


### Fallout 3 starting stats guide

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S.P.E.C.I.A.L stands for Strength, Perception, Endurance, Charisma, Intelligence, Agility, and Luck. It hit your initial, and they will have an impact on your skills and therefore their gameplay. One might argue that one basic stat is more important than the other, and that's likely true. This section describes basic statistics in detail, allows you to examine them one by one, and comes with the final judgment on how a well-balanced character should distribute your stats.

Strength: ===== | Power:|Maximum weight carrying|Damage melee|Skill modifiers: | ===== | 1 | 160  
| 0.5 | Melee Weapon 2%| 2 | 170 | 1.0 | Melee Weapon 4%| 3 | 180 | 1.5 | Melee Weapon 6%| 4 | 190 | 2.0 | Melee Weapon 8%| 5 | 200 | 2.5 | Melee Weapon 10%| 6 | 210 | 3.0 | Melee Weapon 12%| 7 | 220 | 3.5 | Melee Weapon 14%| 8 | 230 | 4.0 | Melee Weapon 16%| 9 | 240 | 4.5 | Melee Weapon 18%| 10 | 250  
| 5.0 | Melee Weapon 20% | ..... power to keep more items in your inventory and increase your melee damage. Related skills: 1. Melee Weapon.2. Carry weight. Associated Perks: 1. Little Leaguer (Minimum of 4 STR, LVL 2). Iron Fist (Min 4 STR, LVL 4).3. Strong back (minimum 5 STR, LVL 8) Perception: =====

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Perception|Skill Modifiers: | ===== | 1 | Energy Weapons & Lockpick & Explosives 2%| 2 | Energy Weapons & Lockpick & Explosives 4% | 3 | Energy Weapons & Lockpick & Explosives 6%| 4 | Energy Weapons & Lockpick & Explosives 8%| 5 | Energy Weapons & Lockpick & Explosives 10%| 6 | Energy Weapons & Lockpick & Explosives 12%| 7 | Energy Weapons & Lockpick & Explosives 14%| 8 | Energy Weapons & Lockpick & Explosives 16%| 9 | Energy Weapons & Lockpick & Explosives 18%| 10 | Energy Weapons & Lockpick & Explosives 20% | .....  
7 PER, LVL 18) Endurance: ===== | 0 | 90 | 120 | 1 | ..... مرحله نور (حداقل 6 در هر LVL 12)3. تک تیرانداز (حداقل 6 در هر LVL 2)2. بهتر درک خود را، سریعتر شما دشمنان در قطب ما نقطه. مهارت های مرتبط: 1. سلاح های انرژی. 2. مواد منفجره. 3. لایکبک. آسوشیئیریس. 1. درد (حداقل 4 در هر  
& Unarmed 4%| 3 | 160 | 10% | 4% | Big Guns & Unarmed 6%| 4 | 180 | 15% | 6% | Big Guns & Unarmed 8%| 5 | 200 | 20% | 8% | Big Guns & Unarmed 10%| 6 | 220 | 25% | 10% | Big Guns & Unarmed 12%| 7 | 240 | 30% | 12% | Big Guns & Unarmed 14%| 8 | 260 | 35% | 14% | Big Guns & Unarmed 16%| 9 | 280 | 40% | 16% | Big Guns & Unarmed 18%| 10 | 300 | 45% | 18% | Big Guns & Unarmed 20%| ..... Endurance increases max health. Your resistance to toxins and radiation. Related skills: 1. Big Guns.2. unarmed . Perks related: 1. Hardness (minimum 5 ends, LVL 6)2. Lead belly (minimum 5 finish, LVL 6)3. Strong return (minimum 5 finish, LVL 8)4. Rod resistance (minimum 5 END, LVL 8)5. Size issues (minimum 5 ends, LVL 8)6. Life Giver (Minimum of 6 END, LVL 12)7. Solar Energy (Minimum 7 END, LVL 20) Charisma: =====

Charisma: | Skill Modifiers: | ===== | 1 | Barter & Speech 2%| 4 : Barter & Speech 4%| 3 | Barter & Speech 6%| 4 | Barter & Speech 8%| 5 | Barter & Speech 10%| 6 | Barter & Speech 12%| 7 | Barter & Speech 14%| 8 | Barter & Speech 16%| 9 | Barter & Speech 18%| 10 | Barter & Speech 20% | ..... Karizma ..... makes ..... people a lot easier, related skills: 1. Barter.2. Speech. AP: 1. Scoundrel (Min 4 CHR, LVL 4)2. Baby at heart (minimum 4 CHR, LVL 4)3. Impartial mediation (minimum 5 CHR, LVL 8)4. Animal Friend (Min 6 CHR, LVL 10)5. Master Trader (min. 6 CHR, LVL 14) Intelligence: ===== | ..... | 1 | 11 | Medicine & Repair & Science 2%| 8 | 12 | Medicine & Repair & Science 4%| 3 | 13 | Medicine & Repair & Science 6%| 4 | 14 | Medicine & Repair & Science 8%| 5 | 15 | Medicine & Repair & Science 10%| 6 | 16 | Medicine & Repair & Science 12%| 7 | 17 | Medicine & Repair & Science 14%| 8 | 18 | Medicine & Repair & Science 16%| 9 | 19 | Medicine & Repair & Science 18%| 10 | 20 | Medicine & Repair & Science 20%| ..... increases the amount of points skills you are allowed to give your skills when you gain levels. Related Skills: 1. Medicine.2. Repair.3. Science.  
Associated Perks: 1. Swift Learner (Minimum of 4 INT, LVL 2)2. Gun nut (minimum 4 INT, LVL 2)3. Daddy's Son (At least 4 INT, LVL 2)4. Educated (minimum 4 INT, LVL 4)5. Entomologist (Minimum of 4 INT, LVL 4)6. Derek (Min 4 INT, LVL 6)7. Rage, Ned! (Min 5 INT, LVL 10)8. Whiz Computer (min. 7 INT, LVL 18) Agility: ===== | ..... | 1 | 67 | Small Guns & Sneak 2%| 2 | 69 | Small Arms & Sneak 4%| 3 | 71 | Small Guns & Sneak 6%| 4 | 73 | Small Arms & Sneak 8%| 5 | 75 | Small Arms & Sneak 10%| 6 | 77 | Small Guns & Sneak 12%| 7 | 79 | Small Arms & Sneak 14%| 8 | 81 | Small Guns & Sneak 16%| 9 | 83 | Small Arms & Sneak 18%| 10 | 85 | Small Arms & Sneak 20% | ..... increases ..... of your APS in VATS combat mode. Related Skills: 1. Small Arms.2. Sneak up. Related Perks: 1. Gun Nut ..... of 4 AGL, LVL 2)2. Thieves (minimum 4 AGL, LVL 2)3. Off running (minimum 6 AGL, LVL 12)4. Sniper (min 6 AGL, LVL 12)5. Light stage (minimum 6 AGL, LVL 14)6. Action boy (minimum 7 AGL, LVL 16) Odds: ===== | ..... | Charisma: | Skill Modifiers: | ===== | 1 | Critical Statistics 1%, All Skills 1%| 4 : Critical Statistics 2%, All Skills 1%| 3 | Critical Statistics 3%, All Skills 2%| 4 | Critical Statistics 4%, All Skills 2%| 5 | Critical Statistics 5%, All Skills 3%| 6 | Critical Statistics 6%, All Skills 3%| 7 | Critical Statistics 7%, All Skills 4%| 8 | Critical Statistics 8%, All Skills 4%| 9 | Critical Statistics 9%, All Skills 5%| 10 | Critical Statistics 10%, All Skills 5%| ..... increases the chances of a critical impact rate, plus all skills. Associated Perks: 1. Fortune Finder (Minimum of 5 LCK, LVL 6)2. Scrounger (Min 5 LCK, LVL 8)3. Fine (minimum 6 LCK, LVL 10)4. Mysterious Stranger (Min 6 LCK, LVL 10)5. Critical Better (Min 6 LCK, LVL 16) 6)

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