



First step is to find the Kevlar Body Glove. This can be found in a locked cabinet inside an ownerless home to the east of the saloon and merchant in Goods Springs. You will need a lock pick skill of 25 to get the cabinet open.



The Recipe for this mod can be found if you click on a workbench and look under Misc. Also as you pickup each of the unique items you need, you will receive a message with a reminder. The recipe requires a repair skill of 25.



Once you pick up the armor you will get a list of the things necessary to upgrade the armor to the next stage. Only unique item that you will need for the next stage is the Welding Gun which is located inside the Good Springs Service Station.





To complete the armor to stage two you will need the welding gun, any hammer you can find and a set of Metal Armor. As it difficult to determine when you will be able to find a set of metal armor, I have provided a set locked (25) inside a locker at Jean Sky Diving.



Once you have all the parts, find a work bench and begin cutting and welding.



In order to progress to the final stage of the armor, you will need a Nevada Highway Patrol SWAT uniform. You can find one in a locked (25) filling cabinet in the Nevada Highway Patrol Station.





By now I am sure that you have found several pieces of scrap metal and have probably killed a Gecko or two. This is all the extra stuff you will need to finish the armor. The Gecko hide does not need to be processed at a camp fire. Find a work bench and begin cutting straps and making fasteners.



You should now be ready to go kick some butt. Enjoy!

Stats:

Wolfeco Armor = WG 8lb, DT10, Dam. Res. +1, LCK+1, AGL+3, Light

Wolfeco Armor, Reinforced = WG 18, DT 16, Dam. Res. +3, LCK +1, AGL+2, Medium

Wolfeco Armor, Hardened = WG 25, DT 20, Dam. Res. +5, LCK +1, AGL +1, Medium