

Starting S.P.E.C.I.A.L

Strength	8 + Bobble Head + Ant Might
Perception	5 + Bobble Head
Endurance	9 + Bobble Head
Charisma	1 + Bobble Head (optional)
Intelligence	9 + Bobble Head
Agility	3 + Bobble Head + 2x Intense Training
Luck	5 + Bobble Head + Lucky Shades + Three Dog's Head Wrap

Final S.P.E.C.I.A.L

Strength	10
Perception	6
Endurance	10
Charisma	1 or 2
Intelligence	10
Agility	6
Luck	9

Weapons - Shish Kabob

Schematics	Lucky Harith, Vance from
Locations	Blood Ties Quest, In a shack southwest of SatCom Array NN-03d
Items Needed	Lawn Mower Blade, Motorcycle Gas Tank, Motorcycle Handle Break, Pilot Light

Weapons - Deathclaw Gauntlet

Schematics	Quest reward from Bannon in
Locations	Rivet City, The trailer in F. Scott Key Trail & Compound, random deathclaw/wastelander encounter
Items Needed	Leather belt, wonder glue, medical brace, deathclaw hand

Final Stats

Barter	9
Big Guns	25
Energy Weapons	27
Explosives	86
Lock Pick	86
Medicine	86
Repair	86
Science	86
Small Guns	17
Sneak	86
Speech	86
Unarmed	86

Quest Perks

Ant Might
Bark Skin
Survival Guru (Tough)
Power Armor Training

Final Vitals

Carry	300
Action Points	77
Health	490
Melee Damage	5
Damage Resist	31%
Critical Chance	14%

Books

Explosives
Lock Pick
Medicine
Melee Weapons
Repair
Science
Sneak
Speech
Unarmed

Perks

Level 1	None
Level 2	Intense Training (Agility)
Level 3	Intense Training (Agility)
Level 4	Educated
Level 5	Iron Fist
Level 6	Toughness
Level 7	Iron Fist (2)
Level 8	Iron Fist (3)
Level 9	Strong Back
Level 10	Finesse
Level 11	Demolition Expert
Level 12	Silent Running
Level 13	Pyromaniac
Level 14	Cyborg
Level 15	Demolition Expert (2)
Level 16	Better Criticals
Level 17	Comprehension
Level 18	Paralyzing Palm
Level 19	Demolition Expert (3)
Level 20	Ninja

Skill Bobble Heads

Explosive
Lock Pick
Medicine
Melee Weapons
Repair
Science
Sneak
Speech
Unarmed

Tag Skills

Medicine
Melee Weapons
Unarmed