

fallout new vegas perks guide

Fallout New Vegas Perks Guide: Mastering Your Character's Potential

fallout new vegas perks guide is essential reading for any player looking to get the most out of their journey through the Mojave Wasteland. Whether you're a seasoned veteran of the Fallout series or a newcomer eager to explore what New Vegas has to offer, understanding perks can dramatically shape your gameplay experience. Perks not only enhance your character's abilities but also unlock unique dialogue options, combat advantages, and survival skills that can turn the tide in challenging situations.

In this comprehensive guide, we'll dive deep into how perks work in Fallout New Vegas, highlight some of the best perks to pick at various stages, and share strategic tips to optimize your character build. Along the way, we'll touch on related concepts such as SPECIAL stats, skill synergies, and character roles, helping you create a truly personalized wasteland wanderer.

Understanding Perks in Fallout New Vegas

At its core, perks are special talents or abilities your character acquires as they level up. Unlike skills, which improve through usage and training, perks are chosen at certain levels and provide discrete benefits — from improving your weapon handling to unlocking special dialogue choices or enhancing crafting capabilities.

How Perks Fit Into Character Development

When you level up in Fallout New Vegas, you gain one perk point to spend, starting from level 2. This means that perks are a crucial part of character progression, complementing your SPECIAL attributes (Strength, Perception, Endurance, Charisma, Intelligence, Agility, Luck) and skills (like Guns, Lockpick, Speech, etc.). Certain perks have prerequisites tied to these stats or skills, encouraging players to plan their builds ahead.

For example, the "Sniper" perk requires a Perception of 6 or higher and a Guns skill of 45 or more, enhancing your chances of landing critical hits with scoped weapons. This synergy between stats, skills, and perks lies at the heart of crafting an effective character.

Categories of Fallout New Vegas Perks

Perks in Fallout New Vegas fall into several categories, each supporting different playstyles and strategies:

Combat and Weapon Perks

These perks boost your offensive or defensive capabilities in combat. They include enhancements to accuracy, damage, critical hits, and special weapon handling.

- **Commando:** Improves accuracy with two-handed guns.
- **Finesse:** Increases critical hit chance, rewarding precise shots.
- **Gunslinger:** Boosts accuracy with one-handed weapons.
- **Sniper:** Raises critical hit chance with scoped weapons.
- **Toughness:** Adds extra damage resistance, making you harder to kill.

For players focused on combat, selecting perks that enhance your chosen weapon type can make firefights more manageable and satisfying.

Stealth and Survival Perks

If sneaking through enemy territory or surviving harsh conditions is your style, perks in this group are invaluable.

- **Silent Running:** Allows you to run at full speed without making noise.
- **Light Step:** Prevents you from triggering floor-based traps.
- **Finesse:** Also benefits stealth builds through critical hits.
- **Solar Powered:** Gives you health regeneration bonuses in sunlight.
- **Heavy Handed:** Improves unarmed damage for close-quarters stealth kills.

Using these perks with skills like Sneak, Survival, and Lockpick can create a highly effective stealth character.

Utility and Social Perks

These perks enhance your interactions with NPCs, crafting abilities, and overall utility in the wasteland.

- **Animal Friend:** Helps calm wild animals, useful when traveling with companions.
- **Educated:** Provides extra skill points when leveling up.
- **Inspirational:** Boosts your companions' combat effectiveness.
- **Lady Killer / Black Widow:** Unlocks special dialogue options with the opposite sex.
- **Swift Learner:** Increases experience points gained.

Utility perks often unlock new ways to approach quests or improve your efficiency, making them a great choice for players who enjoy role-playing.

Top Perks to Consider at Different Levels

Choosing perks can be overwhelming given the number of options, so here are some recommendations tailored by character progression stages.

Early Game Perks (Levels 2-6)

- **Educated:** Grants extra skill points per level, accelerating your skill growth.
- **Toughness:** Early damage resistance is critical for survival.
- **Rapid Reload:** Speeds up your reload time, useful for any shooter.
- **Finesse:** Improves critical hit chance, enhancing combat effectiveness.
- **Comprehension:** Doubles the effectiveness of skill magazines and books.

These perks help you establish a solid foundation, making early combat and exploration smoother.

Mid Game Perks (Levels 7-15)

- **Sniper:** If you favor rifles or scoped weapons, this perk is a game-changer.
- **Silent Running:** Essential for stealth-oriented players.
- **Better Criticals:** Increases critical hit damage significantly.
- **Strong Back:** Increases your carrying capacity, vital for loot-heavy runs.
- **Chemist:** Extends the duration of chems, beneficial for tough fights.

Mid-game perks often focus on enhancing your preferred playstyle and improving survivability.

Late Game Perks (Levels 16 and beyond)

- **Ninja:** Combines stealth and critical hit bonuses, perfect for assassins.
- **Sniper:** If not taken earlier, this is a must-have for precision damage.
- **Grim Reaper's Sprint:** Grants a chance to regenerate Action Points after kills.
- **Living Anatomy:** Reveals enemy hit locations in V.A.T.S, boosting tactical combat.
- **Jury Rigging:** Allows you to repair weapons with similar items, invaluable for weapon maintenance.

Late-game perks cement your character's role and offer powerful advantages in the toughest encounters.

Tips for Optimizing Your Fallout New Vegas Perks

Plan Your Build Around a Core Concept

Before picking perks, decide whether you want to be a stealthy sniper, a heavy weapons demolition expert, a charismatic trader, or a survivalist. Perks should reinforce your chosen strengths and cover

weaknesses.

Synergize Perks with Skills and SPECIAL Stats

Since many perks require minimum stat or skill levels, invest your SPECIAL points and skill training accordingly. For example, if you want “Sniper,” distribute points to Perception and Guns early on.

Don’t Overlook Utility Perks

While combat perks are tempting, utility perks like “Comprehension” or “Swift Learner” speed up your overall progress and can make a significant difference in the long run.

Experiment with Unique Perks

Fallout New Vegas offers unique perks tied to factions, quests, or special conditions. Perks like “Confirmed Bachelor” or “Cherchez La Femme” unlock exclusive dialogue options and benefits, enriching your role-playing experience.

How Perks Influence Role-Playing and Storytelling

One of the best things about Fallout New Vegas is the freedom to create a character that fits your narrative style. Perks often unlock unique dialogue options that can sway quests, help avoid combat, or gain better rewards. For instance, the “Cannibal” perk lets you eat human flesh to regain health, which can lead to interesting role-play choices and reactions from NPCs.

Similarly, social perks can open up peaceful resolutions or barter advantages, which align well with players who prefer negotiation over violence. This intersection of perks and story progression makes character customization deeply immersive.

Exploring the wasteland with the right perks not only makes survival easier but also adds layers of depth to your gameplay. Whether you want to be a sharp-shooting sniper, a silver-tongued negotiator, or a crafty scavenger, the right perks can turn your vision into reality.

Fallout New Vegas’s rich perk system rewards thoughtful choices and experimentation, encouraging players to tailor their adventure in the Mojave Wasteland uniquely. Dive into the perks, plan your character build wisely, and watch as your journey through the post-apocalyptic desert unfolds with new possibilities and exciting challenges.

Frequently Asked Questions

What are the best perks to choose early in Fallout New Vegas?

Early in Fallout New Vegas, it's beneficial to choose perks like 'Educated' for extra skill points, 'Comprehension' for double reading benefits, and 'Toughness' to increase damage resistance.

How do perks affect combat effectiveness in Fallout New Vegas?

Perks like 'Gunslinger', 'Commando', and 'Sniper' enhance weapon accuracy and damage, while 'Toughness' and 'Life Giver' improve survivability, making combat more efficient.

Are there any perks that improve stealth in Fallout New Vegas?

Yes, perks such as 'Silent Running', 'Light Step', and 'Finesse' improve stealth by reducing noise, avoiding damage from traps, and increasing critical hit chances.

What perks should I pick for a melee-focused build in Fallout New Vegas?

For melee builds, perks like 'Super Slam', 'Piercing Strike', 'Ninja', and 'Better Criticals' increase melee damage and critical hit effectiveness.

Can you explain the 'Sniper' perk and its benefits?

The 'Sniper' perk increases the chance to score a critical hit in V.A.T.S. when using scoped rifles, making long-range combat more deadly.

How does the 'Educated' perk help in Fallout New Vegas?

'Educated' grants 2 extra skill points each time you level up, allowing you to improve your character's skills faster and more efficiently.

What are some perks that enhance crafting or item usage?

Perks like 'Jury Rigging' allow you to repair items using similar equipment, while 'Chemist' increases the duration of chems, and 'Scrounger' improves ammo acquisition.

Which perks improve survival and health regeneration?

Perks such as 'Toughness', 'Life Giver', 'Solar Powered', and 'Med-X' usage perks help increase damage resistance, health regeneration, and overall survivability.

Is there a perk guide for maximizing skill points in Fallout

New Vegas?

Yes, perks like 'Educated', 'Comprehension', and choosing the 'Skilled' trait at character creation help maximize skill points for faster leveling and better skill distribution.

How do I reset or change my perks in Fallout New Vegas?

You can reset perks by using the 'Perk Reset' mod or exploit certain in-game glitches; however, by default, Fallout New Vegas does not allow perk resets without mods.

Additional Resources

****Fallout New Vegas Perks Guide: Maximizing Your Character's Potential****

fallout new vegas perks guide is an essential resource for players aiming to optimize their gameplay by leveraging the intricate perks system that Fallout: New Vegas offers. As one of the most critically acclaimed entries in the Fallout series, New Vegas distinguishes itself through a richly detailed RPG framework that includes an expansive array of perks—special abilities and bonuses that define character specialization and play style. This guide delves into the perks system with analytical precision, providing insights into how different perks can shape your survival and success in the Mojave Wasteland.

Understanding the Fallout New Vegas Perks System

Perks in Fallout: New Vegas are unique character traits that players can select at specific level milestones, usually every two levels starting from level two. They provide a wide range of benefits, from combat enhancements and skill bonuses to more nuanced advantages like improved speech options or crafting efficiencies. The system encourages strategic planning, as choosing the right perks can significantly affect gameplay—whether focusing on combat prowess, stealth, charisma, or technical expertise.

One of the defining characteristics of the perks in Fallout: New Vegas is their diversity. Unlike some RPGs where perks tend to follow a linear or single-path progression, New Vegas perks often have prerequisites that require a combination of skills, attributes, or previous perks. This complexity demands players think critically about their build and long-term goals, making the perk selection process a fundamental aspect of character development.

Core Categories of Perks

The perks can generally be categorized into several core groups:

- **Combat Perks:** Enhance weapon damage, accuracy, critical hit chances, and tactical abilities.
- **Skill-Based Perks:** Provide bonuses to skills like Lockpick, Science, or Repair, enabling more

effective interactions with the environment and technology.

- **Charisma and Social Perks:** Improve speech checks, bartering, and companion effectiveness.
- **Survival and Utility Perks:** Focus on health, resistance to environmental hazards, and crafting improvements.

This classification helps players align perk choices with their preferred play style, whether it's a stealth sniper build, a charismatic negotiator, or a heavily armored tank.

Key Perks to Consider in Fallout New Vegas

While the effectiveness of perks depends largely on play style, certain perks stand out for their universal utility or game-changing effects. Analyzing these perks provides a glimpse into how strategic perk selection can elevate gameplay.

1. Gun Nut - Enhancing Firearms Performance

Gun Nut is a fundamental perk for any player focusing on firearms. It provides a +5% bonus to gun damage for each rank, up to three ranks, totaling a 15% damage increase. This perk not only increases raw damage output but also synergizes with weapon mods, making it indispensable for combat enthusiasts who rely on pistols, rifles, or energy weapons.

2. Educated - Skill Points Efficiency

One of the most universally valuable perks, Educated grants an additional two skill points per level. Since many skills affect dialogue options, combat efficiency, and crafting, this perk accelerates character growth, allowing for a more flexible and well-rounded build. Its value becomes more pronounced in higher difficulties where skill optimization is critical.

3. Silent Running - Stealth Mobility

For players favoring stealth, Silent Running is a game-changer. It allows the player to run at full speed while sneaking without increased detection. This perk enhances mobility during infiltration and escape scenarios, supporting an aggressive stealth play style that avoids direct confrontation.

4. Jury Rigging - Weapon Maintenance and Versatility

Jury Rigging increases the condition of repaired items by 50%, but with a twist: it only works when using repair kits or repairing items of the same type. This perk is essential for players who rely heavily

on crafting and weapon maintenance, extending the life of rare weapons and saving valuable resources in the wasteland.

5. Cannibal - Alternative Healing Strategy

Cannibal enables the player to regain health by consuming human corpses. While morally ambiguous, this perk is practical in survival scenarios where medical supplies are scarce. It also adds depth to role-playing, allowing players to explore darker character archetypes.

Specialized Perks for Different Play Styles

The broad spectrum of perks in Fallout: New Vegas caters to a variety of tactical approaches. Understanding how perks align with specific builds is crucial for maximizing effectiveness.

Stealth and Sniper Builds

Players focusing on stealth and long-range combat benefit from perks such as:

- **Finesse:** Increases critical hit chance by 5%, critical for maximizing damage.
- **Silent Running:** As discussed, maintains stealth while moving.
- **Sniper:** Provides a 25% bonus to headshot chance when aiming through scopes, significantly improving long-range lethality.
- **Light Step:** Reduces fall damage and prevents triggering floor-based traps, enhancing survivability in stealth missions.

These perks collectively enhance precision, mobility, and survivability, enabling players to eliminate threats before detection.

Heavy Combat and Tank Builds

For players who prefer direct confrontation and high durability:

- **Toughness:** Provides a +3 damage threshold, reducing incoming damage.
- **Strong Back:** Increases carry weight by 50 pounds per rank, crucial for managing heavy armor and weapons.

- **Heavy Gunner:** Increases damage with heavy weapons by 20%, ideal for rocket launchers and miniguns.
- **Life Giver:** Adds 10 extra hit points per rank, enhancing overall health pool.

This combination ensures resilience on the battlefield and the ability to wield powerful weaponry effectively.

Diplomatic and Charisma-Oriented Builds

Players who prefer dialogue and negotiation can leverage perks that open alternative solutions:

- **Black Widow/Lady Killer:** Improves damage and grants special dialogue options with the opposite gender, enriching role-playing and combat.
- **Swift Learner:** Grants extra experience points per kill or quest, accelerating leveling.
- **Intense Training:** Allows customization of SPECIAL attributes, indirectly enhancing charisma and speech skills.

These perks amplify the social dynamics of the game, allowing players to avoid unnecessary combat and manipulate outcomes.

Balancing Perks with SPECIAL and Skills

The Fallout New Vegas perks guide must emphasize the interdependence between perks, SPECIAL attributes (Strength, Perception, Endurance, Charisma, Intelligence, Agility, Luck), and skill points. Certain perks require minimum attribute levels or skill thresholds, making early character creation and level-up decisions critical.

For example, the “Sniper” perk requires a Perception of 6 and the “Sneak” skill at 45. Players who neglect these prerequisites may find themselves unable to access powerful perks later, limiting build options. Conversely, perks like “Educated” or “Comprehension” enhance skill point efficiency or book effectiveness, indirectly affecting perk availability.

Strategic character planning involves balancing SPECIAL attributes to unlock desired perks without compromising core competencies. Tools such as online perk calculators or detailed guides can assist players in visualizing perk paths and prerequisites.

Comparing Fallout New Vegas Perks to Other Fallout Titles

Fallout New Vegas's perks system is often praised for its depth and flexibility compared to Fallout 3 and Fallout 4. Unlike Fallout 4, where perks are tied to specific SPECIAL levels and skill trees with more rigid constraints, New Vegas offers a broader selection with fewer direct restrictions, allowing for hybrid builds and creative role-playing.

Moreover, the inclusion of unique perks related to the Mojave Wasteland's environment—such as "Rad Child" or "Piercing Strike"—adds thematic resonance and situational advantages that enrich immersion. This perk design philosophy contributes to New Vegas's lasting appeal among fans seeking a complex RPG experience.

How to Optimize Perk Selection Throughout Your Playthrough

Optimizing perks is not merely about choosing the most powerful options but also about timing and synergy. Early perks like "Educated" and "Comprehension" accelerate skill development, paving the way for advanced perks that require higher skill levels. Mid-game perks such as "Jury Rigging" and "Sniper" enhance combat and maintenance capabilities, while late-game perks like "Ninja" and "Stonewall" refine combat finesse and defense.

Players should also consider situational perks based on their faction allegiance and questlines. For example, joining the NCR or Caesar's Legion can influence which perks align best with available equipment and mission types. The dynamic nature of New Vegas's world encourages experimentation, rewarding players who adapt their perk choices to evolving challenges.

Navigating the extensive perks system in Fallout: New Vegas requires both strategic foresight and an understanding of how perks interact with skills and attributes. This Fallout New Vegas perks guide provides a structured foundation for players to tailor their characters effectively, enhancing both role-playing depth and tactical versatility. Whether you aim to become a sharpshooting sniper, a charismatic diplomat, or a resilient warrior, selecting the right perks is pivotal to conquering the Mojave Wasteland's unforgiving challenges.

[Fallout New Vegas Perks Guide](#)

fallout new vegas perks guide: [Fallout: New Vegas - Strategy Guide](#) GamerGuides.com, 2015-11-07 The year is 2281 - two hundred years after the old world was eradicated by nuclear fire - and now the New California Republic has become powerful along the western coast of what used to be the United State of America. They've expanded east into Nevada, but across the Colorado river to the east a united army of tribals - Caesar's Legion - have been organized under the guise of ancient Rome. War never changes, and impending conflict looms between the two sides, the prize being the

Hoover Dam and control over the Mojave. Stuck in the middle are the residents of Nevada and the jewel in the desert; the city of New Vegas. But the mysterious overlord of New Vegas has his own plans for the future of the Mojave... You are Courier six, an employee of the Mojave Express who has been entrusted with delivering a mysterious Platinum Chip. The delivery goes horribly awry, however, and after you are robbed and nearly killed for the package you were carrying, you must set out in pursuit of your attackers. Along the way you'll have to navigate the political struggles between factions both large and small, making friends and enemies between the various groups as your actions in the Mojave influence your reputation. Ultimately, a new overlord of the Mojave will be crowned... but will you place that crown upon the brow of Caesar, the New California Republic, the mysterious ruler of New Vegas... or yourself? This guide offers the following: - Character creation strategies including a run-down of SPECIAL attributes, Skills and Perks. - An ideal chronological order of events walkthrough that will take you through the entire Mojave. - Complete walkthrough of all the main quests and side quests, including faction quests and endings. - A power-gamey New Vegas Medical Center run, for those gamers who want to get off to a great start. - Information about factions and reputation. - The locations of stat-boosting Skill Books, unique weapons and armor and collectible Snowglobes. - A Trophy Guide including detailed information (when necessary) about how to obtain all the game's trophies. - Old World Blues DLC.

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It's just another day. Having just been accepted into Vault 111, you spend the morning with your family going about your daily routine. That is until alarms blare out, signalling a nuclear attack. You and your family sprint towards the Vault along with everyone else in the neighborhood just as a bomb explodes nearby. After surviving the blast, you are lowered into the Vault and enter cryosleep. Two hundred years pass and you awake to a world ravaged by nuclear war. You are the Sole Survivor and what awaits you is a mystery as you set out to conquer the Wasteland. Our guide will be a complete companion while you journey through the wilds of Fallout 4. You can find a plethora of information including the following: - A start to finish walkthrough with every area in between covered. - Combat details, SPECIAL explanation and general gameplay information. - VATS And You!: Getting to know your PIPBOY. - All faction quests explained including the consequences of favoring one over the others. - Information on Settlements and items for construction. - Bobblehead locations, collectibles and full Trophy/Achievement guide. - Settlement Guide complete with how to set up and manage settlements, what perks are beneficial etc. - Companion chapter detailing each companion character, where to acquire them and the pros/cons of each. - A detailed Character Creation guide fully examining the best builds and what each perk does. - Automatron and Wasteland Workshop DLC information provided, including a full walkthrough for Automatron. - A complete walkthrough of the Far Harbor DLC complete with information on every side quest.

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Skyrim is the homeland of the Nords, a fierce and proud warrior people who are used to the bitter cold and mountainous terrain that mark the lands of Skyrim. Wracked by civil war, and threatened by the return of the legendary dragons, Skyrim faces its darkest hour. You must make sense of this maelstrom, explore the frozen tundra and bring hope to the people. The future of Skyrim, even the Empire itself, hangs in the balance as they wait for the prophesized Dragonborn to come; a hero born with the power of The Voice, and the only one who can stand amongst the dragons. You are that Dragonborn. Inside the Main Guide: - Introduction to the Races. - How to complete every storyline quest. - Where to find and conquer every side-mission. - Location of every powerful Dragonwall. - Search out and defeat every Dragon. - How to find hidden, powerful weapons. - Over 200 captioned screenshots provide even more help. - Dragonborn DLC covered in full. - Dawnguard DLC covered in full. Version 1.1: - Screenshots for the major side-missions. - Achievements/Trophy descriptions (includes all 3 DLC packs). - Formatted text for easier reading on iPhone/iPod screens via our App. Version 1.2 November 2016 - Added a full Character Creation guide complete with tips on how to get the most out of your skills and which races excel at what. - More text fixes and general edits. - Lots more to come soon!

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fallout new vegas perks guide: A Character Creation Guide to Fallout 4 (Strength Perks, Perception Perks, Luck Perks, and Endurance Perks) Sahil Mahajan, 2020-08-12 Power is a measure of your raw physical strength. It impacts how much you can take, and the harm of melee attacks. Power has always been an attribute from the Fallout series if you intended to make a melee build, which fare poorly when compared to conventional ranged weapons. So, it's in Fallout 4. Since Strength isn't required to utilize any weapons or use any armor (such as in Fallout: New Vegas) Strength is, for most players, worth just what perks you can get out of it. For characters that are melee-oriented, Strength increases melee damage by roughly 5% per stage which can be an increase for melee assembles, and the +10-carry weight per stage does not hurt, either. That said, let us look at the advantages and find out how they fare.

fallout new vegas perks guide: Fallout New Vegas David S. J. Hodgson, 2010 • Super-detailed Mojave Wasteland map poster shows all 200+ Primary Locations and dozens more secondary areas, so you'll never be lost in Sin City! • Don't miss anything! We reveal every collectible, unique item, major ammunition and health cache, and much more! • Fully equipped adventuring! All the Crafting techniques are covered, plus every Campfire, Reloading Bench, Workbench, Caravan Player, Trader, Merchant, Healer, and Dealer is located! • How S.P.E.C.I.A.L. are you? Learn when and how to use all the new Perks, Traits, and Skills, and how to upgrade every Follower! • Ready to carve out an independent New Vegas, or act on behalf of a Faction overlord? Complete strategies, including all major Skill, Perk, and Faction decisions, for every Main Quest, Side Quest, and Challenge! • Optimize your upgrades! Learn how to modify your weapons, where all the components are located, and compare your armaments using our detailed statistics charts. Tactics for manual aiming and new Unarmed attacks are also revealed. • Character Archetypes, based on hundreds of hours of playtesting, are revealed so you know where to spend your Skill points, and the best attributes and items to seek out • 100+ fully-detailed maps of all major settlements guide you instantly and easily to collectible locations! • Hardcover collectible guide! Individually numbered with 32 pages of extra content including concept art and behind the scenes information from the game developers.

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fallout new vegas perks guide: A Character Creation Guide to Fallout 4 (Charisma Perks, Intelligence Perks, and Agility Perks) Sahil Mahajan, 2020-08-12 Charisma is the capacity to charm and convince others. It impacts your success to persuade in dialogue and costs if you barter. Would you state ditch stat? Yeah, another Fallout game, another lackluster showing for Charisma. It is simple to start out with a single point in Charisma and dismiss it, although that's not to say there are perks at the Charisma tree. If you don't have any interest in delving deeply into settlement building or traveling, you can safely dismiss Charisma. Why? Well, the one thing that your Charisma score does (besides providing access to Charisma perks getting you greater deals with retailers) is determining how simple it is to succeed at speech checks. For the RPG, sure, but you have a percentage chance to succeed and you're able to quick save during dialogue, so because you wish you can just save/load with as low of a Charisma score and you succeed. More damning, however, is the simple fact that you can find lots of clothing you can wear to boost your Charisma score for when you actually need to pass a language check or go shopping. There are loads of suits that give +2 chems and alcohol and Charisma that may further enhance Charisma. This won't get you the perks, but it will make investing for the sake of passing address checks unnecessary in Charisma.

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Minutemen and the mysterious Institute. **Fallout 4 - 2016 Character & Settlement Guide** is the latest guide from Epic Game Guides combining the best information and tips on Character builds & Settlements. Unlock every perk and settlement location in Fallout 4 to help conquer the wasteland. All this included: SPECIAL Character Progression Strength Perception Endurance Charisma Intelligence Agility Luck PERKS Most Useful Perks Recommended Character Builds Beginner Build Melee Build Super Sniper Build Bobbleheads Settlement Guide & Tips Why Build a Settlement Before You Being Building Finding Something to Build With Finding Somewhere to Build It Core Settlement Items and Structures Setting Up Supply Lines Settlement Happiness Basic Settlement Blueprint Settlement Building Tips Packed full of information and guides for Fallout 4 including details on Fallout 4 characters, Fallout 4 perks, Fallout 4 builds, Fallout 4 resources, Fallout 4 Settlements, Fallout 4 Locations, Fallout 4 tips and secrets.

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