

"Appalachia: A Fallout 76 Story" is a direct spinoff of the acclaimed "CHAD: A Fallout 76 Podcast", picking up with the stories of new 76ers fresh out of the Vault with their own misadventures, obstacles, drama- and of course, survival.

The story picks up with Xander Nash, a none-too-lucky Pip-Boy mechanic, and "Rabbit", a self-proclaimed "professional explorer" crossing paths and becoming unlikely alliesbut quickly drags in a handful of their former Vault Dweller companions and a cast of many other personalities with their own stories- and a greater mystery to dive into involving Appalachia and the secrets it holds. Along the way, there will be plenty of familiar faces from the CHAD universe popping up, as well!

"Appalachia" is an ensemble audioplay that is currently slated to run for two seasons (with a third being conceptualized and some minisodes being conceptualized for Season 1). This current casting call covers nearly all of the roles for the first half of the first season- which means there will be more roles needed as production rolls with some roles still being worked on that aren't outlined here but we will be keeping an ear out for.

#### Requirements:

- Professional recording equipment and space; XLR mics strongly preferred and as little background noise as possible
- Prospective talent must be 18+
- Role commitment expectations are attached to each character; please bear in mind that main cast may be potentially expected for two to three seasons if all goes according to plan

• While not required, some VO/VA experience or training would be appreciatedbut we encourage everyone to audition!

#### What You Will Get:

- IMDb credit
- We will sign a NAVA AI rider as there are absolutely no plans to use AI in this project. (We're VAs. We get it.)

Due to the nature of this project being a passion project based on an existing IP, we do not have the ability to pay our talent so please understand that before auditioning. Much like its source material, it will contain some crude and dark humor, profanity, and LGBTQ+/BIPOC representation (much like CHAD) among the usual Fallout trappings. If those are things that may make you uncomfortable, please understand that this project may not be for you.

Thank you for your auditions ahead of time, and if there are any questions, please feel free to ask!

- Matt (Rabbit) and Phil (Xander)

## **Instructions:**

- Please name your files in the format: charactername\_yourname (ex: EddieBrooks FirstnameLastname) to make them easier to sort
- Email your auditions using the subject line "FirstName\_LastName A76
   Audition" to appalachiastory76@gmail.com
- If submitting multiple takes, please submit them in the same file in ABCABC format if possible
- Submitting auditions for multiple characters is encouraged; simply include all character auditions in their own separate files attached to one email

**Characters:** Many of these are main roles and will be present in numerous episodes but a few are one-offs or supporting recurring characters. To jump straight to a character description/lines please click on their name in the navigation pane (desktop only, unfortunately.)

# Gina (Georgina Rhodes)

### Early to mid 20s; High Commitment (Main Cast)

When the doors to Vault 76 opened, Gina found herself scavenging pieces of the world before the bombs dropped to sell to folks not willing to adventure where she would. Shortly after, she happened on a busted up Archie, whom she fixed and is her new partner-in-exploration, and the two of them have started a small junk shop.

Gina is a good-hearted opportunist, always looking for a way to make extra caps and a lucrative sale. While she can have a bit of a temper when things don't go according to plan, she is generally a candid and sarcastic person who stays cool under fire- both social and laser-related.

(attempting a sale)	"This? Oh yeah, this is some high-grade stuff. You can use it to fix anything- clothes, weapons- saw a guy use it to fix a fence once when his brahmin busted through it."
(plotting with Archie)	"Now we just need to figure out a good place to scrounge up some weapons. Preferably a place not crawling with Scorched, Ghouls, or dangerous robots."
(realizing some of her stuff has been stolen)	"Of course I'm upset! We worked hard to grab that stuff, Archie!"

## Bryce (Bryce Sanders)

### Early to mid 20s; High Commitment (Main Cast)

During his days in the vault, Bryce wanted nothing more than to be an enforcer for good, protecting those that need it and keeping peace in the world outside once the doors opened. He found out about the Responders trying to reform and decided to help them in their efforts before reconnecting with his good friends, Xander and Gina.

Headstrong and as much a straight arrow as anyone can be coming from the Vault, Bryce tends to be on the serious side, cracking jokes subtly with friends but quicker to be the "word of the law" than any the others. His straightforward and moral nature tends to put him at odds even with friends at times and while he's quick to anger, that anger can be unrivaled once he gets going.

(conversational)	"Honestly, what isn't dangerous out here? Have you seen the Bloatflies? They're bigger than basketballs. Almost had one spit its digestive acid in my eyes the other day."
(corroborating information with a partner)	"Cryptids, huh? And this Snallygaster is a cryptid?"
(watching someone use a very strange weapon)	"What the hell is that? Is that a tambourine?!"

## Eddie (Eddie Brooks)

### Early to mid 20s; High Commitment (Main Cast)

Put a bunch of kids together growing up in a Vault and a bully or two will emerge. Eddie Brooks was one of them. Constantly in trouble with Vault security, harassing anyone he thought was weaker than him, and unapologetic about it all. Unsupervised, he made life hell for plenty of his peers over the years.

Leaving the Vault has done nothing but exacerbate this. Instead of name calling and pranks, now he has pistols and a much bigger world to terrorize. While he's dumb as a brick and has a vengeance streak a mile wide, his confidence is unmatched.

(conceited, bullying)	"We're supposed to make this place work again and you know who's going to do that? People like me. People willing to do whatever it takes to get what they want and they take ini- inish- (trying to say "initiative") Whatever."
(being fake-friendly to his bullying victim)	"I thought you'd be Ghoul food by now, bunny boy. Look at you! Both balls dropped and everything once that vault door opened, huh?"
(threatening, dark, matter-of-fact)	"He killed me. I killed him. Law. Of. The land. Now, give me that little paper bag and I'll head on out. We can call it even."

## Trixie (Patricia Mitchell)

### Early to mid 20s; High Commitment (Main Cast)

Back in 76, Trixie was popular enough, always able to talk her way into and out of what she wanted and smarter than she would let on. She had a genuine soft spot for people like Rabbit and Tim who may have been underestimated and ignored themselves.

As soon as she left the Vault, she hooked onto Vault bully, Eddie Brooks, her on-again-off-again (and on-again) boyfriend for protection, knowing his brawn and her brains could keep her alive and get whatever she wanted. Her facade of "mean girl smooth talker" cracks every so often, though as time goes on.

(unimpressed, chiding her partner-in-crime as he brags about how they did)	" 'We did it'. Yeah. You owe me three bobby pins. And what the hell was that noise you made?"
(dismissive, taking control)	"Not all of us think the 'C' in SPECIAL is silent, babe. You go hide and wait. I've got this."
(a moment of vulnerability)	"He said he'd keep me safe. Even just a few months ago, we were a lot different. I didn't feel prepared. This? All of this? I didn't sign up for this."

## Archie (Archibald)

### **High Commitment (Main Cast)**

Previously a Mr. Handy vendor bot who was trashed near Bolton Greens, Archie was found by Gina and fixed up during one of her misadventures. Feeling indebted to her but also appreciating her willing to treat him as an equal, Archie hooked on to her and the two have been inseparable since.

While his programming may make him a little slow to react sometimes, he is every bit as competent a vendor as Gina, even so far as being a voice of reason at times.

Note: Archie doesn't necessarily need to have the posh Mr. Handy type voice prevalent in 76, but should still sound like a mechanical being. Feel free to play around with it!

(conversational)	"What the mistress means to say is that you have a very analytical eye for the value of a statement which surely transfers over to your appraisal of material goods!"
(conversational)	"I'm sure that NOTHING can be as bad as Bolton Greens. Those Scorched were SO uncivilized; greeting passersby with little more than grunts, growls, gurgling screams, and wanton violence."
(somewhat distressed)	"Mistress Gina, I must ask you to calm down." (Is told very bluntly by Gina that she IS calm) "I must disagree. You wouldn't be slamming things around so harshly if you were. I understand that you are upset but-"

# Tim (Timothy Harold)

### Early to mid 20s; Moderate Commitment (Supporting Cast)

Sweet, naive, and easily persuaded, Tim approached everything in 76 with enthusiasm. While he had a hard time fitting in and finding a group to "belong" to, he found a kindred soul in the equally quiet Rabbit, forming a relationship ("it's complicated") with him bonding over chemistry, its byproducts, and their similarities.

He caught word of folks outside of the Vault who followed the Mothman, something he only read about in the Vault, and dove deep into the teachings of a splinter group of cultists. Still enthusiastic and kind (and still a fan of the chems), Tim is working to spread the good word of the holy Mothman across Appalachia.

(reverent)	"Mothman- our Mothman- is about peace and enlightenment. Opening your mind and your heart to something more."
(trying to impress his superior)	"Well, you told me about the stories from the books- I mean, the Sacred Tomes- and how the Mothman was worshipped before- er- in yesteryear."
(high on moth dust, joyful)	"He's here! He's gracing us with his presence!"

# Robin (Robin Hardy)

### Early to mid 20s; Moderate Commitment (Supporting Cast)

With an insatiable thirst for knowledge, Robin's head was in a book more often than not in the Vault. What really intrigued her beyond survival, though, was wildlife. More specifically, cryptids. While everyone else was worried about what was predicted to be outside of 76, she was drawn more to what could be out there that was unexpected.

Robin has stepped out of the Vault as a person of action. Direct, inquisitive, and resourceful, she may find herself in the thick of danger in her attempts to uncover the mysteries of Appalachia- but that doesn't deter her one bit from doing it over and over.

(excited but conversational)	"I want to see more of them in the wild -from a safer distance mind you- to see how they hunt, how they sleep, how they mate-" (after being interrupted) "But also fascinating!"
(enthusiastic)	"Nice shot! Now hit it again while I punch it in the throat!"
(conversational)	"So you've got your answer. Or at least some answer. What now, Rip Daring?"

# Belle (Belladonna Merritt)

### 30s to 50s; Light Commitment (Supporting Cast)

A contractor of odd jobs in Appalachia who knows a lot about the world outside of the Vault being that she's been outside of it while all of the "specially chosen" were living it up in the safety of Vault 76.

While her worldview may be a bit jaded, she's made friendly business partners with some of the 76ers, including Rabbit and friends when they need some caps. Confident, competent and quick-witted, Belle is a great friend and contact to have in the Wasteland.

Voice description: Female Adult / Female Senior

(impressed and sarcastic)	"You're telling me that after a few minutes, you figured out how to do what those eggheads at Vault-Tec couldn't figure out for years."
(in good humor to her "employee")	"Do I hear a little cottontail hopping up for our appointment?"
(explaining a job)	"He said whatever you're looking for, it's small enough to fit in a backpack so it could be a quick in-and-out."

## Kitt / Pip

### Moderate Commitment (Recurring Character)

When some of the technology of one of the Pip-Boys is messed around with, it results in one of our 76ers having a sarcastic "sidekick" of sorts in the form of an often snide (but on rare occasion, helpful) voice module strapped to their arm. Their name seems to depend on who is talking to them and when- but they prefer Kitt.

As a note, we're open to interpretation on what you think a snarky Pip-Boy might sound like, but please don't add effects or anything to emulate mechanical or robotic vocals; we want to hear the voice we'll be adding any effects to, if we do!

Voice description: Male Adult / Male Young Adult / Male Senior / Female Adult / Female Young Adult / Female Senior / Androgynous / Nonbinary

(lightly taunting)	"If you shove the pockets of those horribly kept leather pants with caps and chems, at least one person will love you- the one that puts a bullet in your back while you're busy crying over a cold bowl of Firecap Soup."
(sarcastic)	"For a guy registering a 9 in Intelligence, you're an idiot. Wake me up when you're smarter."
(making fun of their companion)	"And in between crying about boys and slugging back his weight in third-rate swill, he managed to turn me on.  Despite fumbling around like a teenager groping for third base for the first time."

### "Bob"

### 20s to 50s; Light Commitment (Recurring Character)

Appalachia's premier Bobblehead aficionado and collector of rarities- if they're Bobbleheads. Eccentric and self-serving, whimsical and over-the-top, he's not much of a fighter so he hires folks to help him complete his collections, which brings him across the crew.

In reality he is a bit of a weasel and would rather try to worm his way out of commitments and agreements.

Voice description: Male Adult / Male Senior

(introducing himself, gregarious)	"From the claw marks on your arm there it looks like YOU could do better at dodging things. But jabs aside - hello!"
(pointed, defensive)	"I don't think you understand how difficult it was to acquire that little gene modifier I slapped on your friend there. With how valuable that could be, I think that's more than adequate payment for the task."
(flustered, shocked in response to be threatened)	"Oh, my! Yes. Yep, it's all yours."

# Fuzzy Brenda

### Low Commitment (One-off)

Camden Park's most benign and devoted mascot, Fuzzy Brenda is a trove of optimism and cat puns- whether you like it or not.

(a mascot welcome)	"Well, I'm Mr. Fuzzy- and welcome to Camden Park, the most PURR-fect place in all of Appalachia!"
(excited, explaining the park)	"Oh sure! You can find all kinds of toys and MEOW-morabilia if you've got enough Mr. Fuzzy tokens! Have you ever tossed dross?"
(nervous, covering)	"That's Mister Fuzzy. Here to put a smile on every visitor's face from the tiniest tot to the grumpiest grandpa!"

# **Cultists**

### Low Commitment (One-off)

Two followers of the Mothman who are a little more sacrifice-happy than your usual cultists.

Voice description: Female Adult / Male Adult / Female Young Adult / Male Young Adult / Female Senior / Male Senior

(looking for an intruder)	"Who would dare defile this holy place and delay this offering to Him?"
(preparing to search for another intruder)	"Perhaps this is another offering, drawn by the glory of His light and the strength of our devotion?"

# Raiders

### Low Commitment (One-off)

A trio of Raiders threatening our hapless heroes to steal their things.

Voice description: Female Adult / Male Adult / Female Young Adult / Male Young Adult / Female Senior / Male Senior

(to people hiding from them)	"You can't hide forever!"
(regarding a noisy Pip-Boy)	"Shut it up or I'll rip off your arm and shut it up myself."