

Raven Voice lines for Toaster Arena

Line ID

Raven_Jump_1

Raven_Jump_2

Raven_Jump_3

Raven_Jump_4

Raven_Land_1

Raven_Land_2

Raven_Land_3

Raven_Land_4

Raven_Asthma

Raven_Hit_1

Raven_Hit_2

Raven_Hit_3

Raven_Hit_4

Raven_Hit_5

Raven_Die_1

Raven_Die_2

Raven_Die_3

Raven_Die_4

Raven_Die_5

Raven_Die_6

Raven_Die_7

Raven_Die_8

Raven_Die_9

Raven_Die_10

Team communication Lines

Raven_Reload_1
Raven_Reload_2
Raven_Reload_3
Raven_Reload_4
Raven_Reload_5
Raven_Target_Kill_1
Raven_Target_Kill_2
Raven_Target_Kill_3
Raven_Target_Kill_4
Raven_Target_Kill_5
Raven_Take_Damage_1
Raven_Take_Damage_2
Raven_Take_Damage_3
Raven_Take_Damage_4
Raven_Take_Damage_5
Raven_Throw
Raven_Place
Raven_Spot_1
Raven_Spot_2
Raven_Corruption_Spot
Raven_Corruption_Kill_1
Raven_Corruption_Kill_2
Raven_Corruption_Kill_3
Raven_vehicle_1
Raven_vehicle_2
Raven_Grab_Objective
Raven_Activate_Objective
Raven_Armed_Objective
Raven_Drop_Objective
Raven_Disarmed_Objective
Player communication lines
Raven_yes_1
Raven_yes_2
Raven_yes_3
Raven_yes_4
Raven_yes_5
Raven_no_1

Raven_no_2
Raven_no_3
Raven_help_1
Raven_help_2
Raven_Taunt_1
Raven_Taunt_2
Raven_Taunt_3
Raven_Taunt_4
Raven_Taunt_5
Raven_Taunt_6
Raven_Taunt_7
Raven_Laugh_1
Raven_Laugh_2
Raven_Laugh_3
Raven_Thanks_1
Raven_Thanks_2
Raven_Thanks_3
Raven_positive_1
Raven_positive_2
Raven_positive_3
Raven_positive_4
Raven_positive_5
Raven_Hi_1
Raven_Hi_2
Raven_Hi_3
Raven_Goodbye_1
Raven_Goodbye_2
Raven_Goodbye_3

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

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.

Vocal sound to indicate a physical jump performed by players. Players can jump pretty high in this game and run quite fast

Vocal sound to indicate that they have landed on a surface, most of the time players will be going at high speeds

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?

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

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

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

Damn, I'm empty
Got to reload
Reloading
Ran out of rounds
New mag coming up

You are dead to me!
Don't you dare fight back!
Stay were you belong
Dead men tell no tales
Stay down!

I'm hit!
Shiver me timbers, that's gonna leave a mark
Taking Shots
I'm getting shot over here
Fuck, that hurts

Fire in the hole!

Activating Equipment
Enemy spotted
BLOW THE MAN DOWN
Corruption spotted

Corruption Down!
Back off my ship you freak!
Die Die Die Die Dieeeee!

Going Mobile
I've got the wheel

I got it!
Activating objective!
Objective active!
I dropped the objective
Objective Disabled!

These lines can be played by the player at any time by pressing a button
lines can be tweaked if need be

Yes
Sure thing
Ho!
Ay
Aye

No

No can do

ARRR

Help

Help me!

Scurvy dog can't even aim.

You are nothing but a scallywag.

Why don't you go and walk the plank already, shark bait!

Son of a biscuit eater.

Ill blow you up to bits and pieces!

You can't beat a seadog, I know all your tricks

You bilge rat

Mostly just Raven laughing at a random thing

Mostly just Raven laughing at a random thing

Mostly just Raven laughing at a random thing

Thanks Matie !

Thank you

Thanks!

Nice work Matie

Great shot lad

You are doing good lad!

Your almost as reliable as me ship

Quite proud of ya lad

Sup?

Here to get some tips?

Ready for early training aren't we?

if you need anything, you know were to find me.

I won't be going anywhere

I'm here all day

Context is given for each line

Each line has to be it's own individual file for
game development purposes

Context

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<-

[illegible]

Pirate exclamation	
Fear,asking for help	
Fear,asking for help	
Insult tone	
Insult tone	
Insult tone	
Insult tone	
Insult tone	
Insult tone	
Happy tone as this can be used as responses to positive actions	
NPC goodbye interaction, triggered after players stop talking to this character	

Character info

Raven is a Mercenary ex space pirate, her past life revolved around stealing from merchant ships and selling parts from bounties on the black market, eventually she left the pirate life in favor to search for her old and missing crew, and upon finding them she became part of them, and works training rookies for battle.

She is quite tough as she has gone through a lot, from losing friends to 2 of her limbs and even taking lives for her survival. She is mature and it's always looking to show her best side to inspire others, as she is seen as a leader.