Legend:
- (text) = additional context to story; notes for dialogue
- * text * = optional

Flying Robot:
- "MMMMMMM LEGS"
- "Computing map layout."
- "(Flying Robot) knows a friendly mechanic that helps robots. Maybe he can fix me, *er… us*."
- "What is 'outside'?"
- "I rather have your body. So forgive me, or not. Your choice."
-

Tough Guy:
(The someone he's going after has high influence and power against robots. That person weaponized the robots and wiped a good chunk of the tough guy's city. Tough guy feels like he's being targeted and tries his best to survive alone.)
(The tough guy is an ex-military soldier *presumably high-ranked*)
- "Whatdayawant, clanker?"
- "Sorry I don't speak 0's and 1's."
- "Nah I don't hate ya clanks. I just don't trust ya enough."
- "You know what emotion is yet? Can you understand feelings?"
- "Beep boop beep boop."
- "Wanna know how I got this scar?"
- "How do I know ya not controlled by some other thingamajig?"
- "If only the sky wasn't so gray… (drinks alcohol)"
- "Look… uh… (player), right? Gotta get this off my chest first. Sorry I gave ya a hard time at first. (tells backstory/needs more fleshing out)."
- "There's one perk I'm very jealous of about you bots. Ya can at least erase memories whenever. I gotta drink it away to try."
- "Ya know what a family is to you? Spouse, kids, and all that? I wanna see what an actual robot family is like, but I doubt that exists."
- "If two robots end up getting married, how will they have a kid?"

Mechanic:
- "Oh? A wandering robot?"
- "I remember when Gramps told stories about how robots and humans lived in harmony."
- "I see robots and humans as the same. Odd right? (need more fleshing out)"
- "I don't blame robots for this dystopia. After all, we created them. They just happened to learn from us a bit *too* much. Heh heh"

- "If I had to choose a cybernetic implant, I'd choose to have more memory. That way, I can memorize how to help more (needs more fleshing out).
- "Eh. Sitting back drinking whiskey in the woods is finer than hearing neighbors hollering bout dumb crap."
- "With age, comes wisdom. And with wisdom, comes peace."

Cyborg (female; friendly):
- "Hiya! I'm (cyborg). Nice to meet you."
- "Unfortunately, I have to eat *and* charge. It's a bit annoying, but whatevs."
- "There's only so much a human can do. There's also only so much a robot can do. Imagine if both become unified. The sky will be blue again!"
- "I got hurt by humans and robots, but I got saved by humans and robots. (needs more fleshing out)."
- "Being half man half machine is so cool, yet so scary at the same time. As a cyborg, I think it's cool!"
- "I still have emotions! Happiness, sadness, madness… uh… flashiness? (needs more fleshing out)"
- "I'd rather not think about marriage in this apocalyptic world. Even I can't be optimistic all the time."

Human Enemies:
- "I think I just found free money."
- "This model looks valuable. I wonder how much I can fetch this off for."
- "Once they're dead, they'll work for us now."
- "Your kind took everything from me!"
- "You were created to work for us, not the other way around!"
- "A.I. has gone too far. We are here to stop it."
- "HUMAN SUPREMACY!"
-

Robot Enemies (low intellect):
- "Upgrades detected."
- "Hostile entity/entities detected."
- "Anomaly detected. Must acquire anomaly upgrades."
- "Human detected. Must eliminate waste."
- "Corrupt ally/allies detected. Ally works for the enemy."
    - (Corruption detected. Reconfiguring IFF)
- "All your parts are belong to me/us."
- "Hostile trash detected."
- "Battery pack detected."
- "There is 0% of pacifying the target(s). Initiate combat procedures."

Robot Enemies (high intellect):

- "The anomaly is misguided. It seeks the wrong purpose. I/We will exterminate it."
- "These models are valuable. Calculating methods of (needs more fleshing out).
- "Thank you for sacrificing yourselves for the greater good."
- "Humans are fragile obstacles. Assisting them is futile."
- "This anomaly needs a software update."

(Needs more organized dialogue).