

NPC Voice Pack

Shopkeeper:

Greeting

1. Welcome, what can I get for you?
2. Come on in we have some great items for sale.
3. Hello, are you looking for something specific?
4. Whaddya need?
5. Yes?

Dismissal/farewell

1. Thank you
2. Have a good day
3. It's a deal.
4. I hope it's useful.
5. Safe journey

Vendor chat

1. I guarantee you won't get a better price anywhere around.
2. Just take a look at the quality, it's the best money can buy.
3. Look don't touch, if you break it you buy it.
4. Look with your eyes, not with your hands, keep them where I can see them.
5. It's the best price I can do, I am hardly making a profit myself.

Guard/soldier:

Greeting

1. Hello, what can I do for you?
2. Stick to the straight and narrow, trust me.
3. Do you need to report a crime?
4. Unless this is an official inquiry please move along, I'm not paid to chit chat.
5. What's going on here then?

Dismissal/farewell

1. Keep moving, nothing to see here.
2. That's enough gawking, go about your business
3. Glad I could be of service to you, on your way then.
4. Stay safe and stay out of trouble.
5. Off you go, I will be keeping an eye on you.

Warning/threat

1. Halt! Friend or Foe?
2. Stay exactly where you are and let me get a good look at you.
3. Just give me a reason, I dare you.
4. You have no idea how much trouble you are in, do you?
5. Keep your hands up and no sudden moves.

Attack

1. You just made your last mistake!
2. You have left me with no choice!
3. So its come to this! Come on then!
4. This citizen has turned violent, I am left with no choice but to defend myself!
5. Do you know what you have done?!

Villager:

Greeting

1. Heya, hows it going then?
2. A good day is it?
3. Hello traveler, how might you be today?
4. Fine day for a walk isn't it.
5. Good day to you, anything I can do for you?

Dismissal/farewell

1. I'm sure I will see you again
2. Safe travels then.
3. Stick to the roads, safer that way.
4. Be quick getting wherever you're going, a storm is coming.
5. Until next time traveler.

Gossip

1. Did you hear what the barman down the road did, disgraceful if you ask me.
2. That house as far west as the town goes has always been abandoned, nobody knows why.
3. Have you tried the new ale they are selling in town, don't bother it's terrible.
4. I heard the tax mans got four kids in three towns! Can you believe it?!
5. Be careful if you see a man with a scar over his eyebrow, he has a vicious temper.

Joke

1. A man came by last week asking for donations to build a new well, so I gave him a cup of water.
2. Your secrets are safe with me...I stopped listening five minutes ago.
3. I just wanted you to know somebody cares about you. Not me, but somebody else does I'm sure.
4. If one door closes and another door opens then your house is probably haunted.
5. Did you hear the one about the chicken who crossed the road?...no me neither.

Tavern/Barkeep:

Greeting

1. Hello Friend, good to see you again.
2. Pull up a chair, you're always welcome here.
3. Come and have a drink
4. Come inside, the beer is cool and the company is warm.
5. What will it be?

Dismissal/farewell

1. Visit us again soon.
2. One more drink for the road?
3. Go steady, you look like you're stumbling a bit my friend.
4. Be seeing you
5. Be good. And if you can't be good, be safe.

Vendor chat

1. We don't serve water but I could put some ice in a glass for you.
2. I have some high-quality top-shelf wine and spirits...if you have the cash.
3. Time flies when you're having rum!
4. If life gives you lemons I can sell you tequila and salt.
5. If you can't find your answer at the bottom of a bottle, try another one.

Healer/Priest:

Greeting

1. Are you unwell child?
2. Please come closer and let me see your injuries.
3. Can I offer you guidance, blessings, or medical care?
4. Tell me, what ails you?
5. Let me help you, just come this way.

Dismissal/farewell

1. Blessings be with you.
2. Stay safe, make sure you rest up.
3. Off you go, but keep the wound clean and free of infection.
4. With my best intentions, I hope not to see you again soon.
5. Take care, I am always here if you need my services again.

Healed

1. Done. Keep, it elevated, clean, and rested.
2. Feeling better?
3. You have been cured
4. Your wounds are no more
5. That wasn't so bad, was it?

Refugee/Captive:

Worry/stress

1. If this doesn't end soon there won't be anything left to save.
2. Most of the people here have been killed or ran for their lives, we are all that's left.
3. Take a look around you, there are no winners in any war.
4. It doesn't matter anyway, we will all be dead soon enough.
5. I'm not sure how much longer we can hold on, we lose more people every day.

Help request

1. If you leave me here I will surely die.
2. Help me please, you're my only hope.
3. Find it in your heart not to walk away from here without giving some aid.
4. I will do anything you ask! please just get me away from this place.
5. Please, I am begging you for mercy, help us!