

# Game Script Data

- [Voice Lines for Crooked Wings](#)

# Voice Lines for Crooked Wings

[unlisted yet: action voice lines]

## Veezal

```
voiceDictionary["stageBeginVoice"]=["Let's do this!", "Here we go again.", "This ought to be good."]  
voiceDictionary["boastVoice"]=["Splinter sharp!", "Right through you!", "Full steam ahead!"]  
voiceDictionary["warningVoice"]=["Look lively!", "Here comes trouble!", "Inbound!"]  
voiceDictionary["defeatEnemyVoice"]=["So much for that one.", "NEXT", "That's the end of that."]  
voiceDictionary["bossBeginVoice"]=["Come on, let's dance", "You're mine.", "Bring it on."]  
voiceDictionary["levelCompleteVoice"]=["And that's how it's done.", "Mission accomplished.", "That's that."]  
voiceDictionary["takingDamageVoice"]=["Rude", "You'll pay for that!", "Unnecessary roughness!"]  
voiceDictionary["lowHealthVoice"]=["It's nothin'", "I'm not going down easy.", "Bah!"]  
voiceDictionary["itemPickupVoice"]=["Snagged something.", "Got something here.", "This will do."]  
voiceDictionary["findingSecretVoice"]=["Look at this!", "Check this out!", "Ooooh"]  
voiceDictionary["healingVoice"]=["I gotta do everythin' around here?", "Get back in the fight!", "Just in time."]  
voiceDictionary["healedVoice"]=["Muuuch better", "Thanks, I needed that.", "Invigorated!"]  
voiceDictionary["idleVoice"]=["...are we going to do anything?", "What's taking so long?", "Let's get moving, already."]  
voiceDictionary["disasterReactVoice"]=["WELP", "Of course.", "Just perfect."]
```

## Kaiyara

```
voiceDictionary["stageBeginVoice"]=["Time to work...", "Deep breaths.", "Here I go..."]  
voiceDictionary["boastVoice"]=["Muh", "Huf", "Bluh"]
```

```
voiceDictionary["warningVoice"]=["Watch out...", "Look lively...", "For you..."]
voiceDictionary["defeatEnemyVoice"]=["You can rest", "Rest now.", "No more"]
voiceDictionary["bossBeginVoice"]=["Time for work", "*sigh*", "*exhale*"]
voiceDictionary["levelCompleteVoice"]=["We did the thing", "Hooray", "Victory"]
voiceDictionary["takingDamageVoice"]=["Urgh!", "I can endure", "Not yet beaten."]
voiceDictionary["lowHealthVoice"]=["Still standing...", "I have to keep going...", "Urgh..."]
voiceDictionary["itemPickupVoice"]=["Useful!", "This will aid us.", "A helpful find."]
voiceDictionary["findingSecretVoice"]=["Oh!", "What's this?", "Oho"]
voiceDictionary["healingVoice"]=["Welcome respite", "Here you go", "Here!"]
voiceDictionary["healedVoice"]=["Thank", "Grateful.", "Strength returns."]
voiceDictionary["idleVoice"]=["Ominously quiet...", "Rest while we can.", "..."]
voiceDictionary["disasterReactVoice"]=["Uh oh", "This is hard.", "Mustn't falter."]
```

## Zelrik

```
voiceDictionary["stageBeginVoice"]=["It begins.", "Another chapter", "So it starts"]
voiceDictionary["boastVoice"]=["My heart <b>burns</b>", "I am ablaze", "In defiance!"]
voiceDictionary["warningVoice"]=["Incineration!", "Brace yourself", "Incoming!"]
voiceDictionary["defeatEnemyVoice"]=["Another down", "Just dust", "No match!"]
voiceDictionary["bossBeginVoice"]=["Let's see what you have", "Let's test your mettle",
"Show me your worth"]
voiceDictionary["levelCompleteVoice"]=["One step onward.", "Another victory", "Progress, at
least"]
voiceDictionary["takingDamageVoice"]=["Not done yet", "A scratch", "All you've got?"]
voiceDictionary["lowHealthVoice"]=["...we continue", "Still standing!", "Not out yet"]
voiceDictionary["itemPickupVoice"]=["Could be useful.", "This has potential", "A boon"]
voiceDictionary["findingSecretVoice"]=["What's this?", "Hmmm...", "Curious..."]
voiceDictionary["healingVoice"]=["To tide you over", "Restoration", "A reprieve, for you"]
voiceDictionary["healedVoice"]=["Welcome support", "Appreciated", "Needed that"]
voiceDictionary["idleVoice"]=["What are we doing here?", "Time is wasting", "Let's move on"]
voiceDictionary["disasterReactVoice"]=["This isn't good...", "Typical", "Just my luck"]
```

## Tawnette

```
voiceDictionary["stageBeginVoice"]=["Time to go!", "Magic time!", "Adventure!"]
voiceDictionary["boastVoice"]=["I'm a shining star!", "I got this!", "I'm full of heart!"]
voiceDictionary["warningVoice"]=["Heads up!", "Hey!!", "Weeee"]
voiceDictionary["defeatEnemyVoice"]=["Eeee", "Haha!", "Woo!"]
voiceDictionary["bossBeginVoice"]=["Time to shine!", "Show is starting!", "Our big scene!"]
voiceDictionary["levelCompleteVoice"]=["Yes!", "We did it!", "Yay!"]
voiceDictionary["takingDamageVoice"]=["Ouchie", "Oof!", ":("]
voiceDictionary["lowHealthVoice"]=["Not out yet!", "I still shine...", "Flickering..."]
voiceDictionary["itemPickupVoice"]=["This looks good", "Shiny!", "Handy!"]
voiceDictionary["findingSecretVoice"]=["What's this?", "Surprise!", "A hidden wonder!"]
```

```
voiceDictionary["healingVoice"]=["For you!", "Healing!", "Care for you!"]
voiceDictionary["healedVoice"]=["Thank you!", "Heeee", "Yissss"]
voiceDictionary["idleVoice"]=["Hmm de dmm dmm dmm", "Dreaming up ideas...", "What's
next?"]
voiceDictionary["disasterReactVoice"]=["Oh no!", "Aieeee", "Oh gosh!"]
```

#### Zelrik

```
null, ["Take that!", "For you", "Stings, yes?"], ["To CINDERS!", "FURY!", "Overwhelming force!"])
null, ["Take that!", "For you", "Stings, yes?"], ["To CINDERS!", "FURY!", "Overwhelming force!"])
null, ["Take that!", "For you", "Stings, yes?"], ["To CINDERS!", "FURY!", "Overwhelming force!"])
null, ["Take that!", "For you", "Stings, yes?"], ["To CINDERS!", "FURY!", "Overwhelming force!"])
```

#### Pyrecall

Bitterblaze

Hearth's Shelter

Incendiary Outburst

#### Kaiyara

Windwhisper    null, ["!", "Hit", "Strike!"], ["Wrecked", "Whoa", "Oof"])

Gale's Lament    null, ["!", "Hit", "Strike!"], ["Wrecked", "Whoa", "Oof"])

Forbidding Shadows    null, null, null)

Enduring Requiem    null, ["!", "Hit", "Strike!"], ["Wrecked", "Whoa", "Oof"])

#### Veezal

Zealous Thorn    null, ["Gotcha", "Direct!", "You asked for it!"], ["I'm here, buddy!", "Feel that?!", "That's right!"])

Blitzballad    null, ["Gotcha", "Direct!", "You asked for it!"], ["I'm here, buddy!", "Feel that?!", "That's right!"])

Assertion    null, ["Gotcha", "Direct!", "You asked for it!"], ["I'm here, buddy!", "Feel that?!", "That's right!"])

Wreathed in Nails    null, ["Gotcha", "Direct!", "You asked for it!"], ["I'm here, buddy!", "Feel that?!", "That's right!"])

#### Tawnette

Joyful Spark-    , ["Ha!", "Take that!", "Zing!"], ["WOOHOO!", "BANG!", "SPARKLES!"])

Playful Pivot-    null, ["Ha!", "Take that!", "Zing!"], ["WOOHOO!", "BANG!", "SPARKLES!"])

Imaginary Friend-    null, ["Ha!", "Take that!", "Zing!"], ["WOOHOO!", "BANG!", "SPARKLES!"])

Storm Serenade- null, ["Ha!", "Take that!", "Zing!"], ["WOOHOO!", "BANG!", "SPARKLES!"])

General spreadsheet link: [https://docs.google.com/spreadsheets/d/1wX8\\_nKb6uJYzYbMzq8fOZpl-6p4Svkx-BVEsVLxQDo4/edit?usp=sharing](https://docs.google.com/spreadsheets/d/1wX8_nKb6uJYzYbMzq8fOZpl-6p4Svkx-BVEsVLxQDo4/edit?usp=sharing)

Here's a list to an spreadsheet:

<https://docs.google.com/spreadsheets/d/1u6GrCgGza3QgvUBPgTn1SWhq5sF7MzJnRzksyUeoor4/edit?usp=sharing>

Scratch writing:

lineset 1

Beginning the stage: ""

Boast/Rally: ""

Warning: ""

Landing hit: ""

Landing critical hit: ""

Defeating enemy: ""

Beginning boss fight: ""

Completing level: ""

Taking damage: ""

Low health: ""

Item pickup: ""

Finding secret: ""

Healing: ""

Healed: ""

Idle: ""

Reacting to disaster: ""

(unique abilities)

[ability name]

lineset 2

Beginning the stage: ""

Boast/Rally: ""

Warning: ""

Landing hit: ""

Landing critical hit: ""

Defeating enemy: ""

Beginning boss fight: ""

Completing level: ""

Taking damage: ""

Low health: ""

Item pickup: ""  
Finding secret: ""  
Healing: ""  
Healed: ""  
Idle: ""  
Reacting to disaster: ""  
(unique abilities)  
[ability name]

#### lineset 3

Beginning the stage: ""  
Boast/Rally: ""  
Warning: ""  
Landing hit: ""  
Landing critical hit: ""  
Defeating enemy: ""  
Beginning boss fight: ""  
Completing level: ""  
Taking damage: ""  
Low health: ""  
Item pickup: ""  
Finding secret: ""  
Healing: ""  
Healed: ""  
Idle: ""  
Reacting to disaster: ""  
(unique abilities)  
[ability name]

#### FREQUENCIES FOR VOICE LINES:

Beginning the stage: 100% when the stage begins

Boast/Rally: 100% when this unit attempts to Boast or Rally

Warning: 30% when this unit readies a telegraphed attack

Landing hit: 5% when a hit is landed

Landing critical hit: 100% when a crit has landed  
Defeating enemy: 12% when an enemy is defeated  
Beginning boss fight: 100% when a boss fight begins

Completing level: 100% when the level is finished

Taking damage: 15% when the unit takes damage

Low health: 85% when the unit is down to 25% of its health

Item pickup: 30% when an item is picked up (up to 50%, based on the item's Item Power Value)

Finding secret: 100% when a 'unit found secret' tagged event happens

Healing: 25% when healing someone else, modified by what percent of the max hp restored was (up to 50%)

Healed: 25% when being healed, modified by what percent of the max hp restored was (up to 50%)

Idle: 65% when 10 seconds of nothing has passed, increasing with 1% per second after

Reacting to disaster: 100% when a 'disaster' tagged event happens

(unique abilities)

Zelrik

lineset 1

Beginning the stage: "It begins."

Boast/Rally: "My heart burns"

Warning: "Incineration!"

Landing hit: "Take that!"

Landing critical hit: "To CINDERS!"

Defeating enemy: "Another down"

Beginning boss fight: "Let's see what you have"

Completing level: "One step onward."

Taking damage: "Not done yet"

Low health: "...we continue"

Item pickup: "Could be useful."

Finding secret: "What's this?"

Healing: "To tide you over"

Healed: "Welcome support"

Idle: "What are we doing here?"

Reacting to disaster: "This isn't good..."

(unique abilities)

Hearth's Shelter: "Safety in the flame"

lineset 2

Beginning the stage: ""

Boast/Rally: ""

Warning: ""

Landing hit: ""

Landing critical hit: ""

Defeating enemy: ""

Beginning boss fight: ""

Completing level: ""

Taking damage: ""

Low health: ""

Item pickup: ""

Finding secret: ""

Healing: ""

Healed: ""

Idle: ""

Reacting to disaster: ""

(unique abilities)

[ability name]

lineset 3

Beginning the stage: ""

Boast/Rally: ""

Warning: ""

Landing hit: ""

Landing critical hit: ""

Defeating enemy: ""

Beginning boss fight: ""

Completing level: ""

Taking damage: ""

Low health: ""

Item pickup: ""

Finding secret: ""



Healing: ""  
Healed: ""  
Idle: ""  
Reacting to disaster: ""  
(unique abilities)  
[ability name]

## Veezal

Beginning the stage: "Let's do this!"

Boast/Rally: "Splinter sharp!"

Warning: "Look lively!"

Landing hit: "Gotcha"

Landing critical hit: "I'm here, buddy!"

Defeating enemy: "So much for that one."

Beginning boss fight: "Come on, let's dance"

Completing level: "And that's how it's done."

Taking damage: "Rude"

Low health: "It's nothin'"

Item pickup: "Snagged something."

Finding secret: "Look at this!"

Healing: "I gotta do everythin' around here?"

Healed: "Muuuch better"

Idle: "...are we going to do anything?"

Reacting to disaster: "WELP"

(unique abilities)

Hurricane's Edge: "The razor-winds blow!"

lineset 2

Beginning the stage: ""

Boast/Rally: ""

Warning: ""

Landing hit: ""

Landing critical hit: ""

Defeating enemy: ""

Beginning boss fight: ""

Completing level: ""

Taking damage: ""

Low health: ""

Item pickup: ""

Finding secret: ""

Healing: ""

Healed: ""

Idle: ""

Reacting to disaster: ""

(unique abilities)

[ability name]

lineset 3

Beginning the stage: ""

Boast/Rally: ""

Warning: ""

Landing hit: ""

Landing critical hit: ""

Defeating enemy: ""

Beginning boss fight: ""

Completing level: ""

Taking damage: ""

Low health: ""

Item pickup: ""

Finding secret: ""

Healing: ""

Healed: ""

Idle: ""

Reacting to disaster: ""

(unique abilities)

[ability name]

Kaiyara

Beginning the stage: "Time to work..."

Boast/Rally: "Muh"

Warning: "Watch out..."

Landing hit: "!"

Landing critical hit: "Wrecked"

Defeating enemy: "You can rest"

Beginning boss fight: "Time for work"

Completing level: "We did the thing"

Taking damage: "Urgh!"

Low health: "Still standing..."

Item pickup: "Useful!"

Finding secret: "Oh!"

Healing: "Welcome respite"

Healed: "Thank"

Idle: "Ominously quiet...."

Reacting to disaster: "Uh oh"

(unique abilities)

Armor of Night: "Moonlight descends"

lineset 2

Beginning the stage: ""

Boast/Rally: ""

Warning: ""

Landing hit: ""

Landing critical hit: ""

Defeating enemy: ""

Beginning boss fight: ""

Completing level: ""

Taking damage: ""

Low health: ""

Item pickup: ""

Finding secret: ""

Healing: ""

Healed: ""

Idle: ""

Reacting to disaster: ""

(unique abilities)

[ability name]

lineset 3

Beginning the stage: ""

Boast/Rally: ""

Warning: ""

Landing hit: ""

Landing critical hit: ""

Defeating enemy: ""

Beginning boss fight: ""

Completing level: ""

Taking damage: ""

Low health: ""

Item pickup: ""

Finding secret: ""

Healing: ""

Healed: ""

Idle: ""

Reacting to disaster: ""

(unique abilities)

[ability name]

Tawnette

Beginning the stage: "Time to go!"

Boast/Rally: "I'm a shining star!"

Warning: "Heads up!"

Landing hit: "Ha!"

Landing critical hit: "WOOHOO!"

Defeating enemy: "Eeee"

Beginning boss fight: "Time to shine!"

Completing level: "Yes!"

Taking damage: "Ouchie"

Low health: "Not out yet!"

Item pickup: "This looks good"

Finding secret: "What's this?"

Healing: "For you!"

Healed: "Thank you!"

Idle: "Hmm de dmm dmm dmm"

Reacting to disaster: "Oh no!"

(unique abilities)

Burning Lightning: "HNNGF"

lineset 2

Beginning the stage: "Making magic!"

Boast/Rally: ""

Warning: ""

Landing hit: ""

Landing critical hit: ""

Defeating enemy: ""

Beginning boss fight: ""

Completing level: ""

Taking damage: ""

Low health: ""

Item pickup: ""

Finding secret: ""

Healing: ""

Healed: ""

Idle: ""

Reacting to disaster: ""

(unique abilities)

[ability name]

lineset 3

Beginning the stage: ""

Boast/Rally: ""

Warning: ""

Landing hit: ""

Landing critical hit: ""

Defeating enemy: ""

Beginning boss fight: ""

Completing level: ""

Taking damage: ""

Low health: ""

Item pickup: ""

Finding secret: ""

Healing: ""

Healed: ""

Idle: ""

Reacting to disaster: ""

(unique abilities)

[ability name]

Jehann

Beginning the stage: ""

Boast/Rally:

Warning:

Landing hit:

Landing critical hit:

Defeating enemy:

Beginning boss fight:

Completing level:

Taking damage:

Low health:

Item pickup:

Finding secret:

Healing:

Healed:

Idle:

Reacting to disaster:

(unique abilities)

Mateel

Beginning the stage: ""

Boast/Rally:

Warning:

Landing hit:

Landing critical hit:

Defeating enemy:

Beginning boss fight:

Completing level:

Taking damage:

Low health:

Item pickup:

Finding secret:

Healing:

Healed:

Idle:

Reacting to disaster:

(unique abilities)

Ashan

Beginning the stage: ""

Boast/Rally:

Warning:

Landing hit:

Landing critical hit:

Defeating enemy:

Beginning boss fight:

Completing level:

Taking damage:

Low health:



Item pickup:

Finding secret:

Healing:

Healed:

Idle:

Reacting to disaster:

(unique abilities)

Teyu

Beginning the stage: ""

Boast/Rally:

Warning:

Landing hit:

Landing critical hit:

Defeating enemy:

Beginning boss fight:

Completing level:

Taking damage:

Low health:

Item pickup:

Finding secret:

Healing:

Healed:

Idle:

Reacting to disaster:

(unique abilities)

Jaya

Beginning the stage: ""

Boast/Rally:

Warning:

Landing hit:

Landing critical hit:

Defeating enemy:

Beginning boss fight:

Completing level:

Taking damage:

Low health:

Item pickup:

Finding secret:

Healing:

Healed:

Idle:

Reacting to disaster:

(unique abilities)

Viyan

Beginning the stage: ""

Boast/Rally:

Warning:

Landing hit:

Landing critical hit:

Defeating enemy:

Beginning boss fight:

Completing level:

Taking damage:

Low health:

Item pickup:

Finding secret:

Healing:

Healed:

Idle:

Reacting to disaster:

(unique abilities)

Ravawk

Beginning the stage: ""

Boast/Rally: "None louder!"

Warning:

Landing hit:

Landing critical hit:

Defeating enemy:

Beginning boss fight:

Completing level:

Taking damage:

Low health:

Item pickup:

Finding secret:

Healing:

Healed:

Idle:

Reacting to disaster:

(unique abilities)

## Burdr

Beginning the stage: ""

Boast/Rally: "Adequately outfitted to deal with this lot!"

Warning: "You may find this hazardous."

Landing hit: "There we go!"

Landing critical hit: "Rightly so!"

Defeating enemy: "That's one down"

Beginning boss fight:

Completing level: "A job well done!"

Taking damage: "Oof!"

Low health: "I should take some care..."

Item pickup: "What's this?"

Finding secret:

Healing:

Healed:

Idle:

Reacting to disaster:

(unique abilities)

## Rahil

Beginning the stage: ""

Boast/Rally: "My light shines bright!"

Warning:

Landing hit:

Landing critical hit:

Defeating enemy:

Beginning boss fight:

Completing level:

Taking damage:

Low health:

Item pickup:

Finding secret:

Healing:

Healed:

Idle:

Reacting to disaster:

(unique abilities)

Kelechi

Beginning the stage: ""

Boast/Rally:

Warning:

Landing hit:

Landing critical hit:

Defeating enemy:

Beginning boss fight:

Completing level:

Taking damage:

Low health:

Item pickup:

Finding secret:

Healing:

Healed:

Idle:

Reacting to disaster:

(unique abilities)

## Vyomesh

Beginning the stage: ""

Boast/Rally:

Warning:

Landing hit:

Landing critical hit:

Defeating enemy:

Beginning boss fight:

Completing level:

Taking damage:

Low health:

Item pickup:

Finding secret:

Healing:

Healed:

Idle:

Reacting to disaster:

(unique abilities)

## Turina

Beginning the stage: ""

Boast/Rally:

Warning:

Landing hit:

Landing critical hit:

Defeating enemy:

Beginning boss fight:

Completing level:

Taking damage:

Low health:

Item pickup:

Finding secret:

Healing:

Healed:

Idle:

Reacting to disaster:

(unique abilities)

Vritak

Beginning the stage: "Feh. Trash..."

Boast/Rally: "I'm a little locomotive."

Warning: "Run away, or get run over."

Landing hit: "Clown"

Landing critical hit: "Pile of TRASH!"

Defeating enemy: "Pest..."

Beginning boss fight:

Completing level:

Taking damage: "Irreverent!"

Low health:

Item pickup:

Finding secret: "Interesting..."

Healing:

Healed:

Idle:

Reacting to disaster: "@\$^#!"

(unique abilities)

## Arudow

Beginning the stage: ""

Boast/Rally: "RRRAAAGH"

Warning:

Landing hit: "!"

Landing critical hit:

Defeating enemy:

Beginning boss fight:

Completing level:

Taking damage: "Bastard!"

Low health: "Nothing!"

Item pickup: "This looks nice"

Finding secret: "Ooooh"

Healing: "Here you go!"

Healed: "Obligated!"

Idle:

Reacting to disaster: "It's ON, now!"

(unique abilities)

## Algria

Beginning the stage: ""

Boast/Rally:

Warning:

Landing hit:

Landing critical hit:

Defeating enemy:

Beginning boss fight:

Completing level:

Taking damage:



Low health:

Item pickup:

Finding secret:

Healing:

Healed: "I'm thankful!"

Idle: "Hmm..."

Reacting to disaster:

(unique abilities)

Chima

Beginning the stage: ""

Boast/Rally:

Warning:

Landing hit:

Landing critical hit:

Defeating enemy:

Beginning boss fight:

Completing level:

Taking damage:

Low health:

Item pickup:

Finding secret:

Healing:

Healed:

Idle:

Reacting to disaster:

(unique abilities)

## Tomil

Beginning the stage: "My name? It is Tomil!"

Boast/Rally: "It's Tomil Time!"

Warning: "Look out, I'm Tomil!"

Landing hit: "Tomil strikes again!"

Landing critical hit: "Everything's coming up TOMIL."

Defeating enemy: "Classic Tomil!"

Beginning boss fight: "DO YOU KNOW WHO I AM? I'M TOMIL"

Completing level: "All in a day's work for Tomil!"

Taking damage: "Tomil's not stopped so easily!"

Low health: "Tomil's in a jam!"

Item pickup: "This will come in handy for Tomil"

Finding secret: "Tomil's got a keen eye"

Healing: "Just what Tomil needed"

Healed: "Tomil owes you!"

Idle: "Tomil's waiting!"

Reacting to disaster: "What a calamity!"

(unique abilities)

Aeraghausgohao: "Trickery, from Tomil!"

## Kechi

Beginning the stage: ""

Boast/Rally: "Victory is assured, with Kechi present."

Warning: "Know your place!"

Landing hit:

Landing critical hit: "I AM NEVER WRONG"

Defeating enemy:

Beginning boss fight:

Completing level: "As expected."

Taking damage: "Outrageous!"

Low health: "A temporary setback"

Item pickup: "This may be useful..."

Finding secret: "I knew it!"

Healing: "Seems you need my help again!"

Healed: "Your support is adequate"

Idle: "My time is precious"

Reacting to disaster:

(unique abilities)

Tawodi

Beginning the stage: ""

Boast/Rally:

Warning:

Landing hit:

Landing critical hit:

Defeating enemy:

Beginning boss fight:

Completing level:

Taking damage:

Low health:

Item pickup:

Finding secret:

Healing:

Healed:

Idle:

Reacting to disaster:

(unique abilities)

Jiwa

Beginning the stage: ""

Boast/Rally:

Warning:

Landing hit:

Landing critical hit:

Defeating enemy:

Beginning boss fight:

Completing level:

Taking damage:

Low health:

Item pickup:

Finding secret:

Healing:

Healed:

Idle:

Reacting to disaster:

(unique abilities)

Huitzi

Beginning the stage: ""

Boast/Rally: "You picked a bad time to be alive."

Warning:

Landing hit:

Landing critical hit:

Defeating enemy:

Beginning boss fight:

Completing level:

Taking damage:

Low health:

Item pickup:

Finding secret:

Healing:

Healed:

Idle:

Reacting to disaster:

(unique abilities)

Zikora

Beginning the stage: ""

Boast/Rally:

Warning:

Landing hit:

Landing critical hit:

Defeating enemy:

Beginning boss fight:

Completing level:

Taking damage:

Low health:

Item pickup:

Finding secret:

Healing:

Healed:

Idle:

Reacting to disaster:

(unique abilities)

Alondr

Beginning the stage: ""

Boast/Rally:

Warning:

Landing hit:

Landing critical hit:

Defeating enemy:

Beginning boss fight:

Completing level:

Taking damage:

Low health:

Item pickup:

Finding secret:

Healing:

Healed:

Idle:

Reacting to disaster:

(unique abilities)

Zephyx

Beginning the stage: ""

Boast/Rally:

Warning:

Landing hit:

Landing critical hit:

Defeating enemy:

Beginning boss fight:

Completing level:

Taking damage:

Low health:

Item pickup:

Finding secret:

Healing:

Healed:

Idle:

Reacting to disaster:

(unique abilities)

Zyrin

Beginning the stage: ""

Boast/Rally:

Warning:

Landing hit:

Landing critical hit:

Defeating enemy:

Beginning boss fight:

Completing level:

Taking damage:

Low health:

Item pickup:

Finding secret:

Healing:

Healed:

Idle:

Reacting to disaster:

(unique abilities)

Jelvan

Beginning the stage: ""

Boast/Rally:

Warning:

Landing hit:

Landing critical hit:

Defeating enemy:

Beginning boss fight:

Completing level:

Taking damage:

Low health:

Item pickup:

Finding secret:

Healing:

Healed:

Idle:



Reacting to disaster:

(unique abilities)

Lornix

Beginning the stage: ""

Boast/Rally:

Warning:

Landing hit:

Landing critical hit:

Defeating enemy:

Beginning boss fight:

Completing level:

Taking damage:

Low health:

Item pickup:

Finding secret:

Healing:

Healed:

Idle:

Reacting to disaster:

(unique abilities)

Pryden

Beginning the stage: ""

Boast/Rally:

Warning:

Landing hit:

Landing critical hit:

Defeating enemy:

Beginning boss fight:

Completing level:

Taking damage:

Low health:

Item pickup:

Finding secret:

Healing:

Healed:

Idle:

Reacting to disaster:

(unique abilities)

Ahamefula

Beginning the stage: ""

Boast/Rally: "I'm alright. I guess"

Warning: "Hey now..."

Landing hit: "Dummy."

Landing critical hit: "Heavens, you're stupid"

Defeating enemy:

Beginning boss fight:

Completing level:

Taking damage: "Ow"

Low health:

Item pickup: "Oh. Yay."

Finding secret:

Healing:

Healed:

Idle:

Reacting to disaster: sigh

(unique abilities)