

**Games:** Fallout 3  
**Content:** Bobblehead Locations

Each bobblehead permanently increases one of the 7 S.P.E.C.I.A.L. statistics by 1 point, or one of the 13 skills of the player character by 10 points but not past the maximum of 10 (S.P.E.C.I.A.L.) or 100 (skills). Because of this, is inadvisable to max out any S.P.E.C.I.A.L.s before collecting the bobbleheads, as then the bobblehead will have no effect.

With the addition of the "Almost Perfect" perk that becomes available when level 30 is reached, (Broken Steel add-on required) it is tempting for advanced players to wait until they can use this perk, then collect all Bobbleheads. "Almost Perfect" raises all S.P.E.C.I.A.L. to 9, so collecting all bobbleheads after taking the perk makes all stats raise to 10. This requires waiting until level 30, however, which could handicap you for most of the game.

✓	Skill or Attribute ▼	Type	Location
<input type="checkbox"/>	Agility	S.P.E.C.I.A.L.	Greener Pastures Disposal Site: Office
<input type="checkbox"/>	Barter	Skills	Evergreen Mills: Bazaar
<input type="checkbox"/>	Big Guns	Skills	Fort Constantine: CO Quarters (little bungalow), basement
<input type="checkbox"/>	Charisma	S.P.E.C.I.A.L.	Vault 108: Cloning Lab
<input type="checkbox"/>	Endurance	S.P.E.C.I.A.L.	Deathclaw Sanctuary
<input type="checkbox"/>	Energy Weapons *	Skills	Raven Rock: Colonel Autumn's bedroom *Be sure to grab it before entering the Control Room on the way to see President Eden, as there is no returning for it after that point.
<input type="checkbox"/>	Explosives	Skills	WKML Broadcast Station: Sealed Cistern
<input type="checkbox"/>	Intelligence	S.P.E.C.I.A.L.	Rivet City: Science Lab
<input type="checkbox"/>	Lockpick	Skills	Bethesda ruins: Bethesda Offices East, second floor
<input type="checkbox"/>	Luck	S.P.E.C.I.A.L.	Arlington Cemetery North: Arlington House basement
<input type="checkbox"/>	Medicine *	Skills	Vault 101: James' desk in the clinic. In Trouble on the Homefront, it will be on a small cart in front of the blood spattered window. *The bobblehead can be obtained during "Future Imperfect", "Escape!", or "Trouble on the Homefront", but after all three quests are complete, the Vault will be permanently sealed (unless all people in the vault are killed or the vault is sabotaged).
<input type="checkbox"/>	Melee Weapons	Skills	Dunwich Building: Go through the Dunwich Building to get to the Forsaken Dunwich Ruins which lead to the Virulent Underchambers. It will be in the center of a room near the exit to Dunwich Building.
<input type="checkbox"/>	Perception	S.P.E.C.I.A.L.	Republic of Dave: Museum of Dave
<input type="checkbox"/>	Repair *	Skills	Arefu: Evan King's house (requires 50 Lockpick, no Karma cost). *It is possible to get locked out of Evan King's house forever if the you fail a "force lock" attempt, making the bobblehead unobtainable, unless the you have the Infiltrator perk.
<input type="checkbox"/>	Science	Skills	Vault 106: Living Quarters
<input type="checkbox"/>	Small Guns	Skills	National Guard depot: National Guard Armory, sitting on a shelf in the sealed storage room in the basement. The switch for the utility door to access the armory is found on the 3rd floor that can only be reached by going through the Depot Training Wing and Depot Offices.
<input type="checkbox"/>	Sneak	Skills	Yao Guai Tunnels: Yao guai den
<input type="checkbox"/>	Speech	Skills	Paradise Falls: Eulogy's Pad
<input type="checkbox"/>	Strength *	S.P.E.C.I.A.L.	Megaton: Lucas Simms' house *If Megaton is destroyed during "The Power of the Atom", this bobblehead will be unobtainable.
<input type="checkbox"/>	Unarmed	Skills	Rockopolis: An unmarked location due west of Smith Casey's Garage, and due north of Girdershade. The entrance (a large boulder) is below a party banner that is lit up at night.

This document uses material from the "Vault-Tec bobblehead", "Bobblehead - Strength", "Bobblehead - Energy Weapons", "Bobblehead - Medicine" and "Bobblehead - Repair" articles on the Fallout wiki at Wikia and is licensed under the Creative Commons Attribution-Share Alike License.