# Protagonist

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Concepts: This character has an ambiguous gender (in order to make relatable to any player). Male actors should try to use their upper register (not falsetto) and female actors should try to use their lower register.

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| **Voice SFX** | **Description** |
| Getting Hurt | Not over the top, just a short “hup”, “eh” or “oof”, “aack!”, etc |
| Attack | this sound will only be used on occasion, like a special weapon, “ha!” “heeya!”, etc |
| Dying | More emphasised than getting hurt (a little drawn out), “uuughh”, etc |