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Kingdom come deliverance thief build

Some of the missions in Kingdom Come Deliverance are not easy, and this is especially the case for The Good Thief side quest. In this Kingdom Come Deliverance Good Thief quest guide, we will walk you through all there is to know about the quest, including how to kick off the adventure, as well as how to find the shovel in Kingdom Come Deliverance, in case you get stuck. For more help, head to the Kingdom Come Deliverance Guide Centre. It has some useful tips if you start with the game, as well as some useful advice if you are struggling with lockpicking. Kingdom Come Deliverance The Good Thief Quest By completing The Good Thief side quest you get many rewards: sell stolen goods to specific NPCs, lockpicking and pickpocket tutorials, and increased popularity in Rattay. In this The Good Thief Guide we will guide you through how to get the shovel and complete the mission. How to start the good thief Quest Starter The Good Thief is easy. Just talk to Miller Peshek in Rattay Mill. Miller is the man who gave you a place to stay after the Homecoming mission. When you get the opportunity to help him, do it. Where's the shovel in The Good Thief Quest? While it may sound very easy to find a shovel, it's harder to find things in Kingdom Come Deliverance than in most games. Instead of placing a marker in the world and having arrows that show you if you're going in the right direction, just look around for the shovel. Look around Rattay for the open barn that houses many logs. The shovel is stuck in the ground to the side of this, near the wooden carriage. Dig the tomb and get the ring Now you have a shovel you can go to Gallow Hill and find the quest marker. Look for the executioner platform. To the side of this is a grave. Dig this tomb and jump. There's no ring to find, so go back to Miller Peshek. It is worth adding here that we have read reports that some players can not jump out of the grave. This is due to being too heavy. If you are stuck in the pithole, drop items to reduce your weight. Get a call from the executioner After telling Peshek that you could not find a ring in the tomb, you will unlock the unlocking tutorial and receive a bunch of locking photos. You want to practice before you try to steal the ring from the executioner's house. The house you need to find is marked, so the head over there (that's where you dug the tomb). The ring is inside the house and in a coffin in the bedroom. You need to use your new locking skills to get into your chest. To get into the executioner's house and get the ring you have many options: You can sneak past him to the bedroom, close the door behind you so he can't see or hear you try to break into your chest. Get the executioner to come out, either by deliberately being seen or by making noise. When he comes out to investigate you can run around the house and then head in. Convince him to leave by talking Him. This will require you to have leveled up your Speech skills, but if successful he will leave to go pay an outstanding debt. Complete The Good Thief Quest With the ring in your possession, return to Peshek. He will teach you how to pickpocket and lead you to take the ring to a friend nearby. This friend is found in a town northeast of Rattay. Deliver the ring and you will discover that it was not worth anything, but you will now be able to sell stolen goods to Peshek and his friend. You will also get new side assignments from them. It completes our guide to The Good Thief quest in Kingdom Come Deliverance. Here's my Assassin Build (stealth battle). I use it when there is a chance stealth turns into battle (for example, raiding bandit camps with over 30 men in them and active patrols.) The focus is obviously to reduce noise to zero while maintaining late game armor values. Eye-catching and visibility is not so important and should be fine if you keep them around 40. If they go over 40 then it makes it difficult to dodge bandits when they have already raised the alarm (a good reason to always hide the bodies of guards you kill). If you are looking for a twenty-building, where if you get caught you are not going to fight, then you may lose some of the armor pieces. Just keep Gambeson, shoes and snake all listed there. The specific Gambeson is the most important piece! It is also important to note, that as a stealth role-playing game, I did not buy any of these items. 2 Like Razanon, because your pasty white skin and bright undergarments are not as good for stealth as a suit of dark clothing to keep you hidden in the shadows. You mention that it's about reducing noise and that visibility and eye-catchingness isn't that important. But in the game tutorial for Stealth, it says that they are all relevant to stealth success. If it was mostly about Noise then Stealth as a skill wouldn't have much of a roll either. There seem to be various factors that determine stealth success and detection in the game, some seem obvious and others hidden (unclean = smell as an example). Looking at your equipment and 0 Noise, I guess you have stuffing perk from maintenance that seems bugged and gives a zero Noise instead of the intended one? 1 Like Oh my gosh, this is funny. People actually recommend sets of heavy armor for stealth builds! And really, it's one of the best stealth builds. You make 0 noise that way, can have high charisma, high fighting abilities, and can even have decent visibility and eye-catching if you choose the right pieces. I've just done all my pickpocket and broken and gone in like that, myself. The main reason is, changing outfits is torture in this game, you need to individually find about 20 pieces of clothing that you can not effectively sort to make an outfit. 1 As before my save game glitched this is what I ran with, but it's a little old picture. With padding perk I have 0 noise and very low visibility. I have is; Dark Saxon Gambison Fashionable Black Snake Black Padded Coif Silent Shoes Hunter's Gloves Edit: Please note that I use stuffing perk, but if you take the perk aside and minus the metal coif and plate chest then my noise shoots up to ~16. Minus both of these pieces, you get anywhere from 4 to 7 which is quite quiet. And your View/Con will fall down to ~24 each. 1 As I have a 24/23/4 build without stealth advantages and less defense. 2 Likes Where did you end up getting this equipment? The location is wise. Please stop connecting equipment if you are using stuffing maintenance perk. Anyone can reach 0 noise with the perk, people are interested in what the legitimate ways to achieve low noise/visi/consp are. 3 Like You can get the most if not all the equipment I use quite early. Just visit armorer and Tailor of Rattay. Cost ~ 1000 which is not very cheap, but not too expensive to get via steal. Just unlock the millers as much as possible, or you can try to steal Silent Shoes in Skaltz before being sent to Talmberg. I know that an NPC or two will have them, just hard to find. 2 Like I found all my equipment by knocking out shopkeepers while I slept, knocking out citizens and taking the keys and opening their houses and shop chests in rattay. I walk around crouching and I just scout and knock people out at night between 21 hours and 5am 1 As Yes it uses stuffing perk. And it's a little exaggerated, but not glitched. And noise is the most important thing at night. If they sleep then your visibility and eye-catching hardly counts. Eye-catching is good if you want to rob in daylight. You don't want people to look your direction and follow you. But the point is with visibility and eye-catching both around 40 I never have any problems with stealth ever. If the noise is around 40, everyone and their mother see me. It's also kind of broken that if you get all 3 values low enough you can run around a bandit camp bumping into shit and staring eye to eye with bandits and not having them notice you. 1 As what is not legit about it? It makes sense that if you were talented enough you could add padding to your armor to make it clank less. Just as they used to tie cloth around their boots in The First World War to make their footsteps quieter in the trenches. Also you can easily just look at their build minus armor pieces since stuffing only effects armor. The point is that devs meant endgame stealth to be a little stronger. Just as endgame reading is ridiculously strong. If you invest the entire play/tired in a certain type of role-playing game, you expect to have it worth mastering. But now you're leaving. Dense red snake Any gambeson that has the word dark in front. All shoes that have quiet or dark in the name. It's your armorless building. Without advantages each state that counts is less than 20 ... have fun? 1 As I run nothing but stealth, my Henry is Visibility = 17 Cons = 18 Noise = 0 Hi Earl, I signed up specifically to respond Posts. Where on earth do you find that hooded monk's habit? I've seen everywhere in the monastery. Some say it's in the chest at the alchemy table, others say it's in the sleeping places behind the library, near the forbidden books section. I would like to add that I have found (black) monks robes, but the cap is down and there is no way to set it up (see picture below). If I'm wearing anything other than the robes doesn't matter. I know there are mods that achieve this, but I saw in another thread that someone had hooded up in Vanilla KCD ... Thanks in advance The Stuffing perk does not really work correctly, or at least not logically. You can use up to 10 armor items, but equipping only a single self-repaired piece of clothing reduces noise statistics by -25. It is not the individual noise value that is calculated depending on the item track when contributing to the total noise statistics. So, for example, you wear what 10 armor items you like, as noisy as you like. Then add only one element of self-repaired item with Stuffing perk reducing that Noise state by -25, two items -50 etc. Repair yourself only four of these items, negates all noise from uns repaired items as well. So, by wearing gloves my Noise state reduces by half that makes no sense (based on total noise without heavy plate of around 50). It should not reduce the general noise of all the other equipped elements. It should only reduce the glove element Noise. The use of more than 10 armor reduces the reduction, but can still be reduced to zero by repairing less than half of them, including heavy plate. As it works now it makes building a stealth outfit pointless. It's not good design or a lot of fun and reduces the point of choosing which gear to wear or Stealth skills or benefits like Slim Fit quite pointless as well. It should reduce the noise from the repaired element only, with less reduction for heavy plate. 3 Like you like to wear monk clothes. I haven't tried it. This is my setup. 1 As Nice Setup Stealth is quite fun in this game. Well I finished the game and I wanted to make a video on battle while wearing monks clothes, but with the hood up would be much sweeter. 1 As a Hey buddy, if the memory serves me properly, I'm pretty sure I found it in a coffin right up the stairs around where the overseer guy hangs out. When you get through the main monastery gates, with the building working on the right, there is a wooden staircase leading up to a room on the right. It was either in here, or in the connected room through on the other side. If it fails, try to work your way through the upper rooms at the same level as you move on into the inner sanctum. Good luck! Thanks, I'll take a look tonight. Never stopped believing that it could be found outside the monastery itself... Because you can easily achieve 0 noise in full plate, mail and all trimmings with stuffing perk, it is too effective in my opinion. I do not want to run around looking looking a knight on my sneaky character, although it is the best way to go for quiet movement for some reason. Not sure what the attitude was about, but hey, this is the internet. 3 Like -- previous page next page --

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