

VOCAL PACK 01

HUMAN MALE

Filename	Length	Description
ADVISER_Generic_Health_High_01.wav	00:00:01	DESIGNED, Generic dialogue adviser message for a character with good health values, single asset 01
ADVISER_Generic_Health_High_02.wav	00:00:01	DESIGNED, Generic dialogue adviser message for a character with good health values, single asset 02
ADVISER_Generic_Health_High_03.wav	00:00:02	DESIGNED, Generic dialogue adviser message for a character with good health values, single asset 03
ADVISER_Generic_Health_High_04.wav	00:00:02	DESIGNED, Generic dialogue adviser message for a character with good health values, single asset 04
ADVISER_Generic_Health_High_05.wav	00:00:02	DESIGNED, Generic dialogue adviser message for a character with good health values, single asset 05
ADVISER_Generic_Health_High_06.wav	00:00:02	DESIGNED, Generic dialogue adviser message for a character with good health values, single asset 06
ADVISER_Generic_Health_High_07.wav	00:00:02	DESIGNED, Generic dialogue adviser message for a character with good health values, single asset 07
ADVISER_Generic_Health_High_08.wav	00:00:02	DESIGNED, Generic dialogue adviser message for a character with good health values, single asset 08
ADVISER_Generic_Health_Low_01.wav	00:00:02	DESIGNED, Generic dialogue adviser message for a character with low health values, single asset 01
ADVISER_Generic_Health_Low_02.wav	00:00:02	DESIGNED, Generic dialogue adviser message for a character with low health values, single asset 02
ADVISER_Generic_Health_Low_03.wav	00:00:01	DESIGNED, Generic dialogue adviser message for a character with low health values, single asset 03
ADVISER_Generic_Health_Low_04.wav	00:00:02	DESIGNED, Generic dialogue adviser message for a character with low health values, single asset 04
ADVISER_Generic_Health_Low_05.wav	00:00:03	DESIGNED, Generic dialogue adviser message for a character with low health values, single asset 05
ADVISER_Generic_Health_Low_06.wav	00:00:01	DESIGNED, Generic dialogue adviser message for a character with low health values, single asset 06
ADVISER_Generic_Health_Low_07.wav	00:00:01	DESIGNED, Generic dialogue adviser message for a character with low health values, single asset 07
ADVISER_Generic_Health_Low_08.wav	00:00:01	DESIGNED, Generic dialogue adviser message for a character with low health values, single asset 08
ADVISER_Generic_Health_Low_09.wav	00:00:01	DESIGNED, Generic dialogue adviser message for a character with low health values, single asset 09
ADVISER_Generic_Health_Low_10.wav	00:00:01	DESIGNED, Generic dialogue adviser message for a character with low health values, single asset 10
ADVISER_Generic_Health_Low_11.wav	00:00:02	DESIGNED, Generic dialogue adviser message for a character with low health values, single asset 11
ADVISER_Generic_Health_Low_12.wav	00:00:02	DESIGNED, Generic dialogue adviser message for a character with low health values, single asset 12
ADVISER_Generic_Health_Low_13.wav	00:00:02	DESIGNED, Generic dialogue adviser message for a character with low health values, single asset 13
ADVISER_Generic_Intro_01.wav	00:00:05	DESIGNED, Generic dialogue adviser message when entering a new zone, single asset 01
ADVISER_Generic_Intro_02.wav	00:00:05	DESIGNED, Generic dialogue adviser message when entering a new zone, single asset 02
ADVISER_Generic_Intro_03.wav	00:00:04	DESIGNED, Generic dialogue adviser message when entering a new zone, single asset 03
ADVISER_Generic_Intro_04.wav	00:00:04	DESIGNED, Generic dialogue adviser message when entering a new zone, single asset 04
ADVISER_Generic_Intro_05.wav	00:00:04	DESIGNED, Generic dialogue adviser message when entering a new zone, single asset 05
ADVISER_Generic_Intro_06.wav	00:00:03	DESIGNED, Generic dialogue adviser message when entering a new zone, single asset 06
ADVISER_Generic_Intro_07.wav	00:00:04	DESIGNED, Generic dialogue adviser message when entering a new zone, single asset 07
ADVISER_Generic_Intro_08.wav	00:00:04	DESIGNED, Generic dialogue adviser message when entering a new zone, single asset 08



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ADVISER_Generic_Intro_09.wav	00:00:05	DESIGNED, Generic dialogue adviser message when entering a new zone, single asset 09
ADVISER_Generic_Intro_10.wav	00:00:04	DESIGNED, Generic dialogue adviser message when entering a new zone, single asset 10
ADVISER_Generic_Intro_11.wav	00:00:04	DESIGNED, Generic dialogue adviser message when entering a new zone, single asset 11
ADVISER_Generic_Intro_12.wav	00:00:04	DESIGNED, Generic dialogue adviser message when entering a new zone, single asset 12
ADVISER_Generic_Intro_13.wav	00:00:04	DESIGNED, Generic dialogue adviser message when entering a new zone, single asset 13
ADVISER_Generic_Intro_14.wav	00:00:03	DESIGNED, Generic dialogue adviser message when entering a new zone, single asset 14
ADVISER_Generic_Intro_15.wav	00:00:02	DESIGNED, Generic dialogue adviser message when entering a new zone, single asset 15
ADVISER_Generic_Intro_16.wav	00:00:03	DESIGNED, Generic dialogue adviser message when entering a new zone, single asset 16
ADVISER_Generic_Intro_17.wav	00:00:03	DESIGNED, Generic dialogue adviser message when entering a new zone, single asset 17
ADVISER_Generic_Intro_18.wav	00:00:04	DESIGNED, Generic dialogue adviser message when entering a new zone, single asset 18
ADVISER_Generic_Intro_19.wav	00:00:03	DESIGNED, Generic dialogue adviser message when entering a new zone, single asset 19
ADVISER_Generic_Results_Defeat_01.wav	00:00:03	DESIGNED, Generic dialogue adviser message when a game level is failed, single asset 01
ADVISER_Generic_Results_Defeat_02.wav	00:00:03	DESIGNED, Generic dialogue adviser message when a game level is failed, single asset 02
ADVISER_Generic_Results_Defeat_03.wav	00:00:03	DESIGNED, Generic dialogue adviser message when a game level is failed, single asset 03
ADVISER_Generic_Results_Defeat_04.wav	00:00:03	DESIGNED, Generic dialogue adviser message when a game level is failed, single asset 04
ADVISER_Generic_Results_Defeat_05.wav	00:00:02	DESIGNED, Generic dialogue adviser message when a game level is failed, single asset 05
ADVISER_Generic_Results_Defeat_06.wav	00:00:04	DESIGNED, Generic dialogue adviser message when a game level is failed, single asset 06
ADVISER_Generic_Results_Defeat_07.wav	00:00:02	DESIGNED, Generic dialogue adviser message when a game level is failed, single asset 07
ADVISER_Generic_Results_Defeat_08.wav	00:00:02	DESIGNED, Generic dialogue adviser message when a game level is failed, single asset 08
ADVISER_Generic_Results_Defeat_09.wav	00:00:03	DESIGNED, Generic dialogue adviser message when a game level is failed, single asset 09
ADVISER_Generic_Results_Defeat_10.wav	00:00:03	DESIGNED, Generic dialogue adviser message when a game level is failed, single asset 10
ADVISER_Generic_Results_Defeat_11.wav	00:00:02	DESIGNED, Generic dialogue adviser message when a game level is failed, single asset 11
ADVISER_Generic_Results_Victory_01.wav	00:00:03	DESIGNED, Generic dialogue adviser message when a game level is completed successfully, single asset 01
ADVISER_Generic_Results_Victory_02.wav	00:00:02	DESIGNED, Generic dialogue adviser message when a game level is completed successfully, single asset 02
ADVISER_Generic_Results_Victory_03.wav	00:00:03	DESIGNED, Generic dialogue adviser message when a game level is completed successfully, single asset 03
ADVISER_Generic_Results_Victory_04.wav	00:00:03	DESIGNED, Generic dialogue adviser message when a game level is completed successfully, single asset 04
ADVISER_Generic_Results_Victory_05.wav	00:00:03	DESIGNED, Generic dialogue adviser message when a game level is completed successfully, single asset 05
ADVISER_Generic_Results_Victory_06.wav	00:00:03	DESIGNED, Generic dialogue adviser message when a game level is completed successfully, single asset 06
ADVISER_Generic_Results_Victory_07.wav	00:00:03	DESIGNED, Generic dialogue adviser message when a game level is completed successfully, single asset 07
ADVISER_Generic_Results_Victory_08.wav	00:00:04	DESIGNED, Generic dialogue adviser message when a game level is completed successfully, single asset 08



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ADVISER_Generic_Results_Victory_09.wav	00:00:04	DESIGNED, Generic dialogue adviser message when a game level is completed successfully, single asset 09
ADVISER_Generic_Results_Victory_10.wav	00:00:03	DESIGNED, Generic dialogue adviser message when a game level is completed successfully, single asset 10
ADVISER_Generic_Results_Victory_11.wav	00:00:04	DESIGNED, Generic dialogue adviser message when a game level is completed successfully, single asset 11
ADVISER_Generic_Results_Victory_12.wav	00:00:02	DESIGNED, Generic dialogue adviser message when a game level is completed successfully, single asset 12
ADVISER_Generic_Results_Victory_13.wav	00:00:03	DESIGNED, Generic dialogue adviser message when a game level is completed successfully, single asset 13
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
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
ADVISER_Generic_Health_High_SET_X08.wav	00:00:29	DESIGNED, Generic dialogue adviser message for a character with good health values, SET of 8 assets
ADVISER_Generic_Health_Low_SET_X08.wav	00:00:48	DESIGNED, Generic dialogue adviser message for a character with low health values, SET of 13 assets
ADVISER_Generic_Intro_SET_X19.wav	00:02:09	DESIGNED, Generic dialogue adviser message when entering a new zone, SET of 19 assets
ADVISER_Generic_Results_Defeat_SET_X11.wav	00:01:01	DESIGNED, Generic dialogue adviser message when a game level is failed, SET of 11 assets
ADVISER_Generic_Results_Victory_SET_X13.wav	00:01:15	DESIGNED, Generic dialogue adviser message when a game level is completed successfully, SET of 13 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



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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
DIALOGUE_Human_Male_ID02_Attack_01.wav	00:00:01	Single human male vocal dialogue line for an attacking action, Actor set ID02, single asset 01
DIALOGUE_Human_Male_ID02_Attack_02.wav	00:00:01	Single human male vocal dialogue line for an attacking action, Actor set ID02, single asset 02
DIALOGUE_Human_Male_ID02_Attack_03.wav	00:00:01	Single human male vocal dialogue line for an attacking action, Actor set ID02, single asset 03
DIALOGUE_Human_Male_ID02_Attack_04.wav	00:00:01	Single human male vocal dialogue line for an attacking action, Actor set ID02, single asset 04
DIALOGUE_Human_Male_ID02_Attack_05.wav	00:00:01	Single human male vocal dialogue line for an attacking action, Actor set ID02, single asset 05
DIALOGUE_Human_Male_ID02_Attack_06.wav	00:00:01	Single human male vocal dialogue line for an attacking action, Actor set ID02, single asset 06
DIALOGUE_Human_Male_ID02_Attack_07.wav	00:00:01	Single human male vocal dialogue line for an attacking action, Actor set ID02, single asset 07
DIALOGUE_Human_Male_ID02_Attack_08.wav	00:00:01	Single human male vocal dialogue line for an attacking action, Actor set ID02, single asset 08
DIALOGUE_Human_Male_ID02_Attack_09.wav	00:00:01	Single human male vocal dialogue line for an attacking action, Actor set ID02, single asset 09
DIALOGUE_Human_Male_ID02_Attack_10.wav	00:00:01	Single human male vocal dialogue line for an attacking action, Actor set ID02, single asset 10
DIALOGUE_Human_Male_ID02_Attack_11.wav	00:00:01	Single human male vocal dialogue line for an attacking action, Actor set ID02, single asset 11
DIALOGUE_Human_Male_ID02_Attack_12.wav	00:00:01	Single human male vocal dialogue line for an attacking action, Actor set ID02, single asset 12
DIALOGUE_Human_Male_ID02_Attack_13.wav	00:00:01	Single human male vocal dialogue line for an attacking action, Actor set ID02, single asset 13
DIALOGUE_Human_Male_ID02_Attack_14.wav	00:00:01	Single human male vocal dialogue line for an attacking action, Actor set ID02, single asset 14
DIALOGUE_Human_Male_ID02_Attack_15.wav	00:00:01	Single human male vocal dialogue line for an attacking action, Actor set ID02, single asset 15
DIALOGUE_Human_Male_ID02_Death_01.wav	00:00:01	Single human male vocal dialogue line for a be killed action, Actor set ID02, single asset 01
DIALOGUE_Human_Male_ID02_Death_02.wav	00:00:01	Single human male vocal dialogue line for a be killed action, Actor set ID02, single asset 02
DIALOGUE_Human_Male_ID02_Death_03.wav	00:00:01	Single human male vocal dialogue line for a be killed action, Actor set ID02, single asset 03
DIALOGUE_Human_Male_ID02_Death_04.wav	00:00:01	Single human male vocal dialogue line for a be killed action, Actor set ID02, single asset 04
DIALOGUE_Human_Male_ID02_Death_05.wav	00:00:01	Single human male vocal dialogue line for a be killed action, Actor set ID02, single asset 05
DIALOGUE_Human_Male_ID02_Death_06.wav	00:00:01	Single human male vocal dialogue line for a be killed action, Actor set ID02, single asset 06
DIALOGUE_Human_Male_ID02_Idle_Health_Low_01.wav	00:00:02	Single human male vocal dialogue short line for generic idle standing around action but with low health or in pain, Actor set ID02, single asset 01
DIALOGUE_Human_Male_ID02_Idle_Health_Low_02.wav	00:00:01	Single human male vocal dialogue short line for generic idle standing around action but with low health or in pain, Actor set ID02, single asset 02
DIALOGUE_Human_Male_ID02_Idle_Health_Low_03.wav	00:00:01	Single human male vocal dialogue short line for generic idle standing around action but with low health or in pain, Actor set ID02, single asset 03
DIALOGUE_Human_Male_ID02_Idle_Health_Low_04.wav	00:00:01	Single human male vocal dialogue short line for generic idle standing around action but with low health or in pain, Actor set ID02, single asset 04
DIALOGUE_Human_Male_ID02_Idle_Health_Low_05.wav	00:00:01	Single human male vocal dialogue short line for generic idle standing around action but with low health or in pain, Actor set ID02, single asset 05



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DIALOGUE_Human_Male_ID02_Special_Ability_04.wav	00:00:02	Single human male vocal dialogue line for stats being boosted, Actor set ID02, single asset 04
DIALOGUE_Human_Male_ID02_Special_Ability_05.wav	00:00:02	Single human male vocal dialogue line for stats being boosted, Actor set ID02, single asset 05
DIALOGUE_Human_Male_ID02_Special_Ability_06.wav	00:00:02	Single human male vocal dialogue line for stats being boosted, Actor set ID02, single asset 06
DIALOGUE_Human_Male_ID02_Special_Ability_07.wav	00:00:02	Single human male vocal dialogue line for stats being boosted, Actor set ID02, single asset 07
DIALOGUE_Human_Male_ID02_Upgrade_01.wav	00:00:01	Single human male vocal dialogue line for equipment upgrade, Actor set ID02, single asset 01
DIALOGUE_Human_Male_ID02_Upgrade_02.wav	00:00:01	Single human male vocal dialogue line for equipment upgrade, Actor set ID02, single asset 02
DIALOGUE_Human_Male_ID02_Upgrade_03.wav	00:00:01	Single human male vocal dialogue line for equipment upgrade, Actor set ID02, single asset 03
DIALOGUE_Human_Male_ID02_Upgrade_04.wav	00:00:01	Single human male vocal dialogue line for equipment upgrade, Actor set ID02, single asset 04
DIALOGUE_Human_Male_ID02_Upgrade_05.wav	00:00:01	Single human male vocal dialogue line for equipment upgrade, Actor set ID02, single asset 05
DIALOGUE_Human_Male_ID02_Upgrade_06.wav	00:00:01	Single human male vocal dialogue line for equipment upgrade, Actor set ID02, single asset 06
DIALOGUE_Human_Male_ID02_Upgrade_07.wav	00:00:01	Single human male vocal dialogue line for equipment upgrade, Actor set ID02, single asset 07
DIALOGUE_Human_Male_ID02_Upgrade_08.wav	00:00:01	Single human male vocal dialogue line for equipment upgrade, Actor set ID02, single asset 08
DIALOGUE_Human_Male_ID02_Upgrade_09.wav	00:00:01	Single human male vocal dialogue line for equipment upgrade, Actor set ID02, single asset 09
DIALOGUE_Human_Male_ID02_Upgrade_10.wav	00:00:01	Single human male vocal dialogue line for equipment upgrade, Actor set ID02, single asset 10
DIALOGUE_Human_Male_ID02_Upgrade_11.wav	00:00:01	Single human male vocal dialogue line for equipment upgrade, Actor set ID02, single asset 11
DIALOGUE_Human_Male_ID02_Attack_SET_X15.wav	00:00:29	Single human male vocal dialogue line for an attacking action, Actor set ID02, SET of 15 assets
DIALOGUE_Human_Male_ID02_Death_SET_X06.wav	00:00:11	Single human male vocal dialogue line for a be killed action, Actor set ID02, SET of 6 assets
DIALOGUE_Human_Male_ID02_Idle_Health_Low_SET_X35.wav	00:01:21	Single human male vocal dialogue short line for generic idle standing around action but with low health or in pain, Actor set ID02, SET of 35 assets
DIALOGUE_Human_Male_ID02_Idle_Long_SET_X14.wav	00:00:42	Single human male vocal dialogue long line for an generic idle standing around action, Actor set ID02, SET of 14 assets
DIALOGUE_Human_Male_ID02_Idle_Short_SET_X14.wav	00:00:27	Single human male vocal dialogue short line for an generic idle standing around action, Actor set ID02, SET of 14 assets
DIALOGUE_Human_Male_ID02_Special_Ability_SET_X07.wav	00:00:19	Single human male vocal dialogue line for stats being boosted, Actor set ID02, SET of 7 assets
DIALOGUE_Human_Male_ID02_Upgrade_SET_X11.wav	00:00:20	Single human male vocal dialogue line for equipment upgrade, Actor set ID02, SET of 11 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 PACK 01

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VOCAL_Human_Male_ID01_Jump_Medium_04.wav	00:00:01	Single close human male Actor SET ID01 medium length exertive jump push action vocal, single asset 04
VOCAL_Human_Male_ID01_Jump_Medium_05.wav	00:00:01	Single close human male Actor SET ID01 medium length exertive jump push action vocal, single asset 05
VOCAL_Human_Male_ID01_Jump_Short_01.wav	00:00:01	Single close human male Actor SET ID01 short length exertive jump push action vocal, single asset 01
VOCAL_Human_Male_ID01_Jump_Short_02.wav	00:00:01	Single close human male Actor SET ID01 short length exertive jump push action vocal, single asset 02
VOCAL_Human_Male_ID01_Jump_Short_03.wav	00:00:01	Single close human male Actor SET ID01 short length exertive jump push action vocal, single asset 03
VOCAL_Human_Male_ID01_Jump_Short_04.wav	00:00:01	Single close human male Actor SET ID01 short length exertive jump push action vocal, single asset 04
VOCAL_Human_Male_ID01_Jump_Short_05.wav	00:00:01	Single close human male Actor SET ID01 short length exertive jump push action vocal, single asset 05
VOCAL_Human_Male_ID01_Land_01.wav	00:00:01	Single close human male Actor SET ID01 short length painful, breath winded landing from high height vocal, single asset 01
VOCAL_Human_Male_ID01_Land_02.wav	00:00:01	Single close human male Actor SET ID01 short length painful, breath winded landing from high height vocal, single asset 02
VOCAL_Human_Male_ID01_Land_03.wav	00:00:01	Single close human male Actor SET ID01 short length painful, breath winded landing from high height vocal, single asset 03
VOCAL_Human_Male_ID01_Land_04.wav	00:00:01	Single close human male Actor SET ID01 short length painful, breath winded landing from high height vocal, single asset 04
VOCAL_Human_Male_ID01_Land_05.wav	00:00:01	Single close human male Actor SET ID01 short length painful, breath winded landing from high height vocal, single asset 05
VOCAL_Human_Male_ID01_Laughter_Medium_01.wav	00:00:01	Single close human male Actor SET ID01 medium length generic laughter vocal, single asset 01
VOCAL_Human_Male_ID01_Laughter_Medium_02.wav	00:00:01	Single close human male Actor SET ID01 medium length generic laughter vocal, single asset 02
VOCAL_Human_Male_ID01_Laughter_Medium_03.wav	00:00:01	Single close human male Actor SET ID01 medium length generic laughter vocal, single asset 03
VOCAL_Human_Male_ID01_Laughter_Medium_04.wav	00:00:01	Single close human male Actor SET ID01 medium length generic laughter vocal, single asset 04
VOCAL_Human_Male_ID01_Laughter_Medium_05.wav	00:00:01	Single close human male Actor SET ID01 medium length generic laughter vocal, single asset 05
VOCAL_Human_Male_ID01_Laughter_Medium_06.wav	00:00:01	Single close human male Actor SET ID01 medium length generic laughter vocal, single asset 06
VOCAL_Human_Male_ID01_Misc_01.wav	00:00:01	Single close human male Actor SET ID01 short length generic misc grunts, gasps, startles, mumble vocal, single asset 01
VOCAL_Human_Male_ID01_Misc_02.wav	00:00:01	Single close human male Actor SET ID01 short length generic misc grunts, gasps, startles, mumble vocal, single asset 02
VOCAL_Human_Male_ID01_Misc_03.wav	00:00:01	Single close human male Actor SET ID01 short length generic misc grunts, gasps, startles, mumble vocal, single asset 03
VOCAL_Human_Male_ID01_Misc_04.wav	00:00:01	Single close human male Actor SET ID01 short length generic misc grunts, gasps, startles, mumble vocal, single asset 04
VOCAL_Human_Male_ID01_Misc_05.wav	00:00:01	Single close human male Actor SET ID01 short length generic misc grunts, gasps, startles, mumble vocal, single asset 05
VOCAL_Human_Male_ID01_Misc_06.wav	00:00:01	Single close human male Actor SET ID01 short length generic misc grunts, gasps, startles, mumble vocal, single asset 06
VOCAL_Human_Male_ID01_Misc_07.wav	00:00:01	Single close human male Actor SET ID01 short length generic misc grunts, gasps, startles, mumble vocal, single asset 07
VOCAL_Human_Male_ID01_Misc_08.wav	00:00:01	Single close human male Actor SET ID01 short length generic misc grunts, gasps, startles, mumble vocal, single asset 08
VOCAL_Human_Male_ID01_Misc_09.wav	00:00:01	Single close human male Actor SET ID01 short length generic misc grunts, gasps, startles, mumble vocal, single asset 09
VOCAL_Human_Male_ID01_Misc_10.wav	00:00:01	Single close human male Actor SET ID01 short length generic misc grunts, gasps, startles, mumble vocal, single asset 10
VOCAL_Human_Male_ID01_Misc_11.wav	00:00:01	Single close human male Actor SET ID01 short length generic misc grunts, gasps, startles, mumble vocal, single asset 11
VOCAL_Human_Male_ID01_Misc_12.wav	00:00:01	Single close human male Actor SET ID01 short length generic misc grunts, gasps, startles, mumble vocal, single asset 12



VOCAL PACK 01

HUMAN MALE

VOCAL_Human_Male_ID01_Roar_Medium_07.wav	00:00:01	Single close human male Actor SET ID01 medium length aggressive roar and taunt vocal, single asset 07
VOCAL_Human_Male_ID01_Roar_Short_01.wav	00:00:01	Single close human male Actor SET ID01 short length aggressive roar and taunt vocal, single asset 01
VOCAL_Human_Male_ID01_Roar_Short_02.wav	00:00:01	Single close human male Actor SET ID01 short length aggressive roar and taunt vocal, single asset 02
VOCAL_Human_Male_ID01_Roar_Short_03.wav	00:00:01	Single close human male Actor SET ID01 short length aggressive roar and taunt vocal, single asset 03
VOCAL_Human_Male_ID01_Roar_Short_04.wav	00:00:01	Single close human male Actor SET ID01 short length aggressive roar and taunt vocal, single asset 04
VOCAL_Human_Male_ID01_Roar_Short_05.wav	00:00:01	Single close human male Actor SET ID01 short length aggressive roar and taunt vocal, single asset 05
VOCAL_Human_Male_ID01_Attack_Medium_Fatigue_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_Fatigue_SET_X12.wav	00:00:10	Single close human male Actor SET ID01 aggressive short vocal, fatigued, SET of 11 assets
VOCAL_Human_Male_ID01_Attack_Short_SET_X05.wav	00:00:04	Single close human male Actor SET ID01 aggressive short vocal, SET of 5 assets
VOCAL_Human_Male_ID01_Cheer_Medium_Fatigue_SET_X05.wav	00:00:09	Single close human male Actor SET ID01 medium length celebrate taunt, cheer vocal, fatigued, SET of 5 assets
VOCAL_Human_Male_ID01_Cheer_Medium_SET_X03.wav	00:00:05	Single close human male Actor SET ID01 medium length celebrate taunt, cheer vocal, SET of 3 assets
VOCAL_Human_Male_ID01_Cheer_Short_SET_X06.wav	00:00:10	Single close human male Actor SET ID01 short length celebrate taunt, cheer vocal, fatigued, SET of 6 assets
VOCAL_Human_Male_ID01_Death_Short_SET_X05.wav	00:00:04	Single close human male Actor SET ID01 short length painful death scream vocal, SET of 5 assets
VOCAL_Human_Male_ID01_Final_Breath_Medium_SET_X08.wav	00:00:16	Single close human male Actor SET ID01 medium length painful final breath and gasp before death vocal, SET of 8 assets
VOCAL_Human_Male_ID01_Final_Breath_Short_SET_X09.wav	00:00:13	Single close human male Actor SET ID01 short length painful final breath and gasp before death vocal, SET of 9 assets
VOCAL_Human_Male_ID01_Jump_Long_SET_X04.wav	00:00:03	Single close human male Actor SET ID01 long length exertive jump push action vocal, SET of 4 assets
VOCAL_Human_Male_ID01_Jump_Medium_SET_X05.wav	00:00:04	Single close human male Actor SET ID01 medium length exertive jump push action vocal, SET of 5 assets
VOCAL_Human_Male_ID01_Jump_Short_SET_X05.wav	00:00:04	Single close human male Actor SET ID01 short length exertive jump push action vocal, SET of 5 assets
VOCAL_Human_Male_ID01_Land_SET_X05.wav	00:00:04	Single close human male Actor SET ID01 short length painful, breath winded landing from high height vocal, SET of 5 assets
VOCAL_Human_Male_ID01_Laughter_Medium_SET_X06.wav	00:00:11	Single close human male Actor SET ID01 medium length generic laughter vocal, SET of 6 assets
VOCAL_Human_Male_ID01_Misc_SET_X25.wav	00:00:24	Single close human male Actor SET ID01 short length generic misc grunts, gasps, startles, mumble vocal, SET of 25 assets
VOCAL_Human_Male_ID01_Pain_Short_SET_X05.wav	00:00:04	Single close human male Actor SET ID01 short length painful yelp vocal, SET of 5 assets
VOCAL_Human_Male_ID01_Roar_Long_SET_X06.wav	00:00:16	Single close human male Actor SET ID01 long length aggressive roar and taunt vocal, SET of 5 assets
VOCAL_Human_Male_ID01_Roar_Medium_SET_X07.wav	00:00:13	Single close human male Actor SET ID01 medium length aggressive roar and taunt vocal, SET of 7 assets
VOCAL_Human_Male_ID01_Roar_Short_SET_X05.wav	00:00:09	Single close human male Actor SET ID01 short length aggressive roar and taunt vocal, SET of 5 assets
VOCAL_Human_Male_ID02_Attack_01.wav	00:00:01	Single close human male Actor SET ID02 aggressive short vocal, single asset 01
VOCAL_Human_Male_ID02_Attack_02.wav	00:00:01	Single close human male Actor SET ID02 aggressive short vocal, single asset 02
VOCAL_Human_Male_ID02_Attack_03.wav	00:00:01	Single close human male Actor SET ID02 aggressive short vocal, single asset 03
VOCAL_Human_Male_ID02_Attack_04.wav	00:00:01	Single close human male Actor SET ID02 aggressive short vocal, single asset 04



VOCAL PACK 01

HUMAN MALE

VOCAL_Human_Male_ID02_Attack_05.wav	00:00:01	Single close human male Actor SET ID02 aggressive short vocal, single asset 05
VOCAL_Human_Male_ID02_Attack_06.wav	00:00:01	Single close human male Actor SET ID02 aggressive short vocal, single asset 06
VOCAL_Human_Male_ID02_Attack_07.wav	00:00:01	Single close human male Actor SET ID02 aggressive short vocal, single asset 07
VOCAL_Human_Male_ID02_Attack_08.wav	00:00:01	Single close human male Actor SET ID02 aggressive short vocal, single asset 08
VOCAL_Human_Male_ID02_Attack_09.wav	00:00:01	Single close human male Actor SET ID02 aggressive short vocal, single asset 09
VOCAL_Human_Male_ID02_Attack_10.wav	00:00:01	Single close human male Actor SET ID02 aggressive short vocal, single asset 10
VOCAL_Human_Male_ID02_Breath_Heavy_01.wav	00:00:01	Single close human male Actor SET ID02 medium length aggressive strong breath in / out vocal, single asset 01
VOCAL_Human_Male_ID02_Breath_Heavy_02.wav	00:00:01	Single close human male Actor SET ID02 medium length aggressive strong breath in / out vocal, single asset 02
VOCAL_Human_Male_ID02_Breath_Heavy_03.wav	00:00:01	Single close human male Actor SET ID02 medium length aggressive strong breath in / out vocal, single asset 03
VOCAL_Human_Male_ID02_Breath_Heavy_04.wav	00:00:01	Single close human male Actor SET ID02 medium length aggressive strong breath in / out vocal, single asset 04
VOCAL_Human_Male_ID02_Breath_Heavy_05.wav	00:00:01	Single close human male Actor SET ID02 medium length aggressive strong breath in / out vocal, single asset 05
VOCAL_Human_Male_ID02_Breath_Heavy_Loop_01.wav	00:00:06	Single close human male Actor SET ID02 medium length aggressive strong breath in / out vocal, Looping asset 01
VOCAL_Human_Male_ID02_Breath_Light_01.wav	00:00:01	Single close human male Actor SET ID02 medium length calm light breath in / out vocal, single asset 01
VOCAL_Human_Male_ID02_Breath_Light_02.wav	00:00:01	Single close human male Actor SET ID02 medium length calm light breath in / out vocal, single asset 02
VOCAL_Human_Male_ID02_Breath_Light_03.wav	00:00:01	Single close human male Actor SET ID02 medium length calm light breath in / out vocal, single asset 03
VOCAL_Human_Male_ID02_Breath_Light_04.wav	00:00:01	Single close human male Actor SET ID02 medium length calm light breath in / out vocal, single asset 04
VOCAL_Human_Male_ID02_Breath_Light_05.wav	00:00:01	Single close human male Actor SET ID02 medium length calm light breath in / out vocal, single asset 05
VOCAL_Human_Male_ID02_Breath_Light_Loop_01.wav	00:00:06	Single close human male Actor SET ID02 medium length calm light breath in / out vocal, looping asset 01
VOCAL_Human_Male_ID02_Breath_Medium_01.wav	00:00:01	Single close human male Actor SET ID02 medium length medium strength breath in / out vocal, single asset 01
VOCAL_Human_Male_ID02_Breath_Medium_02.wav	00:00:01	Single close human male Actor SET ID02 medium length medium strength breath in / out vocal, single asset 02
VOCAL_Human_Male_ID02_Breath_Medium_03.wav	00:00:01	Single close human male Actor SET ID02 medium length medium strength breath in / out vocal, single asset 03
VOCAL_Human_Male_ID02_Breath_Medium_04.wav	00:00:01	Single close human male Actor SET ID02 medium length medium strength breath in / out vocal, single asset 04
VOCAL_Human_Male_ID02_Breath_Medium_05.wav	00:00:01	Single close human male Actor SET ID02 medium length medium strength breath in / out vocal, single asset 05
VOCAL_Human_Male_ID02_Breath_Medium_Loop_01.wav	00:00:08	Single close human male Actor SET ID02 medium length medium strength breath in / out vocal, looping asset 01
VOCAL_Human_Male_ID02_Cheer_Roar_01.wav	00:00:01	Single close human male Actor SET ID02 long length aggressive roar, taunt, cheer vocal, single asset 01
VOCAL_Human_Male_ID02_Cheer_Roar_02.wav	00:00:01	Single close human male Actor SET ID02 long length aggressive roar, taunt, cheer vocal, single asset 02
VOCAL_Human_Male_ID02_Cheer_Roar_03.wav	00:00:01	Single close human male Actor SET ID02 long length aggressive roar, taunt, cheer vocal, single asset 03
VOCAL_Human_Male_ID02_Cheer_Roar_04.wav	00:00:01	Single close human male Actor SET ID02 long length aggressive roar, taunt, cheer vocal, single asset 04
VOCAL_Human_Male_ID02_Cheer_Roar_05.wav	00:00:01	Single close human male Actor SET ID02 long length aggressive roar, taunt, cheer vocal, single asset 05
VOCAL_Human_Male_ID02_Cheer_Roar_06.wav	00:00:01	Single close human male Actor SET ID02 long length aggressive roar, taunt, cheer vocal, single asset 06



VOCAL PACK 01

HUMAN MALE

VOCAL_Human_Male_ID02_Cheer_Roar_07.wav	00:00:01	Single close human male Actor SET ID02 long length aggressive roar, taunt, cheer vocal, single asset 07
VOCAL_Human_Male_ID02_Cheer_Roar_08.wav	00:00:01	Single close human male Actor SET ID02 long length aggressive roar, taunt, cheer vocal, single asset 08
VOCAL_Human_Male_ID02_Death_01.wav	00:00:01	Single close human male Actor SET ID02 short length painful death scream vocal, single asset 01
VOCAL_Human_Male_ID02_Death_02.wav	00:00:01	Single close human male Actor SET ID02 short length painful death scream vocal, single asset 02
VOCAL_Human_Male_ID02_Death_03.wav	00:00:01	Single close human male Actor SET ID02 short length painful death scream vocal, single asset 03
VOCAL_Human_Male_ID02_Death_04.wav	00:00:01	Single close human male Actor SET ID02 short length painful death scream vocal, single asset 04
VOCAL_Human_Male_ID02_Death_05.wav	00:00:01	Single close human male Actor SET ID02 short length painful death scream vocal, single asset 05
VOCAL_Human_Male_ID02_Death_06.wav	00:00:01	Single close human male Actor SET ID02 short length painful death scream vocal, single asset 06
VOCAL_Human_Male_ID02_Death_07.wav	00:00:01	Single close human male Actor SET ID02 short length painful death scream vocal, single asset 07
VOCAL_Human_Male_ID02_Death_08.wav	00:00:01	Single close human male Actor SET ID02 short length painful death scream vocal, single asset 08
VOCAL_Human_Male_ID02_Death_09.wav	00:00:01	Single close human male Actor SET ID02 short length painful death scream vocal, single asset 09
VOCAL_Human_Male_ID02_Death_10.wav	00:00:01	Single close human male Actor SET ID02 short length painful death scream vocal, single asset 10
VOCAL_Human_Male_ID02_Final_Breath_01.wav	00:00:01	Single close human male Actor SET ID02 medium length painful final breath and gasp before death vocal, single asset 01
VOCAL_Human_Male_ID02_Final_Breath_02.wav	00:00:01	Single close human male Actor SET ID02 medium length painful final breath and gasp before death vocal, single asset 02
VOCAL_Human_Male_ID02_Final_Breath_03.wav	00:00:01	Single close human male Actor SET ID02 medium length painful final breath and gasp before death vocal, single asset 03
VOCAL_Human_Male_ID02_Final_Breath_04.wav	00:00:01	Single close human male Actor SET ID02 medium length painful final breath and gasp before death vocal, single asset 04
VOCAL_Human_Male_ID02_Final_Breath_05.wav	00:00:01	Single close human male Actor SET ID02 medium length painful final breath and gasp before death vocal, single asset 05
VOCAL_Human_Male_ID02_Final_Breath_06.wav	00:00:01	Single close human male Actor SET ID02 medium length painful final breath and gasp before death vocal, single asset 06
VOCAL_Human_Male_ID02_Final_Breath_07.wav	00:00:01	Single close human male Actor SET ID02 medium length painful final breath and gasp before death vocal, single asset 07
VOCAL_Human_Male_ID02_Final_Breath_08.wav	00:00:01	Single close human male Actor SET ID02 medium length painful final breath and gasp before death vocal, single asset 08
VOCAL_Human_Male_ID02_Final_Breath_09.wav	00:00:01	Single close human male Actor SET ID02 medium length painful final breath and gasp before death vocal, single asset 09
VOCAL_Human_Male_ID02_Final_Breath_10.wav	00:00:01	Single close human male Actor SET ID02 medium length painful final breath and gasp before death vocal, single asset 10
VOCAL_Human_Male_ID02_Jump_01.wav	00:00:01	Single close human male Actor SET ID02 short length exertive jump push action vocal, single asset 01
VOCAL_Human_Male_ID02_Jump_02.wav	00:00:01	Single close human male Actor SET ID02 short length exertive jump push action vocal, single asset 02
VOCAL_Human_Male_ID02_Jump_03.wav	00:00:01	Single close human male Actor SET ID02 short length exertive jump push action vocal, single asset 03
VOCAL_Human_Male_ID02_Jump_04.wav	00:00:01	Single close human male Actor SET ID02 short length exertive jump push action vocal, single asset 04
VOCAL_Human_Male_ID02_Jump_05.wav	00:00:01	Single close human male Actor SET ID02 short length exertive jump push action vocal, single asset 05
VOCAL_Human_Male_ID02_Jump_06.wav	00:00:01	Single close human male Actor SET ID02 short length exertive jump push action vocal, single asset 06
VOCAL_Human_Male_ID02_Jump_07.wav	00:00:01	Single close human male Actor SET ID02 short length exertive jump push action vocal, single asset 07
VOCAL_Human_Male_ID02_Jump_08.wav	00:00:01	Single close human male Actor SET ID02 short length exertive jump push action vocal, single asset 08



VOCAL PACK 01

HUMAN MALE

VOCAL_Human_Male_ID02_Jump_09.wav	00:00:01	Single close human male Actor SET ID02 short length exertive jump push action vocal, single asset 09
VOCAL_Human_Male_ID02_Jump_10.wav	00:00:01	Single close human male Actor SET ID02 short length exertive jump push action vocal, single asset 10
VOCAL_Human_Male_ID02_Land_01.wav	00:00:01	Single close human male Actor SET ID02 short length painful, breath winded landing from high height vocal, single asset 01
VOCAL_Human_Male_ID02_Land_02.wav	00:00:01	Single close human male Actor SET ID02 short length painful, breath winded landing from high height vocal, single asset 02
VOCAL_Human_Male_ID02_Land_03.wav	00:00:01	Single close human male Actor SET ID02 short length painful, breath winded landing from high height vocal, single asset 03
VOCAL_Human_Male_ID02_Land_04.wav	00:00:01	Single close human male Actor SET ID02 short length painful, breath winded landing from high height vocal, single asset 04
VOCAL_Human_Male_ID02_Land_05.wav	00:00:01	Single close human male Actor SET ID02 short length painful, breath winded landing from high height vocal, single asset 05
VOCAL_Human_Male_ID02_Land_06.wav	00:00:01	Single close human male Actor SET ID02 short length painful, breath winded landing from high height vocal, single asset 06
VOCAL_Human_Male_ID02_Land_07.wav	00:00:01	Single close human male Actor SET ID02 short length painful, breath winded landing from high height vocal, single asset 07
VOCAL_Human_Male_ID02_Land_08.wav	00:00:01	Single close human male Actor SET ID02 short length painful, breath winded landing from high height vocal, single asset 08
VOCAL_Human_Male_ID02_Land_09.wav	00:00:01	Single close human male Actor SET ID02 short length painful, breath winded landing from high height vocal, single asset 09
VOCAL_Human_Male_ID02_Land_10.wav	00:00:01	Single close human male Actor SET ID02 short length painful, breath winded landing from high height vocal, single asset 10
VOCAL_Human_Male_ID02_Pain_01.wav	00:00:01	Single close human male Actor SET ID02 short length painful yelp vocal, single asset _01
VOCAL_Human_Male_ID02_Pain_02.wav	00:00:01	Single close human male Actor SET ID02 short length painful yelp vocal, single asset _02
VOCAL_Human_Male_ID02_Pain_03.wav	00:00:01	Single close human male Actor SET ID02 short length painful yelp vocal, single asset _03
VOCAL_Human_Male_ID02_Pain_04.wav	00:00:01	Single close human male Actor SET ID02 short length painful yelp vocal, single asset _04
VOCAL_Human_Male_ID02_Pain_05.wav	00:00:01	Single close human male Actor SET ID02 short length painful yelp vocal, single asset _05
VOCAL_Human_Male_ID02_Pain_06.wav	00:00:01	Single close human male Actor SET ID02 short length painful yelp vocal, single asset _06
VOCAL_Human_Male_ID02_Pain_07.wav	00:00:01	Single close human male Actor SET ID02 short length painful yelp vocal, single asset _07
VOCAL_Human_Male_ID02_Pain_08.wav	00:00:01	Single close human male Actor SET ID02 short length painful yelp vocal, single asset _08
VOCAL_Human_Male_ID02_Pain_09.wav	00:00:01	Single close human male Actor SET ID02 short length painful yelp vocal, single asset _09
VOCAL_Human_Male_ID02_Pain_10.wav	00:00:01	Single close human male Actor SET ID02 short length painful yelp vocal, single asset _10
VOCAL_Human_Male_ID02_Attack_SET_X10.wav	00:00:09	Single close human male Actor SET ID02 aggressive short vocal, SET of 10 assets
VOCAL_Human_Male_ID02_Breath_Heavy_SET_X05.wav	00:00:09	Single close human male Actor SET ID02 medium length aggressive strong breath in / out vocal, SET of 5 assets
VOCAL_Human_Male_ID02_Breath_Light_SET_X05.wav	00:00:09	Single close human male Actor SET ID02 medium length calm light breath in / out vocal, SET of 5 assets
VOCAL_Human_Male_ID02_Breath_Medium_SET_X05.wav	00:00:09	Single close human male Actor SET ID02 medium length medium strength breath in / out vocal, SET of 5 assets
VOCAL_Human_Male_ID02_Cheer_Roar_SET_X08.wav	00:00:15	Single close human male Actor SET ID02 long length aggressive roar, taunt, cheer vocal, SET of 8 assets
VOCAL_Human_Male_ID02_Death_SET_X10.wav	00:00:18	Single close human male Actor SET ID02 short length painful death scream vocal, SET of 10 assets
VOCAL_Human_Male_ID02_Final_Breath_SET_X10.wav	00:00:19	Single close human male Actor SET ID02 medium length painful final breath and gasp before death vocal, SET of 10 assets
VOCAL_Human_Male_ID02_Jump_SET_X10.wav	00:00:09	Single close human male Actor SET ID02 short length exertive jump push action vocal, single asset SET_X10



VOCAL PACK 01

HUMAN MALE

VOCAL_Human_Male_ID02_Land_SET_X10.wav

00:00:09

Single close human male Actor SET ID02 short length painful, breath winded landing from high height vocal, single asset SET_X10

VOCAL_Human_Male_ID02_Pain_SET_X10.wav

00:00:09

Single close human male Actor SET ID02 short length painful yelp vocal, single asset _SET_X10

