

Warning - Major Spoilers Ahead

List compiled from data-mining Fallout 76, for reference purposes only. This list is intended for content creators to see what is currently in the game and what may be in future in order that content created by modders does not conflict with official content. The list has been compiled from a data-mine of all PC beta builds and the final installation.

NB: This is based on a thorough deep-dive and data-mine of the game files, and of course everything listed here is subject to change as Bethesda continues support for, and patches, the game. Excluded from this list are things that were clearly intended (and in some cases marked) only for testing and debugging purposes. Please keep those things in mind :)

Cut Content

Things that are in the game (mainly data entries but in most cases also include art and/or sound and other assets) but are not used, do not appear, are not obtainable and in most cases are specifically marked as 'CUT'. It is *possible* (although unlikely) that these may find their way back into the game in future, although their status suggests they were cut and will not. This list is by no means exhaustive since not all cut items will be clearly indicated as such.

- **Refreshing Beverage** - medicine item. Removes all rads and cures addictions, increases hunger.
- **Metabolux Syringe** - chem item. Reduces metabolic functions of fauna with a specific genotype to near death. Obtained from Vault 96 so possibly post-release rather than cut entirely as it seems to be a 'quest item' (see later).
- **Candy Cane** - weapon. Unique variant of the Walking Cane (this has been implemented as a skin for the Walking Cane in the Atom Shop instead).
- **Laser Musket** - weapon and all modifications. Same as its Fallout 4 counterpart.
- **Vault-Tec Fat Man** - weapon. Variant of the Fat Man (this has been implemented as a skin for the Fat Man in the Atom Shop instead).
- **Vault Tec Flamer** - weapon. Variant of the Flamer (this has been implemented as a skin for the Flamer in the Atom Shop instead).
- **Modern Pickaxe** - weapon, has modification to cause bleeding. Variant of the Pickaxe (this has been implemented as a skin for the Pickaxe in the Atom Shop instead).
- **Golden/Gilded Gun** - weapon, golden colored variant of the .44 (this has been implemented as a skin for the .44 in the Atom Shop instead).
- **Clothing** - Vault Jumpsuits (Fallout 4 style Vault 111 and Vault 118 Jumpsuits); Union Outfit (Civil War); Flapper Dress; Covert Sweater Vest (as per Fallout 4).
- **Recipes/Plans** - Recipe: Refreshing Beverage; Plan: Laser Musket Long NV Scope; Plan: Laser Musket Medium NV Scope; Plan: Laser Musket Short NV Scope; Plan: Bladed Paddle Ball; Plan: Electrified Paddle Ball; Plan: Weaponized Nuka-Cola Cherry Paddle Ball; Plan: Weaponized Nuka-Cola Paddle Ball; Plan: Weaponized Nuka-Cola Quantum Paddle Ball; Plan: Fire Paddle Ball; Plan: Spiked Paddle Ball; Plan: Laser Musket; Plan: Long Night Vision Scope (Enclave Plasma Gun); Plan: Medium Night Vision Scope (Enclave Plasma Gun); Plan: Short Night Vision Scope

(Enclave Plasma Gun); Plan: T-60 BOS Standard Paint; Plan: Union Outfit (civil war outfit).

- **Modifications** - 'anti-scorched' receivers for 10mm Pistol and Hunting Rifle (a variant of anti-scorched weapon modifications was implemented as a quest reward instead); Enclave Paint Job for X-01 Power Armor (was implemented as the 'Prototype' paint job instead).
- **Monsters** - Scorched Super Mutant, Scorched Super Mutant Behemoth, Super Mutant Ghoul, Gorilla.
- **NPCs** - (NB: these were voices only, there were never any true 'human' NPCs in the game, the game uses an NPC entry to assign a voice to a world entity such as a holotape) - BADTFL Agent Curtis Wilson (suggests a link to Fallout 4, he was investigating Huntersville Quarantine and stumbled upon the Super Mutants under FEV then discovered Wes-Tek involvement); Dorothy Orris, Paula Hamilton, Sophia Hollingsworth, Harland McClintock, Marcus Wellsby, Phillip Ross, Robert Mitchell, Ryan Ainsley, Ted Hollingsworth (these were all at The Whitespring but their purpose is unknown); Jesse (a 'romantic' Assaultron, see below).
- **Challenges** - a number of challenges have been cut, these mainly involved taking a number of photos at specified locations, discovering a number of locations, launching a number of nukes or taking a number of workshops. Variants of these challenges now exist instead, mainly in the form of 'daily' or 'weekly' versions.
- **Locations** - Vault 63 (see below); Vault 65 (see below); Vault 94 (see below); Vault 96 (see below); Vault 120 (see below); Huntersville Sewers (would have provided context to West Tek polluting the Huntersville water supply with FEV, the cell is complete but no terminals, holotapes or lore are present, this would have been entered via a ladder at the water tower); The Tomb (an interior located at Big Fred's BBQ Shack, accessed via an elevator and seems to be some sort of US Military installation related to the DIA from Fallout 4 although is highly incomplete, possibly an early iteration of the Enclave Bunker at the Whitespring).
- **Perks** - 4th and 5th 'ranks' for many of the perks have been cut so they are all limited to 3 ranks at most. In some cases, a 2nd and even 3rd rank has been cut. Presumably this was for game balancing, to avoid multiplayer 'power creep' and to keep the new perk card system working as intended in terms of how SPECIAL points are distributed. No perks have been cut completely.
- **Emotes** - Hands-On-Hips Pose; Kneeling Pose.
- **Hairstyles** - Nuclear Breezed; Blast Back.
- **Quests** - (NB: the term 'quest' is used here as per the games convention although events and other scripted encounters are classed as quests internally);-
 - **Home Brew** - create Muttberry Shine, Sunday Shine and Tater Shine whilst fending off waves of creatures. Seemed to be intended to take place at Sunday Brothers' Cabin, where there are a number of interactable 'stills' that have no use.
 - **Event: The Glowing Swamp** - triggered by a nuke at a specific location, kill a specified number of creatures of the 'Glowing' variety during a Radstorm.
 - **Event: Barnyard Brawl** - kill waves of farmyard creatures.
 - **Orienteering Fun Run** - run through a series of control points within a time limit. Triggered from a cut terminal ("*Welcome, Tomahawk Scout, to the*

exciting world of Orienteering. Earn your Orienteering Activity Badge by testing your navigation skills in a race for the fastest course completion time! Pick up a Control Card here, quickly find all active Control Points in the course and punch your card at each one. Come back each week for a new course, and a chance to earn a new badge! Disclaimer: Tomahawk Scouts of America is not responsible for loss of life and/or limb due to any dangers faced on the trail including, but not limited to: falling rocks, hunting mishap, bear attack, falling from great heights, mudslides, starvation, or hypothermia. In the event of emergency, please refer to your Tomahawk Scout Handbook. Do you wish to claim your Control Card and begin your course run?").

- **Feed the Habit** - was done for Rose The Raider and required you to perform some task(s) whilst having to remain permanently under the effect of a variety of certain chems.
- **Guided Meditation (alternate)** - seemed to be triggered by finding a recipe on a terminal that described mixing Aster and some other ingredients with varieties of Mentats, presumably would trigger a 'trippy' experience similar to drinking from Atom's Spring in Far Harbor. The terminal contained a voiced holotape ("*Pleasant greetings, friend. Thank you for your purchase of our take-home meditation session.*"). Recycled as an event.
- **Grafton Steel (alternate)** - required you to utilise an Ignition Core to re-ignite the Grafton Steel production to obtain Steel scrap whilst fending off waves of creatures. Recycled as an event.
- **Lockdown** - seemed to require you to initiate or end a 'lockdown' based on hacking a number of terminals within a time limit, triggered from Hayley Porter's holotape which also seems to be cut.
- **Suicide Run** - seemed to have you running from one location to another with timed mines and having to reach a location before they explode. Triggered by a holotape (Barnes' Last Note) which was also cut. May also be an alternate take on another cut event where a set of Raider Power Armor was rigged to explode when you entered it unless you defused it in time by continually running to a specific location.
- **Moe Digs Safety** - seemed to be a guided tour of sorts of a location infested with Radscorpions, the 'tour' was voiced by a cut NPC 'Moe The Mole'. Possibly an earlier iteration of the Uncanny Caverns, although Moe The Mole's outfit does remain in the game as the Tattered Mole Outfit.
- **Old Flames** - a quest that required you to re-activate and utilize the Air Purifiers in the Ash Heap by placing precursor materials in them within a given time limit.
- **Distress From Galleria** - was to take place at the Valley Galleria, took the form of a distress call on the Pip Boy Radio. The manager AI known as CINDY has built a set of mannequins to replace the former staff and you were asked to deal with the situation.
- **Respect The Dead** - the follow-up quest to Distress From Galleria, you were tasked with destroying the mannequins at Valley Galleria whilst avoiding an increasingly hostile CINDY.

- **Return To Normalcy** - the final quest in the Valley Galleria, with CINDY finally sated you now have to remove the rowdy customers (presumably Scorched or Ghouls) so she can concentrate on the Grand Reopening, eventually this opened her up as a vendor.
- **Mechanical Blues** - a random encounter in which a Robobrain wants to die but is unable to self-terminate. The Robobrain had been programmed to produce fiberglass but the process was excruciating. Fulfilling the Robobrain's wishes resulted in it dropping the usual loot plus Fibreglass Spools.
- **Mama Bear** - a random encounter with an (even) larger than usual Yao Guai and her cubs.
- **First Date** - a random encounter in which you find an Assaultron named 'Jesse' who takes a liking to you and requests you go on a date. This involved taking her to a picnic where you were attacked by Bloatflies, then on to a bar where you were attacked by some other creature.
- **Curse of the Cannibal** - triggered by finding a corpse, this required you to hunt down a particularly powerful Wendigo.

Post Release Content

Things that are entirely in the game (complete in terms of code, functionality and assets) but are not currently obtainable, not placed in the game world and in most cases are specifically marked as 'POST'. Note that 'post-release' *could* refer to future content added (i.e. enabled and placed into the game world) for free to supplement the game *or* could be added to the Atom Store in future.

- **Jump Serum** - chem item, grants the 'Jump' mutation, same as 'Marsupial'.
- **Croquet Mallet** - weapon, has a red variant, barbed and nailed modifications.
- **The Black Knight** - unique sten rifle.
- **SMART Frag Grenade** - weapon, as per the Fallout 4 Nuka-World DLC.
- **Nuka Cherry Grenade** - weapon, as per the Fallout 4 Nuka-World DLC (but was unobtainable).
- **Acid Soaker** - weapon, as per the Fallout 4 Nuka-World DLC.
- **Thirst Zapper** - weapon, as per the Fallout 4 Nuka-World DLC.
- **Paintball Guns** - weapon, variants are blue, glow, green, orange, red, white, yellow. These are Workshop items (not player weapons) that were cut from the Fallout 4 Contraptions Workshop DLC for performance reasons so may not appear here either although the engine changes may have made this possible.
- **Presidential Gauss Rifle** - unique Gauss Rifle variant.
- **Bear Trap** - weapon, throwable, has a variant that inflicts bleeding, as per Fallout 4 Far Harbor DLC.
- **Caltrop** - weapon, throwable, has a variant that inflicts poisoning, as per Fallout 4 Far Harbor DLC.
- **The Striker** - weapon, as per Fallout 4 Far Harbor DLC, may end up with a different name but utilises Modified Bowling Balls as ammo in the same way. Other data suggests the Fat Man itself will fire the Modified Bowling Balls.
- **Junk Jet** - weapon, as per Fallout 4.

- **Bottlecap Mine** - weapon, as per Fallout 4.
- **Compound Bow** - weapon, cut from Fallout 4 Far Harbor DLC, has 2-handed and left and right handed variants.
- **Lucky Rabbit's Foot** - weapon, provides a luck bonus, can't be used as a weapon but occupies the 'grenade' slot, as per the Fallout 4 Nuka-World DLC.
- **Nuka-Quantum X-01 Power Armor** - as per the Fallout 4 Nuka-World DLC.
- **Musical Instruments** - Cello, Flute, Harmonica, Trumpet, Violin.
- **Grease Monkey** - perk card, workshop items are 50% cheaper to repair.
- **Outlaw** - perk card, Ranks 1/2/3, your maximum Bounty timer is reduced by 20%/40%/60%.
- **Penetrator** - perk card, Ranks 1/2/3, V.A.T.S. can hit enemy body parts blocked by cover with reduced accuracy/Improved V.A.T.S. accuracy vs. enemy body parts blocked by cover/No V.A.T.S. accuracy penalty vs. enemy body parts blocked by cover.
- **Recipes/Modifications/Plans** - Plan: Vault 63 Jumpsuit; Plan: Vault 94 Jumpsuit; Recipe: Detoxing Salve (Ash Heap); Recipe: Detoxing Salve (Cranberry Bog); Recipe: Detoxing Salve (Forest); Recipe: Detoxing Salve (Mire); Recipe: Detoxing Salve (Savage Divide); Recipe: Detoxing Salve (Toxic Valley); Recipe: Steeped Black Bloodleaf Tea; Plan: Alien Blaster Short NV Scope; Plan: Excavator Headlamp; Plan: Hot Rod Shark Paint; Plan: Hot Rod Hot Pink Paint; Plan: Hot Rod Flames Paint; Plan: Raider Headlamp; Plan: Raider Headlamp Blue; Plan: Raider Headlamp Bright; Plan: Raider Headlamp Purple; Plan: Raider Headlamp Red Tactical; Plan: Raider Headlamp Vault Boy; Plan: T-45 Headlamp; Plan: T-45 Headlamp Blue; Plan: T-45 Headlamp Bright; Plan: T-45 Headlamp Purple; Plan: T-45 Headlamp Red Tactical; Plan: T-45 Headlamp Vault Boy; Plan: T-51b Headlamp; Plan: T-51b Headlamp Blue; Plan: T-51b Headlamp Bright; Plan: T-51b Headlamp Purple; Plan: T-51b Headlamp Red Tactical; Plan: T-51b Headlamp Vault Boy; Plan: T-51b Vim! Paint; Plan: T-60 Headlamp; Plan: T-60 Headlamp Blue; Plan: T-60 Headlamp Bright; Plan: T-60 Headlamp Purple; Plan: T-60 Headlamp Red Tactical; Plan: T-60 Headlamp Vault Boy; Plan: X-01 Rusty Knuckles; Plan: X-01 Ultracite Optimized Bracers; Plan: X-01 Tesla Bracers; Plan: X-01 Hydraulic Bracers; Plan: X-01 Headlamp; Plan: X-01 Headlamp Blue; Plan: X-01 Headlamp Bright; Plan: X-01 Headlamp Purple; Plan: X-01 Headlamp Red Tactical; Plan: X-01 Headlamp Vault Boy; Plan: X-01 Targeting HUD; Plan: X-01 Internal Database; Plan: X-01 Recon Sensors; Plan: X-01 Sensor Array; Plan: X-01 VATS Matrix Overlay; Plan: X-01 Kinetic Servos; Plan: X-01 Calibrated Shocks; Plan: X-01 Explosive Vent; Plan: X-01 Optimized Servos; Plan: X-01 Overdrive Servos; Plan: X-01 Military Paint; Plan: X-01 Core Assembly; Plan: X-01 Blood Cleanser; Plan: X-01 Emergency Protocols; Plan: X-01 Jet Pack; Plan: X-01 Kinetic Dynamo; Plan: X-01 Medic Pump; Plan: X-01 Stealth Boy; Plan: X-01 Motion-Assist Servos; Plan: X-01 Tesla Coils; Plan: Smart Frag Grenade; Plan: Nuka Cherry Grenade; Plan: Thrown Bleeding Bear Trap; Plan: Thrown Bear Trap; Plan: Alien Blaster.
- **Weapon Mods** - Baseball Bat Shocking Puncturing Rocket Mod; Shocking Heavy Sharp Rocket Sledgehammer Mod.
- **Power Armor Paint Jobs** - all Hot Rodder paints from Fallout 4; Abraxo (T-51), Sugar Bombs (T-51), Vim! (T-51); Presidential (T-60); Nuka-Quantum (X-01)

- **Workshop Schematics/Plans** - Plan: Firing Targets; Plan: Scavenging Station; Plan: Vendors; Schematic: Mounted Firefly; Schematic: Mounted Fox; Schematic: Mounted Honey Beast; Schematic: Mounted Mega Sloth; Schematic: Mounted Mothman; Schematic: Mounted Opossum; Schematic: Mounted Owlet; Schematic: Mounted Beaver; Schematic: Mounted Frog; Schematic: Mounted Squirrel; Schematic: Mounted Radtoad; Schematic: Mounted Scorchbeast; Schematic: Mounted Scorchbeast Queen; Schematic: Mounted Snallygaster; Schematic: Mounted Tick; Schematic: Mounted Wendigo; Plan: Mounted Bloatfly Head; Plan: Mounted Bloodbug; Plan: Mounted Brahmin Heads; Plan: Mounted Cat Head; Plan: Mounted Dog Head; Plan: Mounted Feral Ghouls Head; Plan: Mounted Glowing One Head; Plan: Mounted Hound Head; Plan: Mounted Mirelurk Claw; Plan: Mounted Mirelurk Hunter Head; Plan: Mounted Mirelurk King Head; Plan: Mounted Mirelurk Queen Claw; Plan: Mounted Molerat Head; Plan: Mounted Antlers; Plan: Deer Skulls; Plan: Mounted Raddog Head; Plan: Mounted Radroach; Plan: Mounted Radscorpion; Plan: Mounted Radstag Heads; Plan: Mounted Stingwing; Plan: Mounted Yao Guai Head.
- **Clothing** - Hunter's Pelt Outfit (as per Far Harbor); Presidential "Power" Suit (boosts Charisma); Vault Jumpsuits (63, 94 and 96); Vault Tec University Jumpsuit; Cage Armor (as per Fallout 4); Helmeted Cage Armor (as per Fallout 4); Spike Armor (as per Fallout 4); Helmeted Spike Armor (as per Fallout 4); Pristine Mole Outfit; Pristine Mole Head; The Captain's Hat (as per Far Harbor);
- **Workshop Items** - Mounted Minigun, weapon, cut from Fallout 4; Nuka-Cola Display Rack (as per Fallout 4 Nuka-World DLC but could not be built); too many to list but all items that were added to workshop mode in Fallout from Far Harbor, Wasteland Workshop, Contraptions Workshop and Vault-Tec workshop.
- **Robot Modifications** - all robot mods that were added to Fallout 4 by the Automatron and Nuka-World DLCs.
- **Weekly Challenges** - Kill Brahmin while wielding an Alien Blaster (a personal favorite!); Kill Enemies while using Boxing Gloves or Gauntlets; Kill Enemies while wielding a Sword; Kill Enemies with a Sword or Black Powder Weapon; Kill Legendary Enemies with Two-Handed Melee Weapons; Kill Legendary Enemies with Laser Weapons; Kill Liberators with the Commie Whacker (yay!); Kill Robots while wielding Laser, Plasma, or Energy Guns; Kill Super Mutants while wielding Two-Handed Melee Weapons.
- **Lifetime Challenges** - a long list of challenges to be achieved over your total playtime, some of these are 'Lifestyle' challenges aligned to a particular 'faction' such as the Brotherhood or Enclave.
- **Daily Challenges** - Event: Race for the Presidency; Event: Magnum Opus; Event: The Black Box; Event: A Mine of Her Own; Event: A Habitat for Beasts (see below).
- **NPCs** - Assaultron Liberator; Mr. Security; Mr. Security Guard; Mr. Security Officer; Scorched Super Mutant; Scorched Super Mutant Behemoth; Protectron Liberator; RoboBrain Liberator; Sentry Bot Liberator
- **Lunchbox** - when opened, plays a 'confetti' visual effect which also grants a perk giving 5% bonus damage (enemies may explode into a gory red paste) for 900 seconds. Provides a random effect to the player;-
 - Grants the Marsupial mutation (increases jump height)

- Hunger does not increase (can also apply to party if they are present when opened)
- Thirst does not increase (can also apply to party if they are present when opened)
- May also contain one random perk card (will only be Rank 1)

Atom Shop Content

Things that are coded into the game as with other items but are unobtainable and can only be purchased through the Atom Shop. Some may be available at launch, others are future updates.

- **Photo Mode Frames** - Americana, Be Vigilant! (Communists), Geiger Blossom, Iradiroot, Raydodendron, Rhododendron, Soot Flower, Wild Carrot, Flowers, Go Monsters! (Grafton Monster), Happy Holidays!, Happy New Year!, Home Sweet Home, I Survived (Vault 76), Montani Semper Liberi (Seal of West Virginia), Peechee, Picture This!, Rainbow & Hearts, Back To The Grind! (Slocum's Joe), Snow Globe, Spring Garden Festival, TGIF, The Tricentennial, Exploring Our World! (Vault Tec), Our Future Begins (Vault Tec), Vault Safety, Welcome Home!, Winter, Wish You Were Here!
- **Emotes** - Player vs. Player; Player vs. Players; Super Angry; Fuming Mad; C.A.M.P.; Confusion; Let's Cook!; This Way!; Lost?; Bye Now; Happy to See You!; Medic!; So Hungry; Let's Hunt!; Let's Party!; Love You; Come Get Me!; Let's Jam!; No Way; Repairs; Need Sleep; Agility; Charisma; Endurance; Intelligence; Luck; Perception; Strength; Let's Nuke!; Dying of Thirst!; Absolutely!
- **Stash Boxes** - Nuka-Cola; Rustic; Tech; Toybox; Vault-Tec.
- **Icons (Avatars)** - Tom Turkey; Molerat (yes they kept the typo from Fallout 4!); Bottle; Cappy; Brahmin; Better Than One; Mr. Fuzzy; Crocolossus; Faschnacht; Super Mutant; Weak Feral Ghoul; Jangles; Dogmeat; Mr. Handy; Fallout 4; Wavy Willard; Splish Splash; Wavy Waves; Radioactivity; Embrace; Ink of the World; Red Rocketship; Raiders; Cutthroat Crag; Responders; Free States; Bewitching; Elf Girl; Mrs. Claus; Pilgrim Girl; Skeleboy; Snowboy; Franken Boy; Vamp Boy; Mummy Dearest; Witch Way; Elf Boy; Mr. Claus; Pilgrim Boy; Green Boy; Rocket Girl; T-60; Stimpak; Cheers!; Pork and Beans; Sugar Bombs; Nuka-Cap; Giddyup Buttercup; Nuked!; Fat Stacks; Pip-Boy 3000 Mark IV; Suited Up; Big Red Button; Lunch; Gladiator; Master Slugger; Escape Artist; Night Eyes; Ordinance Express; Master Heavy Gunner; Natural Resistance; Bodyguards; Bear Arms; Barbarian; Expert Hacker; Chemist; Grease Monkey; Fireproof; Ghoul; Feral Ghoul; Dweller 01; Dweller 02; Dweller 03; Dweller 04; Dweller 05; Dweller 06; Dweller 07; Dweller 08; Dweller 09; Dweller 10; Dweller 11; Dweller 12; Zipped; Felt Better; Feelin' Fine; Angry; Party Time; Dead; Buzzed; Bubbles; Have a Day; Innocent; Red Hot; Lover Boy; Too Cool; Devilish; Lover Girl; Classy Girl; Combat Shotgun; Fat Man; 10mm; Gatling Gun; Laser Pistol; Plasma Pistol; Plasma Pistol; Mini Nuke; Laser Rifle; Alien Blaster
- **Face Paints** - Dark Harlequin; Diamond Eyes; Ears and Chin; Eye Black; Smudge; Full Diamond; Full Eye Black; Full Eyeline; Full-Eye Smudge; Gridiron; Head

Smudge; Lightning; Mouth Grille; Mouth Smudge; Mouth Stitching; No One; Throat Smudge; Throat Stitch; Tribal; Warband.

- **Hairstyles** - Curly Bun; Acid Rain; Beta Rays; Razorhawk; Spikehawk; Hornet's Nest (as per Fallout 4); Megaton (as per Fallout 4); Chemical Storm; Gamma Dream; Geiger Countered; Rad Rage; Warhawk; Tube.
- **Tattoos** - Bad Luck Horseshoe; Classic Eagle; Lucky Clover; Nautical Anchor; Radiation Skull (all as per Fallout 4).
- **Power Armor Paint Jobs** - Camo, Carbon ('Blackbird'), Hot Rod Redux ('Hotter Rod'), Patriot, Tricentennial, Vault Tec (2 variants), West Virginia, Santa.
- **Armor Paint Jobs/Skins** - Camouflage Combat Armor Paint; Patriot Combat Armor Paint; Vault-Tec Combat Armor Paint; Camouflage Leather Armor Paint; Vault-Tec Leather Armor Paint; Slicked Metal Armor Paint; Camouflage Metal Armor Paint; Pink Metal Armor Paint; Vault-Tec Metal Armor Paint;
- **Weapon Paint Jobs/Skins** - Croquet Mallet Skin (Sledgehammer); Candy Cane Skin (Walking Cane); Tricentennial Paint (10mm); .44 Gold Paint; Vault-Tec Fat Man Paint; Vault-Tec Flamer Paint; Tricentennial Paint (Hatchet); Camouflage Hunting Rifle Paint; Vault-Tec Hunting Rifle Paint; Tricentennial Paint (Laser Gun); Chrome Mini-Gun Paint; Modern Paint (Pick Axe); Tactical Paint (Pump-Action Shotgun).
- **War Rider Power Armor** - (variants are Black Rider, Pale Rider and Plague Rider), these seem to be dedicated Power Armor suits based on the T-51, not just skins or paint jobs.
- **Backpacks** - (variants are Standard, Framed and Vault), customizable backpack that increases carry weight - colors are Aqua, Blue, Green, Pink, Red, White, Yellow.
- **Clothing** - Daredevil Suit; American Patriot Suit; Worn American Patriot Suit; Amusement Park Worker Outfit Clean; Cait's Outfit (as per Fallout 4); Festive Elf Outfit; Clown Outfit (clean); Denim Suit; Medical Scrubs; Black Fisherman's Overalls; Green Fisherman's Overalls; Fishing Outfit; Patterned Fringed Dress; Leather Greaser Jacket; Halloween Costume Vampire; DB Tech Varsity Uniform (as per Fallout 4); VTU T-Shirt and Jeans; Camden Park Jumpsuit; Grafton Steel Jumpsuit; Ranger Jumpsuit; Red Rocket Jumpsuit; RobCo Jumpsuit; Spacesuit Jumpsuit; Clean Spacesuit Jumpsuit; Watoga Jumpsuit; Wavy Willard Jumpsuit; Lumberjack Outfit; Manta Man Outfit; Military Intel Officer Uniform (worn); Military Intel Officer Uniform (clean); Military Officer Uniform (worn); Military Officer Uniform (clean); Black Vest and Slacks (Triggerman, as per Fallout 4); Mr. Claus' Suit; Nuka-Girl Rocketsuit (as per Nuka-World); Bottle and Cappy Shirt & Jeans (as per Nuka-World); Bottle Shirt & Jeans (as per Nuka-World); Nuka-World Shirt & Jeans (as per Nuka World); Cappy Shirt & Jeans (as per Nuka-World); Nuka-World Geyser Shirt & Jeans (as per Nuka-World); Two-Piece Pajamas; Vault-Tec Pajamas; Jack O'Lantern Pant Suit; Camouflage Pant Suit; Jaguar Pant Suit; Pink Pant Suit; Plaid Pant Suit; Rhododendron Pant Suit; Tropical Summer Pant Suit; Vault-Tec Pant Suit; Festive Winter Pant Suit; Piper's Trench Coat (as per Fallout 4); Poodle Skirt; Postman Uniform (as per Fallout 4); Laundered Denim Dress (as per Fallout 4); Laundered Rose Dress (as per Fallout 4); Laundered Green Dress (as per Fallout 4); Laundered Blue Dress (as per Fallout 4); Laundered Cream Dress (as per Fallout 4); Laundered Pink Dress (as per Fallout 4); Blue and Tan Shirt and Slacks (as per Fallout 4); Checkered Shirt and Slacks (as per Fallout 4); Red And Khaki Shirt and Slacks;

White And Grey Shirt and Slacks; Laundered Loungewear (as per Fallout 4); Sweater Vest and Slacks (as per Fallout 4); RobCo T-shirt and Shorts; Sequin Dress (as per Fallout 4); Jack O'Lantern Short Suit; Camouflage Short Suit; Jaguar Short Suit; Pink Short Suit; Plaid Short Suit; Rhododendron Short Suit; Tropical Summer Short Suit; Vault-Tec Short Suit; Clean Skiing Outfit; Starlet Sniper Outfit; Clean Black Suit (as per Fallout 4); Clean Blue Suit (as per Fallout 4); Clean Grey Suit (as per Fallout 4); Clean Striped Suit (as per Fallout 4); Clean Tan Suit (as per Fallout 4); Summer Shorts (as per Fallout 4); Tour Guide Outfit; Grafton Track Suit; VTU Track Suit; Tuxedo (as per Fallout 4); GrognaK Costume (as per Fallout 4); Silver Shroud Costume (as per Fallout 4); Vault-Tec Bomber Jacket; Yellow Trench Coat (as per Fallout 4); Vault-Tec Lab Coat (as per Fallout 4); Cowhide Western Outfit (as per Nuka-World); Western Duster (as per Nuka-World); White and Black Tuxedo; White Tuxedo; Wildman Rags (Cito, as per Nuka-World).

- **Headwear** - 2076 American Glasses; American Patriot Hat; Worn American Patriot Hat; Bone Antler Headband; Felt Antler Headband; Jangles Bandana (as per Fallout 4); Stars and Stripes Bandana (as per Fallout 4); Black-Rim Sun Glasses (as per Fallout 4); Festive Elf Hat; Cloche Hat; Lobster Trap Helmet (as per Far Harbor); Clown Hat (clean); Coast Guard Hat (as per Fallout 4); Daredevil Helmet; Medical Smile Mask; Medical Scrubs Cap; Fez; Fishing Outfit Hat (as per Fallout 4); Clean Fishing Outfit Hat (as per Fallout 4); Flapper Headwrap; Yellow Flight Helmet (as per Fallout 4); Brown Flight Helmet (as per Fallout 4); Red Flight Helmet (as per Fallout 4); Sun Hat; Fruit Hat; Hunting Cap; Lifted Hunting Cap; Spacesuit Jumpsuit Helmet; Clean Spacesuit Jumpsuit Helmet; Leather Cap; Lumberjack Hat; Military Intel Officer Dress Hat (worn); Military Intel Officer Dress Hat (clean); Military Intel Officer Hat (worn); Military Intel Officer Hat (clean); Military Officer Dress Hat (worn); Military Officer Dress Hat (worn); Modern Bonnet; Monocle; Mr. Claus' Hat; Pillbox Hat; Piper's Press Cap (as per Fallout 4); Piper's Road Goggles (as per Fallout 4 where they were unused); Pirate Hat (as per Far Harbor); Hip Glasses; Postman Hat (as per Fallout 4); Starlet Sniper Hat; Straw Hat; 76 Trucker Hat; American Trucker Hat; Garrahan Trucker Hat; Mothman Trucker Hat; RobCo Trucker Hat; Tricentennial Trucker Hat; VTU Trucker Hat; WVa Trucker Hat; Formal Hat; Silver Fedora (as per Fallout 4); Patriotic Vault Boy Mask; Yellow Fedora (as per Fallout 4); Vault-Tec Security Helmet (as per Fallout 4); Vault-Tec Security Helmet Clean (as per Fallout 4); Cowboy Hat (as per Nuka-World);
- **Pip-Boy 2000 Skins** - Baby Blue And Chrome; Black; Enclave; Grey; Pink And Chrome (Corvega); Red Rocket; Sugar Bombs; Vault-Tec; VTU.
- **Workshop Items** - Four Poster Bed; Princess Castle Bed; Racecar Bed; Bottle & Cappy Sleeping Bag; Camden Park Sleeping Bag; Camouflage Sleeping Bag; Grafton High Sleeping Bag; Inspector Sleeping Bag; Jangles Sleeping Bag; Nuka Cola Sleeping Bag; Vault-Tec Overstuffed Chair; Vault-Tec Weapons Workbench; Vault-Tec Armor Workbench; Hot Rodder Power Armor Workstation; Water Purifier - Industrial; Water Purifier; Vault-Tec Water Purifier - Small; Clean Water Purifier - Small; a long list of workshop items new and specific to Fallout 76 made available (furniture, deco, structure pieces etc); Heavy Laser Turret Black; Heavy Laser Turret Camo; Laser Turret Black; Laser Turret Camo; Missile Turret Black; Missile Turret Camo; Shotgun Turret Black; Shotgun Turret Camo.

Speculation & Post Release Features

Based on the data-mine thus far and some deeper digging into scripting and other game files, I can confidently speculate the following:-

- **Empty World** - some criticisms of the game are based on the larger world map having areas being relatively empty of content - whilst this is true, it seems to me to be intentional given the amount of content flagged for post-release. In my opinion, 'drip-feeding' content and thus gradually filling the map over time in such a way is a much more compelling way to both support a game of this type and sustain longer term player interest whilst avoiding player fatigue/content exhaustion in a similar way that third-party mods have always done. Bethesda have already confirmed a long-term post-release support commitment, and my findings support that assertion *if the list here comes to fruition* - as Bethesda have also confirmed, this post-release content is included in the initial purchase price, it's not DLC. It's inclusion 'in advance' here seems to be a workaround to the 'hard drive bloat' problem that occurred with the Creation Club (see below as the Vaults are an example of this).
- **Atom Shop** - some criticisms of the game are based on the presence of microtransactions in the form of the Atom Shop. Whilst I am no fan of these, my findings support that they are optional and Bethesda is being upfront and honest when they say that they are cosmetic - they all are. As a long-time modder, I'm no fan of player monetisation and I could take issue with some of the future items being ported from Fallout 4 but the implementation here is not intrusive and is totally optional. Bethesda clearly seeks to monetise this game but to be fair, and as they have said, 'they are on the right side of the fence'.
- **Cut Content** - compared to previous iterations (Fallout 3, Fallout 4 and its DLCs) there is a surprisingly small amount of content (so far) that could be genuinely classed as 'cut'. Indeed, it is clear that some content that was incomplete or 'cut' from Fallout 4 has made its way into this iteration, such as the Compound Bow and some others. Bethesda has been more resourceful this time round and left very little to waste, utilizing as much as they can from the previous iteration and its DLCs either at launch or in planned future content. A lot of things marked 'cut' have been re-used or recycled in different forms, such as some quests being reworked into 'events' or some items being reintroduced via the Atom Shop.
- **Post Release #1** - some kind of 'taxidermy' event(s) or (series of) quests seem to be pending post-release, which would presumably be the source of the plan for the Hunter's Pelt Outfit and the Schematics for mounted creature workshop items as well as providing an introduction for the Compound Bow, a similar mechanic to how 'hunting' side-quests have functioned in other games such as Far Cry 5 and Red Dead Redemption 2. A suitable start point for this would be at the Whitespring through the weapons vendor Friedrich who talks about hunting (the terminal here describes various hunting events) but you can't yet participate.
- **Post Release #2** - there is content clearly indicated that includes every robot modification added to Fallout 4 and by its DLCs (notably Automatron and Nuka World) although there is nothing solid to indicate that there will be robot companions

so the intended future purpose of robot modifications is currently not known, although the likely implementation could be via the robotics wing of the Enclave bunker.

- **Post Release #3** - there are indications of some kind of 'Alien' themed event or quest which would presumably be the source of the Plan: Alien Blaster Gun and the trigger for the challenge 'Kill Brahmin while wielding an Alien Blaster'. The game has data entries for Alien, Alien Captain, Alien Lieutenant and Alien Star Admiral which are increasingly difficult variants, these have the Zetan model and sound assets from Fallout 4.
- **Post Release #4** - there are indications of assigning yourself the rank of 'President' through the Enclave and thus access to the Executive Suite (you don't actually become the President, this is titular only). This seems to be achieved by manipulation of the various voting terminals at designated polling stations in the game and ultimately allows access to the suite along with the Presidential Suit, Presidential Gauss Rifle and Presidential Paint for the T-60 Power Armor. This is triggered by an event, 'Event: Race for the Presidency' where MODUS will inform all Enclave members *'Attention all members. The time has come for the fittest among you to claim the mantle of Commander-in-Chief. Hmm. It seems AVA, Appalachia's very own automated voting system, has decided it's time for another round of... full-contact democracy.'* This is a multi-stage quest, first comes 'Rhetorical Combat' where you state (choose) your policy - *'Greetings, candidate! And thank you for registering for this trial of the Automated Voting System of Appalachia.'* You must then ensure you 'control' the voting at Summersville, Grafton, Berkley Springs, Helvetia, Harpers Ferry, Lewisburg and Watoga. The player controlling most votes at these stations receives an 'endorsement' which can be collected from you like junk if you die. Once all ballots are finalised, the player with most endorsements becomes 'president' which allows them to access the dispenser for Presidential Seals *'By activating this dispenser, you do solemnly swear that you will faithfully execute the Office of ... PRESIDENT. OF. THE. UNITED. STATES...'*. Presidential Seals are used in exchange for unique items in the Executive Suite at the Enclave bunker.
- **Post Release #5** - data marked for post-release includes references to a new event - if a player is killed by a monster, that monster is turned into a 'legendary' variant and becomes known as a 'Nemesis'. The mechanic seems similar in nature to a player having a bounty placed on them from non-consensual PvP except in this case the 'bounty' would apply to the monster.
- **Post Release #6** - Vault 63 could be added (located in the Ash Heap region) at some point which will presumably be the source of the plan for the Vault 63 Jumpsuit. Vault 63 is in the game files as a fully complete area along with its terminals (Access, Maintenance, Reactor Control, Security) populated with info, and is configured to be filled with Ghouls. There is also a Certification Terminal providing certification as Firefighter, Military or Engineer. Depending on your certification, one or more of three quests will then take place in Vault 63 based on the chosen specialism(s) - choosing 'Engineer' will result in getting the 'Reactor Meltdown' quest; choosing 'Firefighter' will result in getting the 'Fire Outbreak' quest; choosing 'Military' will result in getting the 'Riot' quest.
- **Post Release #7** - Vault 94 could be added (located in the Mire region) at some point in the future which will presumably be the source of the plan for the Vault 94

Jumpsuit. This Vault has a GECK and was used as a greenhouse but has failed and is infested with bugs. Vault 94 was not assigned a Vault-Tec Overseer. Instead, this Vault was governed by a Community Council system. All Vault residents were encouraged to attend and participate in Community Council sessions. In the event that consensus on a proposal was not achieved, a terminal was used to conduct a community vote. Vault 94 has 4 quests requiring you to enable 'Flood Control', prevent the resultant Reactor 'Meltdown', 'Exterminate' the bugs, and 'Escape'. Raiders had previously attempted to gain entry to the Vault (their voices are named as Bill, Red, Lucas, Cole and Tyrone Hayes). The corpses of Vault dwellers from Vault 94 can already be found at certain locations in the game, so it's clear that any surviving Vault dwellers ventured out and were killed.

- **Post Release #8** - Vault 96 could be added (located in the Savage Divide region) at some point in the future. The vault is flooded and its 6 occupants made a 'last stand' against Mirelurks (creatures unlike any they'd ever seen) - so they weren't able to re-enter the main vault. Vault 96 had a core mission to force nature back into equilibrium after a catastrophic event, based around 2 key components - countless frozen embryos ready to be artificially gestated to full maturity, and automated keeper robots to protect them when they leave the vault. The Vault seems to be the source of the strange fauna as they became contaminated from outside.
- **Post Release #9** - the foundations are in place for investigation of a series of things that originate from the terminal of BADTFL agent Curtis Wilson at the Investigators Cabin, this is underlined by his message on that terminal that says '*continue my investigations elsewhere when the time is right. The contents of my findings will remain inaccessible until then.*' One of these strands entails getting into Sugar Grove through the secure rear entrance and investigating the source of the 'strange signal'. This ultimately leads to access to another bunker at Black Mountain Ordnance where a terminal allows deprogramming of Sugar Grove's records and files.
- **Post Release 10** - an event called 'Event: A Mine of Her Own' sees you entering an abandoned mine and looting the place for a Robobrain named Libby O'Brien by using Auto-Miners (Alan, Benny and Carlos). Works very similarly to 'Event: Lode Baring' with the difference that you need to defend Libby while she repairs the ventilation system at 3 panels allowing you to progress deeper into the mine. Mole Miners and Liberators will attack you during the event.
- **Post Release 11** - an event called 'Magnum Opus' sees you collecting junk for a Robobrain named Vincent May-Lilly who has been trying to create a piece of art. Seems to be a race as he has other people (players) also out collecting specific items for his art piece.
- Note: all Vaults require specific individual access cards (Resident ID Cards) to enter which are classed as perk cards in a similar way to nuclear key codes. These cards are currently not placed in the game world. Vault 94 requires a password-based holotape to enter which is not currently placed in the game world.
- There is (technically) one human NPC in the game - the Mysterious Stranger/Saviour is human :)
- Holotape games are all in - Atomic Command, Automatron, GrognaK & The Ruby Ruins, Nuka Tapper, Pipfall, Red Menace, Wastelad, Zeta Invaders (but unfortunately not Jangles' Big Day which was cut from Fallout 4).

- Vault 65 may be added at some point in the future. Its location is unknown, although it exists in the game files as a complete interior cell. Nothing else can currently be established about it other than it seems to be incomplete so it may be cut completely as it seems to be an earlier iteration of Vault 63, so presumably the number of this Vault changed during development although a Vault 65 door and 'welcome' textures are still in the files (textures\interiors\vault\vltsignwelcome_65_d.dds).
- It is unknown (and thus wildly speculative) if Vault 120 will ever make it into the game, and I highly doubt it will. It exists here and spans numerous interior cells but is highly incomplete. For those who know, this was the Vault originally intended to be in Fallout 4 for the cut '20 Leagues Under The Sea' quest, and would have been accessed via the Yangtze submarine (the Yangtze can be seen in here crashed into the underwater cave by the Vault entrance, some parts of the Vault are flooded and others totally submerged underwater). The entire thing is more than likely a leftover from the point in time at which the Fallout 76 development split from the Fallout 4 branch and was clearly abandoned. For reasons of curiosity, I recreated the Vault 120 interior cell in the Fallout 4 Creation Kit to see what it looked like;-









FO76Edit 3.3.0e BETA

FormID Editor ID Name

Sub-Block 4		
Sub-Block 5		
Sub-Block 6		
Sub-Block 7		
Sub-Block 8		
PackInPACKToxicClutterTrashLg01StorageCell		
UnusedVault120COPV0000	Vault 120	
SlabTestCell		Quick Test Cell
0000E415		
00013299		
PackInPACKToxicCreepMed02StorageCell		
PackInLvIBloodbugAmbushWallPackInStorageCell		
Vault63		Vault 63
COPY0341		
0020F061		
TestPurkey01		Quick Test Cell
00256FF1		
002BA439		
0030C711		
FreeStatesBunker07		Ransacked Bunker
76TrailerInterior		Quick Test Cell
003C6D7D		
0051857D		
PackInMSiloOperationsConsoleCorner02StorageCell		
00518D59		
005275B9		
0052ACCD		
TESTALYSSA		Quick Test Cell
Sub-Block 9		
PackInPACKToxicBasinSm02StorageCell		
TestPurkey02		Quick Test Cell
PackInPACKMtnTopPines02StorageCell		
PackInPACKCranBogShrubGroupMed01StorageCell		
PackInLvIRadRoachSandboxWithRespawnPackInStorageCell		
COPY0087		

Filter by filename:

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Errors were found in: COPY0087 [CELL:00167D07]
Contained subrecords: EDID DATA VISI XCCL LTMP XCLW XILS RDES

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