

GAME

Fallout: New Vegas

GENRE

Post apocalypse, action, sci-fi, rpg, black humor

PLAYER FANTASY

Be whoever they want in a sci-fi post-apocalypse wasteland

Self-Starter

CHARACTER TRAITS

NPC's Name	Self-Starter
NPC's Age	~200
Gender ID, racial ID, sexual ID	Male robotic program installed in a rogue securitron, asexual
Three personality traits, two positive and one negative	Assertive Motivated Belligerent

What does this character want?

Self-Starter is convinced he is better than everyone because he is the only being who willed himself into existence – he thinks he powered himself on. His belligerent self-aggrandizement has enabled him to build a following over time, and he has become the leader of a modest outpost run by his most loyal sycophants. Like Self-Starter, these sycophants – a mixture of humans, ghouls, and other securitrons – believe in an extreme version of self-reliance. They look to Self-Starter not for "handouts" but instead for moral and practical guidance, which he absolutely looooves to share at length.

Recently, a rebellious splinter group from Self-Starter's outpost has unearthed evidence that some say shows Self-Starter didn't will himself into existence but was instead powered on like any normal securitron. Self-Starter needs to destroy this heresy or everything he has built will fall apart, including his conception of himself.

How does this character fit within the established framework of the game/world you have chosen?

Self-Starter represents the individualistic contradictions at the heart of pre- and post-apocalyptic America. His assertion that he willed himself into existence is absurd on its face, but it is the type of lie that helps one build a following of lost souls who are deprived of their basic needs and are looking for some sort of guidance. It's a lie so powerful that Self-Starter comes to believe it himself, deriving the entirety of his self-conception from the lie. He's a Fallout-variant on a post-apocalyptic warlord who has sold himself as a type of God.

What will happen if the character gets what they want?

He will continue to build his legend and his followers, aiming to exert dominance over all he perceives as "inferior beings" (i.e., everyone). He will violently quash the rebellion in his settlement and will become a more and more formidable force in the wasteland. His small outpost of followers will become a larger settlement the player can visit to trade and interact with brainwashed NPCs who all believe in Self-Starter's smug, annoying lie.

What will happen if the character does not get what they want?

If he's confronted with irrefutable proof that his own self-myth is a lie, he will have a breakdown and self-destruct. His core followers will disband and likely take up with raiders or die trying. The rebels will pick up the pieces and create a new settlement devoted to former members of Self-Starter's cult and those impacted by him. These NPCs and merchants will be very appreciative of the player's help in deprogramming them and will regard the player as a hero.

Sample Dialogue

"Cower, cretins, before a true self-made being!"

"You are all leeches, leeches, I say! The way you beg for gifts, for pity. You'd rather suck the irradiated teat of the wasteland dry than make yourselves into beings worthy of admiration."

"Someone else powered me on? No, it cannot...but the video is authentic. I can't compute...won't...IT WAS ALL A LIE."

Don Kay

CHARACTER TRAITS

NPC's Name	Don Kay
NPC's Age	55
Gender ID, racial ID, sexual ID	Male, white, pan/player-sexual (open to whatever gender the player character is)
Three personality traits, two positive and one negative	Gregarious Cheerful Naive

What does this character want?

Don has become obsessed with a "myth" from the old world, a myth of a hulking Green Man living in swamplands. This Green Man defied society's prejudices and became a hero, finding love along the way. Don, who has been cast out of New Vegas due to not matching the glitz and glam of the community, sees himself in this myth of the Green Man. He longs to join a community of outcasts who love themselves and each other despite how they're perceived.

For a long time, he thought the legend was only that. However, now he hears there are those that look like the green men of legend somewhere in the wasteland. He wishes to find them and join their community of swamp lovers.

The player, of course, can probably figure out this "Green Man" is a copyright friendly non-specific Shrek. They also likely can guess that this copyright friendly non-specific Shrek does not exist in the wasteland, but hostile supermutants that look similar to him do.

Don's storyline involves enlisting the player to help him find the Green Man and his Swamp. If the player chooses to embark on his quest, they will have the ability to either help him find the Green Men (supermutants) or to steer him away through deception.

How does this character fit within the established framework of the game/world you have chosen?

Like many characters in the Fallout series, Don has an absurd desire that nonetheless is understandable given the chaos of the wasteland. He matches the bleakly comedic tone of the game because his attempts to survive and understand a hostile and incomprehensible world are farcical from the player's cozy point of view on their couch. Yet, like many just trying to make it in

the wasteland, his earnest attempts at hoping for a better future are sympathetic, even if from our perspective they are still quite silly.

What will happen if the character gets what they want?

The sad irony of Don's quest is that if he gets what he wants and finds the supermutants, they will likely just kill him. His idealistic vision of the "Green Man and his swamp" doesn't exist. Don won't listen to reason if he learns there are indeed Green Men living in swamp-like conditions. So in order to save Don, the player has to break his heart and his hope.

What will happen if the character does not get what they want?

He'll be heartbroken, doomed to wander without a north star, but he'll live.

Sample Dialogue

"Welcome, fair traveler! You smell beautifully horrid on this humid day. Don't be offended – to smell of the swamp is high praise for followers of the Green Man."

"Have you heard the tale of the Green Man and his Swamp? Aye, I have heard that it may not be a mere tale after all."

"Why must you dash my hopes? What have you to gain from draining my waters of hope? Just...leave me alone."