player's character can exhaust him by moving an enemy into his space and fighting him. If the player's character fails to kill this enemy, he must be discarded. When the player's character performs the camp action, it will become inestoustible. However, if the player's character has no perception at this time, he must be discarded. End of information based on the content of Fallout: The Board Game. Inventory[edit] Notes[edit] Hancock likes Cait, MacCready, Nick Valentine, Codsworth, Curie and Strong; is neutral with Dogmeat, Preston Garvey, Piper and X6-88; and he doesn't like Deagna and Danse. If he's taken to Nate/Nora's corpse at Vault 111, he'll say Damn it. Hey, look, if you want to get out of here... If Finn is killed by the only survivor, Hancock will be quite calm and applaud the player's character. He recognizes Nick Valentine of Diamond City. On the top floor of the Memory Den the player's character can enter irma terminal (Beginner) and read an entry about Hancock that reads: ... Well, let's say if you thought he was handsome and dangerous now, you should have seen him before he became ghoul. According to Deacon, Hancock takes a look at the railroad activities at Goodneighbor. This can also be noted for the existence of a Join the Railroad holotape on its coffee table. If he is taken to Vault 81, some of the residents there will insult him, to which he will respond with an ingenious comment. When the only survivor travels without clothes across the borders of the location, Hancock will comment imply that he appreciates the view, or calls them emperor (referring to the emperor's new clothes). This will also increase his reputation with the survivor. This can be exploded with quick weavers and restored to get quickly Maximum. Hancock likes the actions that are done in the nude. In addition to fast travel, the elaboration and work in the settlements are ways to obtain affinity. Hancock can be killed by the player's character, about whom he will say A... Last... The environment and the... This is probably caused by the random companion death bug where essential flags are removed. If one has it around after completing Sheep's Clothing, he will express his regret at being wrongly angry with his brother. Hancock's choice schemes are apparently minded because they make him feel intellectual, as indicated in one of his offensive comments. [1] It has the second highest S.P.E.C.I.A.L. intelligence score of peers, at age 14. Hancock wears an American flag like a sash. If one kills Fahrenheit during The Big Dig, he will describe how having a devilish attitude takes me. This could be a reference to the short story The Devil and Tom Walker, in which a Massachusetts man makes a pact with the devil for fortune. Tom Walker's last words are the devil takes me if I've ever done it, but a farce! According to a relationship marker in the game's archives, Fahrenheit is Hancock's daughter. This was never alluded to in the game. It is possible that settlement settlers have a brief conversation where they call him mayor and talk about their money, indicating that they once lived in Goodneighbor. Piper refers to him as his second least favorite mayor. Sometimes, if the player's character fires a few random bullets, Hancock will say Wait, you see them too? Notable quotes[edit] edit source] Of the village, for the people. A lot of people want to make life difficult for people just trying to survive. I'm not willing to defend this shit. What kind of agreement requires proof of entry? - Referring to Covenant. The Downs. Hopefully we're not going anywhere for a while. - Referring to Easy City Downs. This friendly bull is the reason I became mayor in the first place. - Referring to The Great Damn Excavation is. Hey, look, if you want to get out of here... – If it takes you to the corpse of Nate/Nora on Vault 111. Appearances[edit] John Hancock appears in Fallout 4 and Fallout: The Board Game. Behind the scenes[edit] Edit Source] At one point during development, Hancock was not marked as essential, and could be killed normally. Finn's unwritten comments allude to this fact. End of fallout-based information 4 content cut off. John Hancock was a statesman and prominent patriot of the American Revolution. He served as president of the Second Continental Congress and was the first and third Governor of the Commonwealth of Massachusetts. He also participated in Paul Revere's midnight trip. Hancock appears to be wearing John Hancock's coat and Major Thomas Melville's hat, both actually currently located and exhibited at Boston's Old State House, the building in which Hancock makes his home. Bugs[edit source] PC Xbox One Hancock may be killed by the character of the regardless of when he is dismissed as a colleague. [Verified] XBOX One PC Hancock issues misguided search to investigate Pickman Gallery, but if is available as a companion, when you re-inform you that there will be no dialogue available to complete the erroneous search. This is also the case with interaction with Hancock on the Silver Shroud mission. To finish this research, talk to Hancock and let him join as a colleague. Then talk to him again and in the dialogue, there will be an option to finish the aforementioned search. Hancock will say something like: When I wanted you to investigate pickman gallery, I didn't want you to take me there. It does so even if one did not take him with or had another partner in this search. After that, the search will be over. [Verified] PC Playstation 4 As Hancock somehow seems non-essential, dismissing him while he is away from a settlement that the Only Survivor wants him to be (for example, the Only Survivor is in Sanctuary Hills, dismissing him back to Goodneighbor) will cause him to be killed halfway through his way back. He can be killed for anything in the wastelands, even a monk. [Verified] Gallery[edit] Edit References[edit] edit source] Deutsch Español Italiano Polski Português Русский Українська 中文 Community content is available under CC-BY-SA unless otherwise stated. Pointed out.