

**Example Game:** A science-fiction online multiplayer mech shooter.

**Character:** Lida Delson, a competitive and cocky gambler turned mercenary and one of the playable characters who focuses on dealing damage.

When Lida is reloading	
Lida_Reload_001	Need to hit the jackpot.
Lida_Reload_002	Out of ammo... Grr...
Lida_Reload_003	Back to business.
Lida_Reload_004	I'm reloading!
Lida_Reload_005	Need to reload!

When Lida respawns	
Lida_Respawn_001	Let's roll the dice again.
Lida_Respawn_002	Now to return the favor!
Lida_Respawn_003	All bets are off!
Lida_Respawn_004	Time to go for broke.
Lida_Respawn_005	This is taking longer than I thought it would.

When Lida is firing at enemies	
Lida_Firing_001	How do you like this?
Lida_Firing_002	Oh, you're going down!
Lida_Firing_003	Think you can handle the firepower?
Lida_Firing_004	Take this!
Lida_Firing_005	Don't worry, I have more!

**Example Game:** A fantasy action RPG in the vein of Dragon's Dogma or Dragon Age: Inquisition.

**Character:** Bernair, an exuberant street performer turned struggling squire at the behest of his father, a guard captain for the kingdom he lives in.

When Bernair takes damage.	
Bernair_Damage_001	Ah! Please! Stop it!
Bernair_Damage_002	Back! Get back!
Bernair_Damage_003	I don't want to be in the spotlight!
Bernair_Damage_004	Ouch! Ow ow ow!
Bernair_Damage_005	This will surely leave a bruise...

When Bernair lands a killing blow.	
Bernair_Kill_001	Ha HA! Begone!
Bernair_Kill_002	Nary a problem for I, Bernair!
Bernair_Kill_003	I-I'm getting the hang of it!
Bernair_Kill_004	Why can't this be easier...?
Bernair_Kill_005	And the curtain falls!

When a battle finishes with Bernair in the party.	
Bernair_BattleDone_001	Oh, I'm glad there won't be an encore...
Bernair_BattleDone_002	Can't exactly rehearse for this...
Bernair_BattleDone_003	A splendid display, I think!
Bernair_BattleDone_004	I might be a knight yet.
Bernair_BattleDone_005	Might we take an intermission now?

**Example Game:** An open world, third person crime game in the vein of Saints Row or GTA.

**Character:** Jeanette Gauthier, a worldly and charming French woman who serves as a weapons merchant for the player.

When a weapon is bought	
Jeanette_Buy_001	It is quite lovely, non?
Jeanette_Buy_002	I think you'll find this one exquisite.
Jeanette_Buy_003	The construction, the heft, I'm quite proud.
Jeanette_Buy_004	Don't forget to buy some bullets, too.
Jeanette_Buy_005	Enjoy, monsieur.

When the player doesn't have enough money to buy something	
Jeanette_NoBuy_001	This is not, how you say, "on the house".
Jeanette_NoBuy_002	Ah, ah, ah, not without something for me.
Jeanette_NoBuy_003	Je suis désolé, no free samples.
Jeanette_NoBuy_004	I believe you are missing my money?
Jeanette_NoBuy_005	You can play with it once you pay, mon ami.

When the player leaves the buying menu	
Jeanette_Goodbye_001	I'll see you soon, yes?
Jeanette_Goodbye_002	Au revoir, my friend.
Jeanette_Goodbye_003	Tell me more next time.
Jeanette_Goodbye_004	Good luck out there, mon ami.
Jeanette_Goodbye_005	Make sure to come back in one piece.