

There are a few conflicts that may be preventing Fallout 3 from launching correctly. If youre having trouble launching Fallout 3, try the solutions below. You may not have to try them all. Just work your way down the list until you find the one that works for you. If youre running Fallout 3 on a standard user account, chances are the game cant access certain files and folders on your PC. To see if thats the cause of the launching issue, try running the game as an administrator. Click the Compatibility tab. Check the box next to Run this program as an administrator. Click Apply, then OK. Right-click Fallout 3 and select Properties. Click the Compatibility tab. Check the box next to Run this program as administrator. Click Apply > OK. Relaunch Fallout 3 to run in an earlier version of Windows. It can fix game issues caused by compatibility problems. So, if youre on Windows 7, 8 or 10, try setting your game to run in a previous Windows Version. Here is how to do it: Right-click Steam, then select Properties. Click the Compatibilitytab. Then check the box next toRun this program in compatibility mode for. Click the list box below to select the Windows version. you need. For example, if youre on Windows 10, select Windows 8 mode. Click Apply>OK. Right-click Fallout 3, then selectProperties. Click the list box below to select the Windows version you need. For example, if youre on Windows 10, select 8 mode. Click Apply>OK. Relaunch your game to check if your issue had been resolved. If this didnt work for you, try running the game in another mode. If all else fails, move on to the next fix. The Fallout 3 launching issues are likely to occur if youre using the wrong graphics driver or its out of date. So, you should update your graphics driver to see if it fixes your issue. There are two ways you can do this: The manufacturer of your graphics card keeps updating the driver corresponding with your specific flavor of Windows version (for example, Windows 32 bit) and download the driver manually. Once youve downloaded the correct driver for your system, double-click on the downloaded file and follow the on-screen instructions to install the driver. If you dont have the time, patience or computer skills to update the graphics driver manually, you can do it automatically withDriver Easy. Driver Easy will automatically recognize your system and find the correct driver for it. You dont need to know exactly what system your computer is running, you dont need to risk downloading and installing. Download and install Driver Easy. Run Driver Easy and click the Scan Now button. Driver Easy will then scan your computer and detect any problem drivers. Click Update All to automatically download and install the correct version of all the drivers that are missing or out of date on your system. (This requires thePro versionwhich comes withfull supportand a30-day money-backguarantee. Youll be prompted to upgrade when you click Update All. If youre not ready to buy the Pro version, Driver Easy offers a 7-day free trial which includes access to all the Pro features such as high-speed download and one-click install. You wont be charged anything until your 7-day trial has ended.) Restart your computer for the changes to take effect. If Fallout 3 still isnt launching after the latest graphics card driver update, please move on. IfFallout 3still wont launch at all, you may have one or more corrupted game files that are conflicting with the game. Try verifying the integrity of your game files to see if thats the cause of your problem. Follow menu. Select the Installed Files tab and click on the Verified integrity of game files button. Steam will verify the games files this process may take several minutes. If your game is still unplayable, then go ahead with the next fix. You are likely to encounter this issue if youre playing on a PC with more than two cores as Fallout 3 was not developed for PCs with more than two cores. If thats the case for you, follow the instructions below: Right-click Fallout 3 and select Open file location. Double-click the fallout default file. On your keyboard, press the Ctrl key and F at the same time. Type busethreaded, then press the Enter key on your keyboard. Change the line bUseThreadedAI=0 to bUseThreadedAI=1. Then, add the line read: iNumHWThreads=2 after. Relaunch your jame to see if it runs properly installed on your PC. In this case, reinstalling the game is very likely the solutions to your issue. Here is how to do it: Run Steam. Right-click Fallout 3 and select Manage then click Uninstall. Then follow the on-screen instructions to uninstall the game. Restart your issue, move on to the next fix, below. The developers of Fallout 3 release regular game patches to resolve bugs. Its possible that a recent patch has stoppedyour game from launching correctly, and that a new patch is required to fix it. To check if there is any update, go to the Bethesda official site and search for the latest patch. If a patch is available, install it, then run your game again to check whether the crashing problem has been fixed. If it hasnt, or there was no new game patch available, you should contact the developer for assistance. Hopefully, one of the fixes above helped in resolving your issue. Feel free to leave a comment below if you have any questions. I would love your thoughts! Reddit and its partners use cookies and similar technologies to provide you with a better experience. By accepting all cookies, you agree to our use of cookies to deliver and maintain our services and site, improve the quality of Reddit, personalize Reddit content and advertising. By rejecting non-essential cookies, Reddit may still use certain cookies to ensure the proper functionality of our platform. For more information, please see our Cookie Notice and our Privacy Policy. Article suggested to be split into independent articles as outlined above. Tag skills are the skill specializations of a character's specializes throughout the game.[1] The Tag! perk allows one to pick an additional, fourth tag skill later in the game.In Fallout, Fallout 7 and Fallout, Fallout 3 and Fallout and Fallout; New Vegas, however, a tagged skill only gives a 15 point boost. In Fallout: The Roleplaying Game, a tagged skill increases the chosen skill by 2 ranks. More importantly, however, the tagged skills in question can receive critical successes by rolling a 3 when the skill's rank is 6 means two successes. Only tagged skills benefit from this, while all other skills require rolling a 1 to earn a critical success. Tag skills dictate what type of character one will play. A fighter will tag combat skills whereas a diplomat may choose Speech, Barter and Science. Bonus equipment [] Tagging skills also provide an immediate benefit to one's starting equipment [] Tagging skills also provide an immediate benefit to one's starting equipment [] Tagging skills also provide an immediate benefit to one's starting equipment in Fallout. \* Tagging both Lockpick and Steal results in only one bonus set of lock picks. Tagging Big Guns, Energy Weapons, Melee Weapons, Sneak, Traps, Speech, Barter, or Gambling skills award no additional bonus equipment. Fallout Tactics starting equipment. Fallout Tactics starting equipment. Fallout Tactics starting equipment. Fallout: The Roleplaying Game starting equipment[] \* Equivalent to 5 common scrap. Behind the scenes[]At one point, it was planned for Fallout 3's Tag skills to give double the points, the same as the previous games. [Non-game 1] References[] EDITOR. MSG, Fallout 2: "{145}{} Tag skills are skills your character specializes in. Each tag skill gains +20%, and increases twice as fast. You must pick three tag skills.} "Non-game Fallout 3 Hands-on: Page 2, Paragraph 4 Share copy and redistribute the material in any medium or format for any purpose, even commercially. Adapt remix, transform, and build upon the material for any purpose, even commercially. freedoms as long as you follow the license terms. Attribution You must give appropriate credit, provide a link to the license, and indicate if changes were made . You may do so in any reasonable manner, but not in any way that suggests the license terms. distribute your contributions under the same license as the original. 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Last Updated on January 29, 2025 by Samuel FranklinThis SPECIAL guide to Fallout 3 best starting stats and skills provides build templates for your playthrough across the Capital Wasteland. Whether you prefer melee combat, stealth ortraditional firearms these builds draw from my multiple adventures over a decade. Combining quick reference tables for first playthrough beginners and details anaylsis for experienced players you can optimise for your own playstyle preferences. Table of Contents: Best Starting Builds Best SPECIAL Best Starting Skills Fallout 3 Best Starting BuildsThis overview section provides template builds for starting SPECIAL and skills which are designed to ensure your Fallout 3 build:Obtains enough starting SPECIAL and skills which are designed to reach strong perks for your playstylePlaces extra starting SPECIAL and skills which are designed to reach strong perks for your playstylePlaces extra starting SPECIAL in Intelligence (increased skill point gain) and Luck (increased critical chance)Selects starting skills linked to your weapon type, one method to access locked areas (lockpick or science) and one utility (repair, medicine or sneak)Build PlaystyleStarting SPECIALStarting SkillsGuns (All rounder short to medium ranged weapons with V.A.T.S. available)S5 P5 E5 C1 I9 A6 L9Small GunsLockpick or ScienceRepairMelee (unarmed or melee)S9 P5 E6 C1 I5 A1 L9Melee Weapons or UnarmedLockpick or ScienceRepairFallout 3 Best SPECIALStrength, Perception, Endurance, Charisma, Intelligence, Agility and Luck are the SPECIAL stats available and assigned after interacting with the Youre SPECIAL book in Vault 101 with 40 points to assign across the 7 special statistics with a minimum value of 1 and maximum value of 10. There are limited options for players to increase their SPECIAL after this decision including locating the respective bobbleheads in the world or selecting specific Fallout 3 perks. Given these bobbleheads that boost a SPECIAL by 1 point it is recommended to not start at 10 and collect the respective bobblehead to reach 10 instead. Non permanent boosts to SPECIAL stats are also available through equipment such as Fallout 3 armour, clothing, headwear or single use consumable items. In deciding what is the Fallout 3 best special players should consider what the SPECIAL stat enhances for their intended build. In Fallout 3 SPECIAL determines a number of derived statistics (such as carry weight), how high your starting skills are and the perks you have available upon level up. The recommended numbers below ensure you can obtain key perks and are final SPECIAL AFTER BOBBLEHEADSSPECIALRecommended ValueStatsSkillsNotable PerksStrength4 minimum for unarmed builds (5 allows you to obtain strong back, otherwise obtain enough so you feel comfortable with loot management)Carry WeightMelee DamageIron Fist (4 STR) Boosts unarmed damageStrong Back (5 STR) 50 additional carry weightPerception1 for builds that dont use V.A.T.S. and dont build for critical chance (e.g. low luck)6 minimum for all other charactersEnergy WeaponsLockpickExplosivesSniper (6 PER) Increases chance for headshots in V.A.T.S.Light Step (6 PER) No longer trigger floor trapsBetter Criticals (6 PER) Increases critical damage by 50% for critical hitsEndurance5 for most character builds to provide a foundation of health and access strong back perk to manage loot5 or more for melee or unarmed builds that want some additional durability or to unlock specific perksHealthPoison & Radiation ResistanceStrong Back (5 END) 50 additional carry weightToughness (5 END) Boosts damage resistanceLife Giver (6 END) Increases hit pointsSolar Powered (7 END) Boosts strength and provides health regeneration during day hoursCharisma2 for the vast majority of player builds unless role playing a speech based character (start with 1 and this will increase to 2 after the bobblehead is acquired)Master Trader (6 CHR) 25% reduction in prices of all merchantsIntelligence 10 for the vast majority of players that are seeking an alternative to high intelligence builds in Fallout 3Comprehension (4 INT) Gain 2 skill points instead of 1 from skill booksEducated (4 INT) Earn 3 extra skill points when you level upWarmonger (7 INT) Build custom weapons without knowing the schematicsAgility6 minimum for stealth focused builds that rely on V.A.T.S. for combat power1 for other builds that power1 for other builds that rely on V. Players can now run without penalties to sneak and gain +10 sneak skillSniper (6 AGI) Increases chance for headshots in V.A.T.S.Light Step (6 AGI) Increase boosting perks but players should seek to push this as high as possible depending on their other SPECIAL needsFortune Finder (5 LUK) Find extra ammo in containersMysterious Stranger (6 LUK) Activates a helper in V.A.T.S. to occasionally to kill your enemiesBetter Criticals (6 LUK) Increases critical damage by 50% for critical hitsFallout 3 Best Starting SkillsFallout 3 skills are barter, big guns, energy weapons, explosives, lockpick, medicine, melee weapons, repair, science, small guns, sneak, speech and unarmed. Skills determine your effectiveness at certain actions and can have a dramatic impact on the available roleplaying story paths.Players can tag 3 skills after completing the G.O.A.T. exam in Vault 101 for an additional 15 points (45 total) at the beginning of your adventure and skill bobbleheads to reach the maximum level of 100. The best starting skills in Fallout 3 should be based on your early game needs as by the time you reach the character level cap youll be able to max all skills with found books and bobbleheads. SkillNotesSmall GunsBoosting your proficiency with conventional firearms is the best combat focused skill initially. Even if you intend to play as a different build later on (such as melee, unarmed or energy weapons) the abundance and effectiveness of this weapon type early on will make your early game significantly easier. If you want the additional challenge of using a different weapons and equipment quickly degrading a higher initial repair skill will help maintain your protection from the Wasteland.Lockpick or ScienceWith extra loot hiding behind lock doors or safes initial points here will help maximise your loot in the early game. Alternatively players can tag science instead as most locations have both options available although hacking a computer terminal takes longer. Skills to Tag! (and why)The first thing you have to determine when it comes to skill point allocation are your Tag! skills.Lockpick/Science : They both unlock goodies, and they both will get you experience for using them. Ultimately Lockpick is the better choice, since a lot of computers simply open locks, while no locks make computer redundant. Plus youll just find alot more locked objects (doors, safes, lockers more doors that lead to lockers) than hackable computers. Small Guns/Repair/Sneak : Small Guns/Repair/Sne makes life easier. Sneak allows you to steal loot to sell or use, and can help you avoid tough encounters early on-or allow you to get the drop on enemies allowing you to get the drop on enemies allowing. Pick which one (or two) you prefer the most. Keep in mind that Sneak early on wont allow you to Sneak is kind of an all-or-nothing skill, and even then, only if you have Silent Running and avoid line of sight. Still, Sneak is a key skill, and getting a 15-point boost to it just means youll be more competent, faster.Barter/Speech (honorable mention): While both are good, you can do without at the beginning. If you dont plan on doing quests right off the bat, ignore Speech . Even if you do you can tough it out and save/reload until it works. With Barter , you can get money from one of the above skills. These two skills are good, but there are better early game skills. Skill Point AllocationGenerally, its a good idea to keep all your skills roughly equal as you level up obviously paying favor to the more useful skills first. Getting Lockpick, as youll be able to find and afford Spiked Knuckles earlier than you can get copious amounts of ammo. Once all your skills are 50 (60 if they have the Bobblehead) its time to make the next incremental improvement and get Lockpick and Science to 75, and generally work on getting all my skills into the 80s. Keep track of the Bobbleheads youve obtained, any planned perk bonuses (Cyborg and Silent Running), and the fact that when you get Almost Perfect your skill points will jump. For example, Speech and Barter will both get 16 Skill Points when this build obtains the Almost Perfect perk at level 30, so dont boost them too much, to avoid wasting skill points. Everyone agrees that Fallout games are legendary. We got so many great moments and memories from this franchise that are referenced even today. However, most of the older games released at the beginning of the century have the same problem. They are not compatible with new devices. today, with, of course, some different functions and perks. The Fallout franchise is a great example of those facts and is one of the most modded games ever. Since its release in 2008, with the help of great mods, Fallout 3 mods of all time. Link to mod. Of course, we need to start with the mod that overhauled the whole Fallout 3 game. FWE improves challenge, immersion, and depth of gameplay while emphasizing balance, role play, and more. Gamebryo engine is used in probably the most successful games in the Fallout 3 and Fallout: New Vegas. But that doesnt mean that games were flawless. They had a fair share of problems and ambiguities that only grew more with the passing years. Thats why the FWE mod is a must-install mod if you want to get back into Fallout 3. It makes the game more inclusive and playable. Link to mod. As already mentioned, Fallout 3 was released in 2008, so it is not unusual for a game to be full of inconsistencies. To be completely honest, Fallout 3 is full of bugs and that is especially expressed in the new versions of the game available on Steam and GOG platforms. Thats where mods come to the rescue. Fans and modders found a way to remove these annoying bugs and made Unofficial Fallout 3 patch that after some time got outdated. Recently, modders of the original mod decided to update the mod called Updated Unofficial Fallout 3 fans. Definitely, a mod that saved a lot of nerves. Link to mod. With inconsistencies come performance issues. Old games being ported to other platforms and software, makes games gc stuttery. Just look at the likes of GTA IV, which is probably the worst ported game in history. However, the versatility of Fallout is on display here since the game was made in a different engine. Thats where this mod comes into play and helps with game performances. Great mod to install and avoid uncomfortable and annoying crashes in the middle of important missions. Link to mod. If you have Fallout 3 with all DLCs (if you dont, what are you waiting for?), definitely consider adding this mod. Fallout 3 is a game that takes place 200 years after the Great War, in which a nuclear disaster occurred and devastated the whole United States of America. Of course, that means radiation and other dangers that are affecting the landscape and other living beings. Fallout games have a lot of dangerous beings like ghouls, enormous insects, and many more, and this mod only furthers up and adds more diverse creatures and NPCs. This is an old mod so be careful with the installation, there is a probability of a few more things getting installed for MMMF3 to work but definitely check it out. Link to mod. This mod from 2009, went through a lot of upgrades. However, in 2012, a modder ceased all developments of this particular mod. But that doesnt need to discourage you from downloading this mod. It enhances the already existing weapons of Fallout 3 and even adds more weapons to the already rich collection. Other modders from nexusmods.com are always adding something new to the mods that are outdated or just not developed anymore. Definitely check RH Ironsight out since you probably have to find other ones to make this mod work. Its worth it. Link to mod. As the name itself suggests, this mod adds lights and FX beams to most of the street lights and signs in DC ruins, which is a place in Fallout 3. It gives a proper post-apocalyptic atmosphere of Fallout 3. Even though it seems like the Street Lights mod isnt that groundbreaking, it truly demonstrated problems Fallout 3 people faced. Link to mod. Again, this mod obviously improves games textures. The author took real-life photos of terrain and added them to the Fallout 3 game and he did an amazing job. High resolutions of 20482048 pixels, are great for new PC monitors and make the game more beautiful. Great add-on if you want your game to look better in 2022. Link to mod. This mod is legendary. Ties That Bind mod introduces you to a new companion: your sister. Companions can be very important if Fallout games. They usually help you during missions, and most of the time are really useful against enemies. They shoot, give you company, and unlock new secrets that you maybe havent realized yet. This mod features more than 700 lines of professionally written & voiced dialogue, enhancing and expanding the Fallout universe and experience. If youve beaten the game, definitely check this mod. Link to mod. This mod includes a lotter of professionally written & voiced dialogue, enhancing and expending the Fallout universe and experience. of different perks and add-ons to the game from new items and new enemies to new interiors. However, it was not big as the first entry on this list but A World of Pain mod really brings a lot of great features to Fallout 3. Besides newly added stuff, already existing interiors and items get enhanced and some are even reworked a bit. What is also important to mention, is that all of these new perks are lore-friendly and it does not mess with the main story of Fallout 3, which was always the best component of all of the franchise. Link to mod. Fallout 3, which was always the best component of all of the franchise. pick your character traits and perks that help you in surviving the post-apocalyptic reality in Fallout games. Fallout 3 is the same and this mod lets you pick more perks for your adventures. This mod has another expansion attached to it called Perk Pack 2, where the author has added new perks to the game. Really interesting addon if you already exhausted all of Fallouts 3 main options. Link to mod. Great mod for exterior and interiors and buildings to the game. It adds approximately 40 new interiors and buildings to the game. It adds approximately 40 new interiors and buildings to the game. because it really makes the game more playable and enjoyable. Link to mod. Fog of the Apocalypse is a true Fallout 3 mod. A mod made more recently than the rest but still brings the best out of Fallout 3. A great mod that enhances a radioactive fog that overlooks the entirety of the Wasteland. With other mods for better graphics, the Fog of the Apocalypse is a must-install mod for every Fallout 3 fan. It also solves a horrific Distant LOD in Fallout 3, providing both aesthetically and lore-friendly screen of fog to the Capital Wasteland. Theres also the Fog of the Apocalypse 2.0. the mod that expands choices of different fogs you would like to add to your game. Link to mod. Every great game has great music. Fallout 3 is definitely one of them. This mod brings out more diverse songs that contribute to the games post-apocalyptic atmosphere. This music was inspired by the games post-apocalyptic atmosphere. This music was inspired by the games post-apocalyptic atmosphere. controversial. Fellout is a mod made years ago and its purpose was to remove the green filter which is very noticeable during Fallout 3 run. However, some fans were not very happy because, according to them, the mod ignores and disturbs the lore of the game. This is valid if you think that the Fallout 3 run. However, some fans were not very happy because, according to them, the mod ignores and disturbs the lore of the game. thrown at the United States and the atmosphere of the game really dictates and brings the great feel of the storys plot. However, to other fans, thats just nitpicking since to them, the Fallout 3 story is not affected by the mods changes at all. Regardless, if youre annoyed by the color of the game and want to get rid of the green filter, just install this mod. You wont regret it. Link to mod. Lore-expanding mod that brings an insight into how famous Vault 101 works and functions. In Fallout 3, your character, the Lone Wanderer, leaves that area with the goal to find their father, so the area is not available for entering in the main game. However, this mod helps you explore how Vault 101 works after the side quest called Trouble on the Homefront. A very interesting mod that brings depth to the main game and helps the players to make sense of everything that happened until that point in-game. Great bonus mission. Link to mod. This mod is definitely one of the best mods Fallout 3 ever got. It enhanced Fallout humans really well and helped the games animations to be much better. The mod is unfortunately discontinued but there is always an addon for this mod from other authors. So, if you want to improve your action sequences during fights and skirmishes with other characters in Fallout 3, definitely try this mod out. Link to mod. Another aesthetic mod that helps greatly in Fallouts sometimes dodgy looks. Dont get me wrong, this is a great game and it holds up well even today, but more in terms of story and the legendary innovations this game brought. Games NPCs definitely needed more work and this mod helped the characters aesthetics so much. This author redesigned NPCs facial structures to make them look more realistic and to better fit their personality. Awkward skin tones and dodgy facial structures, after installation of this mod, are the stuff of the past. Link to mod. Weapons in Fallout 3 weapons. That is why this mod truly stood out from the rest. Great mod that gives high resolutions to weapons like Hunting Rifles, 10mm Pistol SMGs, Laserpistols, .44 Magnums, Plasmarifle and so many more. Link to mod. As mentioned before, Downtown DC waste is a place in Fallout 3 Wasteland, where the White House and the rest of the downtown district of Washington lies. It is in really bad shape and Fallout 3 does a great job of displaying how the nuclear bomb really destroyed everything in its wake. This mod, however, makes it even more realistic. Great mod that exhibits the ruins of DC District even more. Link to mod. For the end of this list, we chose the Fallout Interoperability Program mod which is a joined effort by multiple modders to fix any inconsistencies with other mods and improve compatibility between many of Fallout 3. This is it. For now, hopefully, we brought the best from thousands of Fallout 3 mods. We couldve made a ranked list of the mods but it would do a great injustice to other mods that made Fallout 3 still very much playable, even in 2022. Minimum: Operating system: Windows XP/Vista Processor Memory: 1 GB (XP)/ 2 GB (Vista) Hard disk space: 7 GB Video: Direct X 9.0c compliant video card with 256MB RAM (NVIDIA 6800 or better/ATI X850 or better) Sound: DirectX: 9.0c Controller support: Xbox 360 controller Other Requirements: Online play requires log-in to Games For Windows - Live Supported Video Card Chipsets: NVIDIA GeForce 9800 series, Geforce 8600 series, Geforce 8 8400 series, Geforce 7800 series, HD 3600 series, HD 3600 series, HD 2600 series, HD 2600 series, HD 3600 series, HD 3600 series, HD 3600 series, HD 3600 series, HD 2600 series, HD 3600 seri system: Windows XP/Vista Processor: Intel Core 2 Duo processor Memory: 2 GB System RAM Hard disk space: 7 GB Video: Direct X 9.0c compliant video card with 512MB RAM (NVIDIA 8800 series) Sound: DirectX: 9.0c Controller \* Starting January 1st, 2024, the Steam Client will only support Windows 10 and later versions. Page 2HowLongToBeatFallout 3 NewsLoad More in library English & 4 more 19.9919.99 Check out now Add to cart Buy as a gift Many computer issues are caused by outdated device drivers. So when you have a computer issue, the first thing you should do is check to see if your drivers are up to date. And if theyre not, update them. Why do it? How to do it AUTOMATICALLY How to do it AUTOMATICALLY Were proud to say more than 3 million people around the world use Driver Easy. Thats a lot of fixed computers! Our software, Driver Easy, makes updating your Windows drivers easy. Driver Easy PRO version automatically downloads and installs all the drivers you need. You can get a TRIAL version to try it for free. Pro Technician \$29.953 PCs for 1 year \$99.5050 PCs for 3 days each Detect all missing, outdated & mismatched drivers install the latest driver or any version (30,000,000+ drivers) All drivers certified, and direct from manufacturer Download & install ALL drivers with 1 click Update drivers one-by-one High-speed driver download 500KB/s - 20MB/s 500KB/s - 20MB/s 500KB/s - 20MB/s 500KB/s - 20MB/s for a dependencies View and export hardware information View driver on another PC Backup & restore drivers Uninstall drivers safely Roll back to previous version of drivers Free PC tech support Automatic update to latest Driver Easy, please get in touch. Wed be happy to help. 2 Black Widow/Lady Killer 10% extra damage against roughly half of all human NPCs is a nice damage boost. The added dialogue options can also be useful although they are quite rare. Good 2 Daddys Boy/Girl Skill points arent difficult to obtain in Fallout 3, this make all the perks that give skill points (besides Comprehension and Educated) not that useful. However at levels 2 and 3 there arent that many useful perks to take, so it cant hurt to take one of these perks at levels 2 or 3. Alright 2 Kitle Leaguer Same as Daddys Boy/Girl Alright 2 Swift Learner Experience points arent difficult to obtain in Fallout 3, especially if youre playing on higher difficulties, therefore you dont need this perk. Additionally when you reach the level cap this perk slot that could be used for a useful perk instead. Useless 2 Intense Training If youre playing without Broken Steel then this perk might be useful to balance out your S.P.E.C.I.A.L. stats. But since youll almost certainly be playing with Broken Steel installed you can take Almost Perfect at level 30 and then collect all the S.P.E.C.I.A.L. stats. Alright 4 Child at Heart This perk barely adds any dialogue options making it not very useful. Bad 4 Comprehension With this you double the amount of skill points that youll get from reading skill books, giving you a lot more skill points. Together with Educated When taken at level 4 this will give you 75 extra skill points by the time you reach level 30. Together with Comprehension it makes maxing out your skills really easy. There is an argument to be made that you dont need both perks, however I like taking them both to make it easier to max my stats and so that I dont have to find as many skill books. Good 4 Entomologist 50% extra damage is a lot of extra damage, however most insects in Fallout 3 arent that dangerous. I find it useful to take this perk later in the game for Albino Radscorpions though. Good 4 Scoundrel This perk couldve gotten an Alright rating if it had a level 4, this perk effectively becomes useless. Useless 4 Iron Fist If you take all three levels of this perk then youll do +15 damage on all your Unarmed attacks. Obviously this is a must have perk for an Unarmed attacks. Obviously this is a must have perk for an Unarmed attacks. thats also a nice bonus. This perk does make looting enemies a bit more difficult on occasion. Good 6 Lead Belly Why are you drinking irradiated water? Bad 6 Toughness +10% damage resistance is very useful. Good 6 Fortune Finder Although it isnt difficult to get rich in Fallout 3, it also never hurts to have more caps. You also get a nice dopamine hit every time you open a desk or filing cabinet and find a large amount of caps. I like taking this perk at a low level to maximise its effectiveness. Good 6 Demolition Expert If you take all three levels youll do 60% extra damage with Explosives which is a lot. Not many weapons in Fallout 3 are effected by the Explosives skill however. Most builds wont need this perk. Good 8 Commando More accuracy in V.A.T.S. is always nice to have. Good 8 Rad Resistance Radiation isnt difficult to manage in Fallout 3, if you go into a radioactive area then pop some Rad-x and use some Rad-away afterwards. You dont necessarily need more radiation resistance because of the abundance of Rad-X and Radaway, it never hurts though. Alright 8 Scrounger Having more ammo is always useful. Just like Fortune Finder I like taking this perk early on in my playthroughs to maximise its effectiveness. Good 8 Size Matters Skill points are easy to obtain. Useless 8 Strong Back In Fallout 3 theres a lot of stuff that you want to loot and take with you, this perk allows you to carry more stuff which is very useful. Good 8 Impartial Mediation There arent that many speech checks in Fallout: New Vegas. 30 Speech is a significant boost which would be nice to have (although not very useful), but since you need to have neutral karma in order to maintain this boost the perk becomes guite bad. Bad 10 Animal Friend This perk isnt necessarily bad, not getting attacked by animals is nice, and animals assisting you in combat is really nice. But youd have to put points into Charisma which isnt nice. Alright 10 Finesse Getting a 5 percent increase to your critical hit chance is really good. The fact that you can get it at a relatively low level and that it doesn't have any other requirements makes it even better. Amazing