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FILENAME	DESCRIPTION	SOUNDS
FGHTClth-CK_BAG Cloth Whoosh Heavy 01_RTSB_MLE.wav	BAG CLOTH WHOOSH HEAVY; Swinging a cloth bag. Short, airy, heavy whooshes.	6
FGHTClth-CK_BAG Cloth Whoosh Heavy 02_RTSB_MLE.wav	BAG CLOTH WHOOSH HEAVY; Swinging a cloth bag. Short, airy, heavy whooshes.	6
FGHTClth-CK_BAG Cloth Whoosh Heavy 03_RTSB_MLE.wav	BAG CLOTH WHOOSH HEAVY; Swinging a cloth bag. Short, airy, heavy whooshes.	5
FGHTClth-CK_BAG Cloth Whoosh Light_RTSB_MLE.wav	BAG CLOTH WHOOSH LIGHT; Swinging a cloth bag. Short, airy, light whooshes.	5
FGHTClth-CK_CLOTH Whoosh Fast Heavy 01_RTSB_MLE.wav	CLOTH WHOOSH HEAVY; Swinging a cotton cloth. Short, airy, heavy whooshes. Snappy character.	6
FGHTClth-CK_CLOTH Whoosh Fast Heavy 02_RTSB_MLE.wav	CLOTH WHOOSH HEAVY; Swinging a cotton cloth. Short, airy, heavy whooshes. Snappy character.	5
FGHTClth-CK_CLOTH Whoosh Fast Heavy 03_RTSB_MLE.wav	CLOTH WHOOSH HEAVY; Swinging a cotton cloth. Short, airy, heavy whooshes. Snappy character.	5
FGHTClth-CK_CLOTH Whoosh Fast Light 01_RTSB_MLE.wav	CLOTH WHOOSH LIGHT; Swinging a cotton cloth. Short, airy, light whooshes. Snappy character.	6
FGHTClth-CK_CLOTH Whoosh Fast Light 02_RTSB_MLE.wav	CLOTH WHOOSH LIGHT; Swinging a cotton cloth. Short, airy, light whooshes. Snappy character.	5
FGHTClth-CK_CLOTH Whoosh Medium_RTSB_MLE.wav	CLOTH WHOOSH MEDIUM; Swinging a cotton cloth. Short, airy, medium whooshes. Snappy character.	5
FGHTClth-CK_DRAPE Whoosh 01_RTSB_MLE.wav	DRAPE WHOOSH; Swinging a drape or curtain. Low character with rustling.	6
FGHTClth-CK_DRAPE Whoosh 02_RTSB_MLE.wav	DRAPE WHOOSH; Swinging a drape or curtain. Low character with rustling.	5
LETHRlmp-CK_FLOG Leather Hit Smack 01_RTSB_MLE.wav	LEATHER FLOG HIT; Smacking a leather flog on concrete. Useful for combat.	6
LETHRlmp-CK_FLOG Leather Hit Smack 02_RTSB_MLE.wav	LEATHER FLOG HIT; Smacking a leather flog on concrete. Useful for combat.	6
LETHRlmp-CK_FLOG Leather Hit Smack 03_RTSB_MLE.wav	LEATHER FLOG HIT; Smacking a leather flog on concrete. Useful for combat.	6
LETHRlmp-CK_FLOG Leather Hit Smack 04_RTSB_MLE.wav	LEATHER FLOG HIT; Smacking a leather flog on concrete. Useful for combat.	7
LETHRMvmt-CK_FLOG Leather Whoosh 01_RTSB_MLE.wav	FLOG LEATHER WHOOSH; Short, quick swings with a leather flog. Snappy, crackly character.	6
LETHRMvmt-CK_FLOG Leather Whoosh 02_RTSB_MLE.wav	FLOG LEATHER WHOOSH; Short, quick swings with a leather flog. Snappy, crackly character.	6
LETHRMvmt-CK_FLOG Leather Whoosh 03_RTSB_MLE.wav	FLOG LEATHER WHOOSH; Short, quick swings with a leather flog. Snappy, crackly character.	6
LETHRMvmt-CK_FLOG Leather Whoosh 04_RTSB_MLE.wav	FLOG LEATHER WHOOSH; Short, quick swings with a leather flog. Snappy, crackly character.	7
FOLYFeet-CK_FOOT Sneaker Jog Blood_RTSB_MLE.wav	FOOTSTEP; Sneakers jogging on bloody, wet sticky concrete surface.	1
FOLYFeet-CK_FOOT Sneaker Jump Blood 01_RTSB_MLE.wav	FOOTSTEP; Sneakers jumping and landing on bloody, wet sticky concrete surface.	5
FOLYFeet-CK_FOOT Sneaker Jump Blood 02_RTSB_MLE.wav	FOOTSTEP; Sneakers jumping and landing on bloody, wet sticky concrete surface.	5
FOLYFeet-CK_FOOT Sneaker Jump Blood 03_RTSB_MLE.wav	FOOTSTEP; Sneakers jumping and landing on bloody, wet sticky concrete surface.	5
FOLYFeet-CK_FOOT Sneaker Jump Blood 04_RTSB_MLE.wav	FOOTSTEP; Sneakers jumping and landing on bloody, wet sticky concrete surface.	5
FOLYFeet-CK_FOOT Sneaker Run Blood_RTSB_MLE.wav	FOOTSTEP; Sneakers running on bloody, wet sticky concrete surface.	1
FOLYFeet-CK_FOOT Sneaker Scuff Blood 01_RTSB_MLE.wav	FOOTSTEP; Sneakers scuffs on bloody, wet sticky concrete surface.	5
FOLYFeet-CK_FOOT Sneaker Scuff Blood 02_RTSB_MLE.wav	FOOTSTEP; Sneakers scuffs on bloody, wet sticky concrete surface.	4
FOLYFeet-CK_FOOT Sneaker Scuff Blood 03_RTSB_MLE.wav	FOOTSTEP; Sneakers scuffs on bloody, wet sticky concrete surface.	4
FOLYFeet-CK_FOOT Sneaker Walk Blood_RTSB_MLE.wav	FOOTSTEP; Sneakers walking on bloody, wet sticky concrete surface.	1
LETHRHndl-CK_JACKET Leather Grab 01_RTSB_MLE.wav	GRAB LEATHER JACKET; Grabbing leather jacket.	6
LETHRHndl-CK_JACKET Leather Grab 02_RTSB_MLE.wav	GRAB LEATHER JACKET; Grabbing leather jacket.	5
CLOTHHndl-CK_LONGJOHNS Cotton Grab Heavy 01_RTSB_MLE.wav	GRAB COTTON LONGJOHNS; Heavy grabbing of cotton longjohns.	4
CLOTHHndl-CK_LONGJOHNS Cotton Grab Heavy 02_RTSB_MLE.wav	GRAB COTTON LONGJOHNS; Heavy grabbing of cotton longjohns.	4
CLOTHHndl-CK_LONGJOHNS Cotton Grab Medium_RTSB_MLE.wav	GRAB COTTON LONGJOHNS; Medium grabbing of cotton longjohns.	6
SWSH-CK_PIPE Metal Whoosh Low Airy 01_RTSB_MLE.wav	PIPE METAL WHOOSH; Swinging a short hollow metal pipe. Short, deep airy whooshes.	5
SWSH-CK_PIPE Metal Whoosh Low Airy 02_RTSB_MLE.wav	PIPE METAL WHOOSH; Swinging a short hollow metal pipe. Short, deep airy whooshes.	4
SWSH-CK_ROPE TWIRL Medium 01_RTSB_MLE.wav	ROPE TWIRL MEDIUM WHOOSH; Twirling a synthetic rope around. Medium duration.	4
SWSH-CK_ROPE TWIRL Medium 02_RTSB_MLE.wav	ROPE TWIRL MEDIUM WHOOSH; Twirling a synthetic rope around. Medium duration.	4
SWSH-CK_ROPE TWIRL Medium 03_RTSB_MLE.wav	ROPE TWIRL MEDIUM WHOOSH; Twirling a synthetic rope around. Medium duration.	2
SWSH-CK_ROPE TWIRL Medium 04_RTSB_MLE.wav	ROPE TWIRL MEDIUM WHOOSH; Twirling a synthetic rope around. Medium duration.	4
SWSH-CK_ROPE WHOOSH Fast Heavy 01_RTSB_MLE.wav	ROPE TWIRL FAST HEAVY WHOOSH; Twirling a synthetic rope around. Fast duration, heavy intensity.	4
SWSH-CK_ROPE WHOOSH Fast Heavy 02_RTSB_MLE.wav	ROPE TWIRL FAST HEAVY WHOOSH; Twirling a synthetic rope around. Fast duration, heavy intensity.	4
SWSH-CK_ROPE WHOOSH Fast Light 01_RTSB_MLE.wav	ROPE TWIRL FAST LIGHT WHOOSH; Twirling a synthetic rope around. Fast duration, light intensity.	6
SWSH-CK_ROPE WHOOSH Fast Light 02_RTSB_MLE.wav	ROPE TWIRL FAST LIGHT WHOOSH; Twirling a synthetic rope around. Fast duration, light intensity.	6
SWSH-CK_ROPE WHOOSH Fast Light 03_RTSB_MLE.wav	ROPE TWIRL FAST LIGHT WHOOSH; Twirling a synthetic rope around. Fast duration, light intensity.	5



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SWSH-CK_ROPE WHOOSH Medium_RTSB_MLE.wav	ROPE TWIRL MEDIUM WHOOSH; Twirling a synthetic rope around. Medium duration.	7
FGHTImpt-CK_SLAP Face 01_RTSB_MLE.wav	SLAP; Hand slapping face.	5
FGHTImpt-CK_SLAP Face 02_RTSB_MLE.wav	SLAP; Hand slapping face.	5
SWSH-CK_STICK Bamboo Whoosh Fan Fast_RTSB_MLE.wav	STICK WOOD BAMBOO WHOOSH FAN FAST; Quickly swinging a bamboo stick back and forth. Deep character.	1
SWSH-CK_STICK Bamboo Whoosh Fan Slow_RTSB_MLE.wav	STICK WOOD BAMBOO WHOOSH FAN SLOW; Slowly swinging a bamboo stick back and forth. Deep character.	1
SWSH-CK_STICK Bamboo Whoosh Fast 01_RTSB_MLE.wav	STICK WOOD BAMBOO WHOOSH SLOW; Swinging a bamboo stick. Deep character. Deep character. High intensity.	5
SWSH-CK_STICK Bamboo Whoosh Fast 02_RTSB_MLE.wav	STICK WOOD BAMBOO WHOOSH SLOW; Swinging a bamboo stick. Deep character. Deep character. High intensity.	4
SWSH-CK_STICK Bamboo Whoosh Medium 01_RTSB_MLE.wav	STICK WOOD BAMBOO WHOOSH SLOW; Swinging a bamboo stick. Deep character. Deep character. Medium intensity.	7
SWSH-CK_STICK Bamboo Whoosh Medium 02_RTSB_MLE.wav	STICK WOOD BAMBOO WHOOSH SLOW; Swinging a bamboo stick. Deep character. Deep character. Medium intensity.	4
SWSH-CK_STICK Bamboo Whoosh Medium 03_RTSB_MLE.wav	STICK WOOD BAMBOO WHOOSH SLOW; Swinging a bamboo stick. Deep character. Deep character. Medium intensity.	4
SWSH-CK_STICK Bamboo Whoosh Slow 01_RTSB_MLE.wav	STICK WOOD BAMBOO WHOOSH SLOW; Swinging a bamboo stick. Deep character. Deep character. Low intensity.	5
SWSH-CK_STICK Bamboo Whoosh Slow 02_RTSB_MLE.wav	STICK WOOD BAMBOO WHOOSH SLOW; Swinging a bamboo stick. Deep character. Deep character. Low intensity.	4
SWSH-CK_STICK Bamboo Whoosh Very Slow_RTSB_MLE.wav	STICK WOOD BAMBOO WHOOSH VERY SLOW; Slowly swinging a bamboo stick back and forth. Deep character.	7
SWSH-CK_STICK Wood Thin Whoosh Fan_RTSB_MLE.wav	STICK WOOD THIN WHOOSH FAN; Swinging a thin wooden stick back and forth. Short medium whooshes.	1
SWSH-CK_STICK Wood Thin Whoosh Fast_RTSB_MLE.wav	STICK WOOD THIN WHOOSH FAST; Swinging a thin wooden stick. Short and fast whooshes.	7
SWSH-CK_STICK Wood Thin Whoosh Medium_RTSB_MLE.wav	STICK WOOD THIN WHOOSH MEDIUM; Swinging a thin wooden stick. Short medium intensity whooshes.	7
SWSH-CK_STICK Wood Thin Whoosh Slow_RTSB_MLE.wav	STICK WOOD THIN WHOOSH SLOW; Swinging a thin wooden stick. Slow whooshes.	3
SWSH-CK_STICK Wood Whoosh Fan Fast_RTSB_MLE.wav	STICK WOOD WHOOSH FAN FAST; Quickly swinging a wooden stick back and forth.	1
SWSH-CK_STICK Wood Whoosh Fan_RTSB_MLE.wav	STICK WOOD BAMBOO WHOOSH FAN; Slowly swinging a bamboo stick back and forth. Deep character.	1
SWSH-CK_STICK Wood Whoosh Fast 01_RTSB_MLE.wav	STICK WOOD WHOOSH FAST; Quickly swinging a wooden stick.	7
SWSH-CK_STICK Wood Whoosh Fast 02_RTSB_MLE.wav	STICK WOOD WHOOSH FAST; Quickly swinging a wooden stick.	6
SWSH-CK_STICK Wood Whoosh Medium_RTSB_MLE.wav	STICK WOOD WHOOSH MEDIUM; Swinging a wooden stick at a medium speed.	7
SWSH-CK_STICK Wood Whoosh Slow 01_RTSB_MLE.wav	STICK WOOD WHOOSH SLOW; Slowly swinging a wooden stick.	6
SWSH-CK_STICK Wood Whoosh Slow 02_RTSB_MLE.wav	STICK WOOD WHOOSH SLOW; Slowly swinging a wooden stick.	6
CLOTHImpt-CK_TOWEL Wet Drop Concrete 01_RTSB_MLE.wav	TOWEL DROP; Wet towel dropped on concrete. Short tight hits useful for combat.	6
CLOTHImpt-CK_TOWEL Wet Drop Concrete 02_RTSB_MLE.wav	TOWEL DROP; Wet towel dropped on concrete. Short tight hits useful for combat.	6
CLOTHImpt-CK_TOWEL Wet Drop Concrete Heavy Flam_RTSB_MLE.wav	TOWEL DROP FLAM; Wet towel dropped on concrete with short flam. Short tight hits useful for combat.	6
CLOTHImpt-CK_TOWEL Wet Drop Concrete Heavy_RTSB_MLE.wav	TOWEL DROP HEAVY; Heavy wet towel dropped on concrete. Short tight hits useful for combat.	6
CLOTHImpt-CK_TOWEL Wet Drop Concrete Squishy 01_RTSB_MLE.wav	TOWEL DROP SQUISHY; Wet towel dropped on concrete with a wet squishy hit. Short tight hits useful for combat.	6
CLOTHImpt-CK_TOWEL Wet Drop Concrete Squishy 02_RTSB_MLE.wav	TOWEL DROP SQUISHY; Wet towel dropped on concrete with a wet squishy hit. Short tight hits useful for combat.	6
CLOTHImpt-CK_TOWEL Wet Drop Concrete Squishy 1 Octave down 01_RTSB_MLE.wav	TOWEL DROP SQUISHY; Wet towel dropped on concrete with a wet squishy hit. Short tight hits useful for combat. Pitched down 1 octave.	6
CLOTHImpt-CK_TOWEL Wet Drop Concrete Squishy 1 Octave down 02_RTSB_MLE.wav	TOWEL DROP SQUISHY; Wet towel dropped on concrete with a wet squishy hit. Short tight hits useful for combat. Pitched down 1 octave.	5
CLOTHImpt-CK_TOWEL Wet Drop Concrete Squishy 1 Octave down 03_RTSB_MLE.wav	TOWEL DROP SQUISHY; Wet towel dropped on concrete with a wet squishy hit. Short tight hits useful for combat. Pitched down 1 octave.	7
GORESqsh-CK_TOWEL Wet Handling 1 Octave down_RTSB_MLE.wav	GORE TOWEL SQUISH; Squeezing a wet towel. Wet dripping and squishing useful for handling of intestines, flesh and guts. Pitched down 1 octave.	1
GORESqsh-CK_TOWEL Wet Handling 2 Octaves down_RTSB_MLE.wav	GORE TOWEL SQUISH; Squeezing a wet towel. Wet dripping and squishing useful for handling of intestines, flesh and guts, and stomach rumbling. Pitched down 2 octaves.	1
GORESqsh-CK_TOWEL Wet Handling_RTSB_MLE.wav	GORE TOWEL SQUISH; Squeezing a wet towel. Wet dripping and squishing useful for handling of intestines, flesh and guts.	1
CLOTHImpt-CK_TOWEL Wet Smack 01_RTSB_MLE.wav	TOWEL SMACK; Slapping a wet towel. Short tight hits useful for combat.	5
CLOTHImpt-CK_TOWEL Wet Smack 02_RTSB_MLE.wav	TOWEL SMACK; Slapping a wet towel. Short tight hits useful for combat.	5
CLOTHImpt-CK_TOWEL Wet Smack 03_RTSB_MLE.wav	TOWEL SMACK; Slapping a wet towel. Short tight hits useful for combat.	6
GORESqsh-CK_TOWEL Wet Squish Fast Heavy 01_RTSB_MLE.wav	GORE TOWEL SQUISH; Hard squeezing of a wet towel. Useful for handling of intestines, flesh and guts, and small creature vocalizations.	6
GORESqsh-CK_TOWEL Wet Squish Fast Heavy 02_RTSB_MLE.wav	GORE TOWEL SQUISH; Hard squeezing of a wet towel. Useful for handling of intestines, flesh and guts, and small creature vocalizations.	6
GORESqsh-CK_TOWEL Wet Squish Fast Heavy 03_RTSB_MLE.wav	GORE TOWEL SQUISH; Hard squeezing of a wet towel. Useful for handling of intestines, flesh and guts, and small creature vocalizations.	6
GORESqsh-CK_TOWEL Wet Squish Fast Heavy 1 Octave down 01_RTSB_MLE.wav	GORE TOWEL SQUISH; Fast, hard squeezing of a wet towel. Useful for handling of intestines, flesh and guts, and small creature vocalizations. Pitched down 1 octave.	3
GORESqsh-CK_TOWEL Wet Squish Fast Heavy 1 Octave down 02_RTSB_MLE.wav	GORE TOWEL SQUISH; Fast, hard squeezing of a wet towel. Useful for handling of intestines, flesh and guts, and small creature vocalizations. Pitched down 1 octave.	3
GORESqsh-CK_TOWEL Wet Squish Fast Heavy 1 Octave down 03_RTSB_MLE.wav	GORE TOWEL SQUISH; Fast, hard squeezing of a wet towel. Useful for handling of intestines, flesh and guts, and small creature vocalizations. Pitched down 1 octave.	3
GORESqsh-CK_TOWEL Wet Squish Fast Heavy 1 Octave down 04_RTSB_MLE.wav	GORE TOWEL SQUISH; Fast, hard squeezing of a wet towel. Useful for handling of intestines, flesh and guts, and small creature vocalizations. Pitched down 1 octave.	3
GORESqsh-CK_TOWEL Wet Squish Fast Heavy 1 Octave down 05_RTSB_MLE.wav	GORE TOWEL SQUISH; Fast, hard squeezing of a wet towel. Useful for handling of intestines, flesh and guts, and small creature vocalizations. Pitched down 1 octave.	3

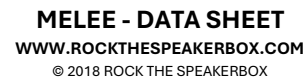


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FGHTImpt-CK_VEGETABLE Celery Punch Crack 1 Octave down_RTSB_MLE.wav	CELERY PUNCH; Punching celery. Short deep hits with crack element. Pitched down 1 octave.	6
FGHTImpt-CK_VEGETABLE Celery Punch Crack_RTSB_MLE.wav	CELERY PUNCH; Punching celery. Short deep hits with crack element.	5
GOREBone-CK_VEGETABLE Celery Twist_RTSB_MLE.wav	GORE CELERY STRESS; Squeezing and twisting celery. Useful for breaking of bones and tendons.	6
GOREFish-CK_VEGETABLE Cucumber Rip 1 Octave down_RTSB_MLE.wav	GORE CUCUMBER RIP; Bits of cucumber being ripped off. Crunchy character. Useful for flesh ripping and bones breaking. Pitched down 1 octave.	4
GOREFish-CK_VEGETABLE Cucumber Rip 2 Octaves down_RTSB_MLE.wav	GORE CUCUMBER RIP; Bits of cucumber being ripped off. Crunchy character. Useful for flesh ripping and bones breaking. Pitched down 2 octaves.	4
GOREFish-CK_VEGETABLE Cucumber Rip Fast 1 Octave down_RTSB_MLE.wav	GORE CUCUMBER RIP FAST; Bits of cucumber being ripped off fast. Crunchy character. Useful for flesh ripping and bones breaking. Pitched down 1 octave.	7
GOREFish-CK_VEGETABLE Cucumber Rip Fast_RTSB_MLE.wav	GORE CUCUMBER RIP FAST; Bits of cucumber being ripped off fast. Crunchy character. Useful for flesh ripping and bones breaking.	7
GOREFish-CK_VEGETABLE Cucumber Rip Piece Off 1 Octave down 01_RTSB_MLE.wav	GORE CUCUMBER RIP; Bits of cucumber being ripped off. Crunchy character. Useful for flesh ripping and bones breaking or eating. Pitched down 1 octave.	6
GOREFish-CK_VEGETABLE Cucumber Rip Piece Off 2 Octaves down_RTSB_MLE.wav	GORE CUCUMBER RIP; Bits of cucumber being ripped off. Crunchy character. Useful for flesh ripping and bones breaking or eating. Pitched down 2 octaves.	6
GOREFish-CK_VEGETABLE Cucumber Rip Piece Off_RTSB_MLE.wav	GORE CUCUMBER RIP; Bits of cucumber being ripped off. Crunchy character. Useful for flesh ripping and bones breaking or eating.	6
GOREFish-CK_VEGETABLE Cucumber Rip_RTSB_MLE.wav	GORE CUCUMBER RIP; Bits of cucumber being ripped off. Crunchy character. Useful for flesh ripping and bones breaking.	4
GORESqsh-CK_VEGETABLE Cucumber Squish Hard 01_RTSB_MLE.wav	GORE CUCUMBER SQUISH HARD; Squishing cucumber pieces hard. Useful for squishing flesh, guts and blood.	5
GORESqsh-CK_VEGETABLE Cucumber Squish Hard 02_RTSB_MLE.wav	GORE CUCUMBER SQUISH HARD; Squishing cucumber pieces hard. Useful for squishing flesh, guts and blood.	5
GORESqsh-CK_VEGETABLE Cucumber Squish Hard 1 Octave down 01_RTSB_MLE.wav	GORE CUCUMBER SQUISH HARD; Squishing cucumber pieces hard. Useful for squishing flesh, guts and blood. Pitched down 1 octave.	5
GORESqsh-CK_VEGETABLE Cucumber Squish Hard 1 Octave down 02_RTSB_MLE.wav	GORE CUCUMBER SQUISH HARD; Squishing cucumber pieces hard. Useful for squishing flesh, guts and blood. Pitched down 1 octave.	5
GORESqsh-CK_VEGETABLE Cucumber Squish Hard 2 Octaves down 01_RTSB_MLE.wav	GORE CUCUMBER SQUISH HARD; Squishing cucumber pieces hard. Useful for squishing flesh, guts and blood. Pitched down 2 octaves.	3
GORESqsh-CK_VEGETABLE Cucumber Squish Hard 2 Octaves down 02_RTSB_MLE.wav	GORE CUCUMBER SQUISH HARD; Squishing cucumber pieces hard. Useful for squishing flesh, guts and blood. Pitched down 2 octaves.	3
GORESqsh-CK_VEGETABLE Cucumber Squish Hard 2 Octaves down 03_RTSB_MLE.wav	GORE CUCUMBER SQUISH HARD; Squishing cucumber pieces hard. Useful for squishing flesh, guts and blood. Pitched down 2 octaves.	3
GORESqsh-CK_VEGETABLE Cucumber Squish Light 1 Octave down_RTSB_MLE.wav	GORE CUCUMBER SQUISH LIGHT; Squishing cucumber pieces lightly. Useful for squishing flesh, guts and blood. Pitched down 1 octave.	6
GORESqsh-CK_VEGETABLE Cucumber Squish Light 2 Octaves down_RTSB_MLE.wav	GORE CUCUMBER SQUISH LIGHT; Squishing cucumber pieces lightly. Useful for squishing flesh, guts and blood. Pitched down 2 octaves.	6
GORESqsh-CK_VEGETABLE Cucumber Squish Light_RTSB_MLE.wav	GORE CUCUMBER SQUISH LIGHT; Squishing cucumber pieces lightly. Useful for squishing flesh, guts and blood. Pitched down 2 octaves. ; Squishing cucumber pieces lightly. Useful for squishing flesh, guts and blood.	6
GOREFish-CK_VEGETABLE Lettuce Crunch Hard 1 Octave down_RTSB_MLE.wav	GORE LETTUCE CRUNCH HARD; Hard lettuce crunch. Useful for flesh ripping and bone breaks or chewing. Pitched down 1 octave.	4
GOREFish-CK_VEGETABLE Lettuce Crunch Hard_RTSB_MLE.wav	GORE LETTUCE CRUNCH HARD; Hard lettuce crunch. Useful for flesh ripping and bone breaks or chewing.	4
GOREFish-CK_VEGETABLE Lettuce Crunch Light_RTSB_MLE.wav	GORE LETTUCE CRUNCH LIGHT; Hard lettuce crunch. Useful for flesh ripping and bone breaks or chewing.	2
GOREFish-CK_VEGETABLE Lettuce Peel 1 Octave down_RTSB_MLE.wav	GORE LETTUCE RIP; Peeling off bits of lettuce. Crunchy character. Useful for flesh ripping and peeling. Pitched down 1 octave.	2
GOREFish-CK_VEGETABLE Lettuce Peel_RTSB_MLE.wav	GORE LETTUCE RIP; Peeling off bits of lettuce. Crunchy character. Useful for flesh ripping and peeling.	2
FGHTImpt-CK_VEGETABLE Lettuce Punch 01_RTSB_MLE.wav	LETTUCE PUNCH; Punching lettuce.	6
FGHTImpt-CK_VEGETABLE Lettuce Punch 02_RTSB_MLE.wav	LETTUCE PUNCH; Punching lettuce.	5
FGHTImpt-CK_VEGETABLE Lettuce Punch 1 Octave down 01_RTSB_MLE.wav	LETTUCE PUNCH; Punching lettuce. Short deep hits. Pitched down 1 octave.	6
FGHTImpt-CK_VEGETABLE Lettuce Punch 1 Octave down 02_RTSB_MLE.wav	LETTUCE PUNCH; Punching lettuce. Short deep hits. Pitched down 1 octave.	5
FGHTImpt-CK_VEGETABLE Lettuce Punch 2 Octaves down 01_RTSB_MLE.wav	LETTUCE PUNCH; Punching lettuce. Short deep hits. Pitched down 2 octaves.	6
FGHTImpt-CK_VEGETABLE Lettuce Punch 2 Octaves down 02_RTSB_MLE.wav	LETTUCE PUNCH; Punching lettuce. Short deep hits. Pitched down 2 octaves.	5
GOREFish-CK_VEGETABLE Lettuce Tension 01 1 Octave down_RTSB_MLE.wav	GORE LETTUCE STRESS; Squeezing lettuce. Useful for flesh ripping and stretching. Pitched down 1 octave.	1
GOREFish-CK_VEGETABLE Lettuce Tension 01_RTSB_MLE.wav	GORE LETTUCE STRESS; Squeezing lettuce. Useful for flesh ripping and stretching.	1
GOREFish-CK_VEGETABLE Lettuce Tension 02 1 Octave down_RTSB_MLE.wav	GORE LETTUCE STRESS; Squeezing lettuce. Useful for flesh ripping and stretching. Pitched down 1 octave.	1
GOREFish-CK_VEGETABLE Lettuce Tension 02_RTSB_MLE.wav	GORE LETTUCE STRESS; Squeezing lettuce. Useful for flesh ripping and stretching.	1
GORESplt-CK_VEGETABLE Melon Drop 1 Octave down 01_RTSB_MLE.wav	GORE MELON DROP; Melon dropped on concrete. Deep hit with squishy elements. Useful for head and torso impacts. Pitched down 1 octave.	5
GORESplt-CK_VEGETABLE Melon Drop 1 Octave down 02_RTSB_MLE.wav	GORE MELON DROP; Melon dropped on concrete. Deep hit with squishy elements. Useful for head and torso impacts. Pitched down 1 octave.	5
GORESplt-CK_VEGETABLE Melon Drop 1 Octave down 03_RTSB_MLE.wav	GORE MELON DROP; Melon dropped on concrete. Deep hit with squishy elements. Useful for head and torso impacts. Pitched down 1 octave.	4
GORESplt-CK_VEGETABLE Melon Drop On Concrete 01_RTSB_MLE.wav	GORE MELON DROP; Melon dropped on concrete. Deep hit with squishy elements. Useful for head and torso impacts.	5
GORESplt-CK_VEGETABLE Melon Drop On Concrete 02_RTSB_MLE.wav	GORE MELON DROP; Melon dropped on concrete. Deep hit with squishy elements. Useful for head and torso impacts.	5
GORESplt-CK_VEGETABLE Melon Drop On Concrete 03_RTSB_MLE.wav	GORE MELON DROP; Melon dropped on concrete. Deep hit with squishy elements. Useful for head and torso impacts.	4
GOREFish-CK_VEGETABLE Melon Peel 01_RTSB_MLE.wav	GORE MELON RIP; Peeling and breaking off chunks of melon with the occasional crack and crunch. Useful for skin or flesh peeling and ripping.	4
GOREFish-CK_VEGETABLE Melon Peel 02_RTSB_MLE.wav	GORE MELON RIP; Peeling and breaking off chunks of melon with the occasional crack and crunch. Useful for skin or flesh peeling and ripping.	3
GOREFish-CK_VEGETABLE Melon Peel 03_RTSB_MLE.wav	GORE MELON RIP; Peeling and breaking off chunks of melon with the occasional crack and crunch. Useful for skin or flesh peeling and ripping.	2
GOREFish-CK_VEGETABLE Melon Peel 04_RTSB_MLE.wav	GORE MELON RIP; Peeling and breaking off chunks of melon with the occasional crack and crunch. Useful for skin or flesh peeling and ripping.	2
GOREFish-CK_VEGETABLE Melon Peel 05_RTSB_MLE.wav	GORE MELON RIP; Peeling and breaking off chunks of melon with the occasional crack and crunch. Useful for skin or flesh peeling and ripping.	2



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FGHTImpt-CK_VEGETABLE Watermelon Punch 1 Octave down 02_RTSB_MLE.wav	WATERMELON PUNCH; Punching watermelon. Short, wet, hits. Pitched down 1 octave.	5
FGHTImpt-CK_VEGETABLE Watermelon Punch 2 Octaves down 01_RTSB_MLE.wav	WATERMELON PUNCH; Punching watermelon. Short, wet, hits. Pitched down 2 octaves.	5
FGHTImpt-CK_VEGETABLE Watermelon Punch 2 Octaves down 02_RTSB_MLE.wav	WATERMELON PUNCH; Punching watermelon. Short, wet, hits. Pitched down 2 octaves.	5
GORESqsh-CK_VEGETABLE Watermelon Rip Out 01 1 Octave down_RTSB_MLE.wav	GORE WATERMELON RIP; Pulling out squishy wet chunks of watermelon. Occasional ripping and tiring of tissue. Useful for disemboweling, ripping out intestines, guts, and flesh and stomach rumbling. Pitched down 1 octave.	1
GORESqsh-CK_VEGETABLE Watermelon Rip Out 01 2 Octaves down_RTSB_MLE.wav	GORE WATERMELON RIP; Pulling out squishy wet chunks of watermelon. Occasional ripping and tiring of tissue. Useful for disemboweling, ripping out intestines, guts, and flesh and stomach rumbling. Pitched down 2 octaves.	1
GORESqsh-CK_VEGETABLE Watermelon Rip Out 02 1 Octave down_RTSB_MLE.wav	GORE WATERMELON RIP; Pulling out squishy wet chunks of watermelon. Occasional ripping and tiring of tissue. Useful for disemboweling, ripping out intestines, guts, and flesh and stomach rumbling. Pitched down 1 octave.	1
GORESqsh-CK_VEGETABLE Watermelon Rip Out 02 2 Octaves down_RTSB_MLE.wav	GORE WATERMELON RIP; Pulling out squishy wet chunks of watermelon. Occasional ripping and tiring of tissue. Useful for disemboweling, ripping out intestines, guts, and flesh and stomach rumbling. Pitched down 2 octaves.	1
GORESqsh-CK_VEGETABLE Watermelon Rip Out 03 2 Octaves down_RTSB_MLE.wav	GORE WATERMELON RIP; Pulling out squishy wet chunks of watermelon. Occasional ripping and tiring of tissue. Useful for disemboweling, ripping out intestines, guts, and flesh and stomach rumbling. Pitched down 2 octaves.	1
GORESqsh-CK_VEGETABLE Watermelon Squeeze Release 01_RTSB_MLE.wav	GORE WATERMELON SQUISH; Squishing and releasing of watermelon guts and flesh.	1
GORESqsh-CK_VEGETABLE Watermelon Squeeze Release 02_RTSB_MLE.wav	GORE WATERMELON SQUISH; Squishing and releasing of watermelon guts and flesh.	1
GORESqsh-CK_VEGETABLE Watermelon Squeeze Release 1 Octave down 01_RTSB_MLE.wav	GORE WATERMELON SQUISH; Squishing and releasing of watermelon guts and flesh. Tearing, ripping character. Pitched down 1 octave.	1
GORESqsh-CK_VEGETABLE Watermelon Squeeze Release 1 Octave down 02_RTSB_MLE.wav	GORE WATERMELON SQUISH; Squishing and releasing of watermelon guts and flesh. Tearing, ripping character. Pitched down 1 octave.	1
GORESqsh-CK_VEGETABLE Watermelon Squeeze Release 1 Octave down 03_RTSB_MLE.wav	GORE WATERMELON SQUISH; Squishing and releasing of watermelon guts and flesh. Tearing, ripping character. Pitched down 1 octave.	1
GORESqsh-CK_VEGETABLE Watermelon Squeeze Release 2 Octaves down_RTSB_MLE.wav	GORE WATERMELON SQUISH; Squishing and releasing of watermelon guts and flesh. Tearing, ripping character. Pitched down 2 octaves.	1
GORESqsh-CK_VEGETABLE Watermelon Squeeze Release Light 1 Octave down_RTSB_MLE.wav	GORE WATERMELON SQUISH LIGHT; Light squishing and releasing of watermelon guts and flesh. Tearing, ripping character. Pitched down 1 octave.	1
GORESqsh-CK_VEGETABLE Watermelon Squeeze Release Light_RTSB_MLE.wav	GORE WATERMELON SQUISH LIGHT; Light squishing and releasing of watermelon guts and flesh. Tearing, ripping character. Pitched down 1 octave.	1
VOXEfrt-CK_VO Male 01 Attack Fast_RTSB_MLE.wav	VOICE MALE ATTACK FAST; Male emote for fast attacks.	6
VOXEfrt-CK_VO Male 01 Attack Long 01_RTSB_MLE.wav	VOICE MALE ATTACK LONG; Male emote for long attacks.	5
VOXEfrt-CK_VO Male 01 Attack Long 02_RTSB_MLE.wav	VOICE MALE ATTACK LONG; Male emote for long attacks.	4
VOXEfrt-CK_VO Male 01 Attack Medium_RTSB_MLE.wav	VOICE MALE ATTACK MEDIUM; Male emote for medium attacks.	7
HMNBth-CK_VO Male 01 Breathe Fast_RTSB_MLE.wav	VOICE MALE BREATHE FAST; Male breathing fast.	1
HMNBth-CK_VO Male 01 Breathe Medium_RTSB_MLE.wav	VOICE MALE BREATHE MEDIUM; Male breathing at a medium pace.	1
HMNBth-CK_VO Male 01 Breathe Slow_RTSB_MLE.wav	VOICE MALE BREATHE SLOW; Male breathing slowly.	1
VOXEfrt-CK_VO Male 01 Choke 01_RTSB_MLE.wav	VOICE MALE CHOKe; Male choking.	4
VOXEfrt-CK_VO Male 01 Choke 02_RTSB_MLE.wav	VOICE MALE CHOKe; Male choking.	4
VOXScrm-CK_VO Male 01 Death 01_RTSB_MLE.wav	VOICE MALE DEATH; Male emote for death or dying.	4
VOXScrm-CK_VO Male 01 Death 02_RTSB_MLE.wav	VOICE MALE DEATH; Male emote for death or dying.	4
VOXEfrt-CK_VO Male 01 Pain Cough_RTSB_MLE.wav	VOICE MALE PAIN COUGH; Male emote pain. Coughing character.	7
VOXEfrt-CK_VO Male 01 Pain Heavy_RTSB_MLE.wav	VOICE MALE PAIN HEAVY; Male emote for heavy pain reaction.	7
VOXEfrt-CK_VO Male 01 Pain Light_RTSB_MLE.wav	VOICE MALE PAIN LIGHT; Male emote for light pain reaction.	7
VOXEfrt-CK_VO Male 01 Pain Medium 01_RTSB_MLE.wav	VOICE MALE PAIN MEDIUM; Male emote for medium pain reaction.	5
VOXEfrt-CK_VO Male 01 Pain Medium 02_RTSB_MLE.wav	VOICE MALE PAIN MEDIUM; Male emote for medium pain reaction.	5
VOXEfrt-CK_VO Male 01 Struggle 01_RTSB_MLE.wav	VOICE MALE ATTACK LONG; Male emote for struggling or straining.	5
VOXEfrt-CK_VO Male 01 Struggle 02_RTSB_MLE.wav	VOICE MALE ATTACK LONG; Male emote for struggling or straining.	4
VOXEfrt-CK_VO Male 02 Attack Fast 01_RTSB_MLE.wav	VOICE MALE ATTACK FAST; Male emote for fast attacks.	5
VOXEfrt-CK_VO Male 02 Attack Fast 02_RTSB_MLE.wav	VOICE MALE ATTACK FAST; Male emote for fast attacks.	4
VOXEfrt-CK_VO Male 02 Attack Long 01_RTSB_MLE.wav	VOICE MALE ATTACK LONG; Male emote for long attacks.	5
VOXEfrt-CK_VO Male 02 Attack Long 02_RTSB_MLE.wav	VOICE MALE ATTACK LONG; Male emote for long attacks.	5
VOXEfrt-CK_VO Male 02 Attack Long 03_RTSB_MLE.wav	VOICE MALE ATTACK LONG; Male emote for long attacks.	5
VOXEfrt-CK_VO Male 02 Attack Medium 01_RTSB_MLE.wav	VOICE MALE ATTACK MEDIUM; Male emote for medium attacks.	6
VOXEfrt-CK_VO Male 02 Attack Medium 02_RTSB_MLE.wav	VOICE MALE ATTACK MEDIUM; Male emote for medium attacks.	6
HMNBth-CK_VO Male 02 Breathe Fast_RTSB_MLE.wav	VOICE MALE BREATHE FAST; Male breathing fast.	1
HMNBth-CK_VO Male 02 Breathe Medium_RTSB_MLE.wav	VOICE MALE BREATHE MEDIUM; Male breathing at a medium pace.	1
HMNBth-CK_VO Male 02 Breathe Slow_RTSB_MLE.wav	VOICE MALE BREATHE SLOW; Male breathing slowly.	1
VOXEfrt-CK_VO Male 02 Choke 01_RTSB_MLE.wav	VOICE MALE CHOKe; Male choking.	5
VOXEfrt-CK_VO Male 02 Choke 02_RTSB_MLE.wav	VOICE MALE CHOKe; Male choking.	5
VOXScrm-CK_VO Male 02 Death_RTSB_MLE.wav	VOICE MALE DEATH; Male emote for death or dying.	5

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VOXEfrt-CK_VO Male 02 Pain Cough_RTSB_MLE.wav	VOICE MALE PAIN COUGH; Male emote pain. Coughing character.	7
VOXEfrt-CK_VO Male 02 Pain Heavy 01_RTSB_MLE.wav	VOICE MALE PAIN HEAVY; Male emote for heavy pain reaction.	5
VOXEfrt-CK_VO Male 02 Pain Heavy 02_RTSB_MLE.wav	VOICE MALE PAIN HEAVY; Male emote for heavy pain reaction.	5
VOXEfrt-CK_VO Male 02 Pain Light_RTSB_MLE.wav	VOICE MALE PAIN LIGHT; Male emote for light pain reaction.	7
VOXEfrt-CK_VO Male 02 Pain Medium_RTSB_MLE.wav	VOICE MALE PAIN MEDIUM; Male emote for medium pain reaction.	6
VOXEfrt-CK_VO Male 02 Struggle 01_RTSB_MLE.wav	VOICE MALE ATTACK LONG; Male emote for struggling or straining.	6
VOXEfrt-CK_VO Male 02 Struggle 02_RTSB_MLE.wav	VOICE MALE ATTACK LONG; Male emote for struggling or straining.	7
VOXEfrt-CK_VO Male 02 Struggle 03_RTSB_MLE.wav	VOICE MALE ATTACK LONG; Male emote for struggling or straining.	6
VOXEfrt-CK_VO Male 03 Attack Fast_RTSB_MLE.wav	VOICE MALE ATTACK FAST; Male emote for fast attacks.	6
VOXEfrt-CK_VO Male 03 Attack Long_RTSB_MLE.wav	VOICE MALE ATTACK LONG; Male emote for long attacks.	6
VOXEfrt-CK_VO Male 03 Attack Medium_RTSB_MLE.wav	VOICE MALE ATTACK MEDIUM; Male emote for medium attacks.	6
HMNBth-CK_VO Male 03 Breathe Fast_RTSB_MLE.wav	VOICE MALE BREATHE FAST; Male breathing fast.	1
HMNBth-CK_VO Male 03 Breathe Medium_RTSB_MLE.wav	VOICE MALE BREATHE MEDIUM; Male breathing at a medium pace.	1
HMNBth-CK_VO Male 03 Breathe Slow_RTSB_MLE.wav	VOICE MALE BREATHE SLOW; Male breathing slowly.	1
VOXEfrt-CK_VO Male 03 Choke_RTSB_MLE.wav	VOICE MALE CHOKE; Male choking.	6
VOXScrm-CK_VO Male 03 Death_RTSB_MLE.wav	VOICE MALE DEATH; Male emote for death or dying.	6
VOXEfrt-CK_VO Male 03 Pain Cough_RTSB_MLE.wav	VOICE MALE PAIN COUGH; Male emote pain. Coughing character.	6
VOXEfrt-CK_VO Male 03 Pain Heavy_RTSB_MLE.wav	VOICE MALE PAIN HEAVY; Male emote for heavy pain reaction.	6
VOXEfrt-CK_VO Male 03 Pain Light_RTSB_MLE.wav	VOICE MALE PAIN LIGHT; Male emote for light pain reaction.	6
VOXEfrt-CK_VO Male 03 Pain Medium_RTSB_MLE.wav	VOICE MALE PAIN MEDIUM; Male emote for medium pain reaction.	6
VOXEfrt-CK_VO Male 03 Struggle 01_RTSB_MLE.wav	VOICE MALE ATTACK LONG; Male emote for struggling or straining.	4
VOXEfrt-CK_VO Male 03 Struggle 02_RTSB_MLE.wav	VOICE MALE ATTACK LONG; Male emote for struggling or straining.	4
VOXEfrt-CK_VO Male 03 Struggle Long_RTSB_MLE.wav	VOICE MALE ATTACK LONG; Male emote for struggling or straining.	7
VOXEfrt-CK_VO Male 03 Struggle Medium_RTSB_MLE.wav	VOICE MALE ATTACK LONG; Male emote for struggling or straining.	4
VOXEfrt-CK_VO Male 04 Attack Fast 01_RTSB_MLE.wav	VOICE MALE ATTACK FAST; Male emote for fast attacks.	4
VOXEfrt-CK_VO Male 04 Attack Fast 02_RTSB_MLE.wav	VOICE MALE ATTACK FAST; Male emote for fast attacks.	4
VOXEfrt-CK_VO Male 04 Attack Long 01_RTSB_MLE.wav	VOICE MALE ATTACK LONG; Male emote for long attacks.	5
VOXEfrt-CK_VO Male 04 Attack Long 02_RTSB_MLE.wav	VOICE MALE ATTACK LONG; Male emote for long attacks.	4
VOXEfrt-CK_VO Male 04 Attack Medium 01_RTSB_MLE.wav	VOICE MALE ATTACK MEDIUM; Male emote for medium attacks.	5
VOXEfrt-CK_VO Male 04 Attack Medium 02_RTSB_MLE.wav	VOICE MALE ATTACK MEDIUM; Male emote for medium attacks.	5
VOXEfrt-CK_VO Male 04 Attack Medium 03_RTSB_MLE.wav	VOICE MALE ATTACK MEDIUM; Male emote for medium attacks.	5
VOXEfrt-CK_VO Male 04 Attack Medium 04_RTSB_MLE.wav	VOICE MALE ATTACK MEDIUM; Male emote for medium attacks.	4
HMNBth-CK_VO Male 04 Breathe Fast_RTSB_MLE.wav	VOICE MALE BREATHE FAST; Male breathing fast.	1
HMNBth-CK_VO Male 04 Breathe Medium_RTSB_MLE.wav	VOICE MALE BREATHE MEDIUM; Male breathing at a medium pace.	1
HMNBth-CK_VO Male 04 Breathe Slow_RTSB_MLE.wav	VOICE MALE BREATHE SLOW; Male breathing slowly.	1
VOXEfrt-CK_VO Male 04 Choke 01_RTSB_MLE.wav	VOICE MALE CHOKE; Male choking.	5
VOXEfrt-CK_VO Male 04 Choke 02_RTSB_MLE.wav	VOICE MALE CHOKE; Male choking.	5
VOXEfrt-CK_VO Male 04 Choke 03_RTSB_MLE.wav	VOICE MALE CHOKE; Male choking.	5
VOXEfrt-CK_VO Male 04 Choke 04_RTSB_MLE.wav	VOICE MALE CHOKE; Male choking.	4
VOXScrm-CK_VO Male 04 Death 01_RTSB_MLE.wav	VOICE MALE DEATH; Male emote for death or dying.	6
VOXScrm-CK_VO Male 04 Death 02_RTSB_MLE.wav	VOICE MALE DEATH; Male emote for death or dying.	5
VOXEfrt-CK_VO Male 04 Pain Cough 01_RTSB_MLE.wav	VOICE MALE PAIN COUGH; Male emote pain. Coughing character.	5
VOXEfrt-CK_VO Male 04 Pain Cough 02_RTSB_MLE.wav	VOICE MALE PAIN COUGH; Male emote pain. Coughing character.	5
VOXEfrt-CK_VO Male 04 Pain Cough 03_RTSB_MLE.wav	VOICE MALE PAIN COUGH; Male emote pain. Coughing character.	4
VOXEfrt-CK_VO Male 04 Pain Heavy 01_RTSB_MLE.wav	VOICE MALE PAIN HEAVY; Male emote for heavy pain reaction.	6
VOXEfrt-CK_VO Male 04 Pain Heavy 02_RTSB_MLE.wav	VOICE MALE PAIN HEAVY; Male emote for heavy pain reaction.	6
VOXEfrt-CK_VO Male 04 Pain Light 01_RTSB_MLE.wav	VOICE MALE PAIN LIGHT; Male emote for light pain reaction.	6

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VOXEfrt-CK_VO Male 04 Pain Light 02_RTSB_MLE.wav	VOICE MALE PAIN LIGHT; Male emote for light pain reaction.	4
VOXEfrt-CK_VO Male 04 Pain Medium 01_RTSB_MLE.wav	VOICE MALE PAIN MEDIUM; Male emote for medium pain reaction.	5
VOXEfrt-CK_VO Male 04 Pain Medium 02_RTSB_MLE.wav	VOICE MALE PAIN MEDIUM; Male emote for medium pain reaction.	4
VOXEfrt-CK_VO Male 04 Struggle 01_RTSB_MLE.wav	VOICE MALE ATTACK LONG; Male emote for struggling or straining.	4
VOXEfrt-CK_VO Male 04 Struggle 02_RTSB_MLE.wav	VOICE MALE ATTACK LONG; Male emote for struggling or straining.	4
VOXEfrt-CK_VO Male 05 Attack Fast_RTSB_MLE.wav	VOICE MALE ATTACK FAST; Male emote for fast attacks.	5
VOXEfrt-CK_VO Male 05 Attack Long_RTSB_MLE.wav	VOICE MALE ATTACK LONG; Male emote for long attacks.	7
VOXEfrt-CK_VO Male 05 Attack Medium 01_RTSB_MLE.wav	VOICE MALE ATTACK MEDIUM; Male emote for medium attacks.	4
VOXEfrt-CK_VO Male 05 Attack Medium 02_RTSB_MLE.wav	VOICE MALE ATTACK MEDIUM; Male emote for medium attacks.	4
HMNBBrth-CK_VO Male 05 Breathe Fast_RTSB_MLE.wav	VOICE MALE BREATHE FAST; Male breathing fast.	1
HMNBBrth-CK_VO Male 05 Breathe Medium_RTSB_MLE.wav	VOICE MALE BREATHE MEDIUM; Male breathing at a medium pace.	1
HMNBBrth-CK_VO Male 05 Breathe Slow_RTSB_MLE.wav	VOICE MALE BREATHE SLOW; Male breathing slowly.	1
VOXEfrt-CK_VO Male 05 Choke_RTSB_MLE.wav	VOICE MALE CHOKES; Male choking.	6
VOXScrm-CK_VO Male 05 Death_RTSB_MLE.wav	VOICE MALE DEATH; Male emote for death or dying.	6
VOXEfrt-CK_VO Male 05 Pain Cough_RTSB_MLE.wav	VOICE MALE PAIN COUGH; Male emote pain. Coughing character.	6
VOXEfrt-CK_VO Male 05 Pain Heavy_RTSB_MLE.wav	VOICE MALE PAIN HEAVY; Male emote for heavy pain reaction.	6
VOXEfrt-CK_VO Male 05 Pain Light_RTSB_MLE.wav	VOICE MALE PAIN LIGHT; Male emote for light pain reaction.	6
VOXEfrt-CK_VO Male 05 Pain Medium_RTSB_MLE.wav	VOICE MALE PAIN MEDIUM; Male emote for medium pain reaction.	6
VOXEfrt-CK_VO Male 05 Pain Struggle_RTSB_MLE.wav	VOICE MALE ATTACK LONG; Male emote for struggling or straining.	5
VOXEfrt-CK_VO Male 06 Choke_RTSB_MLE.wav	VOICE MALE CHOKES; Male choking.	7
FOODIngr-CK_WALNUT Crack Fast_RTSB_MLE.wav	WALNUT CRACK FAST; Fast walnut cracks. Useful for bones breaking, with a crunchy character.	7
FOODIngr-CK_WALNUT Crack_RTSB_MLE.wav	WALNUT CRACK; Walnut cracks. Useful for bones breaking, with a crunchy character.	7
FGHTImpt-DS_BASEBALL BAT Aluminum Hit Head_RTSB_MLE.wav	BASEBALL BAT HIT HEAD; Swinging and hitting head with metal aluminum baseball bat. Mild blood and gore character with metal ring.	5
FGHTImpt-DS_BASEBALL BAT Wood Hit Head_RTSB_MLE.wav	BASEBALL BAT HIT HEAD; Swinging and hitting head with wood baseball bat. Mild blood and gore character.	5
FGHTBf-DS_BF Bodyfall Hit Car Hood Heavy 01_RTSB_MLE.wav	BODY FALL METAL; Hollow character useful for car hood. Heavy intensity.	6
FGHTBf-DS_BF Bodyfall Hit Car Hood Heavy 02_RTSB_MLE.wav	BODY FALL METAL; Hollow character useful for car hood. Heavy intensity.	6
FGHTBf-DS_BF Bodyfall Hit Car Hood Heavy 03_RTSB_MLE.wav	BODY FALL METAL; Hollow character useful for car hood. Heavy intensity.	6
FGHTBf-DS_BF Bodyfall Hit Car Hood Medium 01_RTSB_MLE.wav	BODY FALL METAL; Hollow character useful for car hood. Medium intensity.	4
FGHTBf-DS_BF Bodyfall Hit Car Hood Medium 02_RTSB_MLE.wav	BODY FALL METAL; Hollow character useful for car hood. Medium intensity.	4
FGHTBf-DS_BF Bodyfall On Concrete 01_RTSB_MLE.wav	BODY FALL CONCRETE; Hitting smooth concrete.	7
FGHTBf-DS_BF Bodyfall On Concrete 02_RTSB_MLE.wav	BODY FALL CONCRETE; Hitting smooth concrete.	6
FGHTBf-DS_BF Bodyfall On Concrete Slide 01_RTSB_MLE.wav	BODY FALL CONCRETE SLIDE; Hitting smooth concrete with slide.	7
FGHTBf-DS_BF Bodyfall On Concrete Slide 02_RTSB_MLE.wav	BODY FALL CONCRETE SLIDE; Hitting smooth concrete with slide.	7
FGHTBf-DS_BF Bodyfall On Concrete Slide 03_RTSB_MLE.wav	BODY FALL CONCRETE SLIDE; Hitting smooth concrete with slide.	7
FGHTBf-DS_BF Bodyfall On Concrete Slide 04_RTSB_MLE.wav	BODY FALL CONCRETE SLIDE; Hitting smooth concrete with slide.	7
FGHTBf-DS_BF Bodyfall On Concrete Slide Heavy 01_RTSB_MLE.wav	BODY FALL CONCRETE SLIDE; Hitting smooth concrete with heavy slide.	7
FGHTBf-DS_BF Bodyfall On Concrete Slide Heavy 02_RTSB_MLE.wav	BODY FALL CONCRETE SLIDE; Hitting smooth concrete with heavy slide.	6
FGHTBf-DS_BF Bodyfall On Dirt 01_RTSB_MLE.wav	BODY FALL DIRT; Hitting dirt. Light dirt spray.	6
FGHTBf-DS_BF Bodyfall On Dirt 02_RTSB_MLE.wav	BODY FALL DIRT; Hitting dirt. Light dirt spray.	5
FGHTBf-DS_BF Bodyfall On Dirt 03_RTSB_MLE.wav	BODY FALL DIRT; Hitting dirt. Light dirt spray.	5
FGHTBf-DS_BF Bodyfall On Dirt 04_RTSB_MLE.wav	BODY FALL DIRT; Hitting dirt. Light dirt spray.	6
FGHTBf-DS_BF Bodyfall On Grass 01_RTSB_MLE.wav	BODY FALL GRASS; Hitting grass. Light Rustling.	5
FGHTBf-DS_BF Bodyfall On Grass 02_RTSB_MLE.wav	BODY FALL GRASS; Hitting grass. Light Rustling.	5
FGHTBf-DS_BF Bodyfall On Grass 03_RTSB_MLE.wav	BODY FALL GRASS; Hitting grass. Light Rustling.	5
FGHTBf-DS_BF Bodyfall On Grass 04_RTSB_MLE.wav	BODY FALL GRASS; Hitting grass. Light Rustling.	5
FGHTBf-DS_BF Bodyfall On Ice_RTSB_MLE.wav	BODY FALL PUDDLE; Hitting icy surface with mild crack element.	5
FGHTBf-DS_BF Bodyfall On Puddle_RTSB_MLE.wav	BODY FALL PUDDLE; Hitting smooth concrete with water puddle element.	4

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FGHTBF-DS_BF Bodyfall On Wood Solid 01_RTSB_MLE.wav	BODY FALL WOOD; Hitting solid wood.	5
FGHTBF-DS_BF Bodyfall On Wood Solid 02_RTSB_MLE.wav	BODY FALL WOOD; Hitting solid wood.	5
FGHTBF-DS_BF Bodyfall On Wood Solid 03_RTSB_MLE.wav	BODY FALL WOOD; Hitting solid wood.	4
FGHTBF-DS_BF Bodyfall On Wood Solid 04_RTSB_MLE.wav	BODY FALL WOOD; Hitting solid wood.	5
FGHTMisc-DS_BLOCK Hit_RTSB_MLE.wav	BLOCK LEATHER; Blocking incoming punch or kick.	6
FGHTImpt-DS_BLOCK Leather_RTSB_MLE.wav	BLOCK LEATHER; Blocking incoming punch or kick with leather character.	6
GOREBlood-DS_BLOOD Squish 01_RTSB_MLE.wav	BLOOD SQUISH; Blood squishing and squeezing. Useful for handling of intestines, blood, flesh and guts, and small creature vocalizations.	3
GOREBlood-DS_BLOOD Squish 02_RTSB_MLE.wav	BLOOD SQUISH; Blood squishing and squeezing. Useful for handling of intestines, blood, flesh and guts, and small creature vocalizations.	3
GOREBlood-DS_BLOOD Squish 03_RTSB_MLE.wav	BLOOD SQUISH; Blood squishing and squeezing. Useful for handling of intestines, blood, flesh and guts, and small creature vocalizations.	4
GOREBone-DS_BONE Break Hard_RTSB_MLE.wav	BONE BREAK HARD; Breaking bones. Sharp and hard intensity.	5
GOREBone-DS_BONE Break Light_RTSB_MLE.wav	BONE BREAK LIGHT; Breaking bones. Sharp and light intensity.	6
GOREBone-DS_BONE Break Medium_RTSB_MLE.wav	BONE BREAK MEDIUM; Breaking bones. Sharp and medium intensity.	6
GOREBone-DS_BONE Break Neck_RTSB_MLE.wav	BONE BREAK NECK; Snapping a neck. Hard internal bone break.	4
FGHTMisc-DS_GRAB Nuts_RTSB_MLE.wav	GRAB NUTS; Quickly grabbing and squeezing deez nuts, balls, or nutsack with an uncomfortable crack as hand squeezes on them family jewels. Ouch.	5
FGHTGrab-DS_GRAB Torso Cotton_RTSB_MLE.wav	GRAB COTTON; Whoosh leading in to grab. Cotton cloth.	4
GORESplt-DS_HEAD RIP Off Choke_RTSB_MLE.wav	HEAD RIP OFF; Grabbing and quickly ripping off a head with choking and gurgling. Tension building up to eventual rip with mild gore and blood.	4
GORESplt-DS_HEAD RIP Off_RTSB_MLE.wav	HEAD RIP OFF; Grabbing and quickly ripping off a head or limb. Tension building up to eventual rip with mild gore and blood.	4
FGHTImpt-DS_HEADBUTT Crack_RTSB_MLE.wav	HEADBUTT CRACK; Headbutt with hollow crack.	4
FGHTImpt-DS_KICK Blunt Heavy_RTSB_MLE.wav	KICK BLUNT HEAVY; Heavy kicks. Dull blunt character.	4
FGHTImpt-DS_KICK Blunt Light_RTSB_MLE.wav	KICK BLUNT LIGHT; Light kicks. Dull blunt character.	5
FGHTImpt-DS_KICK Blunt Medium_RTSB_MLE.wav	KICK BLUNT MEDIUM; Medium kicks. Dull blunt character.	4
DSGNTont-DS_KO Ring 01_RTSB_MLE.wav	KO RING; Designed high pitch pad emulating an ear ringing effect, or tinnitus.	1
DSGNTont-DS_KO Ring 02_RTSB_MLE.wav	KO RING; Designed high pitch pad emulating an ear ringing effect, or tinnitus.	1
FGHTImpt-DS_PUNCH Face Crack_RTSB_MLE.wav	PUNCH FACE LIGHT; Face punches with occasional crack element.	6
FGHTImpt-DS_PUNCH Face Light_RTSB_MLE.wav	PUNCH FACE LIGHT; Face punches with occasional crack element.	5
FGHTImpt-DS_PUNCH Fast Heavy_RTSB_MLE.wav	PUNCH FAST HEAVY; Fast heavy punches.	5
FGHTImpt-DS_PUNCH Fast Light_RTSB_MLE.wav	PUNCH FAST LIGHT; Light fast punches. Bright character.	5
FGHTImpt-DS_PUNCH Finish Him_RTSB_MLE.wav	PUNCH FINISH HIM; Over the top designed punch with reverberant tail, crunchy character with mild gore or blood.	4
FGHTImpt-DS_PUNCH Gut Blunt_RTSB_MLE.wav	PUNCH GUT BLUNT; Punching gut or torso. Tight blunt hits.	5
FGHTImpt-DS_PUNCH SLAP Face_RTSB_MLE.wav	PUNCH SLAP FACE; Bright punch with slap character. Bright and tight punches.	5
FGHTImpt-DS_PUNCH Uppercut_RTSB_MLE.wav	PUNCH UPPERCUT; Bright jaw punch with slight gore or blood and bone crack elements.	5
FGHTImpt-DS_SLAP Face_RTSB_MLE.wav	SLAP FACE; Tight, quick, bright face slap.	5
DSGNWhsh-DS_WHOOSH Slow Mo_RTSB_MLE.wav	WHOOSH SLOW MO; Slow motion whooshes for dream state events. Useful for arm swings.	4