

## Index:

- 1) [Companions](#)
- 2) [Arroyo](#)
- 3) [Klamath](#)
- 4) [The Den](#)
- 5) [Umbra tribe](#)
- 6) [Modoc](#)
- 7) [Vault City](#)
- 8) [Gecko](#)
- 9) [Abbey](#)
- 10) [Redding](#)
- 11) [Broken Hills](#)
- 12) [New Reno](#)
- 13) [NCR](#)
- 14) [Vault 13 & 15](#)
- 15) [Navarro](#)
- 16) [San Francisco](#)
- 17) [Enclave Oil Rig](#)
- 18) [Other](#)

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**Companions**

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**Vic**



**Wiki Article:** <https://fallout.fandom.com/wiki/Vic>

**Bio:** A crafty trader and repairman, Vic is a friendly but slightly naive individual who's currently being held captive by slavers. He has the habit of calling everyone "Boss".

**Voice Suggestion:** Any

**Status:** **Auditioning**

**Quotes:**

"Okay, Boss!"

"Metzger's still quite upset with me, even though we fixed his darn radio. He's threatening to sell me off! I'll do anything you ask if you can get me out of this mess."

"Sure, I'll join up with you! This old fart has one big adventure left in him."

"Boss, I'm really messed up. You got to get Lenny to check me out."

**Lenny**





**Wiki Article:** [https://fallout.fandom.com/wiki/Lenny\\_\(Gecko\)](https://fallout.fandom.com/wiki/Lenny_(Gecko))

**Bio:** The shy but kind doctor of Gecko, Lenny is a ghoul hoping to join the Chosen One in his adventures. Where he lacks in combat skills he makes up with his big heart.

**Voice Suggestion:** Meek with a slight stutter

**Status:** **Taken**

**Quotes:**

“Hello there, my name’s Lenny. H’how can I h’help you?”

“Y’you c’could say that. I’d trade in all those years to b’be a n’normal person again.”

“You d’didn’t have enough m’money... b’but I helped y’you out anyway. J’jist c’cant stand to see p’people in p’pain.”

“I’ve g’gotten pretty g’good at looking out f’fer myself o’er the years.”

**Goris**



**Wiki Article:** <https://fallout.fandom.com/wiki/Goris>

**Bio:** Goris is a scholarly Albinoid Deathclaw, he and his tribe are a rare species who have equal intelligence to humans. He loves reading and trading stories.

**Voice Suggestion:** Bassy/Gravelly

**Status:** **Auditioning**

**Quotes:**

“Yes, I've had some adventures. Say, if you wouldn't mind answering some questions for me, I could tell you some of my adventures in return.”

“It seems this Enclave needed an army and they chose deathclaws because of their ferocity, physical prowess, and... well, you get the picture.”

“Uh huh. Well, your IQ may be smaller than your shoe size, but you obviously have something going for you to have survived in the world this long...”

“Sometimes we're forced into doing distasteful things by situations outside of our control.”

**Robodog**



**Wiki Article:** <https://fallout.fandom.com/wiki/Robodog>

**Bio:** A poorly made half dog/half machine, Robodog is a simple minded but loyal companion to the Chosen One.

**Voice Suggestion:** Hyperactive and glitchy, possibly with a robotic filter

**Status:** **Taken**

**Quotes:**

“Arf! <click> Woof!”

“<sprzzzt> Meow...error.”

“<whirrr> Not bird, nor plane, nor even frog, just lil' old me - Robodog!<click>”

“Rooby-Doo!”

**Dogmeat**



**Wiki Article:** [https://fallout.fandom.com/wiki/Dogmeat\\_\(Fallout\)](https://fallout.fandom.com/wiki/Dogmeat_(Fallout))

**Bio:** A fan favourite who needs little introduction, Dogmeat is the eternally loyal companion to The Chosen One and his ancestor.

**Voice Suggestion:** Good quality barking!

**Status:** **Auditioning**

**Quotes:**

“Awooooooooooooo!”

“Grrrrrr!”

“Woof!”

**Miria**



**Wiki Article:** <https://fallout.fandom.com/wiki/Miria>

**Bio:** A flirtatious gossipmonger, Miria is the daughter of a slaughterhouse owner in Modoc and sister to Davin. Cheerful but naive she may end up being a “permanent companion” to the Chosen One, wherever he/she wants it or not.

**Voice Suggestion:** Any, possibly with a “southern drawl”

**Status:** **Taken**

**Quotes:**

“Why, hello there, stranger. I'm Miria.”

“I am so pleased you came back. What can I DO for you now?”

“What'll we do now, sugar bottom?”

“Let me tell you, I am very picky about the people I sleep with. Why, I have only slept with 10 or 20 people this month!”

**Davin**



**Wiki Article:** <https://fallout.fandom.com/wiki/Davin>

**Bio:** Handsome but dumb, Davin is the outgoing brother of Miria. He also may turn out to be a companion/burden to the Chosen One.

**Voice Suggestion:** Any

**Status:** **Auditioning**

**Quotes:**

“It’s a lie. I only go out to the barn at night to a... make sure everything is locked up.”

“Wow, I never thought such a beautiful woman would try to seduce me. What! You’re not a woman!”

“Dad runs the slaughterhouse. He’s OK as far as fathers go.”

“Hmpf! Miria isn’t that good in bed.”

## Kitsune



**Wiki Article:** [Restoration Project Exclusive](#)

**Bio:** As dangerous as she is beautiful, Kitsune was a Chinese spy during Pre-War times. She may have more secrets to hide. The Chosen One awakes her after she was cryogenically frozen in a Pre-War research facility.

**Voice Suggestion:** Any

**Status:** **Auditioning**

**Quotes:**

“Is it over? The War...Who won?”

“What do you do when you've been hibernating for over a century? Even bears don't sleep that long.”

“Maybe... maybe I will take my chances with you.”

“Rustic. I like it.”

## Dex



**Wiki Article:** [Restoration Project Exclusive](#)

**Bio:** A sociopathic killer, Dex is a well groomed criminal and womaniser who was experimented on and cryogenically frozen during Pre-War times. If the Chosen One (foolishly) awakens him, they'll be awarded with a capable but unstable companion.

**Voice Suggestion:** Elegant but high-strung

**Status:** **Taken**

**Quotes:**

“\*Smiling\* You don't know who I am, do you?”

“I don't think I've seen you around, doll, and I doubt I'd forget a face like yours. Name's Dex, but I'm sure you know that.”

“You think you can intimidate ME? Do you have the first FUCKING CLUE who you're talking to?”

“I really need to cut something soon...”

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**Arroyo**

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**Kaga**



**Wiki Article:** [Restoration Project Exclusive](#)

**Bio:** Once one of Arroyo's greatest warriors, Kaga's soul was corrupted by outside influences turning him into a wicked man. He was banished by the tribe and now seeks



revenge by attacking the Chosen One any chance he gets as he believes the title should be his. He likes talking in the third person.

**Voice Suggestion:** Angry/Spiteful

**Status:** Auditioning

**Quotes:**

“So, they cast out Kaga, then deem YOU the Chosen One? Ha!”

“You think you are better than I, Kaga the Great?!”

“Kaga won't even bother speaking with you further. Prepare to die at the hands of Kaga!”

## Morlis



**Wiki Article:** <https://fallout.fandom.com/wiki/Morlis>

**Bio:** Old and bitter, Morlis is The Chosen One's aunt who never had much affection for them.

**Voice Suggestion:** Spiteful

**Status:** Auditioning

**Quotes:**

“Why do you bother me, nephew? Can't you see I'm busy?”

“He said what? Out with it, child!”

“Well, here you are again. Have you once again failed to complete your quest?”

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## Klamath

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### Ardin Buckner



**Wiki Article:** [https://fallout.fandom.com/wiki/Ardin\\_Buckner](https://fallout.fandom.com/wiki/Ardin_Buckner)

**Bio:** A popular figure in Klamath, Ardin is the tired but fit owner of the town's local store and motel. She's usually friendly and outgoing but recent events have taken a toll on her.

**Voice Suggestion:** Any

**Status:** **Auditioning**

**Quotes:**

“You better not be planning any mischief here. What do you want?”

“I shouldn't have let him go. He's two weeks later getting back than he said he'd be and I'm worried.”

“Thank you for promising to look for my boy. I sure hope you can find him. I'm so worried about him. Hurry, please.”

## Maida Buckner



**Wiki Article:** [https://fallout.fandom.com/wiki/Maida\\_Buckner](https://fallout.fandom.com/wiki/Maida_Buckner)

**Bio:** Maida is the young and brash daughter of Ardin Buckner, she's cold and condescending always ready to chastise someone she doesn't deem hard working.

**Voice Suggestion:** Brash, easily irritated

**Status:** **Auditioning**

**Quotes:**

"Tribals, humph! (mutter, mutter) ...shiftless, worthless, lazy..."

"Questions, huh? Well get on with it, then. Talking to you doesn't get my work any closer to being finished."

"The only way I know to create a Garden of Eden is through plain old hard work."

## Torr Buckner



**Wiki Article:** [https://fallout.fandom.com/wiki/Torr\\_Buckner](https://fallout.fandom.com/wiki/Torr_Buckner)

**Bio:** Torr is Ardin's son and Klamath's very own village idiot. He's an imposing man albeit quite "slow", he has a kind heart and he'll do anything to protect his "moo-moos". If the Chosen One shares a similar intellect, their conversations will be quite "different".

**Voice Suggestion:** "Dumb" sounding/easily excitable, during some events he speaks like an intellectual

**Status:** **Taken**

**Quotes:**

**-When spoken to normally:**

"Bugmen take moo-moos at night. Torr scared! Help Torr?"

"Torr thank. Bugmen bad, no let bugmen eat moo-moos!"

"Torr good. No hurt Torr..."

**-When spoken to by a "dumb" player:**

"Gick Vic (So you want a GECK, huh? Weren't those originally issued to vaults? I don't know where you'd find one, but if anyone does it would be Vic, the trader.)"

"Tragu? Oo Kramat? (A trader here in Klamath? Why yes, Vic trades in antiquities for the most part.)"

"Torr help! (Please help me. There's some sort of creature preventing me from escaping from this place.)"

**Sally Dunton**



**Wiki Article:** [https://fallout.fandom.com/wiki/Sally\\_Dunton](https://fallout.fandom.com/wiki/Sally_Dunton)

**Bio:** “Big Nose” Sally Dunton runs Klamath’s bath house (and brothel), she's a shrewd woman who always puts business first.

**Voice Suggestion:** Any/Mature

**Status:** **Auditioning**

**Quotes:**

“My name's Sally Dunton, but mostly they call me Big Nose Sally. I'm the owner of this here bathhouse. We have a whole hassleful of special, attended baths for you to pick from.”

“Well, that's a right nice try for an idjit. But I ain't having none of your kind in here. Now, git out. Shoo, shoo.”

“You could use a bit of real scrubbing; don't you tribals know about soap? Oh well, that'll cost you \$70.”

**Chuck Dunton**



**Wiki Article:** [https://fallout.fandom.com/wiki/Chuck\\_Dunton](https://fallout.fandom.com/wiki/Chuck_Dunton)

**Bio:** Tall and heavily muscled, Chuck is identical to his brother Buck, to the point of using exactly the same phrases and mannerisms. They are Klamath's resident bullies who spend their days causing trouble and drinking in the local pub.

**Voice Suggestion:** Gruff

**Status:** **Auditioning**

**Quotes:**

"You just better push off, or my brother and I are going to pound your little head into jam."

"You worthless sack of gecko shit! Just what the hell are doing in our sight again?"

"OK - here's the \$50 and a little something extra for you, as well. A few sticks of Dunton's Drymeat."

## Jenny



**Wiki Article:** [https://fallout.fandom.com/wiki/Jenny\\_\(Fallout\\_2\)](https://fallout.fandom.com/wiki/Jenny_(Fallout_2))

**Bio:** Jenny is the sultry but tired bathhouse worker in Klamath. Despite her busy schedule she always has time for a chat.

**Voice Suggestion:** Any

**Status:** **Auditioning**

**Quotes:**

“Gee, mister, that was pretty quick. You must be pretty new at this sort of thing.”

“He always had extra money to blow, at least when he worked he did. See, he specialised in really old stuff. You know, technical thingies”

“The Den is a hive of scum and villainy southeast of here. I guess about a week or so?”

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## The Den

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### Metzger



**Wiki Article:** <https://fallout.fandom.com/wiki/Metzger>

**Bio:** Ruthless and borderline psychotic, Metzger is the feared leader of the Slaver's Guild chapter in The Den. If they are so inclined, The Chosen can work for him.

**Voice Suggestion:** Intimidating

**Status:** Auditioning

**Quotes:**

"What the fuck do you want? This is the Slaver's Guild not some safe house for you fucking jet heads."

"\*Mockingly\* So, our delicate little flower girl returns, you changed your mind then?"

"You here to work for a fucking change?"

"You just going to stand there or are you going to say something?"

## Lara



**Wiki Article:** [https://fallout.fandom.com/wiki/Lara\\_\(Fallout\\_2\)](https://fallout.fandom.com/wiki/Lara_(Fallout_2))

**Bio:** Leader of a small gang and subordinate to Metzger, Lara is cunning and calculative. She's a rival to Tyler, another local gang leader. The Chosen can turn the tides in her favour.

**Voice Suggestion:** Any

**Status:** Auditioning



**Quotes:**

“The name's Lara; I run this gang. You better not be here to cause trouble or you're in for a world of hurt.”

“If you didn't come to The Den for a specific reason you should probably leave. It's not very safe around here.”

“Coward!”

**Don**



**Wiki Article:** [Restoration Project Exclusive](#)

**Bio:** Don is a ruthless slaver, subordinate to Metzger and leader of the Slaver's Camp south west of The Den.

**Voice Suggestion:** Burly/Intimidating

**Status:** **Auditioning**

**Quotes:**

“Hey, what the fuck!? Who the hell are you?”

“Join us? This aint a fuckin recruiting center. If you want to join the slavers go to the Den and speak with Metzger.”

“Yeah right. You're full of shit and you're wasting my time. For that, you die. [Signals to his men.] Let's waste this loser.”

## Rebecca Dyer



**Wiki Article:** [https://fallout.fandom.com/wiki/Rebecca\\_Dyer](https://fallout.fandom.com/wiki/Rebecca_Dyer)

**Bio:** Easy on the eyes, Rebecca is the owner of “Becky’s”, the local bar and casino. Despite being a ruthless businesswoman, she’s one of the few upstanding citizens of The Den.

**Voice Suggestion:** Any

**Status:** **Auditioning**

**Quotes:**

“Hey! You want a drink or did you just come back to say hi?”

“Well, since you're such a good customer, I'll let you in on a little secret. “

“Whiskey is my specialty. It's almost a tradition in the Dyer family. I charge the low, low price of only \$5”

## Frankie



**Wiki Article:** [https://fallout.fandom.com/wiki/Frankie\\_\(Fallout\\_2\)](https://fallout.fandom.com/wiki/Frankie_(Fallout_2))

**Bio:** Frankie is the short-tempered owner of “The Hole”, a bar on the eastern side of The Den. He has a heated rivalry with Rebecca Dyer and her establishment, although it’s more one sided than he thinks.

**Voice Suggestion:** Any

**Status:** **Auditioning**

**Quotes:**

“I’m Frankie and yer standing in ‘The Hole.’ Best damn bar for a hundred miles!”

“I don’t want people like you in my place. Get out!”

“Go talk to Sheila. Hey, Sheila, you got a customer!”

**Sheila**



**Wiki Article:** [https://fallout.fandom.com/wiki/Sheila\\_\(Fallout\\_2\)](https://fallout.fandom.com/wiki/Sheila_(Fallout_2))

**Bio:** Bored and disinterested, Sheila is a sell body working at “The Hole”. She has little patience for small talk.

**Voice Suggestion:** Any/Bored

**Status:** **Auditioning**

**Quotes:**

“Whatever...”

“I don't get paid enough for this.”

“Hey, it'll cost more if you've got an audience with ya.”

**Flick**



**Wiki Article:** <https://fallout.fandom.com/wiki/Flick>

**Bio:** A shady character with an Italian accent, Flick fancies himself a philanthropist, helping the impoverished children of the Den by putting them to work as pickpocketers in return for some shelter and food.

**Voice Suggestion:** Italian accent/Italian-American way of speaking

**Status:** **Auditioning**

**Quotes:**

“I'm a fuckin' provider, waddya think? I'm like a good Samurai-itan guy”

“What you talkin' about? You think I'm a fucking stupid pirla? Some dumb filio di puttana? You think I'm some kinda clown? Am I here to amuse you, is that it?”

“I provide fer them little paisanos. Pai-san-o, you know, the kids. My kids.”

**Tubby**



**Wiki Article:** <https://fallout.fandom.com/wiki/Tubby>

**Bio:** Tubby is the sleazy owner of “Tubby’s”, a weapon and chem shop in The Den.

**Voice Suggestion:** Any

**Status:** **Auditioning**

**Quotes:**

“Hello, sir, and welcome to Tubby’s. I am the proprietor. May I help you?”

“Only the strongest, fastest or smartest will survive here. I’m sure you will find your niche.”

“Oh my. I can tell we will have a communication problem. Please nod if you would like to trade any goods.”

## **Anna Winslow**



**Wiki Article:** [https://fallout.fandom.com/wiki/Anna\\_Winslow](https://fallout.fandom.com/wiki/Anna_Winslow)

**Bio:** Late at night in an old ruined building, The Chosen One can find Anna Winslow, a wandering spirit. Her speech is incoherent but she seems concerned about a certain "locket".

**Voice Suggestion:** Ghostly/Distant

**Status:** **Auditioning**

**Quotes:**

"Oh, the pain! It burns so!"

"Where is it? I cannot find it! I am lost! Oh...."

"It's so bright..."

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## Umbra Tribe

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### Chieftain



**Wiki Link:** [Restoration Project Exclusive](#)

**Bio:** A man of few words, the chieftain of Umbra Tribe (Sulik's clan) will do what is best for his people.

**Voice Suggestion:** Slow speaking/native sounding

**Status:** **Auditioning**

**Quotes:**

"The Holy GECK... [He takes a long hit off his pipe.] There is a creature that we sometimes hunt -- sometimes, it hunts us. A gecko. No, I sense that's not what you seek."

"The slavers are led by a man with a dark soul. Metzger. He dwells in one of the ruined husks of the Old One's cities. They call it the Den."

"You have done a great deed, child. I hear the cries of many wicked bonespirits lost out in the Great Salt Water."

## Krom



**Wiki Link:** [Restoration Project Exclusive](#)

**Bio:** Initially hailing from a different tribe, Krom was asked to become Umbra's chief warrior due to his amazing prowess in battle and unmatched bravery.

**Voice Suggestion:** Masculine and no-nonsense

**Status:** **Auditioning**

**Quotes:**



“I come from a tribe far to the north. When I was fifteen, we were attacked by savages. I awoke that day as a boy, but by the time the sun set on that grim scene, I had slayed my way to manhood.”

“What's life without battle and strife? It either breaks a man, or it forges him into steel. I wear my scars with pride.”

**\*Laughs\*** “You've got a fire in you, girl. I like that. Perhaps we could put that fire to good use while you're here. What do you say?”

## Kurisu



**Wiki Link:** [Restoration Project Exclusive](#)

**Bio:** A young member of the tribe, Kurisu is [Sulik](#)'s sister. She is currently captured by slavers. It'll be up to The Chosen One to free her and reunite her with her brother.

**Voice Suggestion:** Tribal sounding with a “Jamaican” manner of speaking

**Status:** **Auditioning**

**Quotes:**

“Name's Kurisu, but now not the time for proper greetin'. Please, you needin' to get us out of cage and away from de wicked men”

“Thanks again, fren. May the spirits bless you.”

“It be safe yet? You sent the slavers to the spirits?”

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## Modoc

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### Jo



**Wiki Article:** [https://fallout.fandom.com/wiki/Jo\\_\(Fallout\\_2\)](https://fallout.fandom.com/wiki/Jo_(Fallout_2))

**Bio:** The de facto leader of the farming village of Modoc, Jo aims to lead his people through a devastating drought that recently struck his town. He intends to do so by any means necessary, including tricking unsuspecting travellers to do his bidding.

**Voice Suggestion:** Any

**Status:** **Auditioning**

**Quotes:**

“Oh, you must be new around here. Welcome to Modoc. My name's Jo, I run the trading post here at Modoc.”

“A rain dance? [He chuckles softly] No, no... of course not. I wouldn't ask you to do something as impossible as that. You really can't make it rain, can you... No, of course you can't!”

“Those monsters, they're stealing our children. We won't be safe until they're all dead.”

## Rose



**Wiki Bio:** [https://fallout.fandom.com/wiki/Rose \(Fallout 2\)](https://fallout.fandom.com/wiki/Rose_(Fallout_2))

**Bio:** Rose is the talented cook of Modoc's Bed and Breakfast, there may be a secret behind her giant omelettes.

**Voice Suggestion:** Any

**Status:** **Auditioning**

**Quotes:**

"Welcome to Rose's Bed and Breakfast. My, aren't you the strapping young man. What can Rose help you with today?"

"When was the last time you had a good meal, young lady?"

"Oh, it's no secret. You just dip them in batter, add some salt and fry in grease."

## Cornelius



**Wiki Bio:** <https://fallout.fandom.com/wiki/Cornelius>

**Bio:** Cornelius is Rose's wife and co-owner of Modoc's Bed and Breakfast. He seems to have a form of senile dementia, and it is hard to obtain any information from him as "certain phrases seem to set him off".

**Voice Suggestion:** Old/Senile

**Status:** **Auditioning**

**Quotes:**

"Welcome to Rose's Bed and Breakfast. My name is Rose -- I mean, Cornelius -- and I run this bed and breakfast."

"A while back, I forget when... my best friend of 30... or was it 40 years? Oh, it doesn't matter, what matters is that he stole my precious gold pocket watch."

"Pog? Whatever happened to that game, anyway? Well, I have to go. Maybe we can play later."

**Farrel**



**Wiki Bio:**

**Bio:** Farrel is Cornelius's best friend for 30 or 40 years, he is easily irritable and won't think twice about defending his property.

**Voice Suggestion:** Old/Irritated

**Status:** **Auditioning**

**Quotes:**

"Now what!?"

"Thank you! You are truly a hero amongst heroes. Not many people would risk their lives for a total stranger."

"HA! If you think I'm so guilty, why don't you just shoot me and get it over with. You little punk, come and get me!"

**Grisham**



**Wiki Bio:** <https://fallout.fandom.com/wiki/Grisham>

**Bio:** Being the owner of Modoc's slaughterhouse, Grisham is still very active at his age. He's father to Davin and Miria, two potential companions (and burdens) to The Chosen One.

**Voice Suggestion:** Gruff

**Status:** **Auditioning**

**Quotes:**

"The name's Grisham. Welcome to my slaughterhouse. You dropping off or picking up?"

"Smart as whip! You remind me of myself when I was young."

"Why, that's a fine looking animal you have there. Should make some fine jerky."

**Jonny**



**Wiki Bio:** <https://fallout.fandom.com/wiki/Jonny>

**Bio:** A typical looking wasteland child, Jonny is Baltha's son who has recently disappeared. It'll be up to The Chosen One to find him.

**Voice Suggestion:** Childlike

**Status:** **Taken**

**Quotes:**

"My name's Jonny, and I don't like you."

"Laddie! I've missed you, boy. Thank you for bringing my dog back to me."

"Yipee! I'm going home."

**Laddie**



**Wiki:** <https://fallout.fandom.com/wiki/Laddie>

**Bio:** A smart and astute animal, Laddie is Balthas and Jonny's dog.

**Voice Suggestion:** Barking

**Status:** **Auditioning**

**Quotes:**

"Grrr.."

"Woof Woof!"

"\*Pant\* \*pant\*!"

## Vegeir



**Wiki Article:** <https://fallout.fandom.com/wiki/Vegeir>



**Bio:** Vegeir is the stoic leader of The Slags, a tribe of undergrounders and mutants who avoid the sun. He may be more reasonable than his appearance otherwise suggests.

**Voice Suggestion:** Eloquent

**Status:** Auditioning

**Quotes:**

“A visitor - how convenient. I've been contemplating on a way to make contact with the surfacers, but now I don't have to worry about that -- thanks to your timely arrival.”

“You will go IF and WHEN I decide you can go. Not before.”

“Please enlighten us with your wisdom.”

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## Vault City

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### Wallace



**Wiki Article:** [https://fallout.fandom.com/wiki/Wallace \(Fallout 2\)](https://fallout.fandom.com/wiki/Wallace_(Fallout_2))

**Bio:** An austere man, Wallace is a distinguished official in charge of processing all outsiders coming into Vault City. He takes his job very seriously.

**Voice Suggestion:** Any

**Status:** Taken

**Quotes:**

“If you want to enter Vault City, then you'll need a good reason. Only a Vault Citizen has the right to come and go as they please.”

“I have nothing to say to anyone who travels with... ghouls. His kind belong in the Courtyard.”

“How fascinating. Why don't you go back to the Courtyard and tell the rest of your inbred Outsider friends all about it?”

## Dr. Troy



**Wiki Article:** [https://fallout.fandom.com/wiki/Troy\\_\(Fallout\\_2\)](https://fallout.fandom.com/wiki/Troy_(Fallout_2))

**Bio:** The resident physicist and medic of Vault City, Dr. Troy intends to find a cure for the deadly effects of Jet addiction.

**Voice Suggestion:** Any

**Status:** Taken

**Quotes:**

“Let's see... we have three inoculation shots scheduled for tomorrow morning.”

“I'm sorry to pry. I was just looking for someone who had traveled beyond the walls of Vault City... most Citizens here have never left the City.”

“Really? Hmmmmm. I suppose brahmin... excrement would make a good fertilizer.”

## Phyllis



**Wiki Article:** <https://fallout.fandom.com/wiki/Phyllis>

**Bio:** Phyllis is the young assistant of Dr. Troy and, to no one's surprise, another example of Vault City snobbery. She seems curious about life outside the city walls.

**Voice Suggestion:** Any

**Status:** **Auditioning**

**Quotes:**

"Oh! You must be one of the Servants assigned here for the day."

"Vault City? Well, actually, there's not much to say. I mean, I've been a Citizen all my life..."

"It's like they're all... clones. They all dress alike, act alike, and the worst part is that everybody seems happy with it."

## Valerie



**Wiki Article:** <https://fallout.fandom.com/wiki/Valerie>

**Bio:** Armed with a trusty wrench and an acid tongue, Valerie is the estranged daughter of Vic, The Chosen One's companion. She's the resident repairwoman of Vault City and a far better tinkerer than her father (much to his chagrin).

**Voice Suggestion:** Any/Brash

**Status:** **Taken**

**Quotes:**

"I'm going to kill that bald-headed monkey in the Purchasing Office..."

"Did you WANT something, or are you just going to stand there gawking like a moron?"

"Heh-heh. You've got a sarcastic edge. I like that."

**Thomas Moore**



**Wiki Article:** [https://fallout.fandom.com/wiki/Thomas\\_Moore](https://fallout.fandom.com/wiki/Thomas_Moore)

**Bio:** A scruffy looking man (albeit wearing clean clothes), Thomas Moore can be found in the streets of Vault City loudly preaching for the abolition of slavery. In reality, Thomas Moore is an undercover NCR agent gathering intelligence on Vault City and smuggling its technology outside.

**Voice Suggestion:** Preacher way of speaking

**Status:** **Auditioning**

**Quotes:**

“Hello and welcome, traveler! Have you heard the word today?”

“It is TIME to hear the wailing of our kin outside these walls and let them in! We have more than enough to feed and shelter our brothers... we need not be rich when so MANY are poor.”

\*Quietly\* “(Leans in.) I have a briefcase... with information vital to our cause. Will you deliver it to New Reno for me? I would do it, but the Citizens here are watching me...”

**Lydia**



**Wiki Article:** [https://fallout.fandom.com/wiki/Lydia\\_\(Fallout\\_2\)](https://fallout.fandom.com/wiki/Lydia_(Fallout_2))

**Bio:** Dressed in fatigues and metal armor, Lydia would fit right in with Vault City guardsmen, but she prefers running her bar and serving those who come to the city. Like most citizens she has some closed minded views although she is friendlier than most.

**Voice Suggestion:** Friendly

**Status:** **Taken**

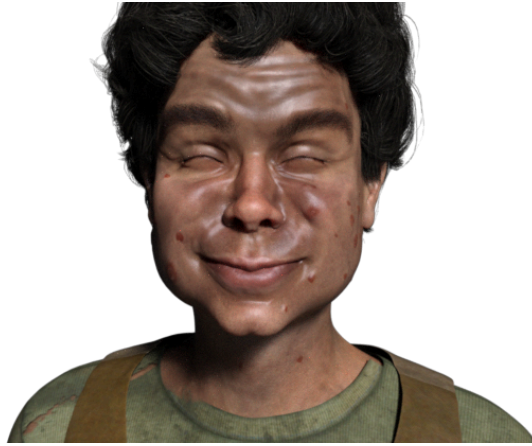
**Quotes:**

“Please! Take a seat, rest for a while!”

“The brahmin milk’s not on tap...well, not exactly. I’d have to go out and snag some really quick.”

“That is perhaps the most fascinating thing I’ve ever heard. Hold on a second...I want the guards to hear it, too.”

**Happy Harry**



**Wiki Article:** [https://fallout.fandom.com/wiki/Happy\\_Harry](https://fallout.fandom.com/wiki/Happy_Harry)

**Bio:** A short and jovial man, Happy Harry runs a small store in Vault City's courtyard. He seems to supply all kinds of things.

**Voice Suggestion:** Any

**Status:** **Auditioning**

**Quotes:**

"Well, hello there... what can I do for you?"

\*Chuckles\* "Working with Dave, eh? Yeah, I know the fella. I see he's still got a knack for getting others to do his leg work--lazy bastard."

"Not my problem. Look, my business struggles enough as it is. If anyone finds out I'm providing Connor with weapons, then things will turn real ugly, real fast."

**"Doctor" Andrew**



**Wiki Article:** [https://fallout.fandom.com/wiki/Andrew\\_\(Fallout\\_2\)](https://fallout.fandom.com/wiki/Andrew_(Fallout_2))

**Bio:** Andrew is more or less an average citizen left in charge of a malfunctioning Auto-Doc just outside of Vault City. He has received very little, if any, medical training, and will make that known in conversation.

**Voice Suggestion:** Any

**Status:** **Auditioning**

**Quotes:**

“Whoa...looks like you've seen some serious action, friend.”

“Uh-oh. Looks like the ol' Doctor took a pound of flesh this time.”

“Pay you? Hell, no! I didn't ask you to fix it, so you don't get jack.”

**Old Joe**





**Wiki Article:** [Restoration Project Exclusive](#)

**Bio:** An ancient looking man with a wild gleam to his eyes, Old Joe is known as the local “crazy old man”.

There may be more to him than it seems.

**Voice Suggestion:** “Old” sounding but confident

**Status:** **Auditioning**

**Quotes:**

“Don't remember me, do you? Well, you do seem to be a bit young.”

“Let an old man rest.”

“Connar, huh? He's a good guy. I've been keeping my eye on things for him.”

**Connar**



**Wiki Article:** <https://fallout.fandom.com/wiki/Connor> (Restored Content)

**Bio:** Connor is the leader of a farming village near Vault City. He hopes to protect his people from their tyranny.

**Voice Suggestion:** Any

**Status:** **Auditioning**

**Quotes:**

“Those creatures are the only thing that are stopping Vault City from making us their so-called servants.”

“You idiot! Why the hell did you do that!”

“Stay where you are for now, wanderer. What are you doing here?”

**Ann**



**Wiki Article:** [Restoration Project Exclusive](#)

**Bio:** Ann is Connar's young and laborious wife, she hopes to turn her village into a proper settlement.

**Voice Suggestion:** Any

**Status:** **Auditioning**

**Quotes:**

"Why hello there, I'm Connar's wife, Ann. You must be the one who helped us out. I can't tell you how much we appreciate all you've done."

"Oh, it's you! Thank you for speaking with Mr. Baron."

"We'll stifle as a community without proper trade."

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**Gecko**

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**Skeeter**



**Wiki Article:** <https://fallout.fandom.com/wiki/Skeeter>

**Bio:** Skeeter is an inventor and resident mechanic of Gecko, a small town and haven for Ghouls (heavily mutated humans). He's very smart but quite scatterbrained and tends to cause fires around town while testing his many "inventions".

**Voice Suggestion:** Any/Raspy

**Status:** **Taken**

**Quotes:**

"Most amateur mechanics jst assume that it's the battery itself. But you know what ass-uming things does, dontcha?"

"Mostly I jst sorta tinker with things. Take 'em apart an try to put 'em all back t'gether... mostly. Make 'em work better... sometimes."

"Thanks for fixin' up our atomic reactor. It shore needed some work. I woulda show'd 'em how, but they don't trust me in there any more."

## Zomak The Destroyer



**Wiki Article:** <https://fallout.fandom.com/wiki/Zomak>

**Bio:** Zomak is a large and intimidating ghoul, he protects the leader of his cult (The Brain) with his life.

**Voice Suggestion:** Raspy/Manic

**Status:** **Auditioning**

**Quotes:**

“Renew, comrade! What are you doing here? State your business to Zomak the Destroyer.”

“Yes, the sacred talisman of Renewal. Renew, comrade! Renew!”

“Get out of here. The Brain doesn't have time for the likes of you.”

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**Abbey**

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**Brother Matthew**



**Wiki Article:** [Restoration Project Exclusive](#)

**Bio:** A warm presence, Brother Matthew is the Abbey's preacher and usually found holding a sermon for the locals and fellow monks.

**Voice Suggestion:** Any

**Status:** **Auditioning**

**Quotes:**

"Good people of the Abbey. Take a moment to listen, for I have much to say."

"Greetings, friend. I don't think I have seen you around here before. My name is Brother Matthew and I help spread the word about the importance of preserving the knowledge of the old ones."

"The Abbey is home to anyone, so long as they don't cause trouble. We are an independent community and rarely get visitors, such as yourself."

**Brother Paul**



**Wiki Article:** [Restoration Project Exclusive](#)

**Bio:** Appointed to the conservation of knowledge by digitally transcribing books, Brother Paul is aware of the Abbey's laws regarding studying the old world but often finds himself reading them in secret. He's particularly fond of botany books.

**Voice Suggestion:** Any

**Status:** **Auditioning**

**Quotes:**

"I can't express to you the tedium of having to back up all these files each and every day. There's just so much information to preserve, but, of course, it must be done."

"The Abbot is a good spiritual leader, but he's been a little cranky since we lost Brother Thomas to the beast."

"Did you know a notch in a tree will remain the same distance from the ground as the tree grows?"

**Peterson**



**Wiki Article:** [Restoration Project Exclusive](#)

**Bio:** Mr. Peterson is a young man who owns a small farm near the Abbey's cathedral.

**Voice Suggestion:** Gruff

**Status:** **Auditioning**

**Quotes:**

“Hello, friend. Haven't seen you around here before. First time to the Abbey?”

“ Let me tell ya, the Abbey might not be as flashy as New Reno, or as advanced as Vault City, but as far as I'm concerned, this place is about as good as it gets in the wastes.”

“Sorry pal, I've never heard of it. But if it has to do with pre-war times, then I bet there's something about it in the monastery's computers.”

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**Redding**

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**Mayor Ascorti**





**Wiki Article:** <https://fallout.fandom.com/wiki/Ascorti>

**Bio:** Characterised by his slicked back hair and friendly smile, Ascorti is the mayor of the mining settlement of Redding and owner of its decadent casino named after him. A greedy man who'll do anything for a profit.

**Voice Suggestion:** Any/Slimy

**Status:** **Auditioning**

**Quotes:**

“Everyone's an Ace here at Ascorti's! I'm Ascorti, proprietor and mayor of this fine town.”

“I can sell it to you for only \$1,000. Special offer; just your luck to hit me on a generous day like this.”

“If you're here to try your luck, you're welcome.”

## Louise



**Wiki Article:** <https://fallout.fandom.com/wiki/Louise>

**Bio:** Usually referred to as “Lou”, she’s the hearty owner of the “Malamute Saloon”. A woman who has seen much in her years, it takes little to faze her.

**Voice Suggestion:** Mature, maybe with a “southern drawl”

**Status:** **Auditioning**

**Quotes:**

“Remember what I said. Too much money ain't good for that gal. Now whattya need?”

“Well, I hear all kinds of things about the whole city bein' full o' nuthin' but crazy followers of some kind of kooky religion.”

“You're just an idjit, ain't ya?”

## Fannie Mae



**Wiki Article:** [https://fallout.fandom.com/wiki/Fannie\\_Mae](https://fallout.fandom.com/wiki/Fannie_Mae)

**Bio:** Showing more wear from mileage than from years, Fannie Mae is a prostitute working at Lou’s “Malamute Saloon”. She has a crippling dependence to Jet (a deadly drug) and has no scruples tricking the dim-witted into fueling her addiction.

**Voice Suggestion:** Creaky/Slow

**Status:** **Auditioning**

**Quotes:**

“Fannie don't flop for no morons.”

“Hey there, lover. I'm feeling a little under the weather lately. Want to give me some money for a quick boost?”

“Jet's the only thing that makes me fly. ./~Come fly with me ./~ Give me a little something special, won'tcha?”

## “Painless” Doc Johnson



**Wiki Article:** [https://fallout.fandom.com/wiki/Johnson\\_\(Fallout\\_2\)](https://fallout.fandom.com/wiki/Johnson_(Fallout_2))

**Bio:** Originally from Vault City, Doc Johnson is the nervous and slightly sadistic doctor of Redding.

**Voice Suggestion:** Any

**Status:** **Auditioning**

**Quotes:**

“You have a very well developed sagittal crest.”

“Got yourself all scraped up, huh? Well, let Doc Johnson take a look at that. Easy now, I'm a professional.”

“Wouldn't let that go too long. Some wounds fester and start oozing puss. Then there's always gangrene. Course, lately, I haven't used my knives as much as I'd like. Getting a bit rusty. Tell you what: Go ahead and let it go as long as you want. Maybe I can get some practice later on.”

## Marge LeBarge



**Wiki Article:** [https://fallout.fandom.com/wiki/Marge\\_LeBarge](https://fallout.fandom.com/wiki/Marge_LeBarge)

**Bio:** Burly and commanding, Marge LeBarge isn't a woman you'd want to mess with. She's the owner of Redding's "Kokoweef Gold Mine". She's fairly amicable to anyone on her good side.

**Voice Suggestion:** Any/Tough

**Status:** **Auditioning**

**Quotes:**

“Looks like your belt doesn't go through all the loops.”

“A Garden of Eden Creation Kit, huh? Sounds pretty impressive. If I had something like that you sure wouldn't find me grubbing around in the dirt to make ends meet, now would you?”

“It's got kind of a romantic sound to it, don't it? Ko-ko-weef. Yeah, I still like the way that sounds.”

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# Broken Hills

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## Francis



**Wiki Bio:** [https://fallout.fandom.com/wiki/Francis\\_\(Fallout\\_2\)](https://fallout.fandom.com/wiki/Francis_(Fallout_2))

**Bio:** Francis is an old and bored Supermutant in the town of Broken Hills, a community where humans, ghouls and mutants live in harmony. He usually spends his days challenging unsuspecting strangers into arm wrestling matches. There may be a darker side to him.

**Voice Suggestion:** Deep

**Status:** **Auditioning**

### Quotes:

“You think you can take me, eh? All right. You win, you get this power fist. I win, and you're my gimp for a night.”

“I've heard about you. I don't associate with scum.”

“Too bad we didn't crush your village when we controlled the wasteland. Get out of my sight, worm.”

## Zaius



**Wiki Bio:** [https://fallout.fandom.com/wiki/Francis\\_\(Fallout\\_2\)](https://fallout.fandom.com/wiki/Francis_(Fallout_2))

**Bio:** Zaius is an old and tough super mutant in charge of the Broken Hills uranium mine. A no-nonsense individual, he prefers getting straight to the point.

**Voice Suggestion:** Any, stoic

**Status:** **Auditioning**

**Quotes:**

“Right. Well, I'm Zaius. Now that we're introduced You any good with your hands?”

“That's me. Smart guy. What's your problem?”

“Well, I'm sorry, Mr. High and Mighty, but I think that the town's survival might be a little more important. Hurry it up, will you?”

**Chad**



**Wiki Article:** [https://fallout.fandom.com/wiki/Chad\\_\(Fallout\\_2\)](https://fallout.fandom.com/wiki/Chad_(Fallout_2))

**Bio:** Broken Hill's Caravan Master, Chad is a lean but tough wastelander who's led many convoy runs across California. He tends to smile insincerely as if he's hiding something.

**Voice Suggestion:** Any/Sneaky

**Status:** **Auditioning**

**Quotes:**

"Howdy, friend! What can I do for you?"

"Probably a hell of a lot more exciting than what you do with your life, jerkoff."

"What the hell are you doin' here?"

## Jacob



**Wiki Article:** [https://fallout.fandom.com/wiki/Jacob\\_the\\_Chemist](https://fallout.fandom.com/wiki/Jacob_the_Chemist)

**Bio:** Broken Hill's resident chemist, Jacob is named after one of the town's founders: a Brotherhood of Steel knight. Sadly Jacob didn't inherit his ancestor's tolerance for mutants as he is the leader of a conspiracy dedicated to removing them from town.

**Voice Suggestion:** Any

**Status:** **Taken**

**Quotes:**

"You again? Do you want something?"

"[Marcus](#) has been ruling here ever since the Master was destroyed. He puts down anyone who disagrees with him... or they just "disappear."

"Way to turn on your own kind, mutie-lover. You're a disgrace to humanity."

## Doc Holliday



**Wiki Article:** <https://fallout.fandom.com/wiki/Holliday>

**Bio:** Witty but sickly, Doc Holliday is the resident physician of Broken Hills. He always enjoys chatting with his patients, especially about the "good ol' times".

**Voice Suggestion:** Occasional wheezing (where stated) due to being slightly ill

**Status:** **Auditioning**



## Quotes:

“::wheeze:: Hi there. I'm Doc Holliday. How can I help you?”

“That looks like it must have hurt. Going to hurt your wallet, too...”

“What do I do here? You're in a hospital. I'm wearing a doctor's coat. I'm covered with blood. There are sharp, pointy things lying all around. Either I'm a successful killer or a fair doctor. Take your pick.”

## Seymour



**Wiki Article:** [https://fallout.fandom.com/wiki/Seymour\\_\(Fallout\\_2\)](https://fallout.fandom.com/wiki/Seymour_(Fallout_2))

**Bio:** Inside one of Broken Hills cornfields, The Chosen One can find Seymour the intelligent talking spore plant. He's a lot more eloquent than he looks.

**Voice Suggestion:** Any, although he is clearly a reference to [Little Shop of Horrors](#) so a similar voice would be quite fun.

**Status:** **Taken**

## Quotes:

“Hi! Nice weather we've been having, huh?”

“Very astute, friend, very astute. I can see you didn't germinate yesterday!”

“If you should happen to change your mind, you know where to find me. I've put down roots here. Ha ha ha! Just a little plant humor for you.”

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## New Reno

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### Big Jesus Mordino



**Wiki Article:** [https://fallout.fandom.com/wiki/Big\\_Jesus\\_Mordino](https://fallout.fandom.com/wiki/Big_Jesus_Mordino)

**Bio:** Big, sweaty and intimidating, Big Jesus is the owner of the “Desperado” casino and Boss of the Mordino crime family in the city of New Reno, a den of vices, gambling and drugs. He controls the production and distribution of Jet. He likes being called “Mr. Mordino”.

**Voice Suggestion:** Slow, breathless with wheezing panting

**Status:** **Taken**

**Quotes:**

“I... am Jesus Mordino. You...will address me as SENOR Mordino. (A bead of sweat trickles down his forehead.) What... is your business with me?”

“You have come to... my casino. My home. You have shown me... no respect. You will LEARN.”

“Very well. I... have work for you. Take... (Takes a deep wheezing breath, wipes sweat from his forehead.)  
...this package... to the \*stables\* north of Reno.”

## Lil' Jesus Mordino



**Wiki Article:** [https://fallout.fandom.com/wiki/Lil%27\\_Jesus\\_Mordino](https://fallout.fandom.com/wiki/Lil%27_Jesus_Mordino)

**Bio:** A leather-clad knife enthusiast, Lil' Jesus Mordino is the son of Big Jesus, the head of the Mordino crime family. A cocky young man but he can hold himself well in a fight.

**Voice Suggestion:** Any/Latino accent

**Status:** **Taken**

**Quotes:**

“Gonna carve up so many Salvatores they'll call me the "butcher"!”

“Yo! Cabron! You looking for th' Angel o' Death? Beat it!”

“You got the cojones of a Mordino.”

**Marjorie Reed**



**Wiki Article:** [https://fallout.fandom.com/wiki/Marjorie\\_Reed](https://fallout.fandom.com/wiki/Marjorie_Reed)

**Bio:** A cold and calculative woman, Marjorie Reed is the Lead Researcher on chem production for the Mordino crime family. She has little to no empathy for human life as she sees everyone as a potential “test subject”.

**Voice Suggestion:** Any/Unemotional

**Status:** **Auditioning**

**Quotes:**

“Why did the slave in the control group kill herself? We weren’t even testing her!”

“Oh, I’m not THAT busy...heh...well, no, pretty busy. I mean, mostly its routine drug testing, and occasionally we have a slave go over the edge...”

“Was that some poor attempt at a joke?”

**Darlin’ Nikki**



**Wiki Article:** [Restoration Project Exclusive](#)

**Bio:** Darlin' Nikki is a young and attractive hostess working at Salvatore's Casino, she's very skillful in using her charms to obtain what she wants.

**Voice Suggestion:** Sultry

**Status:** **Taken**

**Quotes:**

"Hey, champ...you looking to gamble?"

"Place your bet, sir. Minimum bet 5 chips."

"Look, I just STARTED working here, and I can't recognize every card counter and two-bit cheat that walks in. I gotta pretty good line on shitheads like you, though."

**John Bishop**



**Wiki Article:** [https://fallout.fandom.com/wiki/John\\_Bishop](https://fallout.fandom.com/wiki/John_Bishop)

**Bio:** Head of one of the most powerful crime families in New Reno, Mr. Bishop is a brutal but cunning man. He hopes to bring the “organised” back into “organised crime”, no small feat in a post apocalyptic world. Of the 4 bosses in New Reno he, by far, is the most brutal.

**Voice Suggestion:** Italian Mafia type, think Tony from the Sopranos.

**Status:** **Taken**

**Quotes:**

“You got some balls coming in here.”

“Ol' Tomcat says you're a team player. I need people like that. I got a job for you, if you're interested.”

“If you mess this up or if ANYONE hears about this deal, and I'm gonna put a knife wound on your body for every chip you asked for.”

**Leslie Anne Bishop**



**Wiki Article:** [https://fallout.fandom.com/wiki/Leslie\\_Anne\\_Bishop](https://fallout.fandom.com/wiki/Leslie_Anne_Bishop)

**Bio:** Mr. Bishop's disinterested wife, she's a sophisticated woman victim of New Reno's decadent lifestyle. She seems to have lost her lust for life and is in a constant search of satisfaction.

**Voice Suggestion:** Any

**Status:** **Auditioning**

**Quotes:**

"You're not terribly bright... However, you do have a certain...charm. Come with me a moment."

"\*Sarcastically\* A simple traveller. How remarkably open and trusting of you. And what, pray tell, do you think I can do for you, "simple traveller?"

"I leave, and my husband will bring me back. The Family watches out for their own, whether they want to be watched or not."

## Orville Wright



**Wiki Article:** [https://fallout.fandom.com/wiki/Orville\\_Wright](https://fallout.fandom.com/wiki/Orville_Wright)

**Bio:** Head of the Wright crime family, his group has the distinction of being the only real “family” as it comprised of: he, his wife and multitude of sons and daughters. Orville is a passionate man and puts his family before anything, sometimes to his detriment.

**Voice Suggestion:** Any

**Status:** **Auditioning**

**Quotes:**

“Come into my house, will you...”

“Now look: You find that son of a bitch who killed my boy, don't you touch 'im...you just come back and TELL me the dead man's name. I'LL take care of it from there.”

“Marriage ain't a word. It's a life sentence.”

**Ethyl Wright**





**Wiki Article:** [https://fallout.fandom.com/wiki/Ethyl\\_Wright](https://fallout.fandom.com/wiki/Ethyl_Wright)

**Bio:** A pleasantly plump woman with rose cheeks, Ethyl is the matriarch of the Wrights and lives in a world almost entirely of her own making. She's somehow completely oblivious of her family's criminal activities.

**Voice Suggestion:** Condescending/Fake Kindness

**Status:** Auditioning

**Quotes:**

"Oh, you poor dear...don't you have a home?"

"New Reno is a beautiful city, but there is SIN here - much of which can be traced back to the evils of alcohol...or as you tribesmen call it... (Pauses dramatically.) ...FIREWATER!"

"Why...my goodness! Of all the cheek!"

**Keith Wright**



**Wiki Article:** [https://fallout.fandom.com/wiki/Keith\\_Wright](https://fallout.fandom.com/wiki/Keith_Wright)

**Bio:** Thin and blond-haired, Keith Wright is a wary man who takes his job seriously. He clears visitors to his father and ensures that the Wright Estate remains secured.

**Voice Suggestion:** Any, slight “redneck” way of speaking

**Status:** **Auditioning**

**Quotes:**

“I don't know you, my Dad don't know you, and if you don't start explainin', it ain't gonna matter.”

“You ken go in, but watch out. Dad's in a pissy mood.”

“Get outta here, dimbulb. Next time you talk to me, I'll plug you fulla holes.”

**Christopher Wright**



**Wiki Article:** [https://fallout.fandom.com/wiki/Christopher\\_Wright](https://fallout.fandom.com/wiki/Christopher_Wright)

**Bio:** One of Orville's many sons, Christopher runs the Wright's still operation in New Reno. He tends to have a short temper and go off whenever somebody crosses his family or says bad stuff about it.

**Voice Suggestion:** Any

**Status:** **Auditioning**

**Quotes:**

"You ain't heard of Family \*Wright?\* You musta been out in the desert too long. Family Wright is the biggest crime family in Reno. We're gonna rule this city."

"Well, now. (He spits on your feet.) Why don't you make yourself useful and lick that up, you piece of dogshit?"

"How do you go to the bathroom with that thing on?"

**Jules**



**Wiki Article:** [https://fallout.fandom.com/wiki/Jules\\_\(Fallout\\_2\)](https://fallout.fandom.com/wiki/Jules_(Fallout_2))

**Bio:** Flamboyant and rapacious, Jules is a chem dealer and the self imposed “greeter” of New Reno. A good source of information although not very trustworthy, but in New Reno who is?

**Voice Suggestion:** Any/Energetic

**Status:** **Auditioning**

**Quotes:**

“If you ain't talked to Jules, you don't know HALF of what New Reno gots to offer.”

“Hallelujah! I always KNEW you would be the hero! I KNEW it!”

“Well, now, ANOTHER thing you gotta know about New Reno is nothin's free.”

**Miss Kitty**



**Wiki Article:** [https://fallout.fandom.com/wiki/Miss\\_Kitty](https://fallout.fandom.com/wiki/Miss_Kitty)

**Bio:** Miss Kitty is the proprietor and owner of “The Cat's Paw”, a popular New Reno brothel. A beautiful and professional woman, few people know she's also an avid collector of Pre-War memorabilia.

**Voice Suggestion:** Any/Sultry

**Status:** **Taken**

**Quotes:**

“Ah, a new face! I'm Miss Kitty... welcome to the Cat's Paw.”

“Well... (Ticks off the menu on her fingers.) ...we have honey loving, the dipstick swirl, humjobs, and various other exotica. (Smiles.) Question is, what are YOU in the mood for?”

“Oh, you poor thing... you can stay in here for a little while to get in from the heat, but you can't be here too long, okay? Promise me now.”

**Stuart Little**



**Wiki Article:** [https://fallout.fandom.com/wiki/Stuart\\_Little](https://fallout.fandom.com/wiki/Stuart_Little)

**Bio:** Dressed in child's clothing and always with a toothpick in his mouth, Stuart Little is a little person and a boxing talent scout. Despite his appearance he's a well spoken individual.

**Voice Suggestion:** Any

**Status:** **Taken**

**Quotes:**

"How's it hanging, champ?"

"HMMMMM...awright, I'll give you a chance...but I ain't promising anything. This hurts business, even a little, and you're out. My take is half the winnings, no arguments."

"Not all women are attracted to barrel-chested, overly muscled male character models. You'd be surprised how many women find my size intriguingly ALLURING."

**Jagged Jimmy J**



**Wiki Article:** [https://fallout.fandom.com/wiki/Jagged\\_Jimmy\\_J](https://fallout.fandom.com/wiki/Jagged_Jimmy_J)

**Bio:** One of New Reno's many chem dealers, Jimmy is a shifty-looking man with a jagged scar running down the side of his face as a result of trying to shave while high on Jet, although he prefers to say that he received the scar in a courageous act of chivalry.

**Voice Suggestion:** Friendly, African American vernacular way of speaking.

**Status:** **Auditioning**

**Quotes:**

"Brother, I had my eye on you since you walked down the street. You know what I see? I see a pilot. I see someone who wants to FLY. You just need a little help, a little' JET."

"Jagged Jimmy J's got a lot of love, my pilot friend, but the world don't always love Jagged Jimmy J back, see?"

"There goes one bad muthuh...and Jimmy J knows a bad muthuh when he sees one."

**Eldridge**



**Wiki Article:** <https://fallout.fandom.com/wiki/Eldridge>

**Bio:** Eldridge is a heavily armed man covered with grease. He is the resident gun-nut of New Reno. He has a massive weapon collection on the walls he's extremely fond of and continuously seeks out ways to expand it. He has incredible knowledge of pre-war weaponry and will upgrade (for a price) The Chosen One's arsenal.

**Voice Suggestion:** Any/Energetic

**Status:** **Auditioning**

**Quotes:**

"Welcome, traveler... Eldridge's the name. You in the market for some iron to fill that holster of yours?"

"Shooooo-eeee. ::Rubs eyes:: That Power Armor?!"

"Oh...we got us a discrimnatin' customer, eh? Well, at times, some prize pieces do make their way through town...take this, for example. (Holds up something...odd.) Genuine pre-war tech. Innit something?"

**T-Ray**





**Wiki Article:** <https://fallout.fandom.com/wiki/T-Ray>

**Bio:** Confident and able-bodied, T-Ray is the vain owner of a New Reno automobile repair shop. Despite his cheerful demeanour, he is not somebody you'd want to mess with.

**Voice Suggestion:** Confident/Suave

**Status:** **Auditioning**

**Quotes:**

“DAMN, woman. After I hit those skins, you go off and save the world. That's T-Ray's power for you.”

“Yo, hero. You be sure to tell everyone that T-Ray's your man, aiight?”

“Fast? The Highwayman goes from 0 to 60 in less than a second.”

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**NCR**

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**Roger Westin**



**Wiki Article:** [https://fallout.fandom.com/wiki/Roger\\_Westin](https://fallout.fandom.com/wiki/Roger_Westin)

**Bio:** A wealthy rancher of the city state of NCR, Roger Westin also serves as one of its councillors. He's a scrupulous man and highly expectant of his employees. He has no qualms in flaunting his wealth.

**Voice Suggestion:** Any

**Status:** **Taken**

**Quotes:**

"I'm Roger Westin and you can't come barging in here. What do you want?"

"Dumont recommended you? Well, that's good enough for me."

"You do the job, I pay you. You say no, you don't get out of here alive. Well?"

**Vortis**



**Wiki Article:** <https://fallout.fandom.com/wiki/Vortis>

**Bio:** Vortis is an old and cunning Slaver who operates in the NCR Bazaar.

**Voice Suggestion:** Any

**Status:** **Auditioning**

**Quotes:**

“This place is my place and I, Vortis, run an honest and legitimate business no matter what anybody in NCR tells you.”

“Oh, look - the goody two-shoes, lollipop kid. Boys, escort this hypocritical paragon of saintly virtue out of my sight!”

“Go in there and I'll blow your head off. Understand?”

**Ranger Chief Elise**



**Wiki Article:** <https://fallout.fandom.com/wiki/Elise>

**Bio:** Young but experienced, Elise is the leader of the NCR Rangers: a paramilitary group focused on eradicating the Slavers that plague the California Wasteland. A no-nonsense woman with a good sense of justice.

**Voice Suggestion:** Any/Stoic

**Status:** **Auditioning**

**Quotes:**

“I'm Elise. That's Gond. We're members of a 'group' that's trying to do right for folks.”

“Not so fast. You need to pass a test before becoming a ranger.”

“Don't bullshit me. I can see what kind of person you are.”

**Sheriff Dumont**



**Wiki Article:** <https://fallout.fandom.com/wiki/Dumont?so=search>

**Bio:** Grey haired and square jawed, Dumont is the sheriff and chief of the NCR Police Force. A stoic man who takes his job very seriously.

**Voice Suggestion:** Any, mature sounding

**Status:** **Auditioning**

**Quotes:**

“Take a word of advice from Sheriff Dumont, stranger - this town don't care for your kind. Any trouble and I come down hard. Now, is there anything I can do for you?”

“Recommend you? Hmm...I couldn't. Don't even know you”

“Just make sure things stay that way. Goodbye.”

**Merk**



**Wiki Article:** <https://fallout.fandom.com/wiki/Merk>

**Voice Suggestion:** Any

**Status:** **Auditioning**

**Bio:** Merk is the local crime boss of NCR, which is an achievement in itself due to the town being close to a police state. Only someone who is respected in the underground may earn a meeting with him.

**Quotes:**

“Go fetch me another whiskey - quick now.”

“Will somebody get this brahmin turd out of here?”

“I’ve got a job for you...”

## Enlightened One



**Wiki Article:** [https://fallout.fandom.com/wiki/Enlightened\\_One](https://fallout.fandom.com/wiki/Enlightened_One)

**Voice Suggestion:** Relaxed/Spiritual

**Status:** **Auditioning**

**Bio:** The Enlightened One is the Hubology (a new wave religion) emissary in NCR. She tends to make people uneasy with her constant smile on her face. Her proselytising seems to have angered a few citizens.

**Quotes:**

“Greetings, child. Are you one of the Enlightened?”

“Ah, such enthusiasm. Come with me.”

“Honestly, how do they expect me to spread the word out here when they don't even keep me up-to-date on the latest doctrine!?”

## Doc Jubilee



**Wiki Article:** <https://fallout.fandom.com/wiki/Jubilee>

**Voice Suggestion:** Any

**Status:** **Auditioning**

**Bio:** Jubilee is an old, kindly looking fellow and a certified doctor working for the New California Republic. He's a well respected doctor, despite the fact that he constantly suggests “amputating the leg” as a solution to any patients' ailments.

**Quotes:**

“I'm Doc Jubilee. What's wrong, young man?”

“I don't know. Don't think I can save it. We may have to cut that leg off.”

“Put that back! You could seriously hurt yourself with that stuff.”

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## Vault 13 & 15

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### Gruthar



**Wiki Article:** <https://fallout.fandom.com/wiki/Gruthar>

**Bio:** Strong and majestic, Gruthar is the leader of his pack of uniquely intelligent Deathclaws. Despite his frightening appearance he's a pacifist and only wishes for his tribe to live in peace.

**Voice Suggestion:** Any/Deep

**Status:** **Auditioning**

**Quotes:**



"Do not fear me, human. I do not intend to harm you. I am Gruthar, leader of this deathclaw pack. Why have you come here?"

"You are no idiot, human. I can see the truth of this in your eyes."

"It is not our way to kill. I understand that you may not believe me, but I hope that you will judge me by my actions toward you and not out of fear or prejudice."

## Joseph



**Wiki Article:** [https://fallout.fandom.com/wiki/Joseph\\_\(Fallout\\_2\)](https://fallout.fandom.com/wiki/Joseph_(Fallout_2))

**Bio:** Joseph is a herbalist who serves as the doctor for the residents of Vault 13, namely the deathclaws which inhabit it. From his time among them, he has become very knowledgeable about their species.

**Voice Suggestion:** Any

**Status:** **Auditioning**

**Quotes:**

"Hello, I'm Joseph the herbalist. What can I help you with?"

"Why, certainly. Hmmm. You'll need to take some of this. I'll apply this balm to the wound. Now just lie back and rest for a couple of hours."

"No, I'm not a prisoner. I stay because I'm needed here."

## Ariel



**Wiki Article:** <https://fallout.fandom.com/wiki/Ariel>

**Bio:** Short and slender, Ariel is a young mother residing in Vault 13. Her caravan was attacked by raiders who killed most of the crew, including her husband. She was rescued just in time by the intelligent deathclaws of Vault 13, who now protect her and her daughter.

**Voice Suggestion:** Any

**Status:** **Auditioning**

**Quotes:**

"Hello, I'm Ariel. I don't think I've seen you here before. Who are you?"

"Yes. They provide me with food, water, shelter, and protection. I feel very safe here, and that's more than I could ask for.."

"The raiders, they were incredibly brutal. They killed everyone: men, women, and children. Rand, my husband, died trying to defend Sandy and me."

## Darion



**Wiki Article:** <https://fallout.fandom.com/wiki/Darion>

**Bio:** Darion is the leader of the New Khans raiders. His band is a derivative of The Great Khans of which he is the only survivor after The Chosen One's ancestor, the Vault Dweller, wiped them out while rescuing a young President Tandi. He now lives in fear inside of Vault 15, ready to incinerate any trespassers with his flame thrower. He has a dog called "Baddog".

**Voice Suggestion:** Unhinged

**Status:** **Auditioning** (the role is quite small, albeit memorable)

**Quotes:**

"So, here you are at last. The savior of the downtrodden, the righter of wrongs, the icon of hope for humanity. What a dumb-ass!"

"Well, before you start any boring speeches, I'd just like to say that I'm not fucking interested."

"Let's just cut to the chase and get this over with. Baddog, kill!"

## Zeke



**Wiki Article:** [https://fallout.fandom.com/wiki/Zeke\\_\(Fallout\\_2\)](https://fallout.fandom.com/wiki/Zeke_(Fallout_2))

**Bio:** Zeke is the elderly leader of the Vault 15 Squatters (a group of wanderers and vagrants). He will do anything to protect his people, even strike deals with less than agreeable individuals.

**Voice Suggestion:** Any

**Status:** **Auditioning**

**Quotes:**

“My name's Zeke, stranger. I'm sorry, but I don't have time to talk to you -- and I don't think there's anything in this town for you, anyway. You should move on.”

“Why don't you take a hint and get the duck out of fodge?”

“They have the guns, they control the water, and they control the food. That means they are in charge. Period.”

**Rebecca**



**Wiki Article:** [https://fallout.fandom.com/wiki/Rebecca\\_\(Vault\\_15\)](https://fallout.fandom.com/wiki/Rebecca_(Vault_15))

**Bio:** An older member of the Squatters, Rebecca is the mother of Chrissy whom she loves dearly and is worried about her recent disappearance. Like many members of her “tribe” she is wary of strangers.

**Voice Suggestion:** Any

**Status:** **Auditioning**

**Quotes:**

“Hi, I'm Rebecca. Can we talk privately, please?”

(Whispering) “You may think I'm crazy but I get the feeling I'm being watched all the time.”

“I have a daughter named Chrissy who's a bit of a tomboy. She likes to run around, explore, and pretty much stick her nose into things. Chrissy's a good kid, though.”

## Chrissy



**Wiki Article:** <https://fallout.fandom.com/wiki/Chrissy>

**Bio:** A young member of the Squatters, Chrissy is being held captive by the New Khans after she accidentally discovered the entrance to their base. A lot tougher than she looks, she won't hesitate to defend herself.

**Voice Suggestion:** Any

**Status:** Auditioning

**Quotes:**

"Let me guess. The guys are tired of me kicking them where it hurts, so they sent you in here."

"A bow tie? It's like a scarf, but for men. Now, just imagine me kicking you SO hard that you end up wearing your dangly about your neck. Get it?"

"My knight in shining armor returns. Well, it would shine if you'd clean it every once in a while."

**Doc Jones**



**Wiki Article:** [https://fallout.fandom.com/wiki/Jones\\_\(Fallout\\_2\)](https://fallout.fandom.com/wiki/Jones_(Fallout_2))

**Bio:** Doc Jones works for the New Khans of Vault 15, albeit against his will. Serving as the personal doctor for Darion, he is privy to many of the New Khans' leader's personality disorders and eccentricities.

**Voice Suggestion:** Any

**Status:** **Auditioning**

**Quotes:**

“Hello, I'm Doc Jones. You can call me Doc. What can I help you with?”

“Darion is a mental case, plain and simple. He's got more spooks in his head than his dog has fleas.”

“Here, you'll need to drink this -- all of it, I know it tastes foul. Now, just lie down on the bed over there, and I'll wake you in the morning.”

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**Navarro**

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**Navarro Base Commander**



**Wiki Article:** [https://fallout.fandom.com/wiki/Navarro\\_base\\_commander](https://fallout.fandom.com/wiki/Navarro_base_commander)

**Bio:** A military man through-and-through, the Navarro base commander has very little patience with unruly subordinates and is very quick to dismiss them – or worse.

**Voice Suggestion:** Angry

**Status:** **Auditioning**

**Quotes:**

“I don’t have time to chitchat with the grunts. You’re dismissed.”

“Make it quick soldier, I don’t have all day to stand around.”

“Wrong answer, maggot. You’re to carry your papers with you at all times. You should know that!”

## Quartermaster





**Wiki Article:** [https://fallout.fandom.com/wiki/Quartermaster\\_\(Fallout\\_2\)](https://fallout.fandom.com/wiki/Quartermaster_(Fallout_2))

**Bio:** Navarro's Quartermaster is a pretty easy-going fellow with close relations to the base's drill sergeant, Arch Dornan. He has a brother with stunted mental development serving in the Enclave Armed Forces.

**Voice Suggestion:** Any

**Status:** **Auditioning**

**Quotes:**

"You the guy Arch radioed about?"

"This base is on alert and I don't recognize you. Show me your papers, soldier."

"What the... I can see why you're here. You obviously want to get rid of that antique suit you're wearing."

## Chris



**Wiki Article:** [https://fallout.fandom.com/wiki/Quartermaster\\_\(Fallout\\_2\)](https://fallout.fandom.com/wiki/Quartermaster_(Fallout_2))

**Bio:** Chris is an old man who is the sentry and overwatch radioman at the Navarro gas station, posing as a gas station attendant. His role is to dissuade travellers from proceeding ahead towards the base, as well as receiving fresh recruits from other Enclave bases in the area of operation.

**Voice Suggestion:** Old sounding/Sneaky

**Status:** **Auditioning**

**Quotes:**

“This here's my place, Chris's. It's a service station - ain't you ever seen one of those, in old magazines and such? That's what I got here - a service station.”

“Navarro? Ain't heard that name in ages. Old military base southeast of San Fran, and that's a ways south of here”

“Alert! We got an intruder at the station! Alert!”

## Quincy



**Wiki Article:** [https://fallout.fandom.com/wiki/Quincy\\_\(Fallout\\_2\)](https://fallout.fandom.com/wiki/Quincy_(Fallout_2))

**Bio:** Head of Navarro's technical crew, Quincy is a responsible man who takes his job very seriously. He has a short temper towards people he deems incompetent. He is rivals with Raul, Navarro's lead Vertibird mechanic.

**Voice Suggestion:** Any

**Status:** **Taken**

**Quotes:**

“Name's Quincy, soldier. Why are you tapping my shoulder and looking lost?”

“You're one round short of a full clip, aren't you? Well, they call you grunts for a reason. Look, Einstein, I can't give you the plans without authorization, okay?”

“Damn it! You know, Raul would lose his head if it weren't placed so firmly up his ass! This is the third time this quarter that he's lost those plans!”

## Raul



**Wiki Article:** [https://fallout.fandom.com/wiki/Raul\\_\(Fallout\\_2\)](https://fallout.fandom.com/wiki/Raul_(Fallout_2))

**Bio:** Raul is Navarro's premier Vertibird mechanic. He has a characteristic attitude, speaking about himself in third person and an unhealthy obsession about keeping Vertibirds in top shape. He has a heated rivalry with Quincy, Navarro's head of the technical crew.

**Voice Suggestion:** Latin American Accent

**Status:** **Auditioning**

**Quotes:**

“Sorry, man, but I don't have time to chit-chat, you know? I got to get this bird working.”

“Hey man, Raul don't take no shit from nobody. You see Quincy working on these birds? No way, man. Only Raul works on these babies. You know why? Cause Quincy don't know DICK, man, that's why!”

“Hey, thanks, man. Raul owes you one! Don't go away and, hey, man, if anybody screws with Raul's birds, you shoot them in the ass. Ok?”

## Xarn



**Wiki Article:** <https://fallout.fandom.com/wiki/Xarn>

**Bio:** Xarn is an intelligent deathclaw capable of human speech. He was taken prisoner by Navarro personnel and has been sentenced to death.

**Voice Suggestion:** Noble sounding but growly

**Status:** **Taken**

**Quotes:**

“Greetings, human. I am the warrior Xarn. Are you to be my executioner?”

“The Enclave created my people as a slave warrior race. They enhanced our intellect hoping we could better understand their commands, and yet not recognize our status as slaves. They failed; we are much more intelligent than they suspect.”

“You are a true Pack brother. May we meet again in more peaceful times. I must go now to prepare my people for war.”

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## San Francisco

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### AHS-9



**Wiki Article:** <https://fallout.fandom.com/wiki/AHS-9>

**Bio:** “The Great and Terrible”, AHS-9 is the leader of the Hubologist in San Francisco: a pseudo-scientific cult whose aim is to leave Earth and join their alien forefathers. An evil man whose main goal is to extort riches from his gullible cult members.

**Voice Suggestion:** Any

**Status:** **Taken**

**Quotes:**

“You are in the presence of AHS-9, the Great and Terrible. What is it you desire of him?”

“That, my child, you will have to discover on your own.”

“Child, I am AHS-9. I see many things that transpire in the fleshy world.”

### AHS-7



**Wiki Article:** <https://fallout.fandom.com/wiki/AHS-7>

**Bio:** AHS-9's second in command, AHS-7 is a devoted follower of the cult. He greets newcomers and indoctrinates them in the Hubologists' ways.

**Voice Suggestion:** Any

**Status:** **Auditioning**

**Quotes:**

"Ah, poor child. Would you like to be aligned?"

"Do not wait too long before returning with a reply. Your neurodynes will be filled with more and more pollution until we can begin the cleansing process."

"Torch us? TORCH US? GUARDS! KILL THE UNBELIEVER!"

**Vikki Goldman & Juan Cruz**



**Wiki Article:** [https://fallout.fandom.com/wiki/Vikki\\_Goldman](https://fallout.fandom.com/wiki/Vikki_Goldman)  
[https://fallout.fandom.com/wiki/Juan\\_Cruz](https://fallout.fandom.com/wiki/Juan_Cruz)

**Bio:** Popular pornstars in New Reno, Vikki and Juan are an eerily wholesome couple whose goal is to sway potential recruits into Hubology using their looks and status as celebrities.

**Voice Suggestion:** This may be a challenging role as it requires two actors talking in turns or simultaneously

**Status:** **Auditioning**

**Quotes:**

“**Him:** Hi! I'm Juan Cruz! **Her:** And I'm Vikki Goldman! **Both:** We're celebrities! And we endorse Hubology! **Both:** Please note that any similarities between us and people or institutions, living or dead, is entirely coincidental.”

“**Her:** That wasn't so bad, was it? **Him:** Now just go talk to AHS-7 and we'll be comrades in Hubology! **Her:** I'm so excited!”

“**Her:** Oh, yes, you should definitely make your own choices. **Him:** And with the Hub's latest book, you can learn how to make the RIGHT choice!”

**Wong Yi Tze**



**Wiki Article:** [https://fallout.fandom.com/wiki/Wong\\_Yi\\_Tze](https://fallout.fandom.com/wiki/Wong_Yi_Tze)

**Bio:** Short, rotund and jovial Dr. Wong is a welcome contrast to many of his fellow Shi scientists. He's the lead researcher of his faction whose knowledge in machinery and computers is second to none.

**Voice Suggestion:** Any/Friendly

**Status:** **Auditioning**

**Quotes:**

"Oh, hello there!"

"Ahh, yes! Indeed. I will prepare it with fava beans and a nice chianti."

"Ah, but if I tell you our plans, then everyone will know. I'm afraid they are secret plans, for now."

**Dr. Fung**





**Wiki Article:** <https://fallout.fandom.com/wiki/Fung>

**Bio:** An old man with a wizened appearance, Dr. Fung is The Shi's resident physician and one the best in the wasteland as he is capable of replacing organs, implanting battle armor plating and performing general healing.

**Voice Suggestion:** Any

**Status:** **Auditioning**

**Quotes:**

"Who am I? I am Dr. Fung. I teach and I heal."

"You're hurt? Tsk, tsk. Ancient remedy will cure that."

"This is a major operation. It will cost you your "good looks", a set of combat armor, and \$49000. Are you willing to invest in this?"

**Lo Pan**



**Wiki Article:** [https://fallout.fandom.com/wiki/Lo\\_Pan](https://fallout.fandom.com/wiki/Lo_Pan)

**Bio:** Dragon's (a San Fran martial arts master) eternal rival, Lo Pan is the ying to his yang. While the latter preaches about honour and justice, Lo Pan has no quarrels about committing crimes to get results. He seeks to finally end his rivalry with Dragon.

**Voice Suggestion:** Intimidating/Venomous

**Status:** Auditioning

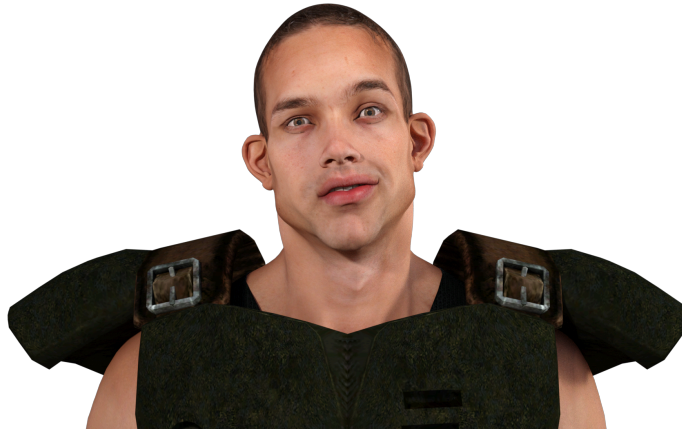
**Quotes:**

"Him? The Dragon. He's a weakling who fosters weakness."

"Teach you? I don't think so. You look far too self-righteous. Get out of here."

"I may be a scumbag, but never will it be said I don't stand up for my people. I'm going to hurt you before you die."

**Badger**



**Wiki Article:** [https://fallout.fandom.com/wiki/Badger\\_\(Fallout\\_2\)](https://fallout.fandom.com/wiki/Badger_(Fallout_2))

**Bio:** Well liked by his peers, Badger is the hacker and “information retriever” for the Tanker Vagrants. A good natured individual and burping enthusiast, he likes to bring up how he used to play in a band.

**Voice Suggestion:** Any/Cheerful

**Status:** **Auditioning**

**Quotes:**

“\*Loud Belch\* Whaddya want?”

“I’m Badger. I used to have a band. \*sigh\* Called ourselves “There We Smolder”. Now I’m the resident computer tech in San Fran.”

“Thank you, thank you, thank you. I can’t thank you enough for saving her.”

## Suze



**Wiki Article:** <https://fallout.fandom.com/wiki/Suze>

**Bio:** Suze is Badger's timid girlfriend and a begrudging member of the Tanker Vagrants.

**Voice Suggestion:** Any

**Status:** **Auditioning**

**Quotes:**

"Aieee! Help me!"

"Oh, you poor dear. Radiation and the wasteland aren't nice, are they? I hope someone can help you."

"I used to be a nanny, but then the kids mutated into monsters."

## Chip



**Wiki Article:** <https://fallout.fandom.com/wiki/Chip>

**Bio:** Usually cheerful fellow, Chip of Tanker Vagrants is less so due to him losing his spleen in a bet.

**Voice Suggestion:** Any/Cheerful

**Status:** **Auditioning**

**Quotes:**

“Ooh, my guts... ow, ow, ow.”

\*Gasping for air\* “Piss off.”

“Dude, I heard you found my spleen. Did you know to talk to Dr. Fung about putting it back in me?”

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## Enclave Oil Rig

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### Vice President Bird



**Wiki Article:** [https://fallout.fandom.com/wiki/Daniel\\_Bird](https://fallout.fandom.com/wiki/Daniel_Bird)

**Bio:** Daniel Bird is the Vice President of the Enclave but an experiment gone wrong took a toll on his mental faculties leaving him in a permanent state of mumbling to himself and talking in circles.

**Voice Suggestion:** Any

**Status:** **Auditioning**

**Quotes:**

“Hmm, tell me, how do you spell potato? With an 'E,' or without?”

“Carry on, trooper. The future will be better tomorrow.”

“That's not true, Republicans understand the importance of bondage between a mother and child. That's the key to the solution of all our problems-we need a return to family values.”

## Charles Curling



**Wiki Article:** [https://fallout.fandom.com/wiki/Charles\\_Curling](https://fallout.fandom.com/wiki/Charles_Curling)

**Bio:** Lieutenant Colonel Doctor Charles Curling is the head of the United States Chemical Corps stationed on the Enclave Oil Rig base. He's the lead researcher on the Enclave's project to eradicate all mutant life, which includes regular wastelanders.

**Voice Suggestion:** Any

**Status:** **Auditioning**

**Quotes:**

“Interesting. I didn't realize that the toxin made them dumber.”

“In order to make the United States safe for humanity, all of the mutants must first be exterminated.”

“Isn't it obvious, my mutated friend? The F.E.V. is, thanks to me, a lethal toxin.”

## Sergeant Granite



**Wiki Article:** <https://fallout.fandom.com/wiki/Granite>

**Bio:** Granite commands the Enclave Control Company, a specialized unit usually assigned to perimeter defense. Despite his loyalty to the Enclave, recent events may challenge his beliefs.

**Voice Suggestion:** Any

**Status:** **Auditioning**

**Quotes:**

“Lock and load. Let's go!”

“Now, just what the hell are you doing here?”

“Gee, you've got me shaking in my boots. Shut up. “

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**Other**

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**Arthur Pendragon**



**Wiki Article:** [https://fallout.fandom.com/wiki/Arthur\\_Pendragon](https://fallout.fandom.com/wiki/Arthur_Pendragon)

**Bio:** Born to a father by the name of Uther, Arthur has been with the Brotherhood of Steel searching for the Holy Hand Grenade for a long time.

**Voice Suggestion:** He is essentially the same character as King Arthur from [Monty Python And The Holy Grail](#). For this reason an imitation of the voice would be preferable, but feel free to give it your own spin!

**Status:** **Auditioning**

**Quotes:**

“Hail, travelers. My name is Arthur, son of Uther Pendragon, from the Brotherhood of Steel. We are on quest for the Holy Hand Grenade of Antioch. Hast thou seen it?”

“The Holy Hand Grenade of Antioch? Why, 'tis only the greatest hand held, anti-personnel weapon of its kind.”

“Bloody peasant!”

## The Bridgekeeper





**Wiki Article:** [https://fallout.fandom.com/wiki/Arthur\\_Pendragon](https://fallout.fandom.com/wiki/Arthur_Pendragon)

**Bio:** The Bridgekeeper is a wild-eyed man with an unkempt beard, a raspy voice, and an oddly, smelly, filthy brown and purple garment made out of special fabrics. His main purpose is to guard a bridge and tell riddles to unsuspecting travellers, if they fail to answer correctly they inexplicably explode into many tiny pieces.

**Voice Suggestion:** He is essentially the same character as The Bridgekeeper from [Monty Python And The Holy Grail](#). For this reason an imitation of the voice would be preferable, but feel free to give it your own spin!

**Status:** **Auditioning**

**Quotes:**

“Stop! Who would cross the Bridge of Death must answer me these questions three, 'ere the other side he see.”

“How much weight can a person with a strength of six carry assuming he has the Strong Back perk?”

“Right. Off you go.”