

Fallout 3 Caravans Repair Gear up to 91%

Chris Barton – CustomWalkthrough.org – 06.06.2019

All equipment in Fallout 3 eventually wears out. If you have a duplicate of an item, you can use its parts to repair your gear, depending on your repair skill percentage. Weapons and armor in better condition perform better. But some items, like the Sniper Rifle, are so rare that you can almost never find parts to repair it, even if you have great skill. Standard merchants repair gear, but only to about half their original condition. However, if you invest in four roving Caravan Merchants, they can repair equipment to high levels – using their own repair parts.

At Canterbury Commons speak with Uncle Roe. Ask him if he's ever thought about organizing the caravans. Then tell him you want to invest. It will cost you 200 caps for the first investment and another 500 caps for the second. After you invest in Crazy Wolfgang, he has the highest repair skill at 85%, although you can improve that to 88% if you reverse-pickpocket a Red Racer Jumpsuit or RobCo Jumpsuit in good condition. After you invest in Lucky Harith, he can repair to 82%, but is already wearing a Red Racer jumpsuit. After you invest in Doc Hoff and Crow, they repair to 79%, but *cannot* improve that skill with a jumpsuit. Further increase both Wolfgang and Harith's skill 3% by giving them Workman's Coveralls, sold in Point Lookout by the arcade vendor and also found inside the Naval Recruitment Center near the arcade.

To reverse pickpocket, go into Sneak mode (i.e. crouch). Save your game and then wait until nobody is observing you. You need a good Sneak skill and/or use a Stealth Boy. Darkness makes you stealthier. Less equipped-weight makes you stealthier. A Shady Hat makes you stealthier. Recon Armor makes you stealthier. A pickpocket failure will turn your victim hostile and temporarily resistant to further pickpocket attempts. Reload your save to try again.

You may be able to delay the death of a Caravan Merchant by placing better armor, weapons, ammunition and Stimpaks on them and their bodyguards. The stats of that item and/or its condition will likely need to be higher than what they have currently equipped. Otherwise, they may not use it. If you give Harith or Wolfgang better armor *after* giving them a jumpsuit or coveralls, those merchants will revert back to their original lower repair skill.

Assuming you make the pickpocket attempt at Megaton, after you successfully place armor or weapons on an NPC, go through the gate and then come right back out, which updates their load-out. Now you should see whether or not they have equipped the new clothing or weapon.

Crazy Wolfgang and Crow are skilled only in Small Guns. Lucky Harith is skilled in both Small Guns and Energy Weapons, so he can use a Plasma Rifle. Doc Hoff has no combat skills other than Melee Weapons, but giving him a melee weapon may cause him to attack enemies instead of running from them, putting him at greater risk.

Give caravaners weapons that fit their skills. They can all use Small Guns, so a good choice is a fully-repaired Chinese Assault Rifle. They only need to have one round of ammo for each weapon type. Then they will never run short of ammo. Caravan bodyguards have a Level 100 Big Guns skill, so they can use a Minigun or Gatling Laser effectively.

Caravan merchants follow a zigzag course around the eastern half of the map, stopping at Megaton, Rivet City, Canterbury Commons, Arefu, Evergreen Mills, Paradise Falls, the Temple of the Union, and Agatha's House. If you stand at one of those regular stops and the merchant you want is not there, use the Wait feature (the "T" key) to jump ahead one-hour-at-a-time. This compels the next merchant in line to appear. They usually cycle through the caravan waypoints in the same order: Doc Hoff, Crazy Wolfgang, Crow and then Lucky Harith. For instance, if you are standing next to Doc Hoff and use the Wait feature, Crazy Wolfgang should appear next in that spot.

Death of a Caravan Merchant

Sometimes, despite your best efforts, a merchant can die in the wasteland. If you haven't seen one of the merchants for a while, ask Uncle Roe. He will say something like "I'm afraid the good Doctor hasn't reported in for quite a while". It is possible to load an old save, and then defend him against his current enemies, but this is only a temporary reprieve.

Caravan merchants and bodyguards have more health than standard NPCs. Pack Brahmin have more health than a regular Brahmin. If you are not on the same part of the map as the merchants, then they are in no danger. However, *if your avatar is near a caravan*, merchants will eventually die from encounters with wasteland enemies. *This is true regardless of whether you can see the caravan or not.* However, on a PC you can set the merchants and their party to un-killable using the console (~ tilde key). Then, when they get in a fight, caravan members can only be knocked unconscious. After they get up, they regain their full health. You may get a notice on your screen that this has happened. Note that IR devices disable the console, so temporarily unplug the USB cable for that device (or otherwise disable it).

Code to Keep your Caravans Alive

Type `setessential BaseID 1` for each of the three entities in each party. Do not forget the spaces! The "BaseID" part of the code is where you must substitute the alphanumeric for that NPC. The number "1" keeps them alive. Adjust it to 0 if you change your mind and want them to die.

Base ID's For Each Caravan

Crazy Wolfgang: `00063bfa`, **His Guard:** `00069c45`, **His Brahmin:** `00027de5`

Crow: `00063bf8`, **His Guard:** `00069c43`, **His Brahmin:** `00027deb`

Doc Hoff: `00063bf7`, **His Guard:** `00069c49`, **His Brahmin:** `00027ded`

Lucky Harith: `00063bf9`, **His Guard:** `00069c47`, **His Brahmin:** `00027de7`

Late in the game, you and the caravans will be facing tougher monsters. Caravan repair skills become more essential. If one of your caravan members dies and you want to resurrect them, do the following:

Code to Re-Spawn Dead Traders

1. First open your console (~) in an outdoor stop along their route, such as Canterbury.
2. Type in "prid, a space and the ReferenceID for the merchant and then hit enter.
3. Type in "enable" and then hit the Enter key.
4. Type in "resurrect" and then hit the Enter key.
5. Type in "moveto player" and then hit the Enter key.
6. Hit the tilde key again, to see that the character has appeared next to you.

You can also "prid" the caravan guard and the Brahmin, repeating steps 3-6.

Reference ID's For Each Caravan

Crazy Wolfgang: `63c07`, **His Guard:** `52bc2`, **His Brahmin:** `2d598`

Crow: `63c05`, **His Guard:** `52bc3`, **His Brahmin:** `2d599`

Doc Hoff: `63c06`, **His Guard:** `52bbf`, **His Brahmin:** `2d59a`

Lucky Harith: `63c08`, **His Guard:** `52bc1`, **His Brahmin:** `2d59b`

Sometimes, a resurrected guard may run off. To fix this, "prid" that caravan guard, and then type "moveto player" to force her back to you and then hope she will follow the caravan when it leaves for another part of the wasteland.

Sometimes, even though you have resurrected one of your caravans, Uncle Roe will not let you invest in it to get the higher Repair Skill. If this happens, drag the following mod file into the Data folder where the game is installed: "Merchants can always be invested in.esp", forcing Uncle Roe to let you invest. A place to get it: <https://www.nexusmods.com/fallout3/mods/2373>

Another way to prevent caravans from ever dying is the mod: "Essential Caravans.esp", which saves you from having to spend the time to set all 12 caravan individuals to essential. One place to find it is at: <https://www.nexusmods.com/fallout3/mods/22138>

After you place the mods, in the game Launcher, click on the "Data Files" button, which is the same place where your DLCs have their own checkboxes. Put a check in those mod files to activate them. As always, use mods at your own risk.

I have tested all of these settings with my Fallout 3 installation and they work fine.

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06.06.2019