Diokles - “Captain Falcon with a shield”

* Footsteps
  + On stone
  + On wood
* Shield - Powerful, heavy, dense
  + Dull thud (regular blocking) - Attacks that are ineffective
    - [Reference 1](http://www.pond5.com/sound-effect/8616683/rubber-metal05.html) - Rubber on metal
    - [Reference 2](http://www.pond5.com/sound-effect/8614983/metal-light-movement-minor-65.html)
  + Sharp “shing!” for successfully deflecting/countering an attack
    - [Reference 1](http://www.pond5.com/sound-effect/48914820/barrier-shield.html) - Epic, but maybe a bit too drawn out
    - [Reference 2](http://www.pond5.com/sound-effect/8844881/combat-sword-hit-wood-01-warfare-sound-sounds-effect-effects.html) - Quick, but sounds kinda normal
  + Raising the shield to block
    - [Reference 1](http://www.pond5.com/sound-effect/51372490/insert-shield.html)
    - [Reference 2](http://www.pond5.com/sound-effect/24151366/blocked-metal-click.html) - Kind of a “click” sound
    - [Legend of Zelda OoT Shield Out](http://noproblo.dayjo.org/ZeldaSounds/OOT/OOT_Shield_Out1.wav)
    - [Legend of Zelda OoT Shield In](http://noproblo.dayjo.org/ZeldaSounds/OOT/OOT_Shield_In.wav)
  + Shield bash - Very strong attack. Breaks through doors, defeats enemies
    - [Reference 1](http://www.pond5.com/sound-effect/49406936/shield-bash.html)
    - [Reference 2](http://www.pond5.com/sound-effect/44310254/kite-shield.html) - Kind of dull, but has the weight behind it
    - [Reference 3](http://www.pond5.com/sound-effect/49406941/shield-block-1.html) - The dense kind of sound I like
    - [Reference 4](http://www.pond5.com/sound-effect/49406942/shield-block-3.html)
    - [Reference 5](http://www.pond5.com/sound-effect/49406945/shield-block-2.html)
* Grunting
  + Athletic, quick, short exertions
    - [Reference 1](http://www.pond5.com/sound-effect/35965933/male-jump-grunt06.html)
    - [Reference 2](http://www.pond5.com/sound-effect/35965937/male-jump-grunt07.html)
    - [Reference 3](http://www.pond5.com/sound-effect/35965930/male-jump-grunt04.html)
    - [Reference 4](http://www.pond5.com/sound-effect/1096287/vocalization-tribal-exhale-male-bb-05.html)
    - [Reference 5](http://www.pond5.com/sound-effect/25135820/exhale.html) - Quick exhale, not as much grunt
    - [Captain Falcon Jumping (Smash Bros)](https://www.youtube.com/watch?v=7FJbngyumBs&t=50s) (#24 in the video)
  + Jumping off ground
  + Jumping off wall
  + Jumping up ledges
  + Exhaustion from holding the shield up for too long and must put it down
    - [Reference 1](http://www.pond5.com/sound-effect/10706941/male-groan-1.html) - A bit too “gravely”, but close to the exhale I’m expecting
    - [Reference 2](http://www.pond5.com/sound-effect/44025292/male-short-release-exhale.html) - Doesn’t sound as exhausting, but on the right track
    - [Reference 3](http://www.pond5.com/sound-effect/35145613/heavy-breathing-loopable.html) - Heavy breathing after shield is put down. About the right pace
  + Pain/Death - Diokles knows that he is the only hope for Greece and if he fails then it will surely fall. He fights to the very last breath.
    - [Reference 1](http://www.pond5.com/sound-effect/49670344/pain-umph-male-painful-grunt-hurt-02.html)
    - [Reference 2](http://www.pond5.com/sound-effect/1096598/grunt-pain-male-bb-03.html)
* Impacts
  + Landing on ground
    - [Reference 1](http://www.pond5.com/sound-effect/33401882/grab-clothes.html)
    - [Reference 2](http://www.pond5.com/sound-effect/8590445/biblegrab-s011fo34.html)
  + Grabbing ledges/Jumping off surfaces
    - [Reference 1](http://www.pond5.com/sound-effect/3375957/grabfleshlight-13.html) - light, snappy kind of sound
    - [Reference 2](http://www.pond5.com/sound-effect/3375944/grabfleshlight-01.html) - a bit heavier sounding, but could still work
    - [Reference 3](http://www.pond5.com/sound-effect/3375951/grabfleshlight-07.html) - more dull and heavy, but I still like it

Enemies - TBD