

CHARACTER PACK 01

HUMANOID

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CHARACTER PACK 01

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CHARACTER PACK 01

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ARMOUR_Segmented_Movement_Fast_26.wav	00:00:01	DESIGNED, Single person armour fast segmented metal movement, single asset 26
ARMOUR_Segmented_Movement_Fast_27.wav	00:00:01	DESIGNED, Single person armour fast segmented metal movement, single asset 27
ARMOUR_Segmented_Movement_Fast_28.wav	00:00:01	DESIGNED, Single person armour fast segmented metal movement, single asset 28
ARMOUR_Segmented_Movement_Fast_29.wav	00:00:01	DESIGNED, Single person armour fast segmented metal movement, single asset 29
ARMOUR_Segmented_Movement_Fast_30.wav	00:00:01	DESIGNED, Single person armour fast segmented metal movement, single asset 30
ARMOUR_Segmented_Movement_Fast_SET_X30.wav	00:00:29	DESIGNED, Single person armour fast segmented metal movement, SET of 30 assets
ARMOUR_Segmented_Movement_Run_Loop_01.wav	00:00:07	DESIGNED, Continuous close human run fast segmented metal armour movement, looping asset 01, for use with footstep run loops
ARMOUR_Segmented_Movement_Slow_01.wav	00:00:02	DESIGNED, Single person armour slow segmented metal movement, single asset 01
ARMOUR_Segmented_Movement_Slow_02.wav	00:00:02	DESIGNED, Single person armour slow segmented metal movement, single asset 02
ARMOUR_Segmented_Movement_Slow_03.wav	00:00:03	DESIGNED, Single person armour slow segmented metal movement, single asset 03
ARMOUR_Segmented_Movement_Slow_04.wav	00:00:03	DESIGNED, Single person armour slow segmented metal movement, single asset 04
ARMOUR_Segmented_Movement_Slow_05.wav	00:00:03	DESIGNED, Single person armour slow segmented metal movement, single asset 05
ARMOUR_Segmented_Movement_Slow_06.wav	00:00:03	DESIGNED, Single person armour slow segmented metal movement, single asset 06
ARMOUR_Segmented_Movement_Slow_07.wav	00:00:03	DESIGNED, Single person armour slow segmented metal movement, single asset 07
ARMOUR_Segmented_Movement_Slow_08.wav	00:00:03	DESIGNED, Single person armour slow segmented metal movement, single asset 08
ARMOUR_Segmented_Movement_Slow_09.wav	00:00:02	DESIGNED, Single person armour slow segmented metal movement, single asset 09
ARMOUR_Segmented_Movement_Slow_10.wav	00:00:02	DESIGNED, Single person armour slow segmented metal movement, single asset 10
ARMOUR_Segmented_Movement_Slow_11.wav	00:00:03	DESIGNED, Single person armour slow segmented metal movement, single asset 11
ARMOUR_Segmented_Movement_Slow_12.wav	00:00:03	DESIGNED, Single person armour slow segmented metal movement, single asset 12
ARMOUR_Segmented_Movement_Slow_13.wav	00:00:03	DESIGNED, Single person armour slow segmented metal movement, single asset 13
ARMOUR_Segmented_Movement_Slow_14.wav	00:00:02	DESIGNED, Single person armour slow segmented metal movement, single asset 14
ARMOUR_Segmented_Movement_Slow_15.wav	00:00:03	DESIGNED, Single person armour slow segmented metal movement, single asset 15
ARMOUR_Segmented_Movement_Slow_16.wav	00:00:03	DESIGNED, Single person armour slow segmented metal movement, single asset 16
ARMOUR_Segmented_Movement_Slow_17.wav	00:00:03	DESIGNED, Single person armour slow segmented metal movement, single asset 17
ARMOUR_Segmented_Movement_Slow_18.wav	00:00:03	DESIGNED, Single person armour slow segmented metal movement, single asset 18
ARMOUR_Segmented_Movement_Slow_19.wav	00:00:03	DESIGNED, Single person armour slow segmented metal movement, single asset 19
ARMOUR_Segmented_Movement_Slow_20.wav	00:00:02	DESIGNED, Single person armour slow segmented metal movement, single asset 20
ARMOUR_Segmented_Movement_Slow_21.wav	00:00:02	DESIGNED, Single person armour slow segmented metal movement, single asset 21
ARMOUR_Segmented_Movement_Slow_22.wav	00:00:03	DESIGNED, Single person armour slow segmented metal movement, single asset 22
ARMOUR_Segmented_Movement_Slow_23.wav	00:00:03	DESIGNED, Single person armour slow segmented metal movement, single asset 23
ARMOUR_Segmented_Movement_Slow_24.wav	00:00:02	DESIGNED, Single person armour slow segmented metal movement, single asset 24
ARMOUR_Segmented_Movement_Slow_25.wav	00:00:03	DESIGNED, Single person armour slow segmented metal movement, single asset 25
ARMOUR_Segmented_Movement_Slow_26.wav	00:00:02	DESIGNED, Single person armour slow segmented metal movement, single asset 26
ARMOUR_Segmented_Movement_Slow_27.wav	00:00:03	DESIGNED, Single person armour slow segmented metal movement, single asset 27
ARMOUR_Segmented_Movement_Slow_28.wav	00:00:02	DESIGNED, Single person armour slow segmented metal movement, single asset 28
ARMOUR_Segmented_Movement_Slow_29.wav	00:00:03	DESIGNED, Single person armour slow segmented metal movement, single asset 29
ARMOUR_Segmented_Movement_Slow_30.wav	00:00:02	DESIGNED, Single person armour slow segmented metal movement, single asset 30
ARMOUR_Segmented_Movement_Slow_SET_X30.wav	00:01:58	DESIGNED, Single person armour slow segmented metal movement, SET of 30 assets
ARMOUR_Segmented_Movement_Walk_Loop_01.wav	00:00:19	DESIGNED, Continuous close human walk slow segmented metal armour movement, looping asset 01, for use with footstep walk loops
BODY_Fall_Human_Chainmail_Concrete_01.wav	00:00:01	DESIGNED, Single person armour chainmail body fall action on solid concrete surface type, single asset 01
BODY_Fall_Human_Chainmail_Concrete_02.wav	00:00:01	DESIGNED, Single person armour chainmail body fall action on solid concrete surface type, single asset 02



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BODY_Impact_Human_Leather_08.wav	00:00:01	DESIGNED, Single close medium impact on single entity wearing leather and buckle armour, single asset 08
BODY_Impact_Human_Leather_09.wav	00:00:01	DESIGNED, Single close medium impact on single entity wearing leather and buckle armour, single asset 09
BODY_Impact_Human_Leather_10.wav	00:00:01	DESIGNED, Single close medium impact on single entity wearing leather and buckle armour, single asset 10
BODY_Impact_Human_Leather_SET_X10.wav	00:00:18	DESIGNED, Single close medium impact on single entity wearing leather and buckle armour, SET of 10 assets
BODY_Impact_Human_Segmented_01.wav	00:00:01	DESIGNED, Single close medium impact on single entity wearing segmented metal armour, single asset 01
BODY_Impact_Human_Segmented_02.wav	00:00:01	DESIGNED, Single close medium impact on single entity wearing segmented metal armour, single asset 02
BODY_Impact_Human_Segmented_03.wav	00:00:01	DESIGNED, Single close medium impact on single entity wearing segmented metal armour, single asset 03
BODY_Impact_Human_Segmented_04.wav	00:00:01	DESIGNED, Single close medium impact on single entity wearing segmented metal armour, single asset 04
BODY_Impact_Human_Segmented_05.wav	00:00:01	DESIGNED, Single close medium impact on single entity wearing segmented metal armour, single asset 05
BODY_Impact_Human_Segmented_06.wav	00:00:01	DESIGNED, Single close medium impact on single entity wearing segmented metal armour, single asset 06
BODY_Impact_Human_Segmented_07.wav	00:00:01	DESIGNED, Single close medium impact on single entity wearing segmented metal armour, single asset 07
BODY_Impact_Human_Segmented_08.wav	00:00:01	DESIGNED, Single close medium impact on single entity wearing segmented metal armour, single asset 08
BODY_Impact_Human_Segmented_09.wav	00:00:01	DESIGNED, Single close medium impact on single entity wearing segmented metal armour, single asset 09
BODY_Impact_Human_Segmented_10.wav	00:00:01	DESIGNED, Single close medium impact on single entity wearing segmented metal armour, single asset 10
BODY_Impact_Human_Segmented_SET_X10.wav	00:00:18	DESIGNED, Single close medium impact on single entity wearing segmented metal armour, SET of 10 assets
BODY_Impact_Metal_01.wav	00:00:01	DESIGNED, Single close medium impact on single metallic entity, single asset 01
BODY_Impact_Metal_02.wav	00:00:01	DESIGNED, Single close medium impact on single metallic entity, single asset 02
BODY_Impact_Metal_03.wav	00:00:01	DESIGNED, Single close medium impact on single metallic entity, single asset 03
BODY_Impact_Metal_04.wav	00:00:01	DESIGNED, Single close medium impact on single metallic entity, single asset 04
BODY_Impact_Metal_05.wav	00:00:01	DESIGNED, Single close medium impact on single metallic entity, single asset 05
BODY_Impact_Metal_06.wav	00:00:01	DESIGNED, Single close medium impact on single metallic entity, single asset 06
BODY_Impact_Metal_07.wav	00:00:01	DESIGNED, Single close medium impact on single metallic entity, single asset 07
BODY_Impact_Metal_08.wav	00:00:01	DESIGNED, Single close medium impact on single metallic entity, single asset 08
BODY_Impact_Metal_09.wav	00:00:01	DESIGNED, Single close medium impact on single metallic entity, single asset 09
BODY_Impact_Metal_10.wav	00:00:01	DESIGNED, Single close medium impact on single metallic entity, single asset 10
BODY_Impact_Metal_SET_X10.wav	00:00:18	DESIGNED, Single close medium impact on single metallic entity, SET of 10 assets
BODY_Land_Human_Leather_Concrete_01.wav	00:00:01	DESIGNED, Single person armour leather and buckle body land from jump action on solid concrete surface type, single asset 01
BODY_Land_Human_Leather_Concrete_02.wav	00:00:01	DESIGNED, Single person armour leather and buckle body land from jump action on solid concrete surface type, single asset 02
BODY_Land_Human_Leather_Concrete_03.wav	00:00:01	DESIGNED, Single person armour leather and buckle body land from jump action on solid concrete surface type, single asset 03
BODY_Land_Human_Leather_Concrete_SET_X3.wav	00:00:04	DESIGNED, Single person armour leather and buckle body land from jump action on solid concrete surface type, SET of 3 assets
BODY_Land_Human_Leather_Grass_01.wav	00:00:01	DESIGNED, Single person armour leather and buckle body land from jump action on dry grass surface type, single asset 01
BODY_Land_Human_Leather_Grass_02.wav	00:00:01	DESIGNED, Single person armour leather and buckle body land from jump action on dry grass surface type, single asset 02
BODY_Land_Human_Leather_Grass_03.wav	00:00:01	DESIGNED, Single person armour leather and buckle body land from jump action on dry grass surface type, single asset 03
BODY_Land_Human_Leather_Grass_SET_X3.wav	00:00:04	DESIGNED, Single person armour leather and buckle body land from jump action on dry grass surface type, SET of 3 assets
BODY_Land_Human_Leather_Gravel_01.wav	00:00:01	DESIGNED, Single person armour leather and buckle body land from jump action on grit and gravel surface type, single asset 01
BODY_Land_Human_Leather_Gravel_02.wav	00:00:01	DESIGNED, Single person armour leather and buckle body land from jump action on grit and gravel surface type, single asset 02
BODY_Land_Human_Leather_Gravel_03.wav	00:00:01	DESIGNED, Single person armour leather and buckle body land from jump action on grit and gravel surface type, single asset 03
BODY_Land_Human_Leather_Gravel_SET_X3.wav	00:00:04	DESIGNED, Single person armour leather and buckle body land from jump action on grit and gravel surface type, SET of 3 assets
BODY_Land_Human_Leather_Leaves_01.wav	00:00:01	DESIGNED, Single person armour leather and buckle body land from jump action on dry leaves surface type, single asset 01
BODY_Land_Human_Leather_Leaves_02.wav	00:00:01	DESIGNED, Single person armour leather and buckle body land from jump action on dry leaves surface type, single asset 02
BODY_Land_Human_Leather_Leaves_03.wav	00:00:01	DESIGNED, Single person armour leather and buckle body land from jump action on dry leaves surface type, single asset 03

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BODY_Splash_Out_Water_04.wav	00:00:02	DESIGNED, Single entity exiting water splash action, single asset 04
BODY_Splash_Out_Water_05.wav	00:00:02	DESIGNED, Single entity exiting water splash action, single asset 05
BODY_Splash_Out_Water_SET_X5.wav	00:00:14	DESIGNED, Single entity exiting water splash action, single asset, SET of 3 assets
CK_ADVISER_Generic_High_Health_SET_X08.wav	00:00:25	CONSTRUCTION KIT, Original recording multiple unprocessed close generic dialogue adviser message for a character with good health values
CK_ADVISER_Generic_Intro_SET_X19.wav	00:02:09	CONSTRUCTION KIT, Original recording multiple unprocessed close generic dialogue adviser message when entering a new zone
CK_ADVISER_Generic_Low_Health_SET_X08.wav	00:00:52	CONSTRUCTION KIT, Original recording multiple unprocessed close generic dialogue adviser message for a character with low health values
CK_ADVISER_Generic_Results_Victory_SET_X13.wav	00:01:15	CONSTRUCTION KIT, Original recording multiple unprocessed close generic dialogue adviser message when a game level is completed successfully
CK_ADVISER_Generic_Resuts_Defeat_SET_X11.wav	00:01:01	CONSTRUCTION KIT, Original recording multiple unprocessed close generic dialogue adviser message when a game level is failed
CK_Armour_Limb_Segmented_Fast_01.wav	00:02:29	CONSTRUCTION KIT, Original recording close small segmented metal armor fast aggressive short movement clunks & rattles, for arm or leg armor parts
CK_Armour_Limb_Segmented_Slow_01.wav	00:03:18	CONSTRUCTION KIT, Original recording close small segmented metal armor slow movement clunks & rattles, for arm or leg armor parts
CK_Armour_Torso_Chainmail_Fast_01.wav	00:01:56	CONSTRUCTION KIT, Original recording close chainmail metal armor fast movement clunks & rattles
CK_Armour_Torso_Chainmail_Slow_01.wav	00:02:17	CONSTRUCTION KIT, Original recording close chainmail metal armor slow movement clunks & rattles
CK_Armour_Torso_Cloth_Fast_01.wav	00:02:03	CONSTRUCTION KIT, Original recording close large cloth sheet fast aggressive short movement
CK_Armour_Torso_Cloth_Slow_01.wav	00:02:36	CONSTRUCTION KIT, Original recording close large cloth sheet slow aggressive flapping long movement
CK_Armour_Torso_Leather_Buckle_Fast_01.wav	00:03:01	CONSTRUCTION KIT, Original recording close leather tunic & buckles fast aggressive short movement
CK_Armour_Torso_Leather_Buckle_Slow_01.wav	00:04:15	CONSTRUCTION KIT, Original recording close leather tunic & buckles slow short twists and shakes movement
CK_Armour_Torso_Segmented_Fast_01.wav	00:02:34	CONSTRUCTION KIT, Original recording close large segmented metal armor fast aggressive short movement clunks & rattles, for torso
CK_Armour_Torso_Segmented_Slow_01.wav	00:02:54	CONSTRUCTION KIT, Original recording close large segmented metal armor slow long movement, clunks & rattles, for torso
CK_BODY_Fall_Human_Base_Layer_Grass_Mic_01.wav	00:00:44	CONSTRUCTION KIT, Original recording close body fall on dry grass surface type. Mic 01
CK_BODY_Fall_Human_Base_Layer_Grass_Mic_02.wav	00:00:44	CONSTRUCTION KIT, Original recording close body fall on dry grass surface type. Mic 02
CK_BODY_Fall_Human_Base_Layer_Leaves_Mic_01.wav	00:00:49	CONSTRUCTION KIT, Original recording close body fall on dry leaves surface type. Mic 01
CK_BODY_Fall_Human_Base_Layer_Leaves_Mic_02.wav	00:00:49	CONSTRUCTION KIT, Original recording close body fall on dry leaves surface type. Mic 02
CK_BODY_Fall_Human_Base_Layer_Metal_Mic_01.wav	00:00:58	CONSTRUCTION KIT, Original recording close body fall on metal grate surface type. Mic 01
CK_BODY_Fall_Human_Base_Layer_Metal_Mic_02.wav	00:00:58	CONSTRUCTION KIT, Original recording close body fall on metal grate surface type. Mic 02
CK_BODY_Fall_Human_Base_Layer_Pebbles_Mic_01.wav	00:00:49	CONSTRUCTION KIT, Original recording close body fall on beach pebbles surface type. Mic 01
CK_BODY_Fall_Human_Base_Layer_Pebbles_Mic_02.wav	00:00:49	CONSTRUCTION KIT, Original recording close body fall on beach pebbles surface type. Mic 02
CK_BODY_Fall_Human_Base_Layer_Rock_Mic_01.wav	00:00:46	CONSTRUCTION KIT, Original recording close body fall on solid rock surface type. Mic 01
CK_BODY_Fall_Human_Base_Layer_Rock_Mic_02.wav	00:00:46	CONSTRUCTION KIT, Original recording close body fall on solid rock surface type. Mic 02
CK_BODY_Fall_Human_Base_Layer_Sand_Mic_01.wav	00:00:32	CONSTRUCTION KIT, Original recording close body fall on dry sand surface type. Mic 01
CK_BODY_Fall_Human_Base_Layer_Sand_Mic_02.wav	00:00:32	CONSTRUCTION KIT, Original recording close body fall on dry sand surface type. Mic 02
CK_BODY_Fall_Human_Base_Layer_Snow_Mic_01.wav	00:00:36	CONSTRUCTION KIT, Original recording close body fall on crispy snow surface type. Mic 01
CK_BODY_Fall_Human_Base_Layer_Snow_Mic_02.wav	00:00:36	CONSTRUCTION KIT, Original recording close body fall on crispy snow surface type. Mic 02
CK_BODY_Fall_Human_Base_Layer_Undergrowth_Mic_01.wav	00:01:11	CONSTRUCTION KIT, Original recording close body fall on twigs & foliage surface type. Mic 01
CK_BODY_Fall_Human_Base_Layer_Undergrowth_Mic_02.wav	00:01:11	CONSTRUCTION KIT, Original recording close body fall on twigs & foliage surface type. Mic 02
CK_BODY_Fall_Human_Base_Layer_Wood_Mic_01.wav	00:01:11	CONSTRUCTION KIT, Original recording close body fall on wooden surface type. Mic 01
CK_BODY_Fall_Human_Base_Layer_Wood_Mic_02.wav	00:01:11	CONSTRUCTION KIT, Original recording close body fall on wooden surface type. Mic 02
CK_BODY_Fall_Human_Sweetener_Pebbles_Mic_01.wav	00:01:09	CONSTRUCTION KIT, Original recording close texture layer beach pebbles slides & impacts. Mic 01
CK_BODY_Fall_Human_Sweetener_Pebbles_Mic_02.wav	00:01:09	CONSTRUCTION KIT, Original recording close texture layer beach pebbles slides & impacts. Mic 02
CK_BODY_Fall_Human_Sweetener_PunchBag_Mic_01.wav	00:00:52	CONSTRUCTION KIT, Original recording close weight layer, punchbag impacts, Mic 01
CK_BODY_Fall_Human_Sweetener_PunchBag_Mic_02.wav	00:00:52	CONSTRUCTION KIT, Original recording close weight layer, punchbag impacts, Mic 02
CK_BODY_Fall_Human_Sweetener_Snow_Mic_01.wav	00:01:23	CONSTRUCTION KIT, Original recording close texture layer crispy snow slides & impacts. Mic 01

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CK_BODY_Fall_Human_Sweetener_Snow_Mic_02.wav	00:01:23	CONSTRUCTION KIT, Original recording close texture layer crispy snow slides & impacts. Mic 02
CK_BODY_Fall_Human_Sweetener_Undergrowth_Mic_01.wav	00:00:27	CONSTRUCTION KIT, Original recording close texture layer twigs & undergrowth slides & impacts. Mic 01
CK_BODY_Fall_Human_Sweetener_Undergrowth_Mic_02.wav	00:00:27	CONSTRUCTION KIT, Original recording close texture layer twigs & undergrowth slides & impacts. Mic 02
CK_FOOT_Step_Human_Sneakers_Generic_Gravel_Snow_Mic_01.wav	00:01:48	CONSTRUCTION KIT, Original recording close human walk/run sneakers foot steps on gravel surface type. Mic 01
CK_FOOT_Step_Human_Sneakers_Generic_Gravel_Snow_Mic_02.wav	00:01:48	CONSTRUCTION KIT, Original recording close human walk/run sneakers foot steps on gravel surface type. Mic 02
CK_FOOT_Step_Human_Sneakers_Generic_Water_Mic_01.wav	00:03:48	CONSTRUCTION KIT, Original recording close human walk/run sneakers foot steps on water surface type. Mic 01
CK_FOOT_Step_Human_Sneakers_Generic_Water_Mic_02.wav	00:03:48	CONSTRUCTION KIT, Original recording close human walk/run sneakers foot steps on water surface type. Mic 02
CK_FOOT_Step_Human_Sneakers_Run_Concrete_Mic_01.wav	00:01:15	CONSTRUCTION KIT, Original recording close human run sneakers foot steps on concrete surface type. Mic 01
CK_FOOT_Step_Human_Sneakers_Run_Concrete_Mic_02.wav	00:01:15	CONSTRUCTION KIT, Original recording close human run sneakers foot steps on concrete surface type. Mic 02
CK_FOOT_Step_Human_Sneakers_Run_Grass_Mic_01.wav	00:01:05	CONSTRUCTION KIT, Original recording close human run sneakers foot steps on grass surface type. Mic 01
CK_FOOT_Step_Human_Sneakers_Run_Grass_Mic_02.wav	00:01:05	CONSTRUCTION KIT, Original recording close human run sneakers foot steps on grass surface type. Mic 02
CK_FOOT_Step_Human_Sneakers_Run_Leaves_Mic_01.wav	00:00:54	CONSTRUCTION KIT, Original recording close human run sneakers foot steps on leaves surface type. Mic 01
CK_FOOT_Step_Human_Sneakers_Run_Leaves_Mic_02.wav	00:00:54	CONSTRUCTION KIT, Original recording close human run sneakers foot steps on leaves surface type. Mic 02
CK_FOOT_Step_Human_Sneakers_Run_Metal_Mic_01.wav	00:01:40	CONSTRUCTION KIT, Original recording close human run sneakers foot steps on metal surface type. Mic 01
CK_FOOT_Step_Human_Sneakers_Run_Metal_Mic_02.wav	00:01:40	CONSTRUCTION KIT, Original recording close human run sneakers foot steps on metal surface type. Mic 02
CK_FOOT_Step_Human_Sneakers_Run_Pebbles_Mic_01.wav	00:02:07	CONSTRUCTION KIT, Original recording close human run sneakers foot steps on pebbles surface type. Mic 01
CK_FOOT_Step_Human_Sneakers_Run_Pebbles_Mic_02.wav	00:02:07	CONSTRUCTION KIT, Original recording close human run sneakers foot steps on pebbles surface type. Mic 02
CK_FOOT_Step_Human_Sneakers_Run_Rock_Mic_01.wav	00:00:57	CONSTRUCTION KIT, Original recording close human run sneakers foot steps on rock surface type. Mic 01
CK_FOOT_Step_Human_Sneakers_Run_Rock_Mic_02.wav	00:00:57	CONSTRUCTION KIT, Original recording close human run sneakers foot steps on rock surface type. Mic 02
CK_FOOT_Step_Human_Sneakers_Run_Sand_Mic_01.wav	00:01:11	CONSTRUCTION KIT, Original recording close human run sneakers foot steps on sand surface type. Mic 01
CK_FOOT_Step_Human_Sneakers_Run_Sand_Mic_02.wav	00:01:11	CONSTRUCTION KIT, Original recording close human run sneakers foot steps on sand surface type. Mic 02
CK_FOOT_Step_Human_Sneakers_Run_Snow_Layer_Mic_01.wav	00:01:35	CONSTRUCTION KIT, Original recording close human run sneakers foot steps on snow layer surface type. Mic 01
CK_FOOT_Step_Human_Sneakers_Run_Snow_Layer_Mic_02.wav	00:01:35	CONSTRUCTION KIT, Original recording close human run sneakers foot steps on snow layer surface type. Mic 02
CK_FOOT_Step_Human_Sneakers_Run_Undergrowth_Mic_01.wav	00:01:25	CONSTRUCTION KIT, Original recording close human run sneakers foot steps on undergrowth surface type. Mic 01
CK_FOOT_Step_Human_Sneakers_Run_Undergrowth_Mic_02.wav	00:01:25	CONSTRUCTION KIT, Original recording close human run sneakers foot steps on undergrowth surface type. Mic 02
CK_FOOT_Step_Human_Sneakers_Run_Wood_Mic_01.wav	00:01:15	CONSTRUCTION KIT, Original recording close human run sneakers foot steps on wood surface type. Mic 01
CK_FOOT_Step_Human_Sneakers_Run_Wood_Mic_02.wav	00:01:15	CONSTRUCTION KIT, Original recording close human run sneakers foot steps on wood surface type. Mic 02
CK_FOOT_Step_Human_Sneakers_Slide_Gravel_Snow_Mic_01.wav	00:00:48	CONSTRUCTION KIT, Original recording close human slides sneakers foot steps on gravel surface type. Mic 01
CK_FOOT_Step_Human_Sneakers_Slide_Gravel_Snow_Mic_02.wav	00:00:48	CONSTRUCTION KIT, Original recording close human slides sneakers foot steps on gravel surface type. Mic 02
CK_FOOT_Step_Human_Sneakers_Slide_Leaves_Mic_01.wav	00:01:10	CONSTRUCTION KIT, Original recording close human slides sneakers foot steps on leaves surface type. Mic 01
CK_FOOT_Step_Human_Sneakers_Slide_Leaves_Mic_02.wav	00:01:10	CONSTRUCTION KIT, Original recording close human slides sneakers foot steps on leaves surface type. Mic 02
CK_FOOT_Step_Human_Sneakers_Slide_Pebbles_Mic_01.wav	00:01:27	CONSTRUCTION KIT, Original recording close human slides sneakers foot steps on pebbles surface type. Mic 01
CK_FOOT_Step_Human_Sneakers_Slide_Pebbles_Mic_02.wav	00:01:27	CONSTRUCTION KIT, Original recording close human slides sneakers foot steps on pebbles surface type. Mic 02
CK_FOOT_Step_Human_Sneakers_Slide_Sand_Mic_01.wav	00:00:43	CONSTRUCTION KIT, Original recording close human slides sneakers foot steps on sand surface type. Mic 01
CK_FOOT_Step_Human_Sneakers_Slide_Sand_Mic_02.wav	00:00:43	CONSTRUCTION KIT, Original recording close human slides sneakers foot steps on sand surface type. Mic 02
CK_FOOT_Step_Human_Sneakers_Slide_Undergrowth_Mic_01.wav	00:00:40	CONSTRUCTION KIT, Original recording close human slides sneakers foot steps on undergrowth surface type. Mic 01
CK_FOOT_Step_Human_Sneakers_Slide_Undergrowth_Mic_02.wav	00:00:40	CONSTRUCTION KIT, Original recording close human slides sneakers foot steps on undergrowth surface type. Mic 02
CK_FOOT_Step_Human_Sneakers_Walk_Concrete_Mic_01.wav	00:00:44	CONSTRUCTION KIT, Original recording close human walk sneakers foot steps on concrete surface type. Mic 01
CK_FOOT_Step_Human_Sneakers_Walk_Concrete_Mic_02.wav	00:00:44	CONSTRUCTION KIT, Original recording close human walk sneakers foot steps on concrete surface type. Mic 02
CK_FOOT_Step_Human_Sneakers_Walk_Grass_Mic_01.wav	00:00:52	CONSTRUCTION KIT, Original recording close human walk sneakers foot steps on grass surface type. Mic 01
CK_FOOT_Step_Human_Sneakers_Walk_Grass_Mic_02.wav	00:00:52	CONSTRUCTION KIT, Original recording close human walk sneakers foot steps on grass surface type. Mic 02

CHARACTER PACK 01

HUMANOID

CK_FOOT_Step_Human_Sneakers_Walk_Leaves_Mic_01.wav	00:00:50	CONSTRUCTION KIT, Original recording close human walk sneakers foot steps on leaves surface type. Mic 01
CK_FOOT_Step_Human_Sneakers_Walk_Leaves_Mic_02.wav	00:00:50	CONSTRUCTION KIT, Original recording close human walk sneakers foot steps on leaves surface type. Mic 02
CK_FOOT_Step_Human_Sneakers_Walk_Metal_Mic_01.wav	00:01:39	CONSTRUCTION KIT, Original recording close human walk sneakers foot steps on metal surface type. Mic 01
CK_FOOT_Step_Human_Sneakers_Walk_Metal_Mic_02.wav	00:01:39	CONSTRUCTION KIT, Original recording close human walk sneakers foot steps on metal surface type. Mic 02
CK_FOOT_Step_Human_Sneakers_Walk_Pebbles_Mic_01.wav	00:02:14	CONSTRUCTION KIT, Original recording close human walk sneakers foot steps on pebbles surface type. Mic 01
CK_FOOT_Step_Human_Sneakers_Walk_Pebbles_Mic_02.wav	00:02:14	CONSTRUCTION KIT, Original recording close human walk sneakers foot steps on pebbles surface type. Mic 02
CK_FOOT_Step_Human_Sneakers_Walk_Rock_Mic_01.wav	00:01:12	CONSTRUCTION KIT, Original recording close human walk sneakers foot steps on rock surface type. Mic 01
CK_FOOT_Step_Human_Sneakers_Walk_Rock_Mic_02.wav	00:01:12	CONSTRUCTION KIT, Original recording close human walk sneakers foot steps on rock surface type. Mic 02
CK_FOOT_Step_Human_Sneakers_Walk_Sand_Mic_01.wav	00:01:05	CONSTRUCTION KIT, Original recording close human walk sneakers foot steps on sand surface type. Mic 01
CK_FOOT_Step_Human_Sneakers_Walk_Sand_Mic_02.wav	00:01:05	CONSTRUCTION KIT, Original recording close human walk sneakers foot steps on sand surface type. Mic 02
CK_FOOT_Step_Human_Sneakers_Walk_Snow_Layer_Mic_01.wav	00:01:10	CONSTRUCTION KIT, Original recording close human walk sneakers foot steps on snow layer surface type. Mic 01
CK_FOOT_Step_Human_Sneakers_Walk_Snow_Layer_Mic_02.wav	00:01:10	CONSTRUCTION KIT, Original recording close human walk sneakers foot steps on snow layer surface type. Mic 02
CK_FOOT_Step_Human_Sneakers_Walk_Undergrowth_Mic_01.wav	00:01:09	CONSTRUCTION KIT, Original recording close human walk sneakers foot steps on undergrowth surface type. Mic 01
CK_FOOT_Step_Human_Sneakers_Walk_Undergrowth_Mic_02.wav	00:01:09	CONSTRUCTION KIT, Original recording close human walk sneakers foot steps on undergrowth surface type. Mic 02
CK_FOOT_Step_Human_Sneakers_Walk_Wood_Mic_01.wav	00:00:57	CONSTRUCTION KIT, Original recording close human walk sneakers foot steps on wood surface type. Mic 01
CK_FOOT_Step_Human_Sneakers_Walk_Wood_Mic_02.wav	00:00:57	CONSTRUCTION KIT, Original recording close human walk sneakers foot steps on wood surface type. Mic 02
CK_TEXTURE_Grass_Continual_Movement_Mic_01.wav	00:00:53	CONSTRUCTION KIT, Original recording texture layer of dry grass in continual movement. Mic 01
CK_TEXTURE_Grass_Continual_Movement_Mic_02.wav	00:00:53	CONSTRUCTION KIT, Original recording texture layer of dry grass in continual movement. Mic 02
CK_TEXTURE_Grass_Impacts_Slides_Mic_01.wav	00:01:25	CONSTRUCTION KIT, Original recording texture layer of dry grass impacts & slides. Mic 01
CK_TEXTURE_Grass_Impacts_Slides_Mic_02.wav	00:01:25	CONSTRUCTION KIT, Original recording texture layer of dry grass impacts & slides. Mic 02
CK_TEXTURE_Leaves_Continual_Movement_Mic_01.wav	00:01:22	CONSTRUCTION KIT, Original recording texture layer of dry leaves in continual movement. Mic 01
CK_TEXTURE_Leaves_Continual_Movement_Mic_02.wav	00:01:22	CONSTRUCTION KIT, Original recording texture layer of dry leaves in continual movement. Mic 02
CK_TEXTURE_Leaves_Drops_Slides_Mic_01.wav	00:01:25	CONSTRUCTION KIT, Original recording texture layer of dry leaves drops & slides. Mic 01
CK_TEXTURE_Leaves_Drops_Slides_Mic_02.wav	00:01:25	CONSTRUCTION KIT, Original recording texture layer of dry leaves drops & slides. Mic 02
CK_TEXTURE_Leaves_Impacts_Slides_Mic_01.wav	00:01:29	CONSTRUCTION KIT, Original recording texture layer of dry leaves impacts & slides. Mic 01
CK_TEXTURE_Leaves_Impacts_Slides_Mic_02.wav	00:01:29	CONSTRUCTION KIT, Original recording texture layer of dry leaves impacts & slides. Mic 02
CK_TEXTURE_Metal_Low_Impacts.wav	00:00:53	CONSTRUCTION KIT, Original recording texture layer of thick metal sheet low impacts 01
CK_TEXTURE_Pebbles_Continual_Movement_Mic_01.wav	00:01:20	CONSTRUCTION KIT, Original recording texture layer of beach pebbles in continual movement. Mic 01
CK_TEXTURE_Pebbles_Continual_Movement_Mic_02.wav	00:01:20	CONSTRUCTION KIT, Original recording texture layer of beach pebbles in continual movement. Mic 02
CK_TEXTURE_Pebbles_Drops_Slides_Mic_01.wav	00:01:33	CONSTRUCTION KIT, Original recording texture layer of beach pebbles drops & slides. Mic 01
CK_TEXTURE_Pebbles_Drops_Slides_Mic_02.wav	00:01:33	CONSTRUCTION KIT, Original recording texture layer of beach pebbles drops & slides. Mic 02
CK_TEXTURE_Pebbles_Impacts_Slides_Mic_01.wav	00:01:25	CONSTRUCTION KIT, Original recording texture layer of beach pebbles impacts & slides. Mic 01
CK_TEXTURE_Pebbles_Impacts_Slides_Mic_02.wav	00:01:25	CONSTRUCTION KIT, Original recording texture layer of beach pebbles impacts & slides. Mic 02
CK_TEXTURE_Sand_Drops_Slides_Mic_01.wav	00:01:12	CONSTRUCTION KIT, Original recording texture layer of dry sand drops & slides. Mic 01
CK_TEXTURE_Sand_Drops_Slides_Mic_02.wav	00:01:12	CONSTRUCTION KIT, Original recording texture layer of dry sand drops & slides. Mic 02
CK_TEXTURE_Sand_Impacts_Slides_Mic_01.wav	00:00:44	CONSTRUCTION KIT, Original recording texture layer of dry sand impacts & slides. Mic 01
CK_TEXTURE_Sand_Impacts_Slides_Mic_02.wav	00:00:44	CONSTRUCTION KIT, Original recording texture layer of dry sand impacts & slides. Mic 02
CK_TEXTURE_Snow_Gravel_Continual_Movement_Mic_01.wav	00:01:48	CONSTRUCTION KIT, Original recording texture layer of crispy snow in continual movement. Mic 01
CK_TEXTURE_Snow_Gravel_Continual_Movement_Mic_02.wav	00:01:48	CONSTRUCTION KIT, Original recording texture layer of crispy snow in continual movement. Mic 02
CK_TEXTURE_Snow_Gravel_Drops_Slides_Mic_01.wav	00:01:10	CONSTRUCTION KIT, Original recording texture layer of crispy snow drops & slides. Mic 01
CK_TEXTURE_Snow_Gravel_Drops_Slides_Mic_02.wav	00:01:10	CONSTRUCTION KIT, Original recording texture layer of crispy snow drops & slides. Mic 02

CHARACTER PACK 01

HUMANOID

CK_TEXTURE_Snow_Gravel_Impacts_Slides_Mic_01.wav	00:02:08	CONSTRUCTION KIT, Original recording texture layer of crispy snow impacts & slides. Mic 01
CK_TEXTURE_Snow_Gravel_Impacts_Slides_Mic_02.wav	00:02:08	CONSTRUCTION KIT, Original recording texture layer of crispy snow impacts & slides. Mic 02
CK_TEXTURE_Undergrowth_Continual_Movement_Mic_01.wav	00:02:26	CONSTRUCTION KIT, Original recording texture layer of twigs & foliage in continual movement. Mic 01
CK_TEXTURE_Undergrowth_Continual_Movement_Mic_02.wav	00:02:26	CONSTRUCTION KIT, Original recording texture layer of twigs & foliage in continual movement. Mic 02
CK_TEXTURE_Undergrowth_Impacts_Slides_Mic_01.wav	00:01:11	CONSTRUCTION KIT, Original recording texture layer of twigs & foliage impacts & slides. Mic 01
CK_TEXTURE_Undergrowth_Impacts_Slides_Mic_02.wav	00:01:11	CONSTRUCTION KIT, Original recording texture layer of twigs & foliage impacts & slides. Mic 02
CK_VOCAL_Goblin_Attack_Mic_01.wav	00:00:29	CONSTRUCTION KIT, Original recording multiple unprocessed close high pitched humanised small goblin / imp, aggressive vocal, mic 01
CK_VOCAL_Goblin_Attack_Mic_02.wav	00:00:29	CONSTRUCTION KIT, Original recording multiple unprocessed close high pitched humanised small goblin / imp, aggressive vocal, mic 02
CK_VOCAL_Goblin_Breath_Mic_01.wav	00:00:33	CONSTRUCTION KIT, Original recording multiple unprocessed close high pitched humanised small goblin / imp, breaths in & out vocal, mic 01
CK_VOCAL_Goblin_Breath_Mic_02.wav	00:00:33	CONSTRUCTION KIT, Original recording multiple unprocessed close high pitched humanised small goblin / imp, breaths in & out vocal, mic 02
CK_VOCAL_Goblin_Cheer-Taunt_Mic_01.wav	00:00:42	CONSTRUCTION KIT, Original recording multiple unprocessed close high pitched humanised small goblin / imp, celebrate cheer vocal, Mic 01 only
CK_VOCAL_Goblin_Death_Final_Breath_Mic_01.wav	00:00:30	CONSTRUCTION KIT, Original recording multiple unprocessed close high pitched humanised small goblin / imp, painful final breath / moan before
CK_VOCAL_Goblin_Death_Final_Breath_Mic_02.wav	00:00:30	CONSTRUCTION KIT, Original recording multiple unprocessed close high pitched humanised small goblin / imp, painful final breath / moan before
CK_VOCAL_Goblin_Death_Mic_01.wav	00:00:23	CONSTRUCTION KIT, Original recording multiple unprocessed close high pitched humanised small goblin / imp, painful death vocal, mic 01 only
CK_VOCAL_Goblin_Idle_Mumbles_Mic_01.wav	00:00:49	CONSTRUCTION KIT, Original recording multiple unprocessed close high pitched humanised small goblin / imp, generic idling mumbling vocal, mic 01
CK_VOCAL_Goblin_Idle_Mumbles_Mic_02.wav	00:00:49	CONSTRUCTION KIT, Original recording multiple unprocessed close high pitched humanised small goblin / imp, generic idling mumbling vocal, mic 02
CK_VOCAL_Goblin_Laughter_Mic_01.wav	00:00:19	CONSTRUCTION KIT, Original recording multiple unprocessed close high pitched humanised small goblin / imp, laughter and chuckling vocal, mic 01
CK_VOCAL_Goblin_Pain_Mic_01.wav	00:00:33	CONSTRUCTION KIT, Original recording multiple unprocessed close high pitched humanised small goblin / imp, painful yelp short vocal, mic 01
CK_VOCAL_Goblin_Pain_Mic_02.wav	00:00:33	CONSTRUCTION KIT, Original recording multiple unprocessed close high pitched humanised small goblin / imp, painful yelp short vocal, mic 02
CK_VOCAL_Ogre_Attack_Mic_01.wav	00:01:08	CONSTRUCTION KIT, Original recording multiple unprocessed close humanised small ogre / troll, aggressive attacking vocal, mic 01
CK_VOCAL_Ogre_Attack_Mic_02.wav	00:01:08	CONSTRUCTION KIT, Original recording multiple unprocessed close humanised small ogre / troll, aggressive attacking vocal, mic 02
CK_VOCAL_Ogre_Cheer-Taunt_Mic_01.wav	00:00:51	CONSTRUCTION KIT, Original recording multiple unprocessed close humanised small ogre / troll, taunt, cheer and roar vocal, mic 01
CK_VOCAL_Ogre_Cheer-Taunt_Mic_02.wav	00:00:51	CONSTRUCTION KIT, Original recording multiple unprocessed close humanised small ogre / troll, taunt, cheer and roar vocal, mic 02
CK_VOCAL_Ogre_Death_Mic_01.wav	00:00:36	CONSTRUCTION KIT, Original recording multiple unprocessed close humanised small ogre / troll, painful death scream vocal, mic 01
CK_VOCAL_Ogre_Death_Mic_02.wav	00:00:36	CONSTRUCTION KIT, Original recording multiple unprocessed close humanised small ogre / troll, painful death scream vocal, mic 02
CK_VOCAL_Ogre_Idle_Mumbles_Mic_01.wav	00:01:09	CONSTRUCTION KIT, Original recording multiple unprocessed close humanised small ogre / troll, mumbles and grumbles idling vocal, mic 01
CK_VOCAL_Ogre_Idle_Mumbles_Mic_02.wav	00:01:09	CONSTRUCTION KIT, Original recording multiple unprocessed close humanised small ogre / troll, mumbles and grumbles idling vocal, mic 02
CK_VOCAL_Ogre_OutTakes_Mic_01.wav	00:00:30	CONSTRUCTION KIT, Original recording multiple unprocessed close humanised small ogre / troll, various generic out-takes vocal, mic 01
CK_VOCAL_Ogre_OutTakes_Mic_02.wav	00:00:30	CONSTRUCTION KIT, Original recording multiple unprocessed close humanised small ogre / troll, various generic out-takes vocal, mic 02
CK_VOCAL_Ogre_Pain_Mic_01.wav	00:00:44	CONSTRUCTION KIT, Original recording multiple unprocessed close humanised small ogre / troll, Painful yelp vocal, mic 01
CK_VOCAL_Ogre_Pain_Mic_02.wav	00:00:44	CONSTRUCTION KIT, Original recording multiple unprocessed close humanised small ogre / troll, Painful yelp vocal, mic 02
CK_VOCAL_Skeleton_Attack_Mic_01.wav	00:00:18	CONSTRUCTION KIT, Original recording multiple unprocessed close humanised skeleton, aggressive attacking vocal, mic 01
CK_VOCAL_Skeleton_Attack_Mic_02.wav	00:00:18	CONSTRUCTION KIT, Original recording multiple unprocessed close humanised skeleton, aggressive attacking vocal, mic 02
CK_VOCAL_Skeleton_Death_Mic_01.wav	00:00:45	CONSTRUCTION KIT, Original recording multiple unprocessed close humanised skeleton, painful death scream vocal, mic 01
CK_VOCAL_Skeleton_Death_Mic_02.wav	00:00:45	CONSTRUCTION KIT, Original recording multiple unprocessed close humanised skeleton, painful death scream vocal, mic 02
CK_VOCAL_Skeleton_Idle_Mumbles_Mic_01.wav	00:00:33	CONSTRUCTION KIT, Original recording multiple unprocessed close humanised skeleton, grumbles, moans, laughter and idling vocal, mic 01
CK_VOCAL_Skeleton_Idle_Mumbles_Mic_02.wav	00:00:33	CONSTRUCTION KIT, Original recording multiple unprocessed close humanised skeleton, grumbles, moans, laughter and idling vocal, mic 02
CK_VOCAL_Skeleton_Laughter_Mic_01.wav	00:00:55	CONSTRUCTION KIT, Original recording multiple unprocessed close humanised skeleton, laughter vocal, mic 01
CK_VOCAL_Skeleton_Laughter_Mic_02.wav	00:00:55	CONSTRUCTION KIT, Original recording multiple unprocessed close humanised skeleton, laughter vocal, mic 02
CK_VOCAL_Skeleton_Pain_Mic_01.wav	00:00:35	CONSTRUCTION KIT, Original recording multiple unprocessed close humanised skeleton, painful yelp vocal, mic 01
CK_VOCAL_Skeleton_Pain_Mic_02.wav	00:00:35	CONSTRUCTION KIT, Original recording multiple unprocessed close humanised skeleton, painful yelp vocal, mic 02

CHARACTER PACK 01

HUMANOID

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CHARACTER PACK 01

HUMANOID

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CHARACTER PACK 01

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CHARACTER PACK 01

HUMANOID

FOOT_Step_Human_Sneaker_Walk_Wood_21.wav	00:00:01	DESIGNED, Single close human walk footstep on wooden surface type, single asset 21
FOOT_Step_Human_Sneaker_Walk_Wood_22.wav	00:00:01	DESIGNED, Single close human walk footstep on wooden surface type, single asset 22
FOOT_Step_Human_Sneaker_Walk_Wood_23.wav	00:00:01	DESIGNED, Single close human walk footstep on wooden surface type, single asset 23
FOOT_Step_Human_Sneaker_Walk_Wood_24.wav	00:00:01	DESIGNED, Single close human walk footstep on wooden surface type, single asset 24
FOOT_Step_Human_Sneaker_Walk_Wood_25.wav	00:00:01	DESIGNED, Single close human walk footstep on wooden surface type, single asset 25
FOOT_Step_Human_Sneaker_Walk_Wood_26.wav	00:00:01	DESIGNED, Single close human walk footstep on wooden surface type, single asset 26
FOOT_Step_Human_Sneaker_Walk_Wood_27.wav	00:00:01	DESIGNED, Single close human walk footstep on wooden surface type, single asset 27
FOOT_Step_Human_Sneaker_Walk_Wood_28.wav	00:00:01	DESIGNED, Single close human walk footstep on wooden surface type, single asset 28
FOOT_Step_Human_Sneaker_Walk_Wood_29.wav	00:00:01	DESIGNED, Single close human walk footstep on wooden surface type, single asset 29
FOOT_Step_Human_Sneaker_Walk_Wood_30.wav	00:00:01	DESIGNED, Single close human walk footstep on wooden surface type, single asset 30
FOOT_Step_Human_Sneaker_Walk_Wood_Loop_01.wav	00:00:19	DESIGNED, Continuous close human walk sneaker footstep on wood surface type, looping asset 01
FOOT_Step_Human_Sneaker_Walk_Wood_SET_X30.wav	00:00:29	DESIGNED, Single close human walk footstep on wooden surface type, SET of 30 assets
FOOT_Step_Knight_Hard_Surface_01.wav	00:00:01	DESIGNED, Single close human in metal boots generic footstep on a generic hard surface type, single asset 01
FOOT_Step_Knight_Hard_Surface_02.wav	00:00:01	DESIGNED, Single close human in metal boots generic footstep on a generic hard surface type, single asset 02
FOOT_Step_Knight_Hard_Surface_03.wav	00:00:01	DESIGNED, Single close human in metal boots generic footstep on a generic hard surface type, single asset 03
FOOT_Step_Knight_Hard_Surface_04.wav	00:00:01	DESIGNED, Single close human in metal boots generic footstep on a generic hard surface type, single asset 04
FOOT_Step_Knight_Hard_Surface_05.wav	00:00:01	DESIGNED, Single close human in metal boots generic footstep on a generic hard surface type, single asset 05
FOOT_Step_Knight_Hard_Surface_06.wav	00:00:01	DESIGNED, Single close human in metal boots generic footstep on a generic hard surface type, single asset 06
FOOT_Step_Knight_Hard_Surface_07.wav	00:00:01	DESIGNED, Single close human in metal boots generic footstep on a generic hard surface type, single asset 07
FOOT_Step_Knight_Hard_Surface_08.wav	00:00:01	DESIGNED, Single close human in metal boots generic footstep on a generic hard surface type, single asset 08
FOOT_Step_Knight_Hard_Surface_09.wav	00:00:01	DESIGNED, Single close human in metal boots generic footstep on a generic hard surface type, single asset 09
FOOT_Step_Knight_Hard_Surface_10.wav	00:00:01	DESIGNED, Single close human in metal boots generic footstep on a generic hard surface type, single asset 10
FOOT_Step_Knight_Hard_Surface_SET_X10.wav	00:00:09	DESIGNED, Single close human in metal boots generic footstep on a generic hard surface type, SET of 10 assets
FOOT_Step_Knight_Soft_Surface_01.wav	00:00:01	DESIGNED, Single close human in metal boots generic footstep on a generic soft surface type, single asset 01
FOOT_Step_Knight_Soft_Surface_02.wav	00:00:01	DESIGNED, Single close human in metal boots generic footstep on a generic soft surface type, single asset 02
FOOT_Step_Knight_Soft_Surface_03.wav	00:00:01	DESIGNED, Single close human in metal boots generic footstep on a generic soft surface type, single asset 03
FOOT_Step_Knight_Soft_Surface_04.wav	00:00:01	DESIGNED, Single close human in metal boots generic footstep on a generic soft surface type, single asset 04
FOOT_Step_Knight_Soft_Surface_05.wav	00:00:01	DESIGNED, Single close human in metal boots generic footstep on a generic soft surface type, single asset 05
FOOT_Step_Knight_Soft_Surface_06.wav	00:00:01	DESIGNED, Single close human in metal boots generic footstep on a generic soft surface type, single asset 06
FOOT_Step_Knight_Soft_Surface_07.wav	00:00:01	DESIGNED, Single close human in metal boots generic footstep on a generic soft surface type, single asset 07
FOOT_Step_Knight_Soft_Surface_08.wav	00:00:01	DESIGNED, Single close human in metal boots generic footstep on a generic soft surface type, single asset 08
FOOT_Step_Knight_Soft_Surface_09.wav	00:00:01	DESIGNED, Single close human in metal boots generic footstep on a generic soft surface type, single asset 09
FOOT_Step_Knight_Soft_Surface_10.wav	00:00:01	DESIGNED, Single close human in metal boots generic footstep on a generic soft surface type, single asset 10
FOOT_Step_Knight_Soft_Surface_SET_X10.wav	00:00:09	DESIGNED, Single close human in metal boots generic footstep on a generic soft surface type, SET of 10 assets
RADIO_Static_Base_Layer_Loop_01.wav	00:00:07	DESIGNED, Close white & pink noise short continuous walkie talkie radio static transmission, looping single asset
RADIO_Static_End_01.wav	00:00:01	DESIGNED, Close white & pink noise short intensity burst walkie talkie radio static transmission end, single asset 01
RADIO_Static_End_02.wav	00:00:01	DESIGNED, Close white & pink noise short intensity burst walkie talkie radio static transmission end, single asset 02
RADIO_Static_End_03.wav	00:00:01	DESIGNED, Close white & pink noise short intensity burst walkie talkie radio static transmission end, single asset 03
RADIO_Static_End_04.wav	00:00:01	DESIGNED, Close white & pink noise short intensity burst walkie talkie radio static transmission end, single asset 04
RADIO_Static_End_05.wav	00:00:01	DESIGNED, Close white & pink noise short intensity burst walkie talkie radio static transmission end, single asset 05
RADIO_Static_End_SET_X05.wav	00:00:09	DESIGNED, Close white & pink noise short intensity burst walkie talkie radio static transmission end, SET of 5 assets

CHARACTER PACK 01

HUMANOID

RADIO_Static_Feedback_One_Shot_01.wav	00:00:01	DESIGNED, Close white & pink noise short intensity burst walkie talkie radio static transmission blips, single asset 01
RADIO_Static_Feedback_One_Shot_02.wav	00:00:01	DESIGNED, Close white & pink noise short intensity burst walkie talkie radio static transmission blips, single asset 02
RADIO_Static_Feedback_One_Shot_03.wav	00:00:01	DESIGNED, Close white & pink noise short intensity burst walkie talkie radio static transmission blips, single asset 03
RADIO_Static_Feedback_One_Shot_04.wav	00:00:01	DESIGNED, Close white & pink noise short intensity burst walkie talkie radio static transmission blips, single asset 04
RADIO_Static_Feedback_One_Shot_05.wav	00:00:01	DESIGNED, Close white & pink noise short intensity burst walkie talkie radio static transmission blips, single asset 05
RADIO_Static_Feedback_One_Shot_SET_X05.wav	00:00:08	DESIGNED, Close white & pink noise short intensity burst walkie talkie radio static transmission blips, SET of 5 assets
RADIO_Static_Start_01.wav	00:00:01	DESIGNED, Close white & pink noise short intensity burst walkie talkie radio static transmission starts, single asset 01
RADIO_Static_Start_02.wav	00:00:01	DESIGNED, Close white & pink noise short intensity burst walkie talkie radio static transmission starts, single asset 02
RADIO_Static_Start_03.wav	00:00:01	DESIGNED, Close white & pink noise short intensity burst walkie talkie radio static transmission starts, single asset 03
RADIO_Static_Start_04.wav	00:00:01	DESIGNED, Close white & pink noise short intensity burst walkie talkie radio static transmission starts, single asset 04
RADIO_Static_Start_05.wav	00:00:01	DESIGNED, Close white & pink noise short intensity burst walkie talkie radio static transmission starts, single asset 05
RADIO_Static_Start_SET_X05.wav	00:00:08	DESIGNED, Close white & pink noise short intensity burst walkie talkie radio static transmission starts, SET of 5 assets
VOCAL_Goblin_Attack_01.wav	00:00:01	DESIGNED Single close high pitched humanised small goblin / imp, aggressive vocal, single asset 01
VOCAL_Goblin_Attack_02.wav	00:00:01	DESIGNED Single close high pitched humanised small goblin / imp, aggressive vocal, single asset 02
VOCAL_Goblin_Attack_03.wav	00:00:01	DESIGNED Single close high pitched humanised small goblin / imp, aggressive vocal, single asset 03
VOCAL_Goblin_Attack_04.wav	00:00:01	DESIGNED Single close high pitched humanised small goblin / imp, aggressive vocal, single asset 04
VOCAL_Goblin_Attack_05.wav	00:00:01	DESIGNED Single close high pitched humanised small goblin / imp, aggressive vocal, single asset 05
VOCAL_Goblin_Attack_06.wav	00:00:01	DESIGNED Single close high pitched humanised small goblin / imp, aggressive vocal, single asset 06
VOCAL_Goblin_Attack_SET_X06.wav	00:00:05	DESIGNED Single close high pitched humanised small goblin / imp, aggressive vocal, SET of 6 assets
VOCAL_Goblin_Cheer_01.wav	00:00:02	DESIGNED Single close high pitched humanised small goblin / imp, celebrate cheer vocal, single asset 01
VOCAL_Goblin_Cheer_02.wav	00:00:02	DESIGNED Single close high pitched humanised small goblin / imp, celebrate cheer vocal, single asset 02
VOCAL_Goblin_Cheer_SET_X02.wav	00:00:05	DESIGNED Single close high pitched humanised small goblin / imp, celebrate cheer vocal, SET of 2 assets
VOCAL_Goblin_Death_01.wav	00:00:01	DESIGNED Single close high pitched humanised small goblin / imp, painful death vocal, single asset 01
VOCAL_Goblin_Death_02.wav	00:00:01	DESIGNED Single close high pitched humanised small goblin / imp, painful death vocal, single asset 02
VOCAL_Goblin_Death_03.wav	00:00:01	DESIGNED Single close high pitched humanised small goblin / imp, painful death vocal, single asset 03
VOCAL_Goblin_Death_04.wav	00:00:01	DESIGNED Single close high pitched humanised small goblin / imp, painful death vocal, single asset 04
VOCAL_Goblin_Death_SET_X04.wav	00:00:07	DESIGNED Single close high pitched humanised small goblin / imp, painful death vocal, SET of 4 assets
VOCAL_Goblin_Final_Breath_01.wav	00:00:01	DESIGNED Single close high pitched humanised small goblin / imp, painful final breath / moan before death vocal, single asset 01
VOCAL_Goblin_Final_Breath_02.wav	00:00:01	DESIGNED Single close high pitched humanised small goblin / imp, painful final breath / moan before death vocal, single asset 02
VOCAL_Goblin_Final_Breath_03.wav	00:00:01	DESIGNED Single close high pitched humanised small goblin / imp, painful final breath / moan before death vocal, single asset 03
VOCAL_Goblin_Final_Breath_04.wav	00:00:01	DESIGNED Single close high pitched humanised small goblin / imp, painful final breath / moan before death vocal, single asset 04
VOCAL_Goblin_Final_Breath_05.wav	00:00:01	DESIGNED Single close high pitched humanised small goblin / imp, painful final breath / moan before death vocal, single asset 05
VOCAL_Goblin_Final_Breath_06.wav	00:00:01	DESIGNED Single close high pitched humanised small goblin / imp, painful final breath / moan before death vocal, single asset 06
VOCAL_Goblin_Final_Breath_07.wav	00:00:01	DESIGNED Single close high pitched humanised small goblin / imp, painful final breath / moan before death vocal, single asset 07
VOCAL_Goblin_Final_Breath_08.wav	00:00:01	DESIGNED Single close high pitched humanised small goblin / imp, painful final breath / moan before death vocal, single asset 08
VOCAL_Goblin_Final_Breath_09.wav	00:00:01	DESIGNED Single close high pitched humanised small goblin / imp, painful final breath / moan before death vocal, single asset 09
VOCAL_Goblin_Final_Breath_10.wav	00:00:01	DESIGNED Single close high pitched humanised small goblin / imp, painful final breath / moan before death vocal, single asset 10
VOCAL_Goblin_Final_Breath_11.wav	00:00:01	DESIGNED Single close high pitched humanised small goblin / imp, painful final breath / moan before death vocal, single asset 11
VOCAL_Goblin_Final_Breath_SET_X11.wav	00:00:21	DESIGNED Single close high pitched humanised small goblin / imp, painful final breath / moan before death vocal, SET of 11 assets
VOCAL_Goblin_Grunts_01.wav	00:00:01	DESIGNED Single close high pitched humanised small goblin / imp, generic grunt misc vocal, single asset 01
VOCAL_Goblin_Grunts_02.wav	00:00:01	DESIGNED Single close high pitched humanised small goblin / imp, generic grunt misc vocal, single asset 02

CHARACTER PACK 01

HUMANOID

VOCAL_Goblin_Grunts_03.wav	00:00:01	DESIGNED Single close high pitched humanised small goblin / imp, generic grunt misc vocal, single asset 03
VOCAL_Goblin_Grunts_SET_X03.wav	00:00:05	DESIGNED Single close high pitched humanised small goblin / imp, generic grunt misc vocal, SET of 3 assets
VOCAL_Goblin_Idles_01.wav	00:00:01	DESIGNED Single close high pitched humanised small goblin / imp, generic idling mumbling vocal, single asset 01
VOCAL_Goblin_Idles_02.wav	00:00:01	DESIGNED Single close high pitched humanised small goblin / imp, generic idling mumbling vocal, single asset 02
VOCAL_Goblin_Idles_03.wav	00:00:01	DESIGNED Single close high pitched humanised small goblin / imp, generic idling mumbling vocal, single asset 03
VOCAL_Goblin_Idles_04.wav	00:00:01	DESIGNED Single close high pitched humanised small goblin / imp, generic idling mumbling vocal, single asset 04
VOCAL_Goblin_Idles_05.wav	00:00:01	DESIGNED Single close high pitched humanised small goblin / imp, generic idling mumbling vocal, single asset 05
VOCAL_Goblin_Idles_06.wav	00:00:01	DESIGNED Single close high pitched humanised small goblin / imp, generic idling mumbling vocal, single asset 06
VOCAL_Goblin_Idles_07.wav	00:00:01	DESIGNED Single close high pitched humanised small goblin / imp, generic idling mumbling vocal, single asset 07
VOCAL_Goblin_Idles_08.wav	00:00:01	DESIGNED Single close high pitched humanised small goblin / imp, generic idling mumbling vocal, single asset 08
VOCAL_Goblin_Idles_09.wav	00:00:01	DESIGNED Single close high pitched humanised small goblin / imp, generic idling mumbling vocal, single asset 09
VOCAL_Goblin_Idles_10.wav	00:00:02	DESIGNED Single close high pitched humanised small goblin / imp, generic idling mumbling vocal, single asset 10
VOCAL_Goblin_Idles_11.wav	00:00:03	DESIGNED Single close high pitched humanised small goblin / imp, generic idling mumbling vocal, single asset 11
VOCAL_Goblin_Idles_12.wav	00:00:01	DESIGNED Single close high pitched humanised small goblin / imp, generic idling mumbling vocal, single asset 12
VOCAL_Goblin_Idles_SET_X12.wav	00:00:25	DESIGNED Single close high pitched humanised small goblin / imp, generic idling mumbling vocal, SET of 12 assets
VOCAL_Goblin_Pain_01.wav	00:00:01	DESIGNED Single close high pitched humanised small goblin / imp, painful yelp short vocal, single asset 01
VOCAL_Goblin_Pain_02.wav	00:00:01	DESIGNED Single close high pitched humanised small goblin / imp, painful yelp short vocal, single asset 02
VOCAL_Goblin_Pain_03.wav	00:00:01	DESIGNED Single close high pitched humanised small goblin / imp, painful yelp short vocal, single asset 03
VOCAL_Goblin_Pain_04.wav	00:00:01	DESIGNED Single close high pitched humanised small goblin / imp, painful yelp short vocal, single asset 04
VOCAL_Goblin_Pain_05.wav	00:00:01	DESIGNED Single close high pitched humanised small goblin / imp, painful yelp short vocal, single asset 05
VOCAL_Goblin_Pain_06.wav	00:00:01	DESIGNED Single close high pitched humanised small goblin / imp, painful yelp short vocal, single asset 06
VOCAL_Goblin_Pain_07.wav	00:00:01	DESIGNED Single close high pitched humanised small goblin / imp, painful yelp short vocal, single asset 07
VOCAL_Goblin_Pain_SET_X07.wav	00:00:06	DESIGNED Single close high pitched humanised small goblin / imp, painful yelp short vocal, SET of 7 assets
VOCAL_Human_Male_ID01_Attack_Medium_01.wav	00:00:20	Single close human male Actor SET ID01 aggressive short vocal, single asset 01
VOCAL_Human_Male_ID01_Attack_Medium_02.wav	00:00:01	Single close human male Actor SET ID01 aggressive short vocal, single asset 02
VOCAL_Human_Male_ID01_Attack_Medium_03.wav	00:00:01	Single close human male Actor SET ID01 aggressive short vocal, single asset 03
VOCAL_Human_Male_ID01_Attack_Medium_04.wav	00:00:01	Single close human male Actor SET ID01 aggressive short vocal, single asset 04
VOCAL_Human_Male_ID01_Attack_Medium_Fatigue_01.wav	00:00:01	Single close human male Actor SET ID01 aggressive short vocal, fatigued, single asset Fatigue 01
VOCAL_Human_Male_ID01_Attack_Medium_Fatigue_02.wav	00:00:01	Single close human male Actor SET ID01 aggressive short vocal, fatigued, single asset Fatigue 02
VOCAL_Human_Male_ID01_Attack_Medium_Fatigue_03.wav	00:00:01	Single close human male Actor SET ID01 aggressive short vocal, fatigued, single asset Fatigue 03
VOCAL_Human_Male_ID01_Attack_Medium_Fatigue_04.wav	00:00:01	Single close human male Actor SET ID01 aggressive short vocal, fatigued, single asset Fatigue 04
VOCAL_Human_Male_ID01_Attack_Medium_Fatigue_05.wav	00:00:01	Single close human male Actor SET ID01 aggressive short vocal, fatigued, single asset Fatigue 05
VOCAL_Human_Male_ID01_Attack_Medium_SET_X05.wav	00:00:04	Single close human male Actor SET ID01 aggressive short vocal, fatigued, SET of 5 assets
VOCAL_Human_Male_ID01_Attack_Medium_SET_X04.wav	00:00:03	Single close human male Actor SET ID01 aggressive short vocal, SET of 4 assets
VOCAL_Human_Male_ID01_Attack_Short_01.wav	00:00:01	Single close human male Actor SET ID01 aggressive short vocal, single asset 01
VOCAL_Human_Male_ID01_Attack_Short_02.wav	00:00:01	Single close human male Actor SET ID01 aggressive short vocal, single asset 02
VOCAL_Human_Male_ID01_Attack_Short_03.wav	00:00:01	Single close human male Actor SET ID01 aggressive short vocal, single asset 03
VOCAL_Human_Male_ID01_Attack_Short_04.wav	00:00:01	Single close human male Actor SET ID01 aggressive short vocal, single asset 04
VOCAL_Human_Male_ID01_Attack_Short_05.wav	00:00:01	Single close human male Actor SET ID01 aggressive short vocal, single asset 05
VOCAL_Human_Male_ID01_Attack_Short_Fatigue_01.wav	00:00:01	Single close human male Actor SET ID01 aggressive short vocal, fatigued, single asset Fatigue 01
VOCAL_Human_Male_ID01_Attack_Short_Fatigue_02.wav	00:00:01	Single close human male Actor SET ID01 aggressive short vocal, fatigued, single asset Fatigue 02

CHARACTER PACK 01

HUMANOID

[illegible]

CHARACTER PACK 01

HUMANOID

[illegible]

CHARACTER PACK 01

HUMANOID

[illegible]

CHARACTER PACK 01

HUMANOID

[illegible]

CHARACTER PACK 01

HUMANOID

[illegible]

CHARACTER PACK 01

HUMANOID

[illegible]

CHARACTER PACK 01

HUMANOID

[illegible]

CHARACTER PACK 01

HUMANOID

[illegible]

CHARACTER PACK 01

HUMANOID

VOCAL_Ogre_Misc_20.wav	00:00:01	DESIGNED Single close humanised small ogre / troll, various generic out-takes vocal, single asset 20
VOCAL_Ogre_Misc_21.wav	00:00:01	DESIGNED Single close humanised small ogre / troll, various generic out-takes vocal, single asset 21
VOCAL_Ogre_Misc_22.wav	00:00:01	DESIGNED Single close humanised small ogre / troll, various generic out-takes vocal, single asset 22
VOCAL_Ogre_Misc_23.wav	00:00:01	DESIGNED Single close humanised small ogre / troll, various generic out-takes vocal, single asset 23
VOCAL_Ogre_Misc_24.wav	00:00:01	DESIGNED Single close humanised small ogre / troll, various generic out-takes vocal, single asset 24
VOCAL_Ogre_Misc_25.wav	00:00:01	DESIGNED Single close humanised small ogre / troll, various generic out-takes vocal, single asset 25
VOCAL_Ogre_Misc_26.wav	00:00:02	DESIGNED Single close humanised small ogre / troll, various generic out-takes vocal, single asset 26
VOCAL_Ogre_Misc_27.wav	00:00:01	DESIGNED Single close humanised small ogre / troll, various generic out-takes vocal, single asset 27
VOCAL_Ogre_Misc_SET_X27.wav	00:00:35	DESIGNED Single close humanised small ogre / troll, various generic out-takes vocal, SET of 27 assets
VOCAL_Ogre_Pain_01.wav	00:00:01	DESIGNED Single close humanised small ogre / troll, Painful yelp vocal, single asset
VOCAL_Ogre_Pain_02.wav	00:00:01	DESIGNED Single close humanised small ogre / troll, Painful yelp vocal, single asset
VOCAL_Ogre_Pain_03.wav	00:00:01	DESIGNED Single close humanised small ogre / troll, Painful yelp vocal, single asset
VOCAL_Ogre_Pain_04.wav	00:00:01	DESIGNED Single close humanised small ogre / troll, Painful yelp vocal, single asset
VOCAL_Ogre_Pain_05.wav	00:00:01	DESIGNED Single close humanised small ogre / troll, Painful yelp vocal, single asset
VOCAL_Ogre_Pain_06.wav	00:00:01	DESIGNED Single close humanised small ogre / troll, Painful yelp vocal, single asset
VOCAL_Ogre_Pain_07.wav	00:00:01	DESIGNED Single close humanised small ogre / troll, Painful yelp vocal, single asset
VOCAL_Ogre_Pain_08.wav	00:00:01	DESIGNED Single close humanised small ogre / troll, Painful yelp vocal, single asset
VOCAL_Ogre_Pain_09.wav	00:00:01	DESIGNED Single close humanised small ogre / troll, Painful yelp vocal, single asset
VOCAL_Ogre_Pain_10.wav	00:00:01	DESIGNED Single close humanised small ogre / troll, Painful yelp vocal, single asset
VOCAL_Ogre_Pain_11.wav	00:00:01	DESIGNED Single close humanised small ogre / troll, Painful yelp vocal, single asset
VOCAL_Ogre_Pain_12.wav	00:00:01	DESIGNED Single close humanised small ogre / troll, Painful yelp vocal, single asset
VOCAL_Ogre_Pain_SET_X12.wav	00:00:11	DESIGNED Single close humanised small ogre / troll, Painful yelp vocal, SET of 12 assets
VOCAL_Ogre_Roar_01.wav	00:00:01	DESIGNED Single close humanised small ogre / troll, taunt, cheer and roar vocal, single asset 01
VOCAL_Ogre_Roar_02.wav	00:00:01	DESIGNED Single close humanised small ogre / troll, taunt, cheer and roar vocal, single asset 02
VOCAL_Ogre_Roar_03.wav	00:00:01	DESIGNED Single close humanised small ogre / troll, taunt, cheer and roar vocal, single asset 03
VOCAL_Ogre_Roar_04.wav	00:00:01	DESIGNED Single close humanised small ogre / troll, taunt, cheer and roar vocal, single asset 04
VOCAL_Ogre_Roar_05.wav	00:00:03	DESIGNED Single close humanised small ogre / troll, taunt, cheer and roar vocal, single asset 05
VOCAL_Ogre_Roar_06.wav	00:00:02	DESIGNED Single close humanised small ogre / troll, taunt, cheer and roar vocal, single asset 06
VOCAL_Ogre_Roar_07.wav	00:00:02	DESIGNED Single close humanised small ogre / troll, taunt, cheer and roar vocal, single asset 07
VOCAL_Ogre_Roar_08.wav	00:00:02	DESIGNED Single close humanised small ogre / troll, taunt, cheer and roar vocal, single asset 08
VOCAL_Ogre_Roar_09.wav	00:00:03	DESIGNED Single close humanised small ogre / troll, taunt, cheer and roar vocal, single asset 09
VOCAL_Ogre_Roar_10.wav	00:00:02	DESIGNED Single close humanised small ogre / troll, taunt, cheer and roar vocal, single asset 10
VOCAL_Ogre_Roar_SET_X10.wav	00:00:27	DESIGNED Single close humanised small ogre / troll, taunt, cheer and roar vocal, SET of 10 assets
VOCAL_Skeleton_Attack_01.wav	00:00:01	DESIGNED Single close humanised skeleton, aggressive attacking vocal, single asset 01
VOCAL_Skeleton_Attack_02.wav	00:00:01	DESIGNED Single close humanised skeleton, aggressive attacking vocal, single asset 02
VOCAL_Skeleton_Attack_03.wav	00:00:01	DESIGNED Single close humanised skeleton, aggressive attacking vocal, single asset 03
VOCAL_Skeleton_Attack_04.wav	00:00:01	DESIGNED Single close humanised skeleton, aggressive attacking vocal, single asset 04
VOCAL_Skeleton_Attack_05.wav	00:00:01	DESIGNED Single close humanised skeleton, aggressive attacking vocal, single asset 05
VOCAL_Skeleton_Attack_SET_X05.wav	00:00:08	DESIGNED Single close humanised skeleton, aggressive attacking vocal, SET of 5 assets
VOCAL_Skeleton_Death_01.wav	00:00:01	DESIGNED Single close humanised skeleton, painful death scream vocal, single asset 01
VOCAL_Skeleton_Death_02.wav	00:00:01	DESIGNED Single close humanised skeleton, painful death scream vocal, single asset 02

CHARACTER PACK 01

HUMANOID

VOCAL_Skeleton_Death_03.wav	00:00:01	DESIGNED Single close humanised skeleton, painful death scream vocal, single asset 03
VOCAL_Skeleton_Death_04.wav	00:00:01	DESIGNED Single close humanised skeleton, painful death scream vocal, single asset 04
VOCAL_Skeleton_Death_05.wav	00:00:01	DESIGNED Single close humanised skeleton, painful death scream vocal, single asset 05
VOCAL_Skeleton_Death_06.wav	00:00:01	DESIGNED Single close humanised skeleton, painful death scream vocal, single asset 06
VOCAL_Skeleton_Death_07.wav	00:00:01	DESIGNED Single close humanised skeleton, painful death scream vocal, single asset 07
VOCAL_Skeleton_Death_08.wav	00:00:01	DESIGNED Single close humanised skeleton, painful death scream vocal, single asset 08
VOCAL_Skeleton_Death_SET_X08.wav	00:00:15	DESIGNED Single close humanised skeleton, painful death scream vocal, SET of 8 assets
VOCAL_Skeleton_Grunts_01.wav	00:00:01	DESIGNED Single close humanised skeleton, grunts and laughter vocal, single asset 01
VOCAL_Skeleton_Grunts_02.wav	00:00:01	DESIGNED Single close humanised skeleton, grunts and laughter vocal, single asset 02
VOCAL_Skeleton_Grunts_03.wav	00:00:01	DESIGNED Single close humanised skeleton, grunts and laughter vocal, single asset 03
VOCAL_Skeleton_Grunts_04.wav	00:00:01	DESIGNED Single close humanised skeleton, grunts and laughter vocal, single asset 04
VOCAL_Skeleton_Grunts_05.wav	00:00:01	DESIGNED Single close humanised skeleton, grunts and laughter vocal, single asset 05
VOCAL_Skeleton_Grunts_06.wav	00:00:01	DESIGNED Single close humanised skeleton, grunts and laughter vocal, single asset 06
VOCAL_Skeleton_Grunts_SET_X06.wav	00:00:11	DESIGNED Single close humanised skeleton, grunts and laughter vocal, SET of 6 assets
VOCAL_Skeleton_Idle_01.wav	00:00:01	DESIGNED Single close humanised skeleton, grumbles, moans, laughter and idling vocal, single asset 01
VOCAL_Skeleton_Idle_02.wav	00:00:01	DESIGNED Single close humanised skeleton, grumbles, moans, laughter and idling vocal, single asset 02
VOCAL_Skeleton_Idle_03.wav	00:00:01	DESIGNED Single close humanised skeleton, grumbles, moans, laughter and idling vocal, single asset 03
VOCAL_Skeleton_Idle_04.wav	00:00:01	DESIGNED Single close humanised skeleton, grumbles, moans, laughter and idling vocal, single asset 04
VOCAL_Skeleton_Idle_05.wav	00:00:01	DESIGNED Single close humanised skeleton, grumbles, moans, laughter and idling vocal, single asset 05
VOCAL_Skeleton_Idle_06.wav	00:00:01	DESIGNED Single close humanised skeleton, grumbles, moans, laughter and idling vocal, single asset 06
VOCAL_Skeleton_Idle_07.wav	00:00:01	DESIGNED Single close humanised skeleton, grumbles, moans, laughter and idling vocal, single asset 07
VOCAL_Skeleton_Idle_08.wav	00:00:01	DESIGNED Single close humanised skeleton, grumbles, moans, laughter and idling vocal, single asset 08
VOCAL_Skeleton_Idle_09.wav	00:00:01	DESIGNED Single close humanised skeleton, grumbles, moans, laughter and idling vocal, single asset 09
VOCAL_Skeleton_Idle_10.wav	00:00:01	DESIGNED Single close humanised skeleton, grumbles, moans, laughter and idling vocal, single asset 10
VOCAL_Skeleton_Idle_11.wav	00:00:02	DESIGNED Single close humanised skeleton, grumbles, moans, laughter and idling vocal, single asset 11
VOCAL_Skeleton_Idle_SET_X11.wav	00:00:23	DESIGNED Single close humanised skeleton, grumbles, moans, laughter and idling vocal, SET of 11 assets
VOCAL_Skeleton_Laughter_01.wav	00:00:01	DESIGNED Single close humanised skeleton, laughter vocal, single asset 01
VOCAL_Skeleton_Laughter_02.wav	00:00:01	DESIGNED Single close humanised skeleton, laughter vocal, single asset 02
VOCAL_Skeleton_Laughter_03.wav	00:00:01	DESIGNED Single close humanised skeleton, laughter vocal, single asset 03
VOCAL_Skeleton_Laughter_04.wav	00:00:01	DESIGNED Single close humanised skeleton, laughter vocal, single asset 04
VOCAL_Skeleton_Laughter_05.wav	00:00:01	DESIGNED Single close humanised skeleton, laughter vocal, single asset 05
VOCAL_Skeleton_Laughter_06.wav	00:00:02	DESIGNED Single close humanised skeleton, laughter vocal, single asset 06
VOCAL_Skeleton_Laughter_07.wav	00:00:02	DESIGNED Single close humanised skeleton, laughter vocal, single asset 07
VOCAL_Skeleton_Laughter_SET_X07.wav	00:00:17	DESIGNED Single close humanised skeleton, laughter vocal, SET of 7 assets
VOCAL_Skeleton_Misc_OutTakes_SET_X15.wav	00:00:31	DESIGNED Single multiple close one shot humanised skeleton, outtakes, & various misc vocal actions, 01
VOCAL_Skeleton_Pain_01.wav	00:00:01	DESIGNED Single close humanised skeleton, painful yelp vocal, single asset 01
VOCAL_Skeleton_Pain_02.wav	00:00:01	DESIGNED Single close humanised skeleton, painful yelp vocal, single asset 02
VOCAL_Skeleton_Pain_03.wav	00:00:01	DESIGNED Single close humanised skeleton, painful yelp vocal, single asset 03
VOCAL_Skeleton_Pain_04.wav	00:00:01	DESIGNED Single close humanised skeleton, painful yelp vocal, single asset 04
VOCAL_Skeleton_Pain_05.wav	00:00:01	DESIGNED Single close humanised skeleton, painful yelp vocal, single asset 05
VOCAL_Skeleton_Pain_06.wav	00:00:01	DESIGNED Single close humanised skeleton, painful yelp vocal, single asset 06

CHARACTER PACK 01

HUMANOID

VOCAL_Skeleton_Pain_07.wav
VOCAL_Skeleton_Pain_SET_X07.wav

00:00:01
00:00:13

DESIGNED Single close humanised skeleton, painful yelp vocal, single asset 07
DESIGNED Single close humanised skeleton, painful yelp vocal, SET of 7 assets

