

Brawlhalla: Underworld

Voice Actor Audition Information

Round 4

Project Overview

Brawlhalla: Underworld is an audio drama project that presents a reimagining of the Brawlhalla universe in a mafia/film noir-style setting. This "alternative universe" was originally conceived by AkikoSama (Twitter: @Akiko__02) in March 2020, and I have since received permission from that artist to borrow the concept for this project. Almost all lines in this story will be spoken by Brawlhalla characters reimagined for this setting.

For those who don't know, *Brawlhalla* is a platform fighting game developed by Blue Mammoth Games. It features nearly 50 characters fighting for glory in Valhalla, all in a fun cartoonish style that belies its rich, complex lore. That lore and those characters provide the primary inspiration for the story and characterizations of this fan project. This project is not being done by professionals, but as a labor of love by and for Brawlhalla fans. Anyone is welcome to audition, although an interest in the game's lore, or at least the game itself, is preferable (but not required).

The Brawlhalla community is a big part of this project as well. Several story beats, sub-plots, and characterizations are inspired (directly or indirectly) by other community members and content creators. I am also working directly with several community members to make an entertaining audio drama for the public ear, especially Brawlhalla fans.

A dedicated Discord server will be used to coordinate tasks for this project. Though this is an audio drama, episodes will be uploaded as videos on YouTube, to take advantage of the site's vast audio library, as well as to allow art to accompany the action & dialogue that is heard.

As of now, one season of ten episodes (each lasting 15–20 minutes long) have been fully written, with three more seasons of similar length planned. I have a general idea of where I want this story to go, and what plots and sub-plots I want to include in it. It's just a matter of putting these pieces in place to make a narrative that engages the audience throughout.

Right now, I'm most in need of voice actors (audition information below), but if you have other talents you wish to contribute to this project, let me know, and we can talk about it! In general, if you have any questions or concerns, feel free to send me a message via Twitter (@BDipitous), or send me an email (barondipitous@gmail.com). You can also reach us on the project's Twitter page (@BrawlUnderworld).

Thank you so much for your interest in this fun project. I wish you luck on your auditions!

Baron Dipitous :)

How to Audition

If you've auditioned in a previous round, you're welcome to audition again. Just know that I'll give more consideration to those who don't yet have a legend role.

You also may have noticed that there are some roles here that appeared in a previous round. This is because we hadn't quite found what we were looking for with those roles, and we've updated the role descriptions in an attempt to give a better idea of what we'd like to hear.

All current voice acting roles are listed below. The goal is to have every playable legend in *Brawlhalla* appear at least once in this story, and these are the ones that are left.

For many of these characters, I am open to various interpretations, unless I say otherwise in the character's "Notes" section. If you want to do an accent other than your natural one, feel free to try it. Just keep in mind that I don't want an accent to be so thick that it distracts from the dialogue itself.

To audition for a role, simply record the lines provided (if possible, please use your best recording equipment, and reduce/remove background noise). Save your WAV or MP3 file with the following naming convention:

BHU_Role_Username

****Send your audition files to me at barondipitous@gmail.com.****

You may audition for more than one role. If you do, please make a new recording file for each role. Be creative in your line delivery and acting! You are welcome to say the same lines several times in several different ways in the same sound file.

****Last day to submit auditions is [date].****

Once that date has passed, I will take the next few days to review all auditions, and make casting decisions. I will reach out to you (using the email you used to submit your audition recordings) about my decisions. I may consider you for a role you didn't audition for, but in that case, I will ask if you are interested in the other part before making any final decisions.

One final note: If you want to audition, but are nervous/afraid/don't think you have "enough" of something, please audition anyway! I'm not looking for professionals, here. I'm looking for people with potential, and people who are as excited about this as I am! Multiple people who thought they'd never get a part are now in the cast. You lose nothing by trying. :)

Roles

Asuri

Notes

[description of role/voice]

Lines

- *[context for the line]*
 - a. **[Example]:** [The actual line.]

Gnash

Notes

[description of role/voice]

Lines

- *[context for the line]*
 - a. **[Example]:** [The actual line.]

Jaeyun

Notes

[description of role/voice]

Lines

- *[context for the line]*
 - a. **[Example]:** [The actual line.]

Jiro

Notes

[description of role/voice]

Lines

- *[context for the line]*
 - a. **[Example]:** [The actual line.]

Kaya

Notes

[description of role/voice]

Lines

- *[context for the line]*
 - a. **[Example]:** [The actual line.]
 - b. **[Example]:** [The actual line.]

Teros

Notes

[description of role/voice]

Lines

- *[context for the line]*
 - a. **[Example]:** [The actual line.]

Thatch

Notes

[description of role/voice]

Lines

- *[context for the line]*
 - a. **[Example]:** [The actual line.]

Ulgrim

Notes

[description of role/voice]

Lines

- *[context for the line]*
 - a. **[Example]:** [The actual line.]

Val

Notes

[description of role/voice]

Lines

- *[context for the line]*
 - a. **[Example]:** [The actual line.]

Vector

Notes

[description of role/voice]

Lines

- *[context for the line]*
 - a. **[Example]:** [The actual line.]

Wu Shang

Notes

[description of role/voice]

Lines

- *[context for the line]*
 - a. **[Example]:** [The actual line.]