

Beryl, the scientist

Game Context : Fallout. → Western RPG, post apocalyptic, with a mix of western and futuristic technology.

Mod project, set in Ontario.

Name : Beryl

Age : 239 years old.

Gender : Non binary/Agender

Species : Ghoul*. Seneca canadian.

Alignment : Friendly toward the ghoul community. Neutral or defiant toward every other faction.

Personality : Beryl is one of the smartest persons in the Great North. Using their past experience, they focus their life on science and how it may be used to make the locals' life better. Given their age, they could study a large quantity of fields, which grants them an unparalleled scientific culture. However, they live away from society, as a way to think in peace, and avoid damaging the local villages when doing more dangerous stuff.

Even though they enjoy this life, they often feel lonely. With that, and a tendency to get distracted, they can go on and on for long monologues, which can be more or less cohesive, with a mix of technical explanations and random thoughts.

Beryl is also an anarchist, who thinks that any project to create a new central government is doomed to lead to the same errors of the past, as long as they imply a social hierarchy.

Appearance : As a ghoul, Beryl was human, and still has their general form. However, their skin is lacerated, and part of their face is missing.

They always wear protective goggles, blue overalls, and a lab coat. Both full of tools, pencils, and notebooks.

Mechanical route

Beryl upgrades their body with tech.

Their head becomes mechanic (either bot, or their brain in a jar ?). Their limbs also become mechanical, with a shiny chrome outer shell.

The outfit stays the same.

Biological route

Beryl becomes a super ghoul.

They get way more muscle mass, and grows to about 2 and a half meter of height.

Their lab coat is partly destroyed.

Their skin gets a bit more pale and greener.

Role : Quest giver, merchant, repair things.

Story :

Before the game

Beryl's backstory is unknown.

The only things they mention are their origins (the fact that they are from a First Nation), and that they were an engineer before the war.

Meeting them

During the game, Beryl lives in a small house, along with a workshop, a bit away from the ghoulish settlement.

They are happy to meet the player, and goes on to talk about the ghoulish situation, along with other subjects.

If the character has high enough stats in either medicine/science/repair, they can get into more details, by showing off that they know what they're talking about.

After this display of knowledge, and a bit of proof that you are willing to help, Beryl accept to explain their main project :

They are working toward healing the mental degeneracy that happens in ghouls**.

According to their theory, the best course of action would be to isolate the brain, and create a ghoulish/robot hybrid, in order to preserve the precious organ. A bit like the robot dogs, though in a more advanced way.

In order to test the theory, Beryl will ask the character to help them get some robot parts, that they can find anywhere where there are robots.

If the character is skilled enough in medicine, they can propose a biological solution. This means, a cure that wouldn't need an outside alteration.

Finally, if the player is a close enough ally of the Kingdom~~, they can know about the water of Avalon. This can heal the mutants, and a variety of ailments, and can be proposed as another possibility.

Mechanical route

As said earlier, this route is about collecting robot parts.

Once done, Beryl will ask to be left alone for a bit, in order to make some tests. (either once or twice, depending on the gamefeel)

Each test needs a few day.

Close to the house, an upgraded animal will appear, along with one of the village ghouls, also upgraded.

Since the tests are positive, the character can help Beryl experiment on themselves, if the character is skilled enough in both medicine and either science or repairing. Else, they need to bring Beryl to an Auto-Doc, in order for them to program the operation.

It is a success. After that, Beryl starts thinking about the implications of this breakthrough. They'll talk about saving the ghouls, a brighter future, and the need for ressources.

For their new plan, Beryl asks to be brought to a robot production chain. This means a dungeon, in a secret lab for which they found the access codes. It's made of multiple floors, with each corresponding to a type of research.

The objective here is to find the central AI, and reprogram it, in order to gain control of the security, and starts the creation of new robot parts.

Since the scarcity of parts is not a problem anymore, Beryl can act on their plan :

Convert the rest of the village ghouls, to protect their brains.

And then, with their followers, go and attack the neighboring villages to also upgrade them to "the future of civilization".

The player must then choose between destroying Beryl (either during the battle, or before, when they starts kidnapping normal people), or try to talk them down.

In order to try this second option, the player needs to reach them during the battle, without killing any ghoul.

There are a few ways to convince them :

-A med/scientist character would talk about ethics, and the trauma of a forced upgrade, when compared to a voluntary one.

-A mechanically inclined character will ask about the long term, with part failures, the risk of an EMP, and the likes.

-Finally, a social character will argue than on the long run, convincing people instead of forcing them would reduce the conflict between upgraded and non-upgraded, would lead to fewer deaths, and thus would give out a better image of ghouls.

Once Beryl is brought to reason, they will recall their allies, and give up on the attack.

If the character used the mechanical line, they'll start upgrading the concept, with more futureproofing, and a better protection of the brain.

The other options bring them to look for other scientists, in order to have a safeguard against future errors of their way. In that case, the player can introduce them to the Follower of the Apocalypse (a

scientist group), if they are close enough. This however, needs a good reputation with the Kingdom (as the followers are collaborating with them for the time being), and thus a bit of convincing Beryl that a temporary alliance is best, even though they dislike the very idea of royalty.

(Note : Maybe have a possibility to do both the upgrading and the followers ending ?)

Biological route

This route is more open handed. The player can try a few different plant extracts, but nothing will work.

The main information to get here is about a secret lab of the Institute~, which contains a stock of Forced Evolution Virus. By basing their design on the local super mutants (created with said FEV), who are intelligent and pacifists, Beryl think they can create a viable strain.

Inside the lab, one of the scientists can give the player the strain, and ask them to sabotage it, in order to stop Beryl's progress. This can be done either by neutralization, which ends this route but still allows the player to try another one. Or the virus can be made deadly, which would either kill Beryl, or the local community.

If the player refuses that, or avoid the scientist, they'll bring back a usable strain for Beryl to study.

They'll then help the player for the next task : capturing some feral ghouls, in order to test the healing possibilities of the strain, in addition to the tests on willing subjects that haven't gone fully feral yet.

The experiment is a success, and creates a new type of ghouls : The super ghouls.

They keep their intelligence, can't get feral, and become more massive and strong.

This route then ends with an assault on the Institute, in order to both make sure they won't do any damage with their material, and to gain access to their production chain, in order to make more FEV for future cures.

With this, the player can also talk to Beryl about helping the super mutants that needs it, since they had to learn a lot about the strains of FEV.

Kingdom Route.

If the character knows about the water of Avalon, and can get to it, they can ignore the other routes and simply try that as a cure.

Here, the main objective is to make Beryl collaborate with the Kingdom, despite their conflicting ideologies.

This is done by debating, about the possibility of changing the system from the inside, and that the social hierarchy may only be a temporary solution. They can also be swayed by arguing for the greater good, that this collaboration would bring a better future for the ghouls, and that they can help giving access to the water for anybody that needs it.

If this route is done, Beryl will move to the castle, where they deploy a new lab, to study the water. They can collaborate with the followers of the apocalypse, too, but it's optional.

* : Ghouls are human beings that were mutated by radiation. Their tissues are partly destroyed, but they obtain a way longer life in exchange.

** : Under certain conditions, ghouls can lose their mind, and become "feral". Feral ghouls are extremely aggressive, and seem to have lost any cognitive ability.

~ : The Institute is a small remnant of a governmental organization from before the war. They were supposed to work on the betterment of humanity, but got crippled by a distinct lack of ethics and empathy.

~~ : The Kingdom is a growing faction. They are a group of colonies who banded together, under the authority of a queen and her court. They try to work for the greater good of the great north, but Beryl is not convinced by their methods.