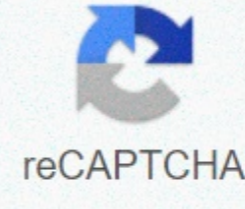




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Fallout 4 chems list

Chems can be created at a craft station. You will find one sanctuary behind the house on the right when facing the bridge. Taking chemistry is a great way to improve your fighting potential, resilience or xp win in fallout 4. These drugs can now be used at any chemical station. This chemistry guide lists all the materials you need for each material, their effect and how long they last. I also list the effects of addiction so that you can see that it's not really that bad, while listing ways you can get rid of chemical addiction within the game. Chem AddictionThe chemistry in the list below gives you only one addiction - the one whose name is first reported to hybrids, and Chems, like Orange/Berry Mentats, makes you addicted to 'all Mentat Chems'. Chemical addiction can be cured by buying Addictol from vendors (usually doctors) that allow you to eliminate addictions in the field. In the Cure Me menu, you'll find it cheaper to get the Doctor to heal you. Waiting has never eliminated my drug addiction, so this seems to be a necessary step. Save all the radscorpion eggs you can find as they can be used at the cooking station to create radscorpion egg omelet, which also eliminates all addiction. Here are the effects of various chemistry addictions in fallout 4: Alcohol addiction: -1 Agility, -1 Charisma Buffout Addiction: -1 Strength, -1 Endurance Calmex Addiction: -2 Perception, -2 Agility Daddy-O: -1 Intelligence, -1 Perception Day Tripper: -Luck, -1 Charisma Fury Addiction: -1 Strength, -1 Observation of jet addiction: -1 Agility Med-X Addiction: -1 Agility, -10 Damage resistance Mentats Addiction: -1 Charisma Overdrive Addiction: -1 Strength, -1 Agilli psycho addiction: -1 Strength, -10 Damage resistance X-cell addiction -1 All statistics Taking any drug with a name that starts with a drug you are addicted to, meets addiction penalties and gives you relevant buffs. Each drug appears to be able to be taken 5-7 times before becoming addicted, although this can be doubled by Chem Resistant (Endurance 4 Perk) or completely removed by another point. I've never become addicted the first time, even when I tested so many times. You can save Addictol if you have become addicted, but you have also taken another drug several times, but you are not yet addicted because Addictol does not reset the drug counter on which you are not yet addicted - only established addictions. This seems like an unfortunate omission. Fallout 4 Chem List Stacking chem buffs refers to their use in the right order, and not to the loss of those with the same basic medicine. Stacking Chem Effects for People Who Want to Stack Chemistry situations, note that others are replaced by certain effects. Taking Bufftats then Buffout will lead to buffout replacing the better Bufftats stats. You can stack the beneficial effects if the basic medicines are For example, Psychobuff and Buffjet work well together because the basic drugs (the first ones) are different. When Buffout is taken later, you will replace Buffjet's +stat effects with the worst, while keeping Buffjet's +AP and slow time effect. The best advice I can give on this is to take worse drugs, then more powerful ones, so that you do not compensate for the strong effect worse. In the example, it's a waste to take a buffout because you're replacing all the effects completely. You can take Fury, Psychobuff and Med-X and get +75 damage resistance while keeping all the other positive effects of 3. Note on durationsIf it says 8 minutes, that means it. The same with foods that say 2 hours - they mean real-time, not game time. You can add how long the chemistry lasts by taking rows at Intelligence Perk, a chemist. Only one value opens 4 chemist only to the drug, while increasing the duration of all of these by 50%. You can triple the duration with extra points, but you won't open any addiction chemicals. Berry Mentats EffectDurationCrafting Materials +5 Intelligence, highlights living objects.8 minutesAnti Freeze Bottle, Mentats, Tarberry x 2 Buffjet EffectDurationCrafting Materials Slow Time, +3 Strength, +3 Endurance, +65 Max Health, +35 Max AP15 seconds. Buffout, Jet Bufftats EffectDurationCrafting Materials +3 Strength, +3 Endurance, +65 Max Health, +3 Perception8 minutesBuffout, Mentats Calmex EffectDurationCrafting Materials +3 Agility, +3 Perception, +2x Sneak Attack Multiplier8 minutes Last rarely found in drug-selling vendors, even less frequently in containers. Daddy-O EffectDurationCrafting Materials +3 Intelligence, +3 Perception, -2 Charisma8 minutesEn't be Cooked Day Tripper EffectDurationCrafting Materials +3 Charisma, +3 Luck, -2 strength8 minutes Can't have cooked grape mentats effectDurationCrafting materials +5 Charisma and replacement 10% Better8 minutesHubflower x 2, Mentats, Whis Jetkey EffectDurationCrafting Materials Slow Time10 SecondsFertilizer, Plastic Med-X EffectDurationCrafting Materials +25 Damage Resistance8 minutesEn't be Cooked mentats effectDurationCrafting materials +2 Intelligence , +2 Perception5 minutesAbraxo Cleaner, Brain Fungus x2, Lead Orange Mentats EffectDurationCrafting Materials +5 Perception and +10% ALVS Accuracy8 minutesAsbestos, Carrot x 3, Mentats Psycho EffectDurationCrafting Materials +25% Damage, 25 Damage Resist5 minutesAcid, Circuitry, Hubflower x2, Stimpak Psycho Jet EffectDurationCrafting Materials Slow time, +25% Damage, +35 Damage resistance, +40 Max AP15 SecondsJet, Psycho Psychobuff EffectDurationCrafting Materials +25% Damage, +3 Strength, +3 Durability, +65 Max Health8 MinutesBuffout , Psycho Rad-X EffectDurationNotes +100 Radiation Resistance3 MinutesEi no dependency potential. This is stackable. By taking 5 +500 radiation resistance for a duration. Good for the moments when you get caught Power armor or Hazmat suit. X-Cell EffectDurationCrafting Materials +2 to All Stats2 MinutesEvidently only about a dozen exist as leveled prey in the game, making them rare to come across. Highly addictive, 50% dependency rate. Fury (Chemist Required) EffectDurationCrafting Materials +50% Melee Damage, +25 Damage Resistance, -5 Observation8 MinutesBerserk Syringe, Buffout Jet Fuel (Chemist Required) EffectDurationCrafting Materials +35 Max AP, Increased AP Regen8 MinutesFlamer Fuel, Jet Overdrive (Chemist Required) EffectDurationCrafting Materials +25% Damage, +25% Critical Chance8 MinutesAcid x 2, Nuka Cola, Psycho Ultra Jet (Chemist Required) EffectDurationCrafting Materials Slow Time and +100 Max AP45 SecondsBloodleaf, Fertilizer, Jet, Plastic X2 Search my guide far harbor guide for new features from the additional material. There you can also look at the trailer and watch the new weapons that can be found. The area is massive, so we can expect plenty of missions and research in a misty, barren area with new and challenging creatures. Pleae notes that there are different endings to this additional material that we all wanted! It's like fo4's actual endgame because you can choose the result. Walkthroughs Islander's Almanac magazine locations far from home: Quest 1 Walk in the Park: Quest 2 Where you Belong: Quest 3 Best Left Forgotten: Quest 4 Waren Brew Quest New The Striker New The Final Quest Restoring Order (Mechanist Fight/Options) is now available. I've also published a page that describes the start of Automatron along with the main page of the additional material. This covers how a robot bench can start making your own Automatrons, guiding you through the first two tasks while giving tips on how to combat mecanist creations. Quest 3 Walkthrough: Headhunting is also live on the site. Robots in Automatron New Mechanist's Lair, Eyebots and Rogue Robots cover what happens after the mechanistic story. Now that I've written about all the Benefits in Fallout 4, I've put them all on a list of how they work, what you'd expect, and my own opinions on them. I hope this is convenient! I've also compiled map images of all bobblehead places in the game. You can explore the locations yourself or read their descriptions, which I have taken notes on. Edit Share Buffout So many chems, such varieties! Every time I take Mentats, I can feel my entire ship breeeeeathe like a big spherical lung."cough"— Dr Mobius Chems (chemical) is both pre-war and then a slang for the drug. Chemistry is any chemical, drug, etc., that is used to cause changes in a person's behavior or biological systems. Background[edit | edit source] Chems was a pre-war term used to describe drugs and substances that numerous temporary side effects, both positive and negative. Pre-war drugs include: Mentats, aa a party drug originally developed by Med-Tek for medical purposes; [1] Buffout, a sports-enhancing drug favoured by athletes; [2] Psycho, a combat drug developed at the behest of General Chase. [3] and Med-X, an analgesic found in many hospitals. There was a major drug trade in pre-war society. Skylanes Air Flight 1981 was one of several illegal smuggling operations that used jets to smuggle goods around the country. [4] Little is known about how chemicals entered the post-nuclear American market, although most wastelanders generally accept that the Nans invented the chemical trade, which specializes in the manufacture of Jet and Psycho. Their apocalyptic followers taught them this ability sometime between 2278 and 2281. Types of chemistry[edit | edit source] Wasteland has different chemistry, some of which are more useful than others. Each chemistry has a unique profile that allows users to stack chems to offer a bigger bonus than either individually⁴. Chems can have several simultaneous positive effects, but usually has negative effects: It can lower the statistic when lifting another. Abuse of chemistry leads to addiction. Dependence on chemistry causes withdrawal symptoms when chemistry wears off, leading to lower statistics unless the user continues to take the drug or seeks a cure or treatments. Chems is divided into two groups: addictive and addictive. ¹ - chemistry does not stack; only one can be active at a time. Locations[edit | edit source] Chems can be found lying individually or inside containers. They can also be purchased from wasteland sellers. Although almost every seller has at least a few stimpaks for sale, some chemicals must be purchased from one of the vendors specializing in chemistry. In some cases, chemistry can be created. Resisting addiction [edit | edit source] There are several ways to resist addiction: Don't take chems. It is never necessary to take chems, so prevent addiction by ever taking them at all. Select the Chem Resistant benefit or feature. This advantage gives 50% resistance to the addictive effect of individual chemiens. Chems, which usually has a 10% dependency rate, are reduced to 5%. However, if the feature is taken, the chemistry will only last half as long. Take the antidote. Only the dangerous Jet has an antidote. Fixer is also viable (it is meant to be temporary, but it is listened to and provides a permanent removal of addiction). Fallout: New Vegas has a Logan loophole trait that prevents addiction altogether from limiting the courier to level 30. Certain benefits in Fallout: New Vegas, like Chem Resistant, Brainless, and Old World Gourmet, reduce the chance of addiction. Addiction | edit the source] When the user is dependent on chemistry, he or she must either continue to take chemistry or suffer from the detoxification effects specific to the addiction. It's finally (if not necessary) to improve dependency. To improve addiction, the individual has several options: Wait for it. Stopping a cold turkey will eventually cleanse the chemical system of the drug addict. However, jet addiction cannot be shaken in this way, nor can tobacco. Find a wasteland doctor and pay them a fee to alleviate addiction. Use my first lab after you buy it for either a Megaton home or a Tenpenny Tower suite. Similarly, a trip to Auto-Doc in Sink improves addiction. Addictol cures all addictions, but it is scarce throughout the Commonwealth. It can be purchased from merchants/doctors at an occasional high price. Behind the scenes[edit | edit source] Fallout 3's publication in Australia banned the game because references to real drugs had been read into it. OFLC published a report on why it banned the game. One of the reasons for the ban was that the controlled drug, morphine, was one of the chemistries that would have been available in-game. As a result of the ban, Bethesda decided to rename it Med-X. Proof of this last-minute change is that the editor ID of Med-X is morphine and the supplier ID for Med-X dependency is WithdrawalMorphine. [5] Gallery[edit | edit source] References[edit | edit source] ↑ Fallout 2 Official Strategies & Secrets, p. 74 ↑ Fallout 2 Official Strategies & Secrets, p. 66 ↑ Fallout 2 Official Strategies & Secrets, p. 75 ↑ Skylanes smuggling manifest ↑ OFLC report: The game includes the ability to take different chems strategies using a device connected to the character's arm arm. When you select a device, a menu selection screen appears. On this screen there is a list of chems that the player can take through selection. These effects of chemistry and some negative effects (driving intelligence or character may depend on chemistry). Positive effects include increased intensity, durability, damage resistance, agility and hit points. Matching the list of different chems are a small visual representation of drugs, these include syringes, tablets, pill bottles, crack-type tube and blisters. In the board's view, these realistic visual representations of drugs and the way they are delivered bring science fiction drugs into line with real-life drugs. OFLC Report: Why Fallout 3 was banned in Australia Community content is available in CC-BY-SA unless otherwise stated. Said.