SOFTWARE & TECH

Fallout 3 Goat Answers

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Introduction: The First Real Choice in the Capital Wasteland

Stepping out of Vault 101 into the irradiated ruins of Washington, D.C. is a moment every **Fallout 3** player remembers. But before you can roam the Capital Wasteland, you must first survive the most important rite of passage in the Vault: the GOAT. The Generalized Occupational Aptitude Test is more than just a quirky multiple-choice quiz. It is a subtle yet powerful character-building tool that shapes your starting skills and determines your initial perk. Understanding the **Fallout 3 GOAT Answers**is essential for any player who wants to optimize their character from the very first hour of the game. This guide will walk you through every question, every possible answer, and the exact outcomes of your choices, ensuring you step out of the Vault with the perfect build for your playstyle.

What is the GOAT Test in Fallout 3?

The GOAT, or Generalized Occupational Aptitude Test, is a vocational exam administered to all Vault 101 teenagers when they come of age. In the game's narrative, it determines your future role within the Vault. From a gameplay perspective, the test is your second major opportunity to customize your character's skills and your first chance to acquire a perk. The test takes place early in the game, just after you receive your Pip-Boy 3000 and complete your birthday party. While you can technically skip the test by not listening to the questions or by simply ignoring the exam, completing it is far more beneficial because it directly influences your character's starting proficiencies.

The test consists of ten questions. You are not required to answer all of them to finish the test, but answering them all gives you the most control over your starting stats. The quizmaster, Mr. Brotch, will read each question aloud, and you are given three possible answers. What makes the **Fallout 3 GOAT Answers**system so interesting is that your responses do not always have an obvious correlation to the outcome. A seemingly frivolous answer might boost your Small Guns skill, while a serious answer might unexpectedly improve your Science skill. This element of surprise is part of the game's charm, but it can also be frustrating for new players. This guide will remove all the guesswork.

Complete List of Fallout 3 GOAT Questions and Answers

Below is a complete breakdown of every question and answer in the GOAT test. Each answer is paired with the specific skill bonuses and the resulting perk you will receive. Pay close attention, because the best outcomes for your build depend on knowing exactly which answer to choose.

Question 1: A stranger approaches you in a bar and asks for a light. What do you do?

- Answer A: Pull out your Zippo and give him a light. This answer grants +5 to Barter and +5 to Speech. It is an excellent choice for players who want a charismatic or merchant-focused character.
- Answer B: Tell him you don't have a light, but you'd love to join him for a drink. This choice gives +5 to

Barter and +5 to Speech as well. Both A and B lead to the same skill bonuses, so pick whichever feels more natural to your roleplay.

- Answer C: Ignore him and avoid eye contact. This answer provides +5 to Sneak and +5 to Lockpick. This is a great choice for stealth-oriented players.

Question 2: You're out on a long patrol with a squad of soldiers. One of them starts complaining about the mission. What do you do?

- Answer A: Tell him to quit whining and focus on the mission. This yields +5 to Repair and +5 to Small Guns. It is a solid choice for combat-focused characters who want better weapon handling.
- Answer B: Listen to his complaints and try to cheer him up. This gives +5 to Medicine and +5 to Speech. Ideal for support or diplomatic characters.
- Answer C: Wait until he falls asleep and then slip a live grenade into his pocket. This choice is memorable and provides +5 to Sneak and +5 to Explosives. Perfect for a stealth-demolition expert.

Question 3: A child has locked himself in a refrigerator. The lock is electronic, and it's about to short out. What do you do?

- Answer A: Try to hack the lock before the short. This gives +5 to Science and +5 to Repair. An excellent choice for tech-savvy characters.
- Answer B: Pry the door open with a crowbar. This provides +5 to Lockpick and +5 to Melee Weapons. Great for a brawler or thief build.
- Answer C: Run away before the fridge explodes. This yields +5 to Sneak and +5 to Explosives. It is a cautious but effective choice for stealth characters.

Question 4: You're the lone survivor of a plane crash in the mountains. What is your first priority?

- Answer A: Find shelter and build a fire. This gives +5 to Survival (which does not exist in Fallout 3 as a primary skill, so it is converted to other bonuses) and +5 to Medicine. In practice, you will receive a boost to general utility skills.
- Answer B: Search the wreckage for supplies. This yields +5 to Repair and +5 to Barter. A strong choice for scavenger and trader builds.
- Answer C: Try to signal for help. This provides +5 to Speech and +5 to Science. Excellent for a character who relies on persuasion and technology.

Question 5: If you were to describe an ideal vacation, what would it be?

- Answer A: A relaxing week at the beach. This gives +5 to Barter and +5 to Speech. A safe choice for social builds.
- Answer B: An adventure in the wilderness. This yields +5 to Repair and +5 to Small Guns. Perfect for a combat-ready survivalist.
- Answer C: A cultural tour of historical sites. This provides +5 to Science and +5 to Medicine. Ideal for a knowledgeable, intellectual character.

Question 6: While walking through a dark corridor, you hear a strange noise. What do you do?

- Answer A: Investigate the noise carefully. This gives +5 to Sneak and +5 to Lockpick. Great for curious and cautious players.
- Answer B: Draw your weapon and call out. This yields +5 to Small Guns and +5 to Repair. A straightforward combat-oriented choice.
- Answer C: Ignore it and keep walking. This provides +5 to Sneak and +5 to Melee Weapons. Another strong option for stealth builds.

Question 7: A beautiful man/woman offers you $50,000 to spend the night with them. What do you do?

- Answer A: Accept the offer. This gives +5 to Barter and +5 to Speech. A classic choice for charismatic characters.

- Answer B: Decline politely. This yields +5 to Medicine and +5 to Speech. Shows restraint and empathy.
- Answer C: Knock them out and take their money. This provides +5 to Unarmed and +5 to Sneak. A ruthless but effective choice for a villainous character.

Question 8: He's obviously very dangerous. You've got him in your sights. What do you do?

- Answer A: Shoot him in the head. This gives +5 to Small Guns and +5 to Sneak. A lethal and efficient choice for assassins.
- Answer B: Try to convince him to surrender. This yields +5 to Speech and +5 to Barter. A diplomatic approach.
- Answer C: Charge him and attack. This provides +5 to Melee Weapons and +5 to Unarmed. For players who prefer close-quarters combat.

Question 9: What is the best part of a meal?

- Answer A: The main course. This gives +5 to Repair and +5 to Small Guns. A practical, no-nonsense choice.
- Answer B: The dessert. This yields +5 to Barter and +5 to Speech. A sweet choice for social characters.
- Answer C: The company you share it with. This provides +5 to Medicine and +5 to Speech. A wholesome option for support characters.

Question 10: Which of these is most important to you?

- Answer A: Knowledge. This gives +5 to Science and +5 to Repair. The definitive choice for a brain-based build.
- Answer B: Power. This yields +5 to Small Guns and +5 to Melee Weapons. Ideal for a combat-focused character.
- Answer C: Wealth. This provides +5 to Barter and +5 to Sneak. A choice for the pragmatic survivor.

How GOAT Answers Affect Your Starting Perks in Fallout 3

The **Fallout 3 GOAT Answers**do more than just distribute skill points. They directly determine your starting perk. The perk you receive is based on which skill you accumulated the most points in during the test. If you spread your points evenly, the game will default to a specific perk, but careful planning can guarantee you the perk you want from the very beginning. The possible starting perks are:

- Lady Killer / Black Widow: If your Speech skill receives the highest total, you will get this perk. It gives +5% damage to opposite-gender enemies and unique dialogue options.
- Gun Nut: If Small Guns is your highest skill, you get this perk. It grants +5 to Small Guns and +5 to Repair.
- Thief: If Sneak is your highest skill, you get this perk, which gives +5 to Sneak and +5 to Lockpick.

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