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Proctor quinlanScribe HaylenPaladin Danse 350 XP
Rank of PaladinFull set BoS v T-60d Power Armor Previous quest leads to freedom Reprimed Tactical Thinking Expand to show Fallout 4 achievements/trophy 10 Bronze Xbox Achievement Image I Wish Maxson sent someone else. But it doesn't change anything. I'm a synth, which means I have to be destroyed. If you disobey your orders, you not only betray Maxson, you betray the Brotherhood of Steel and everything he stands for. Synthesizers can't be trusted. Machines were never meant to make their own decisions, they need to be controlled. Technology that works furiously that has brought the whole world to its knees and humanity to the brink of extinction. I should be an example, not an exception. Danse Blind Betrayal is the main quest and achievement and trophy of the Brotherhood of Steel in Fallout 4. Content Show Fast Step-by-Step GuideEdit Detailed Step-by-Step GuideEdit After Freedom Reprimed Completed Sole Survivor ordered to report to Prydwen. There, an enraged Elder Maxson confronts the One Survivor, demanding to know if they knew that Paladin Danse was a synthesizer. It shows that the Institute's network hacking has provided undeniable evidence that Danse is not a human being, but actually a missing synthesizer labeled M7-97. Sole Survivor is then given a selection of medium difficulty persuasion checks to convince Maxson they did not know the true nature of Danse. They may also suggest that Danse himself may not have known that he was a synth. The lone survivor then ordered to find Danse, who had gone AWOL, and execute him. They meet with Proctor quinlan to find a way to track down Danse, but their discussions are interrupted by Pizz Hailen. Haylen pulls Survivor aside and makes a plea for mercy on behalf of Danse, desperate to save him even if he is a synth. She then directs Sole Survivor to the previously announced recon team rollback location: Listening Post Bravo. After sending security measures (two outer towers, one external protective, and three extra protective down the elevator), Sole Survivor will find Danse inside the bunker. There they must decide how to proceed. Plan A: ExecutionEdit Survivor can run Danse with or without talking to him. Alternatively, he could be allowed to commit suicide. On his body they will find a synthesizer component and Danse holotags. Collect the tags, go back to Pridven, and tell Elder Maxson that the job has been done. If the Only Survivor enters the bunker and is seen by Danse, he leaves the bunker, Dans will commit suicide. Plan B: Allow Danse to live Will the only survivor can refuse to perform Danse. He will protest, saying synthesizers are abominations, and that he should be an example. Passing the mid-level persuasion check will convince him that he is not a threat to humanity and must flee the Commonwealth. Danse his holotagi to calm Maxson and then asks Sole Survivor to meet on the surface to say goodbye. Outside the bunker, Danse and the Only Survivor meet with an unwelcome surprise: Elder Maxson, suspecting that the Only Survivor would be insubordinated, followed them into the bunker. Indignant, he repeats his orders and demands the death of the synthesizer. Hence the Survivor has three options: to give in to Maxson and kill Dans. Danse will represent peacefully. It was not possible to convince Maxson to spare Danse OR to ask him to perform the execution himself. Maxson's going to kill Dans. Convince Maxson to let Dans live. Maxson reluctantly agrees, but will make Dans from the Brotherhood. As the famous synth Danse will be shelled by Brotherhood soldiers. Whatever decision is made, go back to Pridven. Maxson will promote Sole Survivor's rank of paladin in addition to providing them with all the things Paladin Danse, including his living quarters (a room marked by Prydwen quarters that is locked before this quest) and his personal set of T-60d power armor. The quest stagesEdit StageStatusDescriptionLog Talk to Elder MaxsonI've been informed that Elder Maxson has an urgent mission for me, and I have to report to him about Prydwen immediately.20 Talk to Proctor KinlanAccord Elder Maxson, Paladin Danse is actually the Institute of Synth in disguise and must be performed. Unfortunately, Danse has disappeared, but Proctor quinlan may have a way to track him down.30 Follow Scribe Haylen40 Talk to Scribe Haylen50 Travel to listen to a post BravoScribe Haylen told me that I probably find Paladin Danse to listen to Bravo's post. She also begged me not to kill him, not to let him tell his part of the story. I have to decide when I arrive at bunker.60 Find Paladin Danse70 Talk to Paladin Danse80 Run Paladin DanseI've decided that I have no choice but to perform Paladin Danse. All that's left is to pull the trigger.90 Get HolotagsPaladin Danse Paladin Danse dead. I have to get his holotagi to use as evidence of his passing.110 Report to Elder Maxson (Danse dead)Paladin Danse is dead. I have to go back to Elder Maxson and inform him that my mission is complete.120 Exit Listening to Bravo's Message (Danse Live) I have decided to let Paladin Danse live, but he must escape from the Commonwealth immediately. I have to accompany him outside the bunker. To make sure he leaves safely.130 Talk to Elder Maxson140 Run Paladin DanseAfter confronts Elder Maxson outside the Bravo Listening Post, I decided to obey his orders and perform Paladin Danse.150 Maxson kills Danse160 Talk with Paladin Danse (Danse spared)170 Talk to Elder Macson (Danse) I have to speak to Elder Maxson as soon as possible.180 Talk to Elder Maxson at Priden (Dans dead or alive) Elder Maxson agreed to spare Paladin Dans, but he is no longer welcome in Danse decided to set up camp to audition for Bravo's post. Now I must return to Prydwen for Danse's situation has been resolved. Elder Maxson promoted me to Paladin and awarded me a full Paladin power armor suit, which I can find on the main deck of Prydwen's Main Deck.355Quest failed Satellite ReactionEdite EventCaitCodsworthCurieOneconHancockMacCreadyPiperPrestonStrongValentineX6-88LngfellowGage Refuse to perform Danse on Maxson's orders on board Prydwen Agree to perform Danse with pleasure, when ordered by Maxson on board Prydwen Ask Maxson if there is an alternative to perform Danse when ordering on board Prydwen Tell Haylen that the player's character is confused and will sort it out. Don't make any promises to Haylen not to perform Danse Promise to hear Danse's side in the story when Haylen urges not to execute his refusal to perform Danse after talking to him Agree to perform Danse after talking to him let Maxson perform Danse Agree with Maxson that Danse must die when faced outside the bunker and agree to do so personally trying to convince Maxson to change his mind about executing Danse Its) There are changes in the heart when Danse is on the ground, waiting to be performed NotesEdit Completion of this quest to automatically begin tactical thinking, causing the P.A.M. to go into locking and stopping the player character to talk to her to get or pass in quests, preventing them from completing the rail side of the quest circuit. This can be corrected by becoming an enemy of the Brotherhood of Steel. Choosing Danse as a companion will still prevent the player's character from talking to P.A.M., despite being told that the player's character is now enemies of the Brotherhood of Steel. Danse's affinity level will be limited to 999 until this quest is completed. If he survives the quest, the next time the Only Survivor meets Danse, he will use X-01 power armor parts instead of T-60 power armor parts. As soon as Danse idolizes the only survivor, know his enemy the shaker will be unlocked. It's ok if one doesn't have a speech check with Maxson at the beginning of the quest as he will just give the player's character another chance to try again. Even if that fails, the conversation will lead to whether you ever came in to know that Danse may not be aware of his personality?, to which a somewhat surprised Maxson replies: No, it's not, and then proceeds to provide the character to the player's quest as usual. If someone tries to complete the search by talking to Elder Maxson aboard Prydwen, while the goal of inform the Brotherhood of the Battle of Bunker Hill is active, they will warn him of the Institute's plan. It seems that the death of Paladin Danse is a scripted event at certain points in this quest. For example, when you meet Elder Maxson outside the bunker, if a player's character chooses to kill Maxson before Danse's execution, automatically dies. It's going to continue to happen if Elder Maxson is out of the melee range. Danse will also automatically die if one completes the Defend the Castle quest without completing the blind betrayal first. If the Only Survivor spares Dans, a journey with him will result in the Brotherhood of Steel being hostile to the One Survivor. When Danse is fired, the Brotherhood will return to neutral status after that. Rescuing Dans and sending him to Boston Airport to urge all Brotherhood soldiers to be hostile. Sending it to the settlement and then calling the Brotherhood of Vertibird to the settlement could lead to a battle between Danse and the settlers and Vertibird. Sparing Danse and sending him to Boston airport after the Brotherhood began ending leads as Danse and Liberty Prime ended up in an endless battle, due to the premier being unable to be damaged and Danse unkillable, resulting in the deaths of unnamed Brotherhood soldiers guarding the asphalt, who either get killed by Danse or Premier Mark 28 nuclear weapons. If someone takes The Spoils of War before transferring the Holotape Institute to Proctor Ingram, it will only talk about Spoiled Wars and the title of Mass Fusion, preventing the player's character from passing the holotapa and beginning blind betrayal until after the Spoils war is completed. This will prevent the player character from saving the synth in search of underground undercover as they must become the enemy of the Institute and blow up their cover. In addition, completing Mass Fusion in this scenario will allow the synth to be saved, but prevent the player's character from getting Danse's ink, know your enemy. It seems that there was an alternative path to this quest, which was disposed of from the final version of the game, which would allow Danse to remain in the Brotherhood. According to the game files, there were unused voice clips suggesting that the Only Survivor would convince Danse to challenge Maxson's authority as elder, who settled into battle, as was written in the litany in the Brotherhood Code. This would result in the Only Survivor becoming the new leader of the Brotherhood of Steel as Elder, while Dans tells the troops that he would not hesitate to destroy some sort if that meant destroying the institute. In the final game, Elder Maxson's assassination will result in the Only Survivor being declared an enemy of the Brotherhood of Steel, and Dans will be hostile as if he were still an ally of the Brotherhood. The player's character can also convince Danse that he must become the new elder of the Brotherhood of Steel by passing a red speech test. End information based on Fallout 4 to cut content. BugsEdit PC Playstation 4 Xbox One After Elder Maxson arrives at Vertibird after leaving the post, he begins to go into the distance, making it very difficult to enter into a dialogue with him. One potential fix is to constantly step in front of it and prevent it from moving too far from Danse, allowing be spared or by Maxson. If he does come together, the search can be completed by performing Danse in person and finding Maxson in the north and briefly talking to him to return him to his cabin. Also on the PC, select Maxson's console and use the TC command to take control of it to stop him walking and complete the dialogue. Use the TC command again to get it back into AI management. You may need to use player.to to regain control of the player's character if he uses this method. Another method is to use 0001cc18.moveto player to forcibly install Maxson right in front of the player's character. If someone stands next to Danse, Maxson will be hemmed between them and the scene will play through. (checked) PC If the Defend the Castle quest continues, waiting for the Institute to attack, you can still complete this quest, but there may be some errors. First, the quest marker will track Danse, as opposed to the direction of the player's character to listen to Bravo's post. However, console commands (PRID for Danse and then moveto.player) can be used to call Danse in the bunker to Listen to Post Bravo. He will have to be called up again, coming again before the final showdown with Maxson. When Maxson talks to the player's character, Dans starts running in the direction of the sanctuary. Unfortunately, this can easily cause Maxson to drop the conversation and perform Danse (he moves forward and makes a performance motion where Danse should stand). The only way to find a fix is to quickly click through the dialogue. Upon completion, you need to talk to Danse before returning to protect the lock, otherwise the request will fail. It's hard because Danse runs away and the console team bring it to the player character no longer works. Tracking mods can be used to catch up with Danse, or one might try manually heading east in the hope of catching up with him at the sanctuary. You can complete the quest by talking to him, and if the player's character asks him to stay with them, he will appear in whatever settlement he was last sent. (checked) PC Playstation 4 If the institute is destroyed by the Minutemen, Elder Maxson will say that he is busy and will refuse to talk to the player's character, so he cannot give a quest. Also at the police station, The Scribe Dialogue Heylen will offer one completed search, even if it is not. Danse will remain in any settlement the player character has left him and he will continue his normal dialogue and will remain in his power armor. (checked) PC After leaving Listening Post Bravo with Danse (refusing to kill him), a dialogue in which one has the ability to either perform Danse or convince Elder Maxson to let him live can be missed altogether, resulting in an immediate rendition of Danse Maxson. (checked) PC Xbox One If one already has a power armor set on the Default Danse stand, it won't appear. The inventory screen will flicker when you look at it). However, if the player's character enters the costume, he will enter the Dans Costume, leaving the old behind. (checked) Xbox One If Paladin Danse was his companion at the launch of Blind Betrayal, he can still be invincible when confronted by him in a bunker. One possible solution is to convince him to live and then hand over the execution order to Elder Maxson, which will lead to progress in the search. (checked) is progressing. (checked) paladin danse fallout 4 location, paladin danse fallout 4 perk, paladin danse fallout 4 quest, paladin danse fallout 4 glitch, paladin danse fallout 4 affinity, paladin danse fallout 4 romance, paladin danse fallout 4 mission, paladin danse fallout 4 companion

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