Pirate_F Voice lines for Toaster Arena

Lines can be tweaked by VA if they sound better as long as context is kept the same, some lines on this document are noises

Line ID	Line
	Vocal sounds or noises, these can be noises such as impact grunts, running sounds, or hit noises, these are used for game feedback. These are played by the game automatically based on player action.
Pirate_F_Jump_1	Vocal sound to indicate a physical jump performed by players. Players can jump pretty high in this game and run quite fast
Pirate_F_Jump_2	
Pirate_F_Jump_3	
Pirate_F_Jump_4	
Pirate_F_Land_1	Vocal sound to indicate that they have landed on a surface, most of the time players will be going at high speeds
Pirate_F_Land_2	
Pirate_F_Land_3	
Pirate_F_Land_4	
Pirate_F_Asthma	This one plays after players have been running for a while and their character will start breathing a bit loud. This is meant to loop so it may be need to be a few seconds long 4 to 5 range?
Pirate_F_Hit_1	Vocal sound to indicate that the player is receiving damage, they don't have any shields at this stage and the hits do hurt, these can range from bullets, plasma projectiles, explosions, melee hits and environmental damage so they must be a bit generalized
Pirate_F_Hit_2	
Pirate_F_Hit_3	
Pirate_F_Hit_4	
Pirate_F_Hit_5	
Pirate_F_Die_1	This will indicate the player that they have died, this can be compromised of screams or sounds that could be perceived as dramatic, similar to how old-school arena shooters that have voiced characters sound when they are killed. The way they can die is has to be quite general as they can be a lot of sources
Pirate_F_Die_2	
Pirate_F_Die_3	
Pirate_F_Die_4	
Pirate_F_Die_5	
Pirate_F_Die_6	
Pirate_F_Die_7	
Pirate_F_Die_8	
Pirate_F_Die_9	
Pirate_F_Die_10	
Team communication Lines	These are lines that the character will say that are aimed towards team communication, these are played automatically when the character performs an action based on player input
	lines can be given your own touch if it fits the character as long as it follows context
Pirate_F_Reload_1	I'm not done yet, just lettin' the next scream ripen.
Pirate_F_Reload_2	Keep shootin', lads! I'm stuffin' nightmares into this barrel!
Pirate_F_Reload_3	Me bullets ran out, but me voices haven't!
Pirate_F_Reload_4	They think I'm outta bullets...but I can still use my teeth!
Pirate_F_Reload_5	RELOADING!
Pirate_F_Target_Kill_1	I will carve my name in your blood!

ID	Line
Pirate_F_Target_Kill_2	Ye fought the tide, and now ye sleep beneath it.
Pirate_F_Target_Kill_3	Your scream's the sweetest shanty I've heard all day.
Pirate_F_Target_Kill_4	Blood or treasure, either fills me just fine."
Pirate_F_Target_Kill_5	Your gold's worthless now, but your fear? Priceless.
Pirate_F_Take_Damage_1	I FEELL THE PAIN
Pirate_F_Take_Damage_2	MORE,MORE, M O R E, ARAAAAGHHHH!!!!!
Pirate_F_Take_Damage_3	You think that hurts!, Ill show you real paaaiinnnnn!!
Pirate_F_Take_Damage_4	RAAAGAGHHHHH
Pirate_F_Take_Damage_5	I NEVER FELT BETTER!!!
Pirate_F_Throw	Here's a little boom to spice yer doom!
Pirate_F_Place	Here's a little gift from yours trully.
Pirate_F_Spot_1	Fresh meat on the horizon
Pirate_F_Spot_2	Im going to paint the floor red with your guts
Pirate_F_Corruption_Spot	Look at that! A meat puppet without strings!
Pirate_F_Corruption_Kill_1	Tell the reaper I said hi—again!
Pirate_F_Corruption_Kill_2	You should of stayed dead!
Pirate_F_Corruption_Kill_3	Hope Hell gives refunds, cause you're goin' back!
Pirate_F_vehicle_1	Strap in lads, because it's gonna get bloody
Pirate_F_vehicle_2	I am the captain of doom!
Pirate_F_Grab_Objective	Another prize for my gallery
Pirate_F_Activate_Objective	Objective's Active, and so are the voices!
Pirate_F_Armed_Objective	Objective armed, the voices are getting louder!
Pirate_F_Drop_Objective	Ill leave this here, and I want no one to take it!
Pirate_F_Disarmed_Objective	Objective is no longer screaming at me!
Player communication lines	These lines can be played by the player at any time by pressing a button
	lines can be tweaked if need be
Pirate_F__yes_1	Yes
Pirate_F__yes_2	The Voices tell me to agree
Pirate_F__yes_3	Ho!
Pirate_F__yes_4	Ay
Pirate_F__yes_5	Aye
Pirate_F_no_1	No
Pirate_F_no_2	I will not do that
Pirate_F_no_3	Never in my coursed live would I agree
Pirate_F_help_1	Help
Pirate_F_help_2	Help me!
Pirate_F_Taunt_1	That the best ye got, land-leech? I've seen storms hit harder... blindfolded!
Pirate_F_Taunt_2	I could gut a fish with more dignity than you're fightin' with!
Pirate_F_Taunt_3	Yer aim's like a ghost's handshake, pointless and forgettable!
Pirate_F_Taunt_4	I've had hangovers more coordinated than you!
Pirate_F_Taunt_5	Your form's got more holes than my memory!
Pirate_F_Taunt_6	Is that yer battle face? I've seen prettier barnacles!
Pirate_F_Taunt_7	Ye move like a drunk eel, slippery, sad, and smellin' of failure!

Pirate_F_Laugh_1	Mostly just Character laughing at a random thing
Pirate_F_Laugh_2	Mostly just Character laughing at a random thing
Pirate_F_Laugh_3	Mostly just Character laughing at a random thing
Pirate_F_Thanks_1	THANK YOUUUU
Pirate_F_Thanks_2	If I had a heart, it'd be singin' your name!
Pirate_F_Thanks_3	Bless ye, ya scallywag
Pirate_F_positive_1	You pulled that off like a kraken in heat, magnificent!
Pirate_F_positive_2	You are becoming the heartless legend I wish to be!
Pirate_F_positive_3	Well done you magnifisent beast
Pirate_F_positive_4	If I had a heart, it would be feeling quite proud for you
Pirate_F_positive_5	You made that look easy
Pirate_F_Hi_1	Ahoy there, meatbag!
Pirate_F_Hi_2	Hello, lovely, the voices like you... so far.
Pirate_F_Hi_3	Greetings
Pirate_F_Goodbye_1	Don't stray too far, swab
Pirate_F_Goodbye_2	Leavin' so soon?
Pirate_F_Goodbye_3	Walk away proud, like you stole something
NPC communication lines	These lines are used by NPC characters to tell the player what they are doing
	lines can be tweaked if need be
Pirate_F_Order_FallIn	"Fall in"
Pirate_F_Order_Standby	"Standby"
Pirate_F_Order_Supress	"Supresive fire"
Pirate_F_Order_Charge	"Charge!"
Pirate_F_Order_CoverFIre	"Take Cover!"
Pirate_F_Order_Investigate	"Check that out"
Pirate_F_Order_Surrender_1	Alright, alright! I drop me cannon,but not me madness!
Pirate_F_Order_Surrender_2	Fine! You win, you magnificent beast!
Pirate_F_Order_Surrender_3	Take your victory and choke on it, I'm still prettier in pain!
Pirate_F_Order_FuckThis_1	"You Are going down, You hear me, DOWN!"
Pirate_F_Order_FuckThis_2	"Ill fucking kill you!"
Pirate_F_Order_FuckThis_3	"Fight me coward!"
Pirate_F_Order_FuckThis_4	"You think this is over!"
Pirate_F_Order_Traitor	"Traitor!"

Pirate_F_Order_CheckDeath_1	Put another in 'em!
Pirate_F_Order_CheckDeath_2	They twitched, shoot them again!
Pirate_F_Order_CheckDeath_3	Second shot's the one they remember in the afterlife!
Pirate_F_Order_Rest	"At ease, lads"
Pirate_F_Order_R_FallIn	"Falling in"
Pirate_F_Order_R_Standby	"Standing by"
Pirate_F_Order_R_Supress	"Supressing"

Context	
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Character will be in combat during reloads, This character has been in combat in the past and has experience on the field.	
Angry Battle Cry	

Description	
Angry Battle Cry	
Angry Battle Cry	
Angry Battle Cry	
Angry Battle Cry	
In pain, angry, battle cry	
In pain, angry, battle cry	
In pain, angry, battle cry	
In pain, angry, battle cry	
In pain, angry, battle cry	
Pirate like shout	
Character is placing an ammo box on the floor, there is multiple equipments to it has to be generalized	
Character has seen an enemy and relays it to the team	
Character has seen an enemy and relays it to the team	
Character has seen a zombie	
Angry	
Angry	
Angry	
Angry Battle Cry	
Angry Battle Cry	
This can be many things, such as flags, bombs, orbs, etc.	
(Stick with andgry tones)	
(Stick with andgry tones)	
(Stick with andgry tones)	
(Stick with andgry tones)	
(Stick with andgry tones)	
Pirate exclamation	
Fear,asking for help	
Fear,asking for help	
Insult tone	
Insult tone	
Insult tone	
Insult tone	
Insult tone	
Insult tone	
Insult tone	

Happy and cheerfull tone	
Happy and cheerfull tone	
Happy and cheerfull tone	
NPC goodbye interaction, triggered after players stop talking to this character	
Dominating tone as character is giving an order	
Dominating tone as character is giving an order	
Dominating tone as character is giving an order	
Similar to a battle cry	
Dominating tone as character is giving an order	
Dominating tone as character is giving an order	
Character is fear as their whole squad died to one person	
Character is fear as their whole squad died to one person	
Character is fear as their whole squad died to one person	
Character just snapped and went full rambo on the player (Angry)	
Character just snapped and went full rambo on the player (Angry)	
Character just snapped and went full rambo on the player (Angry)	
Character just snapped and went full rambo on the player (Angry)	
Character is super angry that one of their allies either surrendered or switch sides and must kill them (Angry)	

Dominating tone as character is giving an order to verify if the player died (Usually leads to a double tap)	
Dominating tone as character is giving an order to verify if the player died (Usually leads to a double tap)	
Dominating tone as character is giving an order to verify if the player died (Usually leads to a double tap)	
Character is giving an order to their allies to rest up (tells them to be on a relaxed state)	
Character received an order and must relay information to the player	
Character received an order and must relay information to the player	
Character received an order and must relay information to the player	

A few years after Dallas left the Kiolara, a small group of SWU's decided to take it as their own.

The group belonged to a deserted planet terraforming ship. The ship's mission was to terraform planets for other species to colonize.

Kiolara became their home instead

A decision to never terraform the planet was taken in order to keep its occupation secret.

And so this group started taking over the planet, they divided themselves into small groups. Each with their own leaders and goals.

In order to prevent an internal war, each group chose a leader, leaders would work with their people and other leaders in order to maintain an alliance.

These were the following leaders

Hunter

Fire Lord

Ice king

Plague

Bell and her brother Astron

The leaders realized that their food sources would not be able to fully feed their population. This lead to the creation of a Raid group, Their task would involve exploring space in search for lonely merchant or cargo ships to raid.

Although quite morally incorrect, Kiolara's new population no longer had to worry about food, and such behavior slowly became tradition.

No longer where they a group dedicated to planet terraformation but rather a feared pirate family.