

TECHNICAL NOTES

All lines must be packaged in a compressed format (RAR, 7Zip, etc.), and recorded in 44100hz, 16-bit mono (WAV format only). You should be recording through an audio recording software like Audacity or Adobe Audition.

The lines may appear to be in a random order, but this is actually the order they appear in the game's engine. This will make it easier for us to edit the lines. I'd like all the lines to be in one file, with each line having three takes. There should be NO post processing whatsoever. It should be raw, as the audio engineer will be the one editing the lines.

Levels: If you're uncertain, Compare your levels with this vanilla sample.



Talking Knife

[Russell - A Someguy2000 mod for Fallout: New Vegas]

Character Description:

- Talking Knife is a mysterious figure in the wasteland. She is a member of the Sand Wolves tribe and has a deep-seated hatred for the infamous Scalp Hunter, Glanton, who slaughtered her tribe. She has a fierce determination to see Glanton pay for his crimes. When the player encounters Talking*

Knife, they will find that she speaks in a fictional tribal language that they cannot understand. This lack of communication may make it difficult for the player to learn more about her and her motivations. However, the player does have the ability to persuade Talking Knife to spare them, should they choose to do so. Despite her enmity towards the Courier, there is not a great deal of interaction between them, as Talking Knife is primarily focused on her quest for revenge.

- **Accent:** American "Tribal accent". Talking Knife speaks a fictional tribal language, which is a synthesis of English, Spanish, and Shoshoni developed in isolation from the outside world. See sound signature for examples.
- **Age:** 18-25 years of age.
- **Sound Signature:** https://www.youtube.com/watch?v=_JLydjPYuHY

=====MAIN/CONVERSATION=====

INTRODUCTION - AMBUSHES THE PLAYER

1. Hold, outland devil! I, Talking Knife, have followed you for days, waiting to give you my message. Hear my words!

|
- You did nothing when the dog Glanton came to our camp, and every one of my kin fell under his blade. You saved the camp instead.

|
- I have come to kill you. Then, I will kill the dog Glanton. Then I will have a good death.

PLAYER: "I'm sorry for what happened to your people, but I couldn't leave the town defenseless."

2. Shut! You are liar! No more words!

PLAYER: "You should be going after Glanton, not me."

3. {THA}Thah no! Glanton next, you first! {Die, you!}{deh-YAI, you!}Deyai-yoo, devil!

PLAYER: "You stop, I pay. Make love, not war. Yah!" {Player mocking you}

4. {You're dead!}{yore day-YIGH-pay!}Your deyaipe!

GREETING LINE

5. {I found you!}{She fin deh-DEAR!}Shih finn deh deer!

=====COMBAT=====

ATTACKING (WHEN ATTACKING SOMEONE)

6. {I'm playing with you!}{ahm nie-YAW-wee WIH-choo}Ahm naaiyawwi wichoo!

7. {Die, you!}{deh-YAI, you!}Deyai-yoo!

8. {You can't fight me!}{Y00-can no ni-KUM-pah mee}Yoocan no nikumpa me!

AVOIDING THREAT

9. {"Look out!"}{bye thaah!}Bai-thah!

ENTERING COMBAT

10. {fight me!}{ni-KUM-pah mee}Nikumpa me!

HIT/WOUNDED GRUNTS (WHEN HIT/ATTACKED BY SOMEONE)

11. {painful grunt/wounded}OOOUUFF!

12. {painful grunt/wounded}HUUNNHH!

13. {painful grunt/wounded}URRRGHHH!

14. {painful grunt/wounded}AAAGGHHH!

DEATH

15. {Death Noise/Cry}{keep death noise no longer than 1 second.}

POWER ATTACKS

16. {strenuous grunt}GRRRRAAH!

17. {strenuous grunt}YAARGH!

18. {strenuous grunt}RRRRAAHHH!

19. {strenuous grunt}HUURRRAGHH!