

# FALLOUT 3 WASTELAND CHECKLIST

By Logea • Version 2.1 • February 22, 2018

## Part I • Main Areas

Name: \_\_\_\_\_

Build: \_\_\_\_\_

Playthrough: \_\_\_\_\_

- ✓ Main quests, listed under the nearest area in story order
  - Some main quests can be skipped with a speech check and completed later
  - ▽ Side quests that are not listed on the Pip Boy. Keep an eye out in their locations!
  - See the end of the list for contact information, resources, and format credits.
- Thank you and enjoy!

### VAULT 101

Quest	Found	Done
<b>Baby Steps</b> ✓ (Tutorial) Acquired: Dad	<input type="radio"/>	<input type="checkbox"/>
<b>Growing Up Fast</b> ✓ (Tutorial) Acquired: Overseer	<input type="radio"/>	<input type="checkbox"/>
<b>Future Imperfect</b> ✓ (Tutorial) Acquired: Dad	<input type="radio"/>	<input type="checkbox"/>
<b>Escape!</b> ✓ Acquired: Amata	<input type="radio"/>	<input type="checkbox"/>
<b>Trouble on the Homefront</b> Available: After <u>The Waters of Life</u> Acquired: Vault 101 Distress Signal	<input type="radio"/>	<input type="checkbox"/>

### MEGATON

<b>Following in His Footsteps</b> ✓ Acquired: After completing <u>Escape!</u>	<input type="radio"/>	<input type="checkbox"/>
<b>Blood Ties</b> Acquired: Lucy West / Evan King in Arefu	<input type="radio"/>	<input type="checkbox"/>
<b>The Power of the Atom</b> Acquired: Lucas Simms / Mister Burke	<input type="radio"/>	<input type="checkbox"/>
<b>Wasteland Survival Guide</b> Acquired: Moira Brown	<input type="radio"/>	<input type="checkbox"/>
<b>Leo's Drug Habit</b> ▽ Acquired: Doc Church / Mister Burke	<input type="radio"/>	<input type="checkbox"/>
<b>Treatment</b> ▽ Acquired: Walter	<input type="radio"/>	<input type="checkbox"/>
<b>Galaxy News Radio</b> ✓ Acquired: Three Dog Location: Galaxy News Radio The Museum of Technology	<input type="radio"/>	<input type="checkbox"/>
<b>Jigg's Loot</b> ▽ Acquired: Prime (via terminal) Location: The Museum of Technology	<input type="radio"/>	<input type="checkbox"/>
Repeatable		
<b>Church Donations</b> Acquired: Confessor Cromwell	<input type="radio"/>	
<b>Walter's Scrap Metal</b> Acquired: Walter	<input type="radio"/>	
<b>Water Beggars</b> Acquired: Micky, outside Megaton	<input type="radio"/>	

### RIVET CITY

<b>Scientific Pursuits</b> ✓ Acquired: Three Dog / Dr. Lee	<input type="radio"/>	<input type="checkbox"/>
<b>Tranquility Lane</b> ✓ Available: After <u>Scientific Pursuits</u> Acquired: Robobrain in Vault 112	<input type="radio"/>	<input type="checkbox"/>
<b>The Waters of Life</b> ✓ Acquired: Dad	<input type="radio"/>	<input type="checkbox"/>
<b>Stealing Independence</b> Acquired: Abraham Washington	<input type="radio"/>	<input type="checkbox"/>
<b>The Replicated Man</b> Acquired: Dr. Zimmer	<input type="radio"/>	<input type="checkbox"/>
<b>A Nice Day for a Right Wedding</b> ▽ Acquired: Angela Staley	<input type="radio"/>	<input type="checkbox"/>
<b>Council Seat</b> ▽ Acquired: Bannon	<input type="radio"/>	<input type="checkbox"/>
<b>Slave Hunt</b> ▽ Acquired: Mei Wong	<input type="radio"/>	<input type="checkbox"/>
<b>Overdose</b> ▽ Acquired: Paulie Cantelli	<input type="radio"/>	<input type="checkbox"/>
Repeatable		
<b>Water Beggars</b> Acquired: Carlos, outside Rivet City	<input type="radio"/>	
<b>Church Donations</b> Acquired: Father Clifford	<input type="radio"/>	
THE CITADEL		
<b>Picking Up the Trail</b> ✓ Acquired: Elder Lyons	<input type="radio"/>	<input type="checkbox"/>
<b>The American Dream</b> ✓ Acquired: President Eden	<input type="radio"/>	<input type="checkbox"/>
<b>Take it Back!</b> ✓ Acquired: Elder Lyons	<input type="radio"/>	<input type="checkbox"/>
<b>Project Impurity</b> ✓ (End Game) Acquired: President Eden	<input type="radio"/>	<input type="checkbox"/>
<b>Gallows Humor</b> ▽ Acquired: Paladin Kodiak	<input type="radio"/>	<input type="checkbox"/>
Repeatable		
<b>Collecting Holotags</b> Acquired: Scribe Jameson	<input type="radio"/>	

## Part II • Other Areas

### PARADISE FALLS

**Strictly Business**    
 Acquired: Grouse

**Rescue from Paradise**    
 Location: Grants access to Little Lamplight  
 Acquired: Mayor MacCready / Sammy

**Economics of Violence**    
 Acquired: Pronto

**The Kid-Kidnapper**    
 Acquired: Eulogy Jones

#### Repeatable

**Strictly Profitable**   
 Acquired: Grouse

### LITTLE LAMPLIGHT

**Happy Birthday to You**    
 Acquired: Sticky

#### Repeatable

**Fungus Deal**   
 Acquired: Lucy / Eclair

**Zip's Nuka Fix**   
 Acquired: Zip

### UNDERWORLD

**Reilly's Rangers**    
 Acquired: Reilly

**You Gotta Shoot 'Em in the Head**    
 Acquired: Mister Crowley

**Hired Help**    
 Location: The Ninth Circle  
 Acquired: Ahzrukhal

#### Repeatable

**This Old House**   
 Acquired: Winthrop

### EVEN MORE OTHER AREAS

**Agatha's Song**    
 Location: Agatha's House  
 Acquired: Agatha

**Big Trouble in Big Town**    
 Location: Big Town  
 Acquired: Anyone in Big Town

**Head of State**    
 Location: Temple of the Union  
 Acquired: Hannibal Hamlin

**Oasis**    
 Location: Oasis  
 Acquired: Harold

**Tenpenny Tower**    
 Location: Tenpenny Tower  
 Acquired: Gustavo / Roy Phillips

**The Nuka Cola Challenge**    
 Location: Girdersshade  
 Acquired: Sierra Petrovita

**The Superhuman Gambit**    
 Location: Canterbury Commons  
 Acquired: Uncle Roe

**Those!**    
 Location: Grayditch  
 Acquired: Brian Wilks

**A Manhandled Manservant**    
 Location: Rockopolis  
 Acquired: Argyle's Corpse

**Election Day**    
 Location: The Republic of Dave  
 Acquired: Dave

**Grady's Package**    
 Location: Marigold Station  
 Acquired: Grady's Corpse

**Just for the Taste of It**    
 Location: Nuka Cola Plant  
 Red Racer Factory  
 Acquired: Winger Mercier's Corpse

**Keller Family Refuge**    
 Location: Capital Wasteland  
 Acquired: A Keller family transcript

**Lincoln's Profit Margins**    
 Location: Museum of History  
 Acquired: Abraham Washington / Hannibal Hamlin /  
 Leroy Walker

**Merchant Empire**    
 Location: Canterbury Commons  
 Acquired: Uncle Roe

**Our Little Secret**    
 Location: Andale  
 Acquired: Old Man Harris

**Searching for Cheryl**    
 Location: L'Enfant South  
 Acquired: Finding the burial mound

**The Lost Initiate**    
 Location: Falls Church  
 Acquired: Argyle's Corpse

#### Repeatable

**Geomapping with Reilly**   
 Location: Ranger Compound  
 Acquired: Reilly

**I Want to Drink Your Blood**   
 Location: Meresti Metro Station  
 Acquired: Vance

**Mississippi Quantum Pie**   
 Location: Gingersshade  
 Acquired: Sierra Petrovita

**Murphy's Bombing Run**

Location: Northwest Seneca Station

Acquired: Murphy

**Nectar Collecting for Fun and Profit**

Location: Grayditch

Acquired: Doctor Lesko

**Ryan Brigg's Wonder Meat**

Location: Jury St. Station

Acquired: Wonder Meat Maker

**The Outcast Collection Agent**

Location: Fort Independence

Acquired: Protector Casdin

**Water Beggars**

Location: Tenpenny Tower

Acquired: Willy, outside the Tower

**Yearning for Learning**

Location: Arlington Library

Acquired: Scribe Yearling

## Part III • DLC Quests

### OPERATION: ANCHORAGE

**Aiding the Outcasts**

Location: Bailey's Crossroads

Acquired: Outcast distress signal

**The Guns of Anchorage**

Location: Anchorage Reclamation Simulation  
(Outcast Outpost)

Acquired: Sgt. Benjamin Montgomery

**Paving the Way**

Location: Anchorage Reclamation Simulation  
(Outcast Outpost)

Acquired: General Chase

**Operation: Anchorage!**

Location: Anchorage Reclamation Simulation  
(Outcast Outpost)

Acquired: General Chase

### THE PITT

**Into The Pitt**

Location: Radio Tower

Acquired: Wernher

**Unsafe Working Conditions**

Location: Pitt Steelyard

Acquired: Midea

**Free Labor**

Location: Haven

Acquired: Kernshaw

**Mill Worker**

Location: Pitt Steelyard

Acquired: Everett

**Wild Bill's Last Stand**

Location: Downtown

Acquired: Milly

**Slave Snitch**

Location: The Mill

Acquired: Brand

### Repeatable

**Toys for Tots**

Location: Downtown  
Haven

Acquired: Midea / Sandra

### BROKEN STEEL

**Death From Above**

Location: The Citadel  
Rockland Car Tunnel  
Satellite Relay Station

Acquired: Owen Lyons

**Shock Value**

Location: The Citadel  
Old Olney S. Wilson Building

Acquired: Paladin Tristan

**Who Dares Wins**

Location: The Citadel  
Presidential Metro  
Adams Air Force Base

Acquired: Paladin Tristan

**Holy Water**

Location: Jefferson Memorial  
Megaton  
Holy Light Monastery

Acquired: Scribe Bigsley

**Protecting the Water Way**

Location: Jefferson Memorial  
Rivet City  
Wilhelm's Wharf

Acquired: Scribe Bigsley

**The Amazing Aqua Cura!**

Location: Museum of History  
Jefferson Memorial  
Museum Authority Building

Acquired: Scribe Bigsley / Griffon

**The Sorrowful Suitor**

Location: Presidential Metro

Acquired: Sorry, My Darling holotape

**Water Caravan Squabble**

Location: Megaton

Acquired: Caravan Guards / Megaton Settlers

### Repeatable

**Getting Ready for Prime Time**

Location: The Citadel

Acquired: Scribe Rothchild

**Blood Brotherhood**

Location: The Citadel

Acquired: Paladin Tristan



## Part IV • Items

### BOBBLEHEADS

<p><b>Strength</b> <span style="float: right;">○</span>  <b>Nearest Location:</b> Megaton</p> <p><b>Perception</b> <span style="float: right;">○</span>  <b>Nearest Location:</b> Republic of Dave</p> <p><b>Endurance</b> <span style="float: right;">○</span>  <b>Nearest Location:</b> Deathclaw Sanctuary</p> <p><b>Charisma</b> <span style="float: right;">○</span>  <b>Nearest Location:</b> Vault 108</p> <p><b>Intelligence</b> <span style="float: right;">○</span>  <b>Nearest Location:</b> Rivet City</p> <p><b>Agility</b> <span style="float: right;">○</span>  <b>Nearest Location:</b> Greener Pastures Disposal Site</p> <p><b>Luck</b> <span style="float: right;">○</span>  <b>Nearest Location:</b> Arlington Cemetery North</p> <p><b>Barter</b> <span style="float: right;">○</span>  <b>Nearest Location:</b> Evergreen Mills</p> <p><b>Big Guns</b> <span style="float: right;">○</span>  <b>Nearest Location:</b> Fort Constantine</p> <p><b>Energy Weapons</b> <span style="float: right;">○</span>  <b>Nearest Location:</b> Raven Rock</p>	<p><b>Explosives</b> <span style="float: right;">○</span>  <b>Nearest Location:</b> WKML Broadcast Station</p> <p><b>Lockpick</b> <span style="float: right;">○</span>  <b>Nearest Location:</b> Bethesda Ruins</p> <p><b>Medicine</b> <span style="float: right;">○</span>  <b>Nearest Location:</b> Vault 101</p> <p><b>Melee Weapons</b> <span style="float: right;">○</span>  <b>Nearest Location:</b> Dunwich Building</p> <p><b>Repair</b> <span style="float: right;">○</span>  <b>Nearest Location:</b> Arefu</p> <p><b>Science</b> <span style="float: right;">○</span>  <b>Nearest Location:</b> Vault 106</p> <p><b>Small Guns</b> <span style="float: right;">○</span>  <b>Nearest Location:</b> National Guard Depot</p> <p><b>Sneak</b> <span style="float: right;">○</span>  <b>Nearest Location:</b> Yao Guai Tunnels</p> <p><b>Speech</b> <span style="float: right;">○</span>  <b>Nearest Location:</b> Paradise Falls</p> <p><b>Unarmed</b> <span style="float: right;">○</span>  <b>Nearest Location:</b> Smith Casey's Garage</p>
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### SKILL BOOKS

<p><b>Barter</b> <span style="float: right;">23 ○</span>  <b>Title:</b> Tales of a Junktown Jerky Vendor  ○○○○○○○○○○ ○○○○○○○○○ ○○○●●</p> <p><b>Big Guns</b> <span style="float: right;">25 ○</span>  <b>Title:</b> U.S. Army: 30 Handy Flamethrower Recipes  ○○○○○○○○○○ ○○○○○○○○○ ○○○○○</p> <p><b>Energy Weapons</b> <span style="float: right;">25 ○</span>  <b>Title:</b> Nikola Tesla and You  ○○○○○○○○○○ ○○○○○○○○○ ○○○○○</p> <p><b>Explosives</b> <span style="float: right;">25 ○</span>  <b>Title:</b> Duck and Cover!  ○○○○○○○○○○ ○○○○○○○○○ ○○○○○</p> <p><b>Lockpick</b> <span style="float: right;">25 ○</span>  <b>Title:</b> Tumblers Today  ○○○○○○○○○○ ○○○○○○○○○ ○○○○○</p> <p><b>Medicine</b> <span style="float: right;">25 ○</span>  <b>Title:</b> D.C. Journal of Internal Medicine  ○○○○○○○○○○ ○○○○○○○○○ ○○○○○</p>	<p><b>Melee</b> <span style="float: right;">25 ○</span>  <b>Title:</b> Grognak the Barbarian  ○○○○○○○○○○ ○○○○○○○○○ ○○○○○</p> <p><b>Repair</b> <span style="float: right;">24 ○</span>  <b>Title:</b> Dean's Electronics  ○○○○○○○○○○ ○○○○○○○○○ ○○○●</p> <p><b>Small Guns</b> <span style="float: right;">25 ○</span>  <b>Title:</b> Guns and Bullets  ○○○○○○○○○○ ○○○○○○○○○ ○○○○○</p> <p><b>Sneak</b> <span style="float: right;">25 ○</span>  <b>Title:</b> Chinese Army: Special Ops Training Manual  ○○○○○○○○○○ ○○○○○○○○○ ○○○○○</p> <p><b>Speech</b> <span style="float: right;">23 ○</span>  <b>Title:</b> Lying, Congressional Style  ○○○○○○○○○○ ○○○○○○○○○ ○○○●●</p> <p><b>Unarmed</b> <span style="float: right;">25 ○</span>  <b>Title:</b> Pugilism Illustrated  ○○○○○○○○○○ ○○○○○○○○○ ○○○</p>
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### RARE ITEMS

<p><b>Museum of History Items</b> <span style="float: right;">8 ○</span></p> <ul style="list-style-type: none"> <li>○ Lincoln's Revolver</li> <li>○ Lincoln's Hat</li> <li>○ Lincoln's Voice</li> <li>○ "Action Abe" Action Figure</li> <li>○ Civil War Draft Poster</li> <li>○ Lincoln's Diary</li> <li>○ Abe Lincoln Coin Collection</li> <li>○ John Wilkes Booth Wanted Poster</li> </ul>	<p><b>Sheet Music Books</b> <span style="float: right;">6 ○</span></p> <p><b>Location:</b></p> <ul style="list-style-type: none"> <li>○ Vault 92</li> <li>○ Arlington Library</li> <li>○ The National Archives</li> <li>○ Springvale School</li> <li>○ The Statesman Hotel</li> <li>○ Roosevelt Academy</li> </ul>	<p><b>Buttercup Toy</b> <span style="float: right;">4 ○</span></p> <p><b>Location:</b></p> <ul style="list-style-type: none"> <li>○ Engineering Core</li> <li>○ Engineering Core</li> <li>○ Weapons Lab</li> <li>○ Research Lab</li> </ul> <p><b>Experimental Rho ID</b> <span style="float: right;">○</span>  <b>Location:</b> Camp RHO</p>
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## CLOTHING

Main Game	
<u>Advance Radiation Suit</u>	<input type="radio"/>
<u>Armored Vault 101 Jumpsuit</u>	<input type="radio"/>
<u>Athlete of the Wastes Outfit</u>	<input type="radio"/>
<u>Bandana</u>	<input type="radio"/>
<u>Biker Goggles</u>	<input type="radio"/>
<u>Blast Off Pajamas</u>	<input type="radio"/>
<u>Boogeyman's Hood</u>	<input type="radio"/>
<u>Brahmin-skin Outfit</u>	<input type="radio"/>
<u>Brotherhood Power Armor</u>	<input type="radio"/>
<u>Brotherhood Power Helmet</u>	<input type="radio"/>
<u>Brotherhood Scribe Robe</u>	<input type="radio"/>
<u>Button's Wig</u>	<input type="radio"/>
<u>Chinese Commando Hat</u>	<input type="radio"/>
<u>Chinese General Hat</u>	<input type="radio"/>
<u>Chinese Jumpsuit</u>	<input type="radio"/>
<u>Colonel Autumn's Uniform</u>	<input type="radio"/>
<u>Combat Armor</u>	<input type="radio"/>
<u>Combat Helmet</u>	<input type="radio"/>
<u>Crow's Eyebot Helmet</u>	<input type="radio"/>
<u>Dad's Wasteland Outfit</u>	<input type="radio"/>
<u>Dirty Chinese Jumpsuit</u>	<input type="radio"/>
<u>Dirty Pre-War Businesswear</u>	<input type="radio"/>
<u>Dirty Pre-War Casualwear</u>	<input type="radio"/>
<u>Dirty Pre-War Kid's Outfit</u>	<input type="radio"/>
<u>Dirty Pre-War Parkstroller Outfit</u>	<input type="radio"/>
<u>Dirty Pre-War Relaxedwear</u>	<input type="radio"/>
<u>Dirty Pre-War Spring Outfit</u>	<input type="radio"/>
<u>Doctor Li's Outfit</u>	<input type="radio"/>
<u>Elder Lyon's Robe</u>	<input type="radio"/>
<u>Enclave Officer Hat</u>	<input type="radio"/>
<u>Enclave Officer Uniform</u>	<input type="radio"/>
<u>Enclave Power Armor</u>	<input type="radio"/>
<u>Enclave Power Helmet</u>	<input type="radio"/>
<u>Enclave Scientist Outfit</u>	<input type="radio"/>
<u>Environment Suit</u>	<input type="radio"/>
<u>Eulogy Jones' Hat</u>	<input type="radio"/>
<u>Eulogy Jones' Suit</u>	<input type="radio"/>
<u>Eyebot Helmet</u>	<input type="radio"/>
<u>Eyeglasses</u>	<input type="radio"/>
<u>Ghoul Mask</u>	<input type="radio"/>
<u>Grimy Pre-War Businesswear</u>	<input type="radio"/>
<u>Head Wrap (Dark Gray)</u>	<input type="radio"/>
<u>Head Wrap (Gray)</u>	<input type="radio"/>
<u>Head Wrap (Red/Yellow Plaid)</u>	<input type="radio"/>
<u>Head Wrap (White)</u>	<input type="radio"/>
<u>Hockey Mask</u>	<input type="radio"/>
<u>Junior Officer Outfit</u>	<input type="radio"/>
<u>Kid's Baseball Cap</u>	<input type="radio"/>
<u>Kid's Cave Rat Outfit</u>	<input type="radio"/>
<u>Lab Coat</u>	<input type="radio"/>
<u>Lab Technician Outfit</u>	<input type="radio"/>
<u>Leather Armor</u>	<input type="radio"/>
<u>Ledoux's Hockey Mask</u>	<input type="radio"/>
<u>Lesko's Lab Coat</u>	<input type="radio"/>
<u>Lincoln's Hat</u>	<input type="radio"/>
<u>Linden's Outcast Power Armor</u>	<input type="radio"/>
<u>Lucky Shades</u>	<input type="radio"/>
<u>Lyon's Pride Power Armor</u>	<input type="radio"/>
<u>Maple's Garb</u>	<input type="radio"/>
<u>Merc Adventurer Outfit</u>	<input type="radio"/>
<u>Merc Charmer Outfit</u>	<input type="radio"/>
<u>Merc Cruiser Outfit</u>	<input type="radio"/>
<u>Merc Grunt Outfit</u>	<input type="radio"/>
<u>Merc Troublemaker Outfit</u>	<input type="radio"/>
<u>Merc Veteran Outfit</u>	<input type="radio"/>
<u>Metal Armor</u>	<input type="radio"/>
<u>Metal Helmet</u>	<input type="radio"/>
<u>Modified Utility Jumpsuit</u>	<input type="radio"/>
<u>Motorcycle Helmet</u>	<input type="radio"/>
<u>Naughty Nightwear</u>	<input type="radio"/>
<u>Oasis Druid Hood</u>	<input type="radio"/>

<u>Oasis Robe</u>	<input type="radio"/>	<u>Rivet City Security Uniform</u>	<input type="radio"/>
<u>Oasis Villager Robe</u>	<input type="radio"/>	<u>RobCo Jumpsuit</u>	<input type="radio"/>
<u>Outcast Power Armor</u>	<input type="radio"/>	<u>Roving Trader Hat</u>	<input type="radio"/>
<u>Outcast Power Helmet</u>	<input type="radio"/>	<u>Roving Trader Outfit</u>	<input type="radio"/>
<u>Party Hat</u>	<input type="radio"/>	<u>Scientist Outfit</u>	<input type="radio"/>
<u>Police Hat</u>	<input type="radio"/>	<u>Sexy Sleepwear</u>	<input type="radio"/>
<u>Power Armor</u>	<input type="radio"/>	<u>Shady Hat</u>	<input type="radio"/>
<u>Power Helmet</u>	<input type="radio"/>	<u>Sheriff's Duster</u>	<input type="radio"/>
<u>Pre-War Baseball Cap</u>	<input type="radio"/>	<u>Sheriff's Hat (Curled Brim)</u>	<input type="radio"/>
<u>Pre-War Bonnet</u>	<input type="radio"/>	<u>Stormchaser Hat</u>	<input type="radio"/>
<u>Pre-War Casualwear</u>	<input type="radio"/>	<u>Sunglasses</u>	<input type="radio"/>
<u>Pre-War Hat</u>	<input type="radio"/>	<u>T-51B Power Armor</u>	<input type="radio"/>
<u>Pre-War Kid's Outfit</u>	<input type="radio"/>	<u>T-51B Power Helmet</u>	<input type="radio"/>
<u>Pre-War Parkstroller Outfit</u>	<input type="radio"/>	<u>Takoma Park Little Leaguer Cap</u>	<input type="radio"/>
<u>Pre-War Relaxedwear</u>	<input type="radio"/>	<u>Talon Combat Armor</u>	<input type="radio"/>
<u>Pre-War Spring Outfit</u>	<input type="radio"/>	<u>Talon Combat Helmet</u>	<input type="radio"/>
<u>Prototype Medic Power Armor</u>	<input type="radio"/>	<u>Tenpenny Security Uniform</u>	<input type="radio"/>
<u>Radiation Suit</u>	<input type="radio"/>	<u>Tenpenny's Suit</u>	<input type="radio"/>
<u>Ragamuffin Outfit</u>	<input type="radio"/>	<u>Tesla Armor</u>	<input type="radio"/>
<u>Raider Arcflight Helmet</u>	<input type="radio"/>	<u>Tesla Helmet</u>	<input type="radio"/>
<u>Raider Badlands Armor</u>	<input type="radio"/>	<u>The AntAgonizer's Costume</u>	<input type="radio"/>
<u>Raider Blastmaster Armor</u>	<input type="radio"/>	<u>The AntAgonizer's Helmet</u>	<input type="radio"/>
<u>Raider Blastmaster Helmet</u>	<input type="radio"/>	<u>The Mechanist's Costume</u>	<input type="radio"/>
<u>Raider Painspike Armor</u>	<input type="radio"/>	<u>The Mechanist's Helmet</u>	<input type="radio"/>
<u>Raider Psycho-tic Helmet</u>	<input type="radio"/>	<u>The Surgeon's Lab Coat</u>	<input type="radio"/>
<u>Raider Sadist Armor</u>	<input type="radio"/>	<u>Three Dog's Glasses</u>	<input type="radio"/>
<u>Raider Wastehound Helmet</u>	<input type="radio"/>	<u>Three Dog's Head Wrap</u>	<input type="radio"/>
<u>Ranger Battle Armor</u>	<input type="radio"/>	<u>Tinted Reading Glasses</u>	<input type="radio"/>
<u>Ranger Battle Helmet</u>	<input type="radio"/>	<u>Torcher's Mask</u>	<input type="radio"/>
<u>Reading Glasses</u>	<input type="radio"/>	<u>Tortoiseshell Glasses</u>	<input type="radio"/>
<u>Recon Armor</u>	<input type="radio"/>	<u>Tunnel Snake Outfit</u>	<input type="radio"/>
<u>Recon Armor Helmet</u>	<input type="radio"/>	<u>Vance's Longcoat Outfit</u>	<input type="radio"/>
<u>Red Racer Jumpsuit</u>	<input type="radio"/>	<u>Vault 101 Jumpsuit</u>	<input type="radio"/>
<u>Red's Bandana</u>	<input type="radio"/>	<u>Vault 101 Security Armor</u>	<input type="radio"/>
<u>Red's Jumpsuit</u>	<input type="radio"/>	<u>Vault 101 Security Helmet</u>	<input type="radio"/>
<u>Regulator Duster</u>	<input type="radio"/>	<u>Vault 101 Utility Jumpsuit</u>	<input type="radio"/>
<u>Rivet City Security Helmet</u>	<input type="radio"/>	<u>Vault 106 Jumpsuit</u>	<input type="radio"/>

<u>Vault 108 Jumpsuit</u>	<input type="radio"/>
<u>Vault 112 Jumpsuit</u>	<input type="radio"/>
<u>Vault 77 Jumpsuit</u>	<input type="radio"/>
<u>Vault Lab Uniform</u>	<input type="radio"/>
<u>Wanderer's Leather Armor</u>	<input type="radio"/>
<u>Wasteland Doctor Fatigues</u>	<input type="radio"/>
<u>Wasteland Legend Outfit</u>	<input type="radio"/>
<u>Wasteland Scout Uniform</u>	<input type="radio"/>
<u>Wasteland Settler Outfit</u>	<input type="radio"/>
<u>Wasteland Surgeon Outfit</u>	<input type="radio"/>
<u>Wasteland Wanderer Outfit</u>	<input type="radio"/>
<b>Broken Steel DLC</b>	
<u>Composite Recon Helmet</u>	<input type="radio"/>
<u>All-Nighter Nightwear</u>	<input type="radio"/>
<u>Enclave Hellfire Armor</u>	<input type="radio"/>
<u>Enclave Hellfire Helmet</u>	<input type="radio"/>
<u>Lag-Bolt's Combat Armor</u>	<input type="radio"/>
<u>Lag-Bolt's Shades</u>	<input type="radio"/>
<u>Poplar's Hood</u>	<input type="radio"/>
<u>Wig</u>	<input type="radio"/>
<b>Operation: Anchorage DLC</b>	
<u>Army Mechanic Jumpsuit</u>	<input type="radio"/>
<u>Chinese Stealth Armor</u>	<input type="radio"/>
<u>General Jingwei's Uniform</u>	<input type="radio"/>
<u>Neural Interface Suit</u>	<input type="radio"/>
<u>Outcast Scribe Robe</u>	<input type="radio"/>
<u>Winterized Chinese Commando Hat</u>	<input type="radio"/>
<u>Winterized Chinese Jumpsuit</u>	<input type="radio"/>
<u>Winterized Combat Armor</u>	<input type="radio"/>
<u>Winterized Combat Helmet</u>	<input type="radio"/>
<u>Winterized T-51B Power Armor</u>	<input type="radio"/>
<u>Winterized T-51B Power Helmet</u>	<input type="radio"/>
<b>Point Lookout DLC</b>	
<u>Confederate Hat</u>	<input type="radio"/>
<u>Cryptochromatic Spectacles</u>	<input type="radio"/>

<u>Desmond's Eyeglasses</u>	<input type="radio"/>
<u>Grifter's Fit</u>	<input type="radio"/>
<u>Handyman Jumpsuit</u>	<input type="radio"/>
<u>Pint-Sized Slasher Mask</u>	<input type="radio"/>
<u>Tribal Garb</u>	<input type="radio"/>
<u>Workman's Coveralls</u>	<input type="radio"/>
<b>The Pitt DLC</b>	
<u>Ashur's Power Armor</u>	<input type="radio"/>
<u>Bombshell Armor</u>	<input type="radio"/>
<u>Filtration Helmet</u>	<input type="radio"/>
<u>Gamma Shield Armor</u>	<input type="radio"/>
<u>Hat of the People</u>	<input type="radio"/>
<u>Laborer Outfit</u>	<input type="radio"/>
<u>Leather Rebel</u>	<input type="radio"/>
<u>Metal Master Armor</u>	<input type="radio"/>
<u>Raider Commando Armor</u>	<input type="radio"/>
<u>Raider Iconoclast Armor</u>	<input type="radio"/>
<u>Raider Ordinance Armor</u>	<input type="radio"/>
<u>Raider Paingiver Armor</u>	<input type="radio"/>
<u>Raider Throwdown Armor</u>	<input type="radio"/>
<u>Supervisor Helmet</u>	<input type="radio"/>
<u>Tattered Slave Outfit</u>	<input type="radio"/>
<u>Tribal Power Armor</u>	<input type="radio"/>
<u>Welder's Mask</u>	<input type="radio"/>
<u>Worn Slave Outfit</u>	<input type="radio"/>
<b>Mothership Zeta DLC</b>	
<u>General Chase's Overcoat</u>	<input type="radio"/>
<u>Paulson's Outfit</u>	<input type="radio"/>
<u>Samurai Armor</u>	<input type="radio"/>
<u>Samurai Helmet</u>	<input type="radio"/>
<u>Sheriff's Hat (Flat Brim)</u>	<input type="radio"/>
<u>Spacesuit</u>	<input type="radio"/>
<u>Winterized Medic Armor</u>	<input type="radio"/>
<u>Winterized Medic Helmet</u>	<input type="radio"/>

## WEAPONS

<u>.32 Pistol</u>	<input type="radio"/>	<u>Jack</u>	<input type="radio"/>
<u>10mm Pistol</u>	<input type="radio"/>	<u>Knife</u>	<input type="radio"/>
<u>10mm SMG</u>	<input type="radio"/>	<u>Laser Pistol</u>	<input type="radio"/>
<u>A3-21 Plasma Rifle</u>	<input type="radio"/>	<u>Laser Rifle</u>	<input type="radio"/>
<u>Alien Blaster</u>	<input type="radio"/>	<u>Lead Pipe</u>	<input type="radio"/>
<u>Ant's Sting</u>	<input type="radio"/>	<u>Lincoln's Repeater</u>	<input type="radio"/>
<u>Assault Rifle</u>	<input type="radio"/>	<u>Mesmetron</u>	<input type="radio"/>
<u>Baseball Batt</u>	<input type="radio"/>	<u>Minigun</u>	<input type="radio"/>
<u>BB Gun</u>	<input type="radio"/>	<u>Miss Launcher</u>	<input type="radio"/>
<u>Blackhawk</u>	<input type="radio"/>	<u>Missile Launcher</u>	<input type="radio"/>
<u>Board of Education</u>	<input type="radio"/>	<u>Nail Board</u>	<input type="radio"/>
<u>Bottlecap Mine</u>	<input type="radio"/>	<u>Nuka-Grenade</u>	<input type="radio"/>
<u>Brass Knuckles</u>	<input type="radio"/>	<u>Occam's Razor</u>	<input type="radio"/>
<u>Burnmaster</u>	<input type="radio"/>	<u>01' Painless</u>	<input type="radio"/>
<u>Butch's Toothpick</u>	<input type="radio"/>	<u>Plasma Grenade</u>	<input type="radio"/>
<u>Chinese Assault Rifle</u>	<input type="radio"/>	<u>Plasma Mine</u>	<input type="radio"/>
<u>Chinese Officer's Sword</u>	<input type="radio"/>	<u>Plasma Pistol</u>	<input type="radio"/>
<u>Chinese Pistol</u>	<input type="radio"/>	<u>Plasma Rifle</u>	<input type="radio"/>
<u>Colonel Autumn's 10mm Pistol</u>	<input type="radio"/>	<u>Plunkett's Valid Points</u>	<input type="radio"/>
<u>Colonel Autumn's Laser Pistol</u>	<input type="radio"/>	<u>Police Baton</u>	<input type="radio"/>
<u>Combat Knife</u>	<input type="radio"/>	<u>Pool Cue</u>	<input type="radio"/>
<u>Combat Shotgun</u>	<input type="radio"/>	<u>Power Fist</u>	<input type="radio"/>
<u>Dart Gun</u>	<input type="radio"/>	<u>Pulse Grenade</u>	<input type="radio"/>
<u>Deathclaw Gauntlet</u>	<input type="radio"/>	<u>Pulse Mine</u>	<input type="radio"/>
<u>Eugene</u>	<input type="radio"/>	<u>Railway Rifle</u>	<input type="radio"/>
<u>Experimental MIRV</u>	<input type="radio"/>	<u>Repellent Stick</u>	<input type="radio"/>
<u>Fat Man</u>	<input type="radio"/>	<u>Reservist's Rifle</u>	<input type="radio"/>
<u>Fawkes' Super Sledge</u>	<input type="radio"/>	<u>Ripper</u>	<input type="radio"/>
<u>Firelance</u>	<input type="radio"/>	<u>Rock-It Launcher</u>	<input type="radio"/>
<u>Fisto!</u>	<input type="radio"/>	<u>Rolling Pin</u>	<input type="radio"/>
<u>Flamer</u>	<input type="radio"/>	<u>Sawed-Off Shotgun</u>	<input type="radio"/>
<u>Frag Grenade</u>	<input type="radio"/>	<u>Scoped .44 Magnum</u>	<input type="radio"/>
<u>Frag Mine</u>	<input type="radio"/>	<u>Shishkebab</u>	<input type="radio"/>
<u>Gatling Laser</u>	<input type="radio"/>	<u>Silenced 10mm Pistol</u>	<input type="radio"/>
<u>Highwayman's Friend</u>	<input type="radio"/>	<u>Sledgehammer</u>	<input type="radio"/>
<u>Hunting Rifle</u>	<input type="radio"/>	<u>Smuggler's End</u>	<input type="radio"/>

<u>Sniper Rifle</u>	<input type="radio"/>
<u>Spiked Knuckles</u>	<input type="radio"/>
<u>Stabhappy</u>	<input type="radio"/>
<u>Super Sledge</u>	<input type="radio"/>
<u>Switchblade</u>	<input type="radio"/>
<u>Sydney's 10mm "Ultra" SMG</u>	<input type="radio"/>
<u>The Break</u>	<input type="radio"/>
<u>The Kneecapper</u>	<input type="radio"/>
<u>The Shocker</u>	<input type="radio"/>
<u>The Tenderizer</u>	<input type="radio"/>
<u>The Terrible Shotgun</u>	<input type="radio"/>
<u>Tire Iron</u>	<input type="radio"/>
<u>Vampire's Edge</u>	<input type="radio"/>
<u>Vengeance</u>	<input type="radio"/>
<u>Victory Rifle</u>	<input type="radio"/>
<u>Wazer Wifle</u>	<input type="radio"/>
<u>Xuanlong Assault Rifle</u>	<input type="radio"/>
<u>Zhu-Rong v418 Chinese Pistol</u>	<input type="radio"/>
<b>Broken Steel DLC</b>	
<u>Callahan's Magnum</u>	<input type="radio"/>
<u>Heavy Incinerator</u>	<input type="radio"/>
<u>Precision Gatling Laser</u>	<input type="radio"/>
<u>Rapid-Torch Flamer</u>	<input type="radio"/>
<u>Slo-Burn Flamer</u>	<input type="radio"/>
<u>Tesla Canon</u>	<input type="radio"/>
<u>Tesla Canon (Beta)</u>	<input type="radio"/>
<u>Tri-Beam Laser Rifle</u>	<input type="radio"/>
<b>Operation: Anchorage DLC</b>	
<u>Gauss Rifle</u>	<input type="radio"/>
<u>Jingwei's Shocksword</u>	<input type="radio"/>
<u>Smoke Grenade</u>	<input type="radio"/>
<u>Trench Knife</u>	<input type="radio"/>
<b>Point Lookout DLC</b>	
<u>Axe</u>	<input type="radio"/>
<u>Backwater Rifle</u>	<input type="radio"/>

<u>Bio-Gas Canister</u>	<input type="radio"/>
<u>Double Barrel Shotgun</u>	<input type="radio"/>
<u>Fertilizer Shovel</u>	<input type="radio"/>
<u>Lever-Action Rifle</u>	<input type="radio"/>
<u>Microwave Emitter</u>	<input type="radio"/>
<u>Ritual Knife</u>	<input type="radio"/>
<u>Shovel</u>	<input type="radio"/>
<u>The Dismemberer</u>	<input type="radio"/>
<u>Toy Knife</u>	<input type="radio"/>
<b>The Pitt DLC</b>	
<u>Auto Axe</u>	<input type="radio"/>
<u>Infiltrator</u>	<input type="radio"/>
<u>Man Opener</u>	<input type="radio"/>
<u>Metal Blaster</u>	<input type="radio"/>
<u>Perforator</u>	<input type="radio"/>
<u>Steel Knuckles</u>	<input type="radio"/>
<u>Steel Saw</u>	<input type="radio"/>
<u>The Mauler</u>	<input type="radio"/>
<u>Wild Bill's Sidearm</u>	<input type="radio"/>
<b>Mothership Zeta DLC</b>	
<u>Alien Atomizer</u>	<input type="radio"/>
<u>Alien Disintegrator</u>	<input type="radio"/>
<u>Atomic Pulverizer</u>	<input type="radio"/>
<u>Captain's Sidearm</u>	<input type="radio"/>
<u>Cryo Grenade</u>	<input type="radio"/>
<u>Cryo Mine</u>	<input type="radio"/>
<u>Destabilizer</u>	<input type="radio"/>
<u>Drone Cannon</u>	<input type="radio"/>
<u>Drone Cannon EX-B</u>	<input type="radio"/>
<u>Electro-Suppressor</u>	<input type="radio"/>
<u>MPLX Novasurge</u>	<input type="radio"/>
<u>Paulson's Revolver</u>	<input type="radio"/>
<u>Samurai's Sword</u>	<input type="radio"/>
<u>Shock Baton</u>	<input type="radio"/>

