



HERO – DATA SHEET

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Filename	Description	Sounds
HERO - CK - ARMOR Chainmail Metal Foley Jog.wav	ARMOR CHAINMAIL JOG; Jogging with metal chainmail.	1
HERO - CK - ARMOR Chainmail Metal Foley Jump.wav	ARMOR CHAINMAIL JUMP; Jumping and landing with metal chainmail.	4
HERO - CK - ARMOR Chainmail Metal Foley Run.wav	ARMOR CHAINMAIL RUN; Running with metal chainmail.	1
HERO - CK - ARMOR Leather Jog.wav	ARMOR LEATHER JOG; Jogging with leather armor.	1
HERO - CK - ARMOR Chainmail Metal Foley Walk.wav	ARMOR CHAINMAIL WALK; Walking with metal chainmail.	1
HERO - CK - ARMOR Leather Walk.wav	ARMOR LEATHER WALK; Walking with leather armor.	1
HERO - CK - ARMOR Leather Run.wav	ARMOR LEATHER RUN; Running with leather armor.	1
HERO - CK - ARMOR Metal Foley Limb Movement Fast.wav	ARMOR METAL MOVEMENT; Fast movement of arm or leg while wearing metal armor.	5
HERO - CK - ARMOR Metal Foley Jump.wav	ARMOR METAL JUMP; Jumping and landing with metal armor.	4
HERO - CK - ARMOR Metal Foley Run.wav	ARMOR METAL RUN; Running with metal armor.	1
HERO - CK - ARMOR Metal Foley Grab 01.wav	ARMOR METAL GRAB; Grabbing metal armor.	6
HERO - CK - ARMOR Metal Foley Jog 01.wav	ARMOR METAL JOG; Jogging with metal armor.	1
HERO - CK - ARMOR Metal Foley Grab 02.wav	ARMOR METAL GRAB; Grabbing metal armor.	7
HERO - CK - ARMOR Leather Sprint.wav	ARMOR LEATHER SPRINT; Sprinting with leather armor.	1
HERO - CK - ARROWS Foley In Quiver Walk 01.wav	ARROW MOVEMENT RUN; Wood arrows in quiver moving while running.	1
HERO - CK - ARMOR Metal Foley Jog 02.wav	ARMOR METAL JOG; Jogging with metal armor.	1
HERO - CK - ARMOR Metal Foley Sprint.wav	ARMOR METAL SPRINT; Sprinting with metal armor.	1
HERO - CK - ARMOR Metal Foley Walk 01.wav	ARMOR METAL WALK; Walking with metal armor.	1
HERO - CK - ARMOR Metal Foley Walk 02.wav	ARMOR METAL WALK; Walking with metal armor.	1
HERO - CK - ARROW Hit Wobble -12.wav	ARROW WOBBLE; Wobbling arrow effect. Pitched down 1 octave.	5
HERO - CK - ARROW Hit Wobble.wav	ARROW WOBBLE; Wobbling arrow effect.	5
HERO - CK - ARROWS Foley In Quiver Jog 01.wav	ARROW MOVEMENT JOG; Wood arrows in quiver moving while jogging.	1
HERO - CK - ARROWS Foley In Quiver Jog 02.wav	ARROW MOVEMENT JOG; Wood arrows in quiver moving while jogging.	1
HERO - CK - ARROWS Foley In Quiver Run.wav	ARROW MOVEMENT RUN; Wood arrows in quiver moving while running.	1
HERO - CK - ARMOR Metal Foley Grab Light.wav	ARMOR METAL GRAB; Lightly grabbing metal armor.	4
HERO - CK - ARROWS Foley In Quiver Walk 02.wav	ARROW MOVEMENT RUN; Wood arrows in quiver moving while running.	1
HERO - CK - AXE Slide Down.wav	AXE; Sliding friction of axe with descending pitch and occasional shing ring.	3
HERO - CK - AXE Slide Up.wav	AXE; Sliding friction of axe with ascending pitch and occasional shing ring.	3
HERO - CK - CHAIN Metal Chain Drop.wav	CHAIN METAL DROP; Dropping a large metal chain around on dirt. Slightly reverberant.	3
HERO - CK - CHAIN Metal Chain Movement.wav	CHAIN METAL MOVEMENT; Moving a large metal chain around on dirt. Slightly reverberant.	3
HERO - CK - CHAIN Metal Chain Pick Up.wav	CHAIN METAL PICK UP; Picking up a large metal chain. Slightly reverberant.	1
HERO - CK - CHAIN Metal Chain Pick Up And Drop.wav	CHAIN METAL DROP; Picking up and dropping a large metal chain around on dirt. Slightly reverberant.	7
HERO - CK - CLEAVER Metal Rusty Stab Dirt 01.wav	MEAT CLEAVER STAB; Rusty meat cleaver stabbing dirt. Useful for stabbing flesh.	4
HERO - CK - CLEAVER Metal Rusty Stab Dirt 02.wav	MEAT CLEAVER STAB; Rusty meat cleaver stabbing dirt. Useful for stabbing flesh.	4
HERO - CK - CLOTH Cotton Foley Jog.wav	CLOTH COTTON JOG; Jogging with cotton longjohns.	1
HERO - CK - CLOTH Cotton Foley Run.wav	CLOTH COTTON RUN; Running with cotton longjohns.	1
HERO - CK - CLOTH Cotton Foley Walk.wav	CLOTH COTTON WALK; Walking with cotton longjohns.	1

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HERO - CK - COIL Metal Drop On Concrete.wav	COIL METAL DROP; Dropping a large metal coil on concrete. Sword like character.	4
HERO - CK - COIL Metal Drop On Dirt.wav	COIL METAL DROP; Dropping a large metal coil on dirt. Sword like character.	6
HERO - CK - COIL Metal Drop On Grass 01.wav	COIL METAL DROP; Dropping a large metal coil on grass. Muted character.	6
HERO - CK - COIL Metal Drop On Grass 02.wav	COIL METAL DROP; Dropping a large metal coil on grass. Muted character.	6
HERO - CK - CROWBAR Curved Metal Drop On Dirt 01.wav	CROWBAR CURVED METAL DROP; Dropping a curved metal crowbar on dirt. Sword like character.	5
HERO - CK - CROWBAR Curved Metal Drop On Dirt 02.wav	CROWBAR CURVED METAL DROP; Dropping a curved metal crowbar on dirt. Sword like character.	3
HERO - CK - CROWBAR Curved Metal Drop On Drop Concrete 01.wav	CURVED CROWBAR METAL DROP; Dropping a curved metal crowbar on concrete. Sword like character.	5
HERO - CK - CROWBAR Curved Metal Drop On Drop Concrete 02.wav	CROWBAR CURVED METAL DROP; Dropping a curved metal crowbar on concrete. Sword like character.	5
HERO - CK - CROWBAR Curved Metal Drop On Wood Solid 01.wav	CROWBAR CURVED METAL DROP; Dropping a curved metal crowbar on solid wood. Sword like character.	6
HERO - CK - CROWBAR Curved Metal Drop On Wood Solid 02.wav	CROWBAR CURVED METAL DROP; Dropping a curved metal crowbar on solid wood. Sword like character.	5
HERO - CK - CROWBAR Curved Metal Hit Cymbal -12 01.wav	CROWBAR CYMBAL HIT; Curved metal crowbar hitting suspended cymbal with ring out. Useful for metal on shield hits. Pitched down 1 octave.	5
HERO - CK - CROWBAR Curved Metal Hit Cymbal -12 02.wav	CROWBAR CYMBAL HIT; Curved metal crowbar hitting suspended cymbal with ring out. Useful for metal on shield hits. Pitched down 1 octave.	5
HERO - CK - CROWBAR Curved Metal Hit Cymbal -12 03.wav	CROWBAR CYMBAL HIT; Curved metal crowbar hitting suspended cymbal with ring out. Useful for metal on shield hits. Pitched down 1 octave.	5
HERO - CK - CROWBAR Curved Metal Hit Cymbal -12 04.wav	CROWBAR CYMBAL HIT; Curved metal crowbar hitting suspended cymbal with ring out. Useful for metal on shield hits. Pitched down 1 octave.	5
HERO - CK - CROWBAR Curved Metal Hit Cymbal -24 01.wav	CROWBAR CYMBAL HIT; Curved metal crowbar hitting suspended cymbal with ring out. Useful for metal on shield hits. Hollow and resonant character. Pitched down 2 octaves.	4
HERO - CK - CROWBAR Curved Metal Hit Cymbal -24 02.wav	CROWBAR CYMBAL HIT; Curved metal crowbar hitting suspended cymbal with ring out. Useful for metal on shield hits. Hollow and resonant character. Pitched down 2 octaves.	4
HERO - CK - CROWBAR Curved Metal Hit Cymbal -24 03.wav	CROWBAR CYMBAL HIT; Curved metal crowbar hitting suspended cymbal with ring out. Useful for metal on shield hits. Hollow and resonant character. Pitched down 2 octaves.	4
HERO - CK - CROWBAR Curved Metal Hit Cymbal -24 04.wav	CROWBAR CYMBAL HIT; Curved metal crowbar hitting suspended cymbal with ring out. Useful for metal on shield hits. Hollow and resonant character. Pitched down 2 octaves.	4
HERO - CK - CROWBAR Curved Metal Hit Cymbal -24 05.wav	CROWBAR CYMBAL HIT; Curved metal crowbar hitting suspended cymbal with ring out. Useful for metal on shield hits. Hollow and resonant character. Pitched down 2 octaves.	5
HERO - CK - CROWBAR Curved Metal Hit Cymbal -48 01.wav	CROWBAR CYMBAL HIT; Curved metal crowbar hitting suspended cymbal with ring out. Useful for metal on shield hits. Deep, hollow and resonant character. Pitched down 4 octaves.	5
HERO - CK - CROWBAR Curved Metal Hit Cymbal -48 02.wav	CROWBAR CYMBAL HIT; Curved metal crowbar hitting suspended cymbal with ring out. Useful for metal on shield hits. Deep, hollow and resonant character. Pitched down 4 octaves.	5
HERO - CK - CROWBAR Curved Metal Hit Cymbal -48 03.wav	CROWBAR CYMBAL HIT; Curved metal crowbar hitting suspended cymbal with ring out. Useful for metal on shield hits. Deep, hollow and resonant character. Pitched down 4 octaves.	4
HERO - CK - CROWBAR Curved Metal Hit Cymbal -48 04.wav	CROWBAR CYMBAL HIT; Curved metal crowbar hitting suspended cymbal with ring out. Useful for metal on shield hits. Deep, hollow and resonant character. Pitched down 4 octaves.	4
HERO - CK - CROWBAR Curved Metal Hit Cymbal 01.wav	CROWBAR CYMBAL HIT; Curved metal crowbar hitting suspended cymbal with ring out. Useful for metal on shield hits.	6
HERO - CK - CROWBAR Curved Metal Hit Cymbal 02.wav	CROWBAR CYMBAL HIT; Curved metal crowbar hitting suspended cymbal with ring out. Useful for metal on shield hits.	6
HERO - CK - CROWBAR Curved Metal Hit Cymbal 03.wav	CROWBAR CYMBAL HIT; Curved metal crowbar hitting suspended cymbal with ring out. Useful for metal on shield hits.	6
HERO - CK - CROWBAR Curved Metal Hit Cymbal 04.wav	CROWBAR CYMBAL HIT; Curved metal crowbar hitting suspended cymbal with ring out. Useful for metal on shield hits.	6
HERO - CK - CROWBAR Metal Drop On Concrete 01.wav	CROWBAR METAL DROP; Dropping a metal crowbar on concrete. Sword like character.	4
HERO - CK - CROWBAR Metal Drop On Concrete 02.wav	CROWBAR METAL DROP; Dropping a metal crowbar on concrete. Sword like character.	4
HERO - CK - CROWBAR Metal Drop On Dirt 01.wav	CROWBAR METAL DROP; Dropping a metal crowbar on dirt. Sword like character.	5
HERO - CK - CROWBAR Metal Drop On Dirt 02.wav	CROWBAR METAL DROP; Dropping a metal crowbar on dirt. Sword like character.	5
HERO - CK - CROWBAR Metal Drop On Dirt 03.wav	CROWBAR METAL DROP; Dropping a metal crowbar on dirt. Sword like character.	4
HERO - CK - CROWBAR Metal Drop On Grass 01.wav	CROWBAR METAL DROP; Dropping a metal crowbar on grass. Sword like character.	6
HERO - CK - CROWBAR Metal Drop On Grass 02.wav	CROWBAR METAL DROP; Dropping a metal crowbar on grass. Sword like character.	6
HERO - CK - CROWBAR Metal Drop On Grass 03.wav	CROWBAR METAL DROP; Dropping a metal crowbar on grass. Sword like character.	5
HERO - CK - CROWBAR Metal Drop On Metal Hollow 01.wav	CROWBAR METAL DROP; Dropping a metal crowbar on hollow metal with a car hood character. Sword like character.	6
HERO - CK - CROWBAR Metal Drop On Metal Hollow 02.wav	CROWBAR METAL DROP; Dropping a metal crowbar on hollow metal with a car hood character. Sword like character.	5
HERO - CK - CROWBAR Metal Drop On Metal Hollow 03.wav	CROWBAR METAL DROP; Dropping a metal crowbar on hollow metal with a car hood character. Sword like character.	5

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HERO - CK - CROWBAR Metal Hit Shovel 02.wav	CROWBAR MACHETE HIT; Crowbar hitting shovel with ring out. Useful for sword on sword contact.	4
HERO - CK - CROWD Battle Burned Alive.wav	CROWD BATTLE BURNED; Group of warriors or villagers set ablaze and burning to death. Screams, yells and vocalizations.	1
HERO - CK - CROWD Battle Charge Long.wav	CROWD BATTLE CHARGE LONG; Group of warriors or villagers charging to battle. Screams, yells and vocalizations.	4
HERO - CK - CROWD Battle Charge Medium.wav	CROWD BATTLE CHARGE MEDIUM; Group of warriors or villagers charging to battle. Screams, yells and vocalizations.	6
HERO - CK - CROWD Battle Charge Short.wav	CROWD BATTLE CHARGE SHORT; Group of warriors or villagers charging to battle. Screams, yells and vocalizations.	7
HERO - CK - CROWD Battle Fight 01.wav	CROWD BATTLE FIGHT; Group of warriors or villagers fighting during battle. Screams, yells and vocalizations.	2
HERO - CK - CROWD Battle Fight 02.wav	CROWD BATTLE FIGHT; Group of warriors or villagers fighting during battle. Screams, yells and vocalizations.	3
HERO - CK - CROWD Fight 01.wav	CROWD FIGHT AUDIENCE; Audience of warriors or villagers during organized fight. Screams, yells and vocalizations.	3
HERO - CK - CROWD Fight 02.wav	CROWD FIGHT AUDIENCE; Audience of warriors or villagers during organized fight. Screams, yells and vocalizations.	2
HERO - CK - CROWD Fight Reaction Hit.wav	CROWD FIGHT AUDIENCE; Audience of warriors or villagers reacting to fighter being hit during organized fight. Screams, yells and vocalizations.	2
HERO - CK - CROWD For The King.wav	CROWD BATTLE; Group of warriors or villagers yelling "For The King!".	3
HERO - CK - CROWD For The Queen.wav	CROWD BATTLE; Group of warriors or villagers yelling "For The Queen!".	3
HERO - CK - CROWD Off With His Head.wav	CROWD BATTLE; Group of warriors or villagers yelling "Off With His Head!".	3
HERO - CK - CROWD Villagers Celebrating.wav	CROWD CELEBRATION; Group of warriors or villagers celebrating. Useful for bar and saloon scenarios as well. Walla, screams, yells and vocalizations.	3
HERO - CK - CROWD Villagers Jeering.wav	CROWD JEER; Group of warriors or villagers jeering. Walla, screams, yells and vocalizations.	3
HERO - CK - DAGGER Metal Hit Cymbal Medium 02.wav	DAGGER CYMBAL HIT; Metal dagger hitting suspended cymbal with muted ring out. Useful for metal on shield hits.	4
HERO - CK - CROWD Villagers Sick.wav	CROWD SICK; Group of warriors or villagers sick and weary. Walla, wails, coughs and moans.	1
HERO - CK - CROWD Villagers Surprise.wav	CROWD SURPRISE; Group of warriors or villagers reaction in disbelief or surprise. Walla, screams, yells and vocalizations.	6
HERO - CK - DAGGER Metal Hit Cymbal -12 01.wav	DAGGER CYMBAL HIT; Metal dagger hitting suspended cymbal with ring out. Useful for metal on shield hits. Pitched down 1 octave.	6
HERO - CK - DAGGER Metal Hit Cymbal -12 02.wav	DAGGER CYMBAL HIT; Metal dagger hitting suspended cymbal with ring out. Useful for metal on shield hits. Pitched down 1 octave.	5
HERO - CK - DAGGER Metal Hit Cymbal -24 01.wav	DAGGER CYMBAL HIT; Metal dagger hitting suspended cymbal with ring out. Useful for metal on shield hits. Pitched down 2 octaves.	5
HERO - CK - DAGGER Metal Hit Cymbal -24 02.wav	DAGGER CYMBAL HIT; Metal dagger hitting suspended cymbal with ring out. Useful for metal on shield hits. Pitched down 2 octaves.	5
HERO - CK - DAGGER Metal Hit Cymbal 01.wav	DAGGER CYMBAL HIT; Metal dagger hitting suspended cymbal with ring out. Useful for metal on shield hits.	6
HERO - CK - DAGGER Metal Hit Cymbal 02.wav	DAGGER CYMBAL HIT; Metal dagger hitting suspended cymbal with ring out. Useful for metal on shield hits.	5
HERO - CK - DAGGER Metal Hit Cymbal Medium 01.wav	DAGGER CYMBAL HIT; Metal dagger hitting suspended cymbal with muted ring out. Useful for metal on shield hits.	5
HERO - CK - CROWD Villagers Pleading.wav	CROWD PLEAD; Group of warriors or villagers pleading. Walla, screams, yells and vocalizations.	2
HERO - CK - FIRE Wood Extinguish 01.wav	FIRE WOOD; Extinguishing a wood fire with water. Crackling, spraying, hissing, popping character.	1
HERO - CK - FIRE Wood Extinguish 02.wav	FIRE WOOD; Extinguishing a wood fire with water. Crackling, spraying, hissing, popping character.	1
HERO - CK - FIRE Wood Extinguish 03.wav	FIRE WOOD; Extinguishing a wood fire with water. Crackling, spraying, hissing, popping character.	1
HERO - CK - FOOT Bare Jog Concrete.wav	FOOTSTEP; Bare feet jogging on concrete.	1
HERO - CK - FOOT Bare Jog Dirt.wav	FOOTSTEP; Bare feet jogging on dirt.	1
HERO - CK - FOOT Bare Jog Grass.wav	FOOTSTEP; Bare feet jogging on grass.	1
HERO - CK - FOOT Bare Jog Metal Hollow.wav	FOOTSTEP; Bare feet jogging on hollow metal surface. Car hood character.	1
HERO - CK - FOOT Bare Jog Metal Solid A.wav	FOOTSTEP; Bare feet jogging on solid metal surface. Type A.	1
HERO - CK - FOOT Bare Jog Metal Solid B.wav	FOOTSTEP; Bare feet jogging on solid metal surface. Type B.	1
HERO - CK - FOOT Bare Jog Puddle.wav	FOOTSTEP; Bare feet jogging on wet shallow puddle surface.	1
HERO - CK - FOOT Bare Jog Wood Hollow.wav	FOOTSTEP; Bare feet jogging on hollow wood surface.	1
HERO - CK - FOOT Bare Jog Wood Solid.wav	FOOTSTEP; Bare feet jogging on solid wood surface.	1

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HERO - CK - FOOT Bare Jump Concrete 01.wav	FOOTSTEP; Bare feet jumping and landing on concrete surface.	5
HERO - CK - FOOT Bare Jump Concrete 02.wav	FOOTSTEP; Bare feet jumping and landing on concrete surface.	5
HERO - CK - FOOT Bare Jump Dirt 01.wav	FOOTSTEP; Bare feet jumping and landing on dirt.	6
HERO - CK - FOOT Bare Jump Dirt 02.wav	FOOTSTEP; Bare feet jumping and landing on dirt.	6
HERO - CK - FOOT Bare Jump Dirt 03.wav	FOOTSTEP; Bare feet jumping and landing on dirt.	5
HERO - CK - FOOT Bare Jump Grass01.wav	FOOTSTEP; Bare feet jumping and landing on grass.	5
HERO - CK - FOOT Bare Jump Grass02.wav	FOOTSTEP; Bare feet jumping and landing on grass.	5
HERO - CK - FOOT Bare Jump Grass03.wav	FOOTSTEP; Bare feet jumping and landing on grass.	5
HERO - CK - FOOT Bare Jump Metal Hollow 01.wav	FOOTSTEP; Bare feet jumping and landing on hollow metal surface. Car hood character.	5
HERO - CK - FOOT Bare Jump Metal Hollow 02.wav	FOOTSTEP; Bare feet jumping and landing on hollow metal surface. Car hood character.	5
HERO - CK - FOOT Bare Jump Metal Hollow 03.wav	FOOTSTEP; Bare feet jumping and landing on hollow metal surface. Car hood character.	5
HERO - CK - FOOT Bare Jump Metal Solid A 01.wav	FOOTSTEP; Bare feet jumping and landing on solid metal surface. Type A.	5
HERO - CK - FOOT Bare Jump Metal Solid A 02.wav	FOOTSTEP; Bare feet jumping and landing on solid metal surface. Type A.	5
HERO - CK - FOOT Bare Jump Metal Solid A 03.wav	FOOTSTEP; Bare feet jumping and landing on solid metal surface. Type A.	4
HERO - CK - FOOT Bare Jump Metal Solid B.wav	FOOTSTEP; Bare feet jumping and landing on solid metal surface. Type B.	7
HERO - CK - FOOT Bare Jump Puddle 01.wav	FOOTSTEP; Bare feet jumping and landing on wet shallow puddle surface.	5
HERO - CK - FOOT Bare Run Metal Solid A.wav	FOOTSTEP; Bare feet running on solid metal surface. Type A.	1
HERO - CK - FOOT Bare Jump Wood Hollow 01.wav	FOOTSTEP; Bare feet jumping and landing on hollow wood surface.	6
HERO - CK - FOOT Bare Jump Wood Hollow 02.wav	FOOTSTEP; Bare feet jumping and landing on hollow wood surface.	5
HERO - CK - FOOT Bare Jump Wood Solid 01.wav	FOOTSTEP; Bare feet jumping and landing on solid wood surface.	5
HERO - CK - FOOT Bare Jump Wood Solid 02.wav	FOOTSTEP; Bare feet jumping and landing on solid wood surface.	5
HERO - CK - FOOT Bare Jump Wood Solid 03.wav	FOOTSTEP; Bare feet jumping and landing on solid wood surface.	6
HERO - CK - FOOT Bare Run Concrete.wav	FOOTSTEP; Bare feet running on concrete.	1
HERO - CK - FOOT Bare Run Dirt.wav	FOOTSTEP; Bare feet running on dirt.	1
HERO - CK - FOOT Bare Run Grass.wav	FOOTSTEP; Bare feet running on grass.	1
HERO - CK - FOOT Bare Run Metal Hollow.wav	FOOTSTEP; Bare feet running on hollow metal surface. Car hood character.	1
HERO - CK - FOOT Bare Jump Puddle 02.wav	FOOTSTEP; Bare feet jumping and landing on wet shallow puddle surface.	5
HERO - CK - FOOT Bare Run Metal Solid B.wav	FOOTSTEP; Bare feet running on solid metal surface. Type B.	1
HERO - CK - FOOT Bare Run Puddle.wav	FOOTSTEP; Bare feet running on wet shallow puddle surface.	1
HERO - CK - FOOT Bare Run Wood Hollow.wav	FOOTSTEP; Bare feet running on hollow wood surface.	1
HERO - CK - FOOT Bare Run Wood Solid.wav	FOOTSTEP; Bare feet running on solid wood surface.	1
HERO - CK - FOOT Bare Scuff Concrete 01.wav	FOOTSTEP; Bare feet scuffs on concrete.	7
HERO - CK - FOOT Bare Scuff Concrete 02.wav	FOOTSTEP; Bare feet scuffs on concrete.	7
HERO - CK - FOOT Bare Scuff Concrete 03.wav	FOOTSTEP; Bare feet scuffs on concrete.	7
HERO - CK - FOOT Bare Scuff Concrete 04.wav	FOOTSTEP; Bare feet scuffs on concrete.	6
HERO - CK - FOOT Bare Scuff Dirt 01.wav	FOOTSTEP; Bare feet scuffs on dirt.	7
HERO - CK - FOOT Bare Scuff Dirt 02.wav	FOOTSTEP; Bare feet scuffs on dirt.	6
HERO - CK - FOOT Bare Scuff Grass 01.wav	FOOTSTEP; Bare feet scuffs on grass.	6

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HERO - CK - FOOT Bare Scuff Grass 02.wav	FOOTSTEP; Bare feet scuffs on grass.	6
HERO - CK - FOOT Bare Scuff Grass 03.wav	FOOTSTEP; Bare feet scuffs on grass.	6
HERO - CK - FOOT Bare Scuff Grass 04.wav	FOOTSTEP; Bare feet scuffs on grass.	6
HERO - CK - FOOT Bare Scuff Metal Hollow 01.wav	FOOTSTEP; Bare feet scuffs on hollow metal. Car hood character.	6
HERO - CK - FOOT Bare Scuff Metal Hollow 02.wav	FOOTSTEP; Bare feet scuffs on hollow metal. Car hood character.	6
HERO - CK - FOOT Bare Scuff Metal Solid A 01.wav	FOOTSTEP; Bare feet scuffs on solid metal. Type A.	7
HERO - CK - FOOT Bare Scuff Metal Solid A 02.wav	FOOTSTEP; Bare feet scuffs on solid metal. Type A.	7
HERO - CK - FOOT Bare Scuff Metal Solid B 01.wav	FOOTSTEP; Bare feet scuffs on solid metal. Type B.	6
HERO - CK - FOOT Bare Scuff Metal Solid B 02.wav	FOOTSTEP; Bare feet scuffs on solid metal. Type B.	6
HERO - CK - FOOT Bare Scuff Metal Solid B 03.wav	FOOTSTEP; Bare feet scuffs on solid metal. Type B.	7
HERO - CK - FOOT Bare Scuff Wood Hollow 01.wav	FOOTSTEP; Bare feet scuffs on hollow wood.	5
HERO - CK - FOOT Bare Scuff Wood Hollow 02.wav	FOOTSTEP; Bare feet scuffs on hollow wood.	5
HERO - CK - FOOT Bare Scuff Wood Hollow 03.wav	FOOTSTEP; Bare feet scuffs on hollow wood.	5
HERO - CK - FOOT Bare Scuff Wood Solid 01.wav	FOOTSTEP; Bare feet scuffs on solid wood.	5
HERO - CK - FOOT Bare Scuff Wood Solid 02.wav	FOOTSTEP; Bare feet scuffs on solid wood.	5
HERO - CK - FOOT Bare Scuff Wood Solid 03.wav	FOOTSTEP; Bare feet scuffs on solid wood.	6
HERO - CK - FOOT Bare Walk Concrete.wav	FOOTSTEP; Bare feet walking on concrete.	1
HERO - CK - FOOT Bare Walk Dirt.wav	FOOTSTEP; Bare feet walking on dirt.	1
HERO - CK - FOOT Bare Walk Grass.wav	FOOTSTEP; Bare feet walking on grass.	1
HERO - CK - FOOT Bare Walk Metal Hollow.wav	FOOTSTEP; Bare feet walking on hollow metal. Car hood character.	1
HERO - CK - FOOT Bare Walk Metal Solid A.wav	FOOTSTEP; Bare feet walking on solid metal. Type A.	1
HERO - CK - FOOT Bare Walk Metal Solid B.wav	FOOTSTEP; Bare feet walking on solid metal. Type B.	1
HERO - CK - FOOT Bare Walk Puddle.wav	FOOTSTEP; Bare feet walking on wet shallow puddle surface.	1
HERO - CK - FOOT Bare Walk Wood Hollow.wav	FOOTSTEP; Bare feet jumping and landing on hollow wood surface.	1
HERO - CK - FOOT Bare Walk Wood Solid.wav	FOOTSTEP; Bare feet jumping and landing on solid wood surface.	1
HERO - CK - FOOT Boot Jog Concrete 01.wav	FOOTSTEP; Boots jogging on concrete.	1
HERO - CK - FOOT Boot Jog Concrete 02.wav	FOOTSTEP; Boots jogging on concrete.	1
HERO - CK - FOOT Boot Jog Dirt.wav	FOOTSTEP; Boots jogging on dirt.	1
HERO - CK - FOOT Boot Jog Grass.wav	FOOTSTEP; Boots jogging on grass.	1
HERO - CK - FOOT Boot Jump Dirt 02.wav	FOOTSTEP; Boots jumping and landing on dirt.	5
HERO - CK - FOOT Boot Jog Metal Solid A .wav	FOOTSTEP; Boots jogging on solid metal surface. Type A.	1
HERO - CK - FOOT Boot Jog Metal Solid B.wav	FOOTSTEP; Boots jogging on solid metal surface. Type B.	1
HERO - CK - FOOT Boot Jog Puddle 01.wav	FOOTSTEP; Boots jogging on wet shallow puddle surface.	1
HERO - CK - FOOT Boot Jog Puddle 02.wav	FOOTSTEP; Boots jogging on wet shallow puddle surface.	1
HERO - CK - FOOT Boot Jog Wood Hollow.wav	FOOTSTEP; Boots jogging on hollow wood surface.	1
HERO - CK - FOOT Boot Jog Wood Solid.wav	FOOTSTEP; Boots jogging on solid wood surface.	1
HERO - CK - FOOT Boot Jump Concrete 01.wav	FOOTSTEP; Boots jumping and landing on concrete.	6
HERO - CK - FOOT Boot Jump Concrete 02.wav	FOOTSTEP; Boots jumping and landing on concrete.	6



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HERO - CK - FOOT Boot Jump Dirt 01.wav	FOOTSTEP; Boots jumping and landing on dirt.	5
HERO - CK - FOOT Boot Jog Metal Hollow.wav	FOOTSTEP; Boots jogging on hollow metal surface. Car hood character.	1
HERO - CK - FOOT Boot Jump Dirt 03.wav	FOOTSTEP; Boots jumping and landing on dirt.	4
HERO - CK - FOOT Boot Jump Grass 01.wav	FOOTSTEP; Boots jumping and landing on grass.	5
HERO - CK - FOOT Boot Jump Grass 02.wav	FOOTSTEP; Boots jumping and landing on grass.	4
HERO - CK - FOOT Boot Jump Grass 03.wav	FOOTSTEP; Boots jumping and landing on grass.	4
HERO - CK - FOOT Boot Jump Metal Hollow 01.wav	FOOTSTEP; Boots jumping and landing on hollow metal surface. Car hood character.	5
HERO - CK - FOOT Boot Jump Metal Hollow 02.wav	FOOTSTEP; Boots jumping and landing on hollow metal surface. Car hood character.	5
HERO - CK - FOOT Boot Jump Metal Hollow 03.wav	FOOTSTEP; Boots jumping and landing on hollow metal surface. Car hood character.	5
HERO - CK - FOOT Boot Jump Metal Hollow 04.wav	FOOTSTEP; Boots jumping and landing on hollow metal surface. Car hood character.	5
HERO - CK - FOOT Boot Jump Puddle 01.wav	FOOTSTEP; Boots jumping and landing on wet shallow puddle surface.	6
HERO - CK - FOOT Boot Jump Puddle 02.wav	FOOTSTEP; Boots jumping and landing on wet shallow puddle surface.	6
HERO - CK - FOOT Boot Jump Wood Hollow 01.wav	FOOTSTEP; Boots jumping and landing on hollow wood surface.	5
HERO - CK - FOOT Boot Jump Wood Hollow 02.wav	FOOTSTEP; Boots jumping and landing on hollow wood surface.	5
HERO - CK - FOOT Boot Jump Wood Hollow 03.wav	FOOTSTEP; Boots jumping and landing on hollow wood surface.	6
HERO - CK - FOOT Boot Jump Wood Solid 01.wav	FOOTSTEP; Boots jumping and landing on solid wood surface.	5
HERO - CK - FOOT Boot Jump Wood Solid 02.wav	FOOTSTEP; Boots jumping and landing on solid wood surface.	5
HERO - CK - FOOT Boot Jump Wood Solid 03.wav	FOOTSTEP; Boots jumping and landing on solid wood surface.	4
HERO - CK - FOOT Boot Run Concrete.wav	FOOTSTEP; Boots running on concrete.	1
HERO - CK - FOOT Boot Scuff Dirt 01.wav	FOOTSTEP; Boots scuffs on dirt.	5
HERO - CK - FOOT Boot Run Grass.wav	FOOTSTEP; Boots running on grass.	1
HERO - CK - FOOT Boot Run Metal Hollow.wav	FOOTSTEP; Boots running on hollow metal surface. Car hood character.	1
HERO - CK - FOOT Boot Run Metal Solid A .wav	FOOTSTEP; Boots running on solid metal surface. Type A.	1
HERO - CK - FOOT Boot Run Metal Solid B.wav	FOOTSTEP; Boots running on solid metal surface. Type A.	1
HERO - CK - FOOT Boot Run Puddle.wav	FOOTSTEP; Boots running on wet shallow puddle surface.	1
HERO - CK - FOOT Boot Run Wood Hollow.wav	FOOTSTEP; Boots running on hollow wood surface.	1
HERO - CK - FOOT Boot Run Wood Solid.wav	FOOTSTEP; Boots running on solid wood surface.	1
HERO - CK - FOOT Boot Scuff Concrete 01.wav	FOOTSTEP; Boots scuffs on concrete.	6
HERO - CK - FOOT Boot Scuff Concrete 02.wav	FOOTSTEP; Boots scuffs on concrete.	6
HERO - CK - FOOT Boot Run Dirt.wav	FOOTSTEP; Boots running on dirt.	1
HERO - CK - FOOT Boot Scuff Dirt 02.wav	FOOTSTEP; Boots scuffs on dirt.	5
HERO - CK - FOOT Boot Scuff Dirt 03.wav	FOOTSTEP; Boots scuffs on dirt.	6
HERO - CK - FOOT Boot Scuff Grass 01.wav	FOOTSTEP; Combat boots scuffs on grass.	6
HERO - CK - FOOT Boot Scuff Grass 02.wav	FOOTSTEP; Boots scuffs on grass.	6
HERO - CK - FOOT Boot Scuff Grass 03.wav	FOOTSTEP; Boots scuffs on grass.	5
HERO - CK - FOOT Boot Scuff Metal Hollow 01.wav	FOOTSTEP; Boots scuffs on hollow metal surface. Car hood character.	5
HERO - CK - FOOT Boot Scuff Metal Hollow 02.wav	FOOTSTEP; Boots scuffs on hollow metal surface. Car hood character.	5
HERO - CK - FOOT Boot Scuff Metal Hollow 03.wav	FOOTSTEP; Boots scuffs on hollow metal surface. Car hood character.	4

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HERO - CK - FOOT Boot Scuff Metal Solid A 01.wav	FOOTSTEP; Boots scuffs on solid metal surface. Type A.	5
HERO - CK - FOOT Boot Scuff Metal Solid A 02.wav	FOOTSTEP; Boots scuffs on solid metal surface. Type A.	5
HERO - CK - FOOT Boot Scuff Metal Solid B 01.wav	FOOTSTEP; Boots scuffs on solid metal surface. Type B.	6
HERO - CK - FOOT Boot Scuff Metal Solid B 02.wav	FOOTSTEP; Boots scuffs on solid metal surface. Type B.	5
HERO - CK - FOOT Boot Scuff Metal Solid B 03.wav	FOOTSTEP; Boots scuffs on solid metal surface. Type B.	4
HERO - CK - FOOT Boot Scuff Wood Hollow 01.wav	FOOTSTEP; Boots scuffs on hollow wood surface.	5
HERO - CK - FOOT Boot Scuff Wood Hollow 02.wav	FOOTSTEP; Boots scuffs on hollow wood surface.	5
HERO - CK - FOOT Boot Scuff Wood Hollow 03.wav	FOOTSTEP; Boots scuffs on hollow wood surface.	5
HERO - CK - FOOT Boot Scuff Wood Solid 01.wav	FOOTSTEP; Boots scuffs on solid wood surface.	5
HERO - CK - FOOT Boot Scuff Wood Solid 02.wav	FOOTSTEP; Boots scuffs on solid wood surface.	5
HERO - CK - FOOT Boot Scuff Wood Solid 03.wav	FOOTSTEP; Boots scuffs on solid wood surface.	5
HERO - CK - FOOT Boot Walk Concrete 01.wav	FOOTSTEP; Boots walking on concrete.	1
HERO - CK - FOOT Boot Walk Concrete 02.wav	FOOTSTEP; Boots walking on concrete.	1
HERO - CK - FOOT Boot Walk Dirt .wav	FOOTSTEP; Boots walking on dirt.	1
HERO - CK - FOOT Boot Walk Grass.wav	FOOTSTEP; Boots walking on grass.	1
HERO - CK - FOOT Boot Walk Metal Hollow.wav	FOOTSTEP; Boots walking on hollow metal surface. Car hood character.	1
HERO - CK - FOOT Boot Walk Metal Solid A .wav	FOOTSTEP; Boots walking on solid metal surface. Type A.	1
HERO - CK - FOOT Boot Walk Metal Solid B.wav	FOOTSTEP; Boots walking on solid metal surface. Type B.	1
HERO - CK - FOOT Boot Walk Puddle 01.wav	FOOTSTEP; Boots walking on wet shallow puddle surface.	1
HERO - CK - FOOT Boot Walk Puddle 02.wav	FOOTSTEP; Boots walking on wet shallow puddle surface.	1
HERO - CK - FOOT Boot Walk Wood Hollow.wav	FOOTSTEP; Boots walking on hollow wood surface.	1
HERO - CK - FOOT Boot Walk Wood Solid.wav	FOOTSTEP; Boots walking on solid wood surface.	1
HERO - CK - FOOT Leather Boot Jog Concrete.wav	FOOTSTEP; Leather boots jogging on concrete.	1
HERO - CK - FOOT Leather Boot Jog Dirt 01.wav	FOOTSTEP; Leather boots jogging on dirt.	1
HERO - CK - FOOT Leather Boot Jog Dirt 02.wav	FOOTSTEP; Leather boots jogging on dirt.	1
HERO - CK - FOOT Leather Boot Jog Grass.wav	FOOTSTEP; Leather boots jogging on grass.	1
HERO - CK - FOOT Leather Boot Jog Metal Hollow 01.wav	FOOTSTEP; Leather boots jogging on hollow metal surface. Car hood character.	1
HERO - CK - FOOT Leather Boot Jog Metal Hollow 02.wav	FOOTSTEP; Leather boots jogging on hollow metal surface. Car hood character.	1
HERO - CK - FOOT Leather Boot Jog Metal Solid A .wav	FOOTSTEP; Leather boots jogging on solid metal surface. Type A.	1
HERO - CK - FOOT Leather Boot Jog Metal Solid B.wav	FOOTSTEP; Leather boots jogging on solid metal surface. Type B.	1
HERO - CK - FOOT Leather Boot Jog Puddle.wav	FOOTSTEP; Leather boots jogging on wet shallow puddle surface.	1
HERO - CK - FOOT Leather Boot Jog Wood Hollow.wav	FOOTSTEP; Leather boots jogging on hollow wood surface.	1
HERO - CK - FOOT Leather Boot Jog Wood Solid.wav	FOOTSTEP; Leather boots jogging on solid wood surface.	1
HERO - CK - FOOT Leather Boot Jump Concrete 01.wav	FOOTSTEP; Leather boots jumping and landing on concrete.	4
HERO - CK - FOOT Leather Boot Jump Concrete 02.wav	FOOTSTEP; Leather boots jumping and landing on concrete.	5
HERO - CK - FOOT Leather Boot Jump Concrete 03.wav	FOOTSTEP; Leather boots jumping and landing on concrete.	4
HERO - CK - FOOT Leather Boot Jump Dirt 01.wav	FOOTSTEP; Leather boots jumping and landing on dirt.	7
HERO - CK - FOOT Leather Boot Jump Dirt 02.wav	FOOTSTEP; Leather boots jumping and landing on dirt.	6



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HERO - CK - FOOT Leather Boot Jump Grass 01.wav	FOOTSTEP; Leather boots jumping and landing on grass.	4
HERO - CK - FOOT Leather Boot Jump Grass 02.wav	FOOTSTEP; Leather boots jumping and landing on grass.	4
HERO - CK - FOOT Leather Boot Jump Grass 03.wav	FOOTSTEP; Leather boots jumping and landing on grass.	3
HERO - CK - FOOT Leather Boot Jump Metal Hollow 01.wav	FOOTSTEP; Leather boots jumping and landing on hollow metal surface. Car hood character.	6
HERO - CK - FOOT Leather Boot Jump Metal Hollow 02.wav	FOOTSTEP; Leather boots jumping and landing on hollow metal surface. Car hood character.	6
HERO - CK - FOOT Leather Boot Jump Metal Solid A 01.wav	FOOTSTEP; Leather boots jumping and landing on solid metal surface. Type A.	5
HERO - CK - FOOT Leather Boot Jump Metal Solid A 02.wav	FOOTSTEP; Leather boots jumping and landing on solid metal surface. Type A.	4
HERO - CK - FOOT Leather Boot Jump Metal Solid B 01.wav	FOOTSTEP; Leather boots jumping and landing on solid metal surface. Type B.	5
HERO - CK - FOOT Leather Boot Jump Metal Solid B 02.wav	FOOTSTEP; Leather boots jumping and landing on solid metal surface. Type B.	5
HERO - CK - FOOT Leather Boot Jump Puddle 01.wav	FOOTSTEP; Leather boots jumping and landing on wet shallow puddle surface.	6
HERO - CK - FOOT Leather Boot Jump Puddle 02.wav	FOOTSTEP; Leather boots jumping and landing on wet shallow puddle surface.	7
HERO - CK - FOOT Leather Boot Jump Wood Hollow 01.wav	FOOTSTEP; Leather boots jumping and landing on hollow wood surface.	5
HERO - CK - FOOT Leather Boot Jump Wood Hollow 02.wav	FOOTSTEP; Leather boots jumping and landing on hollow wood surface.	5
HERO - CK - FOOT Leather Boot Jump Wood Hollow 03.wav	FOOTSTEP; Leather boots jumping and landing on hollow wood surface.	4
HERO - CK - FOOT Leather Boot Jump Wood Solid 01.wav	FOOTSTEP; Leather boots jumping and landing on solid wood surface.	4
HERO - CK - FOOT Leather Boot Run Wood Solid.wav	FOOTSTEP; Leather boots running on hollow solid surface.	1
HERO - CK - FOOT Leather Boot Jump Wood Solid 03.wav	FOOTSTEP; Leather boots jumping and landing on solid wood surface.	4
HERO - CK - FOOT Leather Boot Run Concrete.wav	FOOTSTEP; Leather boots running on concrete.	1
HERO - CK - FOOT Leather Boot Run Dirt.wav	FOOTSTEP; Leather boots running on dirt.	1
HERO - CK - FOOT Leather Boot Run Grass.wav	FOOTSTEP; Leather boots running on grass.	1
HERO - CK - FOOT Leather Boot Run Metal Hollow.wav	FOOTSTEP; Leather boots running on hollow metal surface. Car hood character.	1
HERO - CK - FOOT Leather Boot Scuff Dirt 01.wav	FOOTSTEP; Leather boots scuffs on dirt.	7
HERO - CK - FOOT Leather Boot Scuff Dirt 02.wav	FOOTSTEP; Leather boots scuffs on dirt.	6
HERO - CK - FOOT Leather Boot Scuff Grass 01.wav	FOOTSTEP; Leather boots scuffs on grass.	5
HERO - CK - FOOT Leather Boot Run Wood Hollow.wav	FOOTSTEP; Leather boots running on hollow wood surface.	1
HERO - CK - FOOT Leather Boot Jump Wood Solid 02.wav	FOOTSTEP; Leather boots jumping and landing on solid wood surface.	5
HERO - CK - FOOT Leather Boot Scuff Concrete 01.wav	FOOTSTEP; Leather boots scuffs on concrete.	8
HERO - CK - FOOT Leather Boot Scuff Concrete 02.wav	FOOTSTEP; Leather boots scuffs on concrete.	6
HERO - CK - FOOT Leather Boot Scuff Concrete 03.wav	FOOTSTEP; Leather boots scuffs on concrete.	5
HERO - CK - FOOT Leather Boot Scuff Concrete 04.wav	FOOTSTEP; Leather boots scuffs on concrete.	6
HERO - CK - FOOT Leather Boot Scuff Concrete 05.wav	FOOTSTEP; Leather boots scuffs on concrete.	7
HERO - CK - FOOT Leather Boot Run Metal Solid A .wav	FOOTSTEP; Leather boots running on solid metal surface. Type A.	1
HERO - CK - FOOT Leather Boot Run Metal Solid B.wav	FOOTSTEP; Leather boots running on solid metal surface. Type B.	1
HERO - CK - FOOT Leather Boot Run Puddle.wav	FOOTSTEP; Leather boots running on wet shallow puddle surface.	1
HERO - CK - FOOT Leather Boot Scuff Grass 02.wav	FOOTSTEP; Leather boots scuffs on grass.	6
HERO - CK - FOOT Leather Boot Scuff Grass 03.wav	FOOTSTEP; Leather boots scuffs on grass.	5
HERO - CK - FOOT Leather Boot Scuff Metal Hollow 01.wav	FOOTSTEP; Leather boots scuffs on hollow metal surface. Car hood character.	5
HERO - CK - FOOT Leather Boot Scuff Metal Hollow 02.wav	FOOTSTEP; Leather boots scuffs on hollow metal surface. Car hood character.	5

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HERO - CK - FOOT Leather Boot Scuff Metal Hollow 03.wav	FOOTSTEP; Leather boots scuffs on hollow metal surface. Car hood character.	4
HERO - CK - FOOT Leather Boot Scuff Metal Solid A 01.wav	FOOTSTEP; Leather boots scuffs on solid metal surface. Type A.	7
HERO - CK - FOOT Leather Boot Scuff Metal Solid A 02.wav	FOOTSTEP; Leather boots scuffs on solid metal surface. Type A.	7
HERO - CK - FOOT Leather Boot Scuff Metal Solid B 01.wav	FOOTSTEP; Leather boots scuffs on solid metal surface. Type B.	6
HERO - CK - FOOT Leather Boot Scuff Metal Solid B 02.wav	FOOTSTEP; Leather boots scuffs on solid metal surface. Type B.	6
HERO - CK - FOOT Leather Boot Scuff Wood Hollow 01.wav	FOOTSTEP; Leather boots scuffs on hollow wood surface.	7
HERO - CK - FOOT Leather Boot Scuff Wood Hollow 02.wav	FOOTSTEP; Leather boots scuffs on hollow wood surface.	6
HERO - CK - FOOT Leather Boot Scuff Wood Solid 01.wav	FOOTSTEP; Leather boots scuffs on solid wood surface.	4
HERO - CK - FOOT Leather Boot Scuff Wood Solid 02.wav	FOOTSTEP; Leather boots scuffs on solid wood surface.	4
HERO - CK - FOOT Leather Boot Scuff Wood Solid 03.wav	FOOTSTEP; Leather boots scuffs on solid wood surface.	7
HERO - CK - FOOT Sweetener Jog Puddle.wav	FOOTSTEP SWEETENER; Walking on wet shallow puddle surface.	1
HERO - CK - FOOT Sweetener Jog Water Ankle Deep .wav	FOOTSTEP SWEETENER; Jogging in ankle deep watery pool.	1
HERO - CK - FOOT Sweetener Jump Puddle 01.wav	FOOTSTEP SWEETENER; Jumping and landing on wet shallow puddle surface.	4
HERO - CK - FOOT Sweetener Jump Puddle 02.wav	FOOTSTEP SWEETENER; Jumping and landing on wet shallow puddle surface.	4
HERO - CK - FOOT Sweetener Jump Puddle 03.wav	FOOTSTEP SWEETENER; Jumping and landing on wet shallow puddle surface.	4
HERO - CK - FOOT Sweetener Jump Water Ankle Deep 01.wav	FOOTSTEP SWEETENER; Jumping and landing in ankle deep watery pool with small splashes.	4
HERO - CK - FOOT Sweetener Jump Water Ankle Deep 02.wav	FOOTSTEP SWEETENER; Jumping and landing in ankle deep watery pool with small splashes.	4
HERO - CK - FOOT Sweetener Jump Water Ankle Deep 03.wav	FOOTSTEP SWEETENER; Jumping and landing in ankle deep watery pool with small splashes.	4
HERO - CK - FOOT Sweetener Run Puddle.wav	FOOTSTEP SWEETENER; Running on wet shallow puddle surface with small splashes.	1
HERO - CK - FOOT Sweetener Run Water Ankle Deep .wav	FOOTSTEP SWEETENER; Running in ankle deep watery pool.	1
HERO - CK - FOOT Sweetener Scuff Water Ankle Deep 01.wav	FOOTSTEP SWEETENER; Small splashy scuff element in ankle deep watery pool. Useful for water movement and wading.	6
HERO - CK - FOOT Sweetener Scuff Water Ankle Deep 02.wav	FOOTSTEP SWEETENER; Small splashy scuff element in ankle deep watery pool. Useful for water movement and wading.	6
HERO - CK - FOOT Sweetener Scuff Water Ankle Deep 03.wav	FOOTSTEP SWEETENER; Small splashy scuff element in ankle deep watery pool. Useful for water movement and wading.	6
HERO - CK - FOOT Sweetener Walk Puddle 01.wav	FOOTSTEP SWEETENER; Walking on wet shallow puddle surface. Small pitter patter of water being displaced.	1
HERO - CK - FOOT Sweetener Walk Puddle 02.wav	FOOTSTEP SWEETENER; Walking on wet shallow puddle surface. Small pitter patter of water being displaced.	1
HERO - CK - GEAR Equip.wav	GEAR Equip; Leather and metal equipment being holstered and equipped. Mild metal element.	2
HERO - CK - GEAR Metal Foley A Jog 01.wav	METAL EQUIPMENT; Small metal equipment dangling and rattling while jogging. Type A.	1
HERO - CK - GEAR Metal Foley A Jog 02.wav	METAL EQUIPMENT; Small metal equipment dangling and rattling while jogging. Type A.	1
HERO - CK - GEAR Metal Foley A Run.wav	METAL EQUIPMENT; Small metal equipment dangling and rattling while running. Type A.	1
HERO - CK - GEAR Metal Foley A Walk 01.wav	METAL EQUIPMENT; Small metal equipment dangling and rattling while walking. Type A.	1
HERO - CK - GEAR Metal Foley A Walk 02.wav	METAL EQUIPMENT; Small metal equipment dangling and rattling while walking. Type A.	1
HERO - CK - GEAR Metal Foley B Jog.wav	METAL EQUIPMENT; Small metal equipment dangling and rattling while jogging. Type B.	1
HERO - CK - GEAR Metal Foley B Walk.wav	METAL EQUIPMENT; Small metal equipment dangling and rattling while walking. Type B.	1
HERO - CK - GEAR Metal Foley C Jog 01.wav	METAL EQUIPMENT; Small metal equipment dangling and rattling while jogging. Type C.	1
HERO - CK - GEAR Metal Foley C Jog 02.wav	METAL EQUIPMENT; Small metal equipment dangling and rattling while jogging. Type C.	1
HERO - CK - GEAR Metal Foley C Walk.wav	METAL EQUIPMENT; Small metal equipment dangling and rattling while walking. Type C.	1
HERO - CK - GEAR Metal Foley D Jog 01.wav	METAL EQUIPMENT; Small metal equipment dangling and rattling while jogging. Type D.	1
HERO - CK - GEAR Metal Foley D Run.wav	METAL EQUIPMENT; Small metal equipment dangling and rattling while running. Type D.	1



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HERO - CK - GEAR Metal Foley D Walk.wav	METAL EQUIPMENT; Small metal equipment dangling and rattling while walking. Type D.	1
HERO - CK - GORE Squish Release -12 01.wav	GORE SQUISH; Small squishing and releasing of watermelon guts and flesh. Pitched down 1 octave.	1
HERO - CK - GORE Squish Release -12 02.wav	GORE SQUISH; Small squishing and releasing of watermelon guts and flesh. Pitched down 1 octave.	1
HERO - CK - GORE Squish Release -12 03.wav	GORE SQUISH; Small squishing and releasing of watermelon guts and flesh. Pitched down 1 octave.	1
HERO - CK - GORE Squish Release -24 01.wav	GORE SQUISH; Small squishing and releasing of watermelon guts and flesh. Useful for stomach rumbling. Pitched down 2 octaves.	2
HERO - CK - GORE Squish Release -24 02.wav	GORE SQUISH; Small squishing and releasing of watermelon guts and flesh. Useful for stomach rumbling. Pitched down 2 octaves.	2
HERO - CK - GORE Squish Release -24 03.wav	GORE SQUISH; Small squishing and releasing of watermelon guts and flesh. Useful for stomach rumbling. Pitched down 2 octaves.	2
HERO - CK - GORE Squish Release -24 04.wav	GORE SQUISH; Small squishing and releasing of watermelon guts and flesh. Useful for stomach rumbling. Pitched down 2 octaves.	2
HERO - CK - GORE Squish Release -24 05.wav	GORE SQUISH; Small squishing and releasing of watermelon guts and flesh. Useful for stomach rumbling. Pitched down 2 octaves.	3
HERO - CK - GORE Squish Release 01.wav	GORE SQUISH; Small squishing and releasing of watermelon guts and flesh.	5
HERO - CK - GORE Squish Release 02.wav	GORE SQUISH; Small squishing and releasing of watermelon guts and flesh.	4
HERO - CK - GRATE Metal Hit +12 01.wav	GRATE METAL HIT; Hitting metal grate with crowbar. Sword like character. Pitched up 1 octave.	4
HERO - CK - GRATE Metal Hit +12 02.wav	GRATE METAL HIT; Hitting metal grate with crowbar. Sword like character. Pitched up 1 octave.	4
HERO - CK - GRATE Metal Hit -12 01.wav	GRATE METAL HIT; Hitting metal grate with crowbar with short ring. Pitched down 1 octave.	6
HERO - CK - GRATE Metal Hit -12 02.wav	GRATE METAL HIT; Hitting metal grate with crowbar with short ring. Pitched down 1 octave.	6
HERO - CK - GRATE Metal Hit 01.wav	GRATE METAL HIT; Hitting metal grate with crowbar with short ring.	6
HERO - CK - GRATE Metal Hit 02.wav	GRATE METAL HIT; Hitting metal grate with crowbar with short ring.	6
HERO - CK - GRATE Metal Hit Deep 01.wav	GRATE METAL HIT; Hitting metal grate with crowbar with short ring. Deep hollow resonant character.	6
HERO - CK - GRATE Metal Hit Deep 02.wav	GRATE METAL HIT; Hitting metal grate with crowbar with short ring. Deep hollow resonant character.	5
HERO - CK - GRATE Metal Hit Flam 01.wav	GRATE METAL HIT FLAM; Hitting metal grate with crowbar with short ring.	6
HERO - CK - GRATE Metal Hit Flam 02.wav	GRATE METAL HIT FLAM; Hitting metal grate with crowbar with short ring.	5
HERO - CK - GRATE Metal Hit Tap Muted.wav	GRATE METAL HIT MUTED; Hitting metal grate with crowbar with short ring. Muted hits.	6
HERO - CK - HORSE Hooves Gallop Dirt.wav	HORSE HOOF; Hooves galloping in dirt.	1
HERO - CK - HORSE Hooves Trot Dirt.wav	HORSE HOOF; Hooves trotting in dirt.	1
HERO - CK - HORSE Hooves Walk Dirt.wav	HORSE HOOF; Hooves walking in dirt.	1
HERO - CK - HORSE Vocalization Blow.wav	HORSE VOCALIZATION; Horse blowing air out of nose.	1
HERO - CK - HORSE Vocalization Nicker.wav	HORSE VOCALIZATION; Horse nickering.	5
HERO - CK - HORSE Vocalization Whinny 01.wav	HORSE VOCALIZATION; Horse whinny.	5
HERO - CK - HORSE Vocalization Whinny 02.wav	HORSE VOCALIZATION; Horse whinny.	5
HERO - CK - KNIFE Boning Slide Fast.wav	KNIFE SLIDE BONING; Fast constant sliding of boning knife against sharpening rod with an descending pitch.	1
HERO - CK - KNIFE Boning Slide Up.wav	KNIFE SLIDE DAGGER; Sliding dagger knife against sharpening rod with a descending pitch.	3
HERO - CK - KNIFE Carving Slide Down.wav	KNIFE SLIDE CARVING; Sliding carving knife against sharpening rod with an ascending pitch.	4
HERO - CK - KNIFE Carving Slide Up.wav	KNIFE SLIDE CARVING; Sliding carving knife against sharpening rod with a descending pitch.	5
HERO - CK - KNIFE Chef Stab Dirt 01.wav	KNIFE STAB; Chef knife stabbing dirt and pulling out repeatedly. Useful for stabbing flesh.	5
HERO - CK - KNIFE Chef Stab Dirt 02.wav	KNIFE STAB; Chef knife stabbing dirt and pulling out repeatedly. Useful for stabbing flesh.	5
HERO - CK - KNIFE Chef Stab Dirt Fast.wav	KNIFE STAB; Chef knife stabbing dirt fast repeatedly. Useful for stabbing flesh.	7
HERO - CK - KNIFE Chef Stab Dirt Interval 01.wav	KNIFE STAB; Chef knife stabbing dirt and pulling out repeatedly. Useful for stabbing flesh.	5
HERO - CK - KNIFE Chef Stab Dirt Interval 02.wav	KNIFE STAB; Chef knife stabbing dirt and pulling out repeatedly. Useful for stabbing flesh.	5

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HERO - CK - KNIFE Dagger Slide Down.wav	KNIFE SLIDE SANTOKU; Sliding Santoku knife against sharpening rod with a descending pitch.	5
HERO - CK - KNIFE Dagger Slide Up.wav	KNIFE SLIDE DAGGER; Sliding dagger knife against sharpening rod with an ascending pitch.	4
HERO - CK - KNIFE Nakiri Slide Down.wav	KNIFE SLIDE NAKIRI; Sliding Nakiri knife against sharpening rod with a descending pitch.	4
HERO - CK - KNIFE Nakiri Slide Up.wav	KNIFE SLIDE NAKIRI; Sliding Nakiri knife against sharpening rod with an ascending pitch.	3
HERO - CK - KNIFE Paring Slide Up.wav	KNIFE SLIDE PARING; Sliding paring knife against sharpening rod with an ascending pitch.	3
HERO - CK - KNIFE Santoku Slide Down.wav	KNIFE SLIDE SANTOKU; Sliding Santoku knife against sharpening rod with a descending pitch.	3
HERO - CK - KNIFE Santoku Slide Up.wav	KNIFE SLIDE SANTOKU; Sliding Santoku knife against sharpening rod with an ascending pitch.	2
HERO - CK - KNIFE Santoku Slide.wav	KNIFE SLIDE SANTOKU; Sliding Santoku knife against sharpening rod.	3
HERO - CK - MACHETE Metal Hit Sword 01.wav	MACHETE SWORD HIT; Hitting a sword with a machete. Short hits with small ring.	6
HERO - CK - MACHETE Metal Hit Sword 02.wav	MACHETE SWORD HIT; Hitting a sword with a machete. Short hits with small ring.	5
HERO - CK - MACHETE Metal Hit Sword 03.wav	MACHETE SWORD HIT; Hitting a sword with a machete. Short hits with small ring.	5
HERO - CK - MACHETE Shing Against Crowbar.wav	SHING; Metal crowbar sliding up against a machete with long ring.	7
HERO - CK - MACHETE Stab Dirt 01.wav	MACHETE STAB; Machete stabbing dirt and pulling out repeatedly with a shing on release. Useful for stabbing flesh.	4
HERO - CK - MACHETE Stab Dirt 02.wav	MACHETE STAB; Machete stabbing dirt and pulling out repeatedly with a shing on release. Useful for stabbing flesh.	4
HERO - CK - MACHETE Stab Dirt 03.wav	MACHETE STAB; Machete stabbing dirt and pulling out repeatedly with a shing on release. Useful for stabbing flesh.	3
HERO - CK - MECH Metal Gears Crank 01.wav	GEARS METAL; Cranking metal gear. Pulley like character.	4
HERO - CK - MECH Metal Gears Crank 02.wav	GEARS METAL; Cranking metal gear. Pulley like character.	4
HERO - CK - MECH Metal Gears Latch Movement.wav	GEARS METAL LATCH; Moving metal latch upwards and downwards with sliding character.	3
HERO - CK - MECH Metal Gears Latch Slide 01.wav	GEARS METAL LATCH; Moving metal latch upwards and downwards into place with transient stop.	5
HERO - CK - MECH Metal Gears Latch Slide 02.wav	GEARS METAL LATCH; Moving metal latch upwards and downwards into place with transient stop.	5
HERO - CK - MECH Metal Gears Lever Down.wav	GEARS METAL LEVER; Moving metal lever downwards into place with heavy transient stop.	2
HERO - CK - MECH Metal Gears Lever Up 01.wav	GEARS METAL LEVER; Moving metal lever upwards into place. Whistly character.	5
HERO - CK - MECH Metal Gears Lever Up 02.wav	GEARS METAL LEVER; Moving metal lever upwards into place. Whistly character.	4
HERO - CK - MECH Metal Gears Operation.wav	GEARS METAL; Gears moving and rotating with pulley like character.	5
HERO - CK - MECH Metal Gears Train Crank Heavy.wav	GEARS METAL CRANK; Heavy metal gears cranking with hollow, resonant and reverberant character.	1
HERO - CK - MECH Metal Gears Train Crank Lever 01.wav	GEARS METAL LEVER; Cranking metal lever. Reverberant and light character.	2
HERO - CK - MECH Metal Gears Train Crank Lever 02.wav	GEARS METAL LEVER; Cranking metal lever. Reverberant and light character.	2
HERO - CK - MECH Metal Gears Train Crank Lever 03.wav	GEARS METAL LEVER; Cranking metal lever. Reverberant and light character.	2
HERO - CK - MECH Metal Gears Train Crank Lever 04.wav	GEARS METAL LEVER; Cranking metal lever. Reverberant and light character.	2
HERO - CK - MECH Metal Gears Train Crank Lever 05.wav	GEARS METAL LEVER; Cranking metal lever. Reverberant and light character.	2
HERO - CK - MECH Metal Gears Train Crank.wav	GEARS METAL CRANK; Cranking large gears. Rotating and squeaking.	3
HERO - CK - MECH Metal Gears Train Lever Down 01.wav	LEVER METAL HIT; Large metal lever dropping down and hitting metal.	3
HERO - CK - MECH Metal Gears Train Lever Down 02.wav	LEVER METAL HIT; Large metal lever dropping down and hitting metal.	3
HERO - CK - MECH Metal Gears Train Lever Down 03.wav	LEVER METAL HIT; Large metal lever dropping down and hitting metal.	4
HERO - CK - MECH Metal Gears Train Rotate 01.wav	GEARS METAL GEARS; Rotating metal gears as they squeak. Natural reverb and resonance. Occasional wail.	4
HERO - CK - MECH Metal Gears Train Rotate 02.wav	GEARS METAL GEARS; Rotating metal gears as they squeak. Natural reverb and resonance. Occasional wail.	5
HERO - CK - MECH Metal Gears Train Squeak.wav	GEARS METAL GEARS; Rotating metal gears as they squeak. Chain like element.	3
HERO - CK - PIPE Metal Hit Cymbal - 12 01.wav	PIPE METAL HIT; Metal pipe hitting small cymbal. Resonant and ringy character with low end timbre. Pitched down 1 octave.	5

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HERO - CK - PIPE Metal Hit Cymbal -12 02.wav	PIPE METAL HIT; Metal pipe hitting small cymbal. Resonant and ringy character with low end timbre. Pitched down 1 octave.	5
HERO - CK - PIPE Metal Hit Cymbal -12 03.wav	PIPE METAL HIT; Metal pipe hitting small cymbal. Resonant and ringy character with low end timbre. Pitched down 1 octave.	5
HERO - CK - PIPE Metal Hit Cymbal -12 04.wav	PIPE METAL HIT; Metal pipe hitting small cymbal. Resonant and ringy character with low end timbre. Pitched down 1 octave.	5
HERO - CK - PIPE Metal Hit Cymbal -12.wav	PIPE METAL CYMBAL HIT; Hitting a metal pipe against a metal cymbal with ring element. Pitched down 1 octave.	4
HERO - CK - PIPE Metal Hit Cymbal -24 01.wav	PIPE METAL HIT; Metal pipe hitting small cymbal. Resonant and ringy character with low end timbre. Pitched down 2 octaves.	5
HERO - CK - PIPE Metal Hit Cymbal -24 02.wav	PIPE METAL HIT; Metal pipe hitting small cymbal. Resonant and ringy character with low end timbre. Pitched down 2 octaves.	5
HERO - CK - PIPE Metal Hit Cymbal -24 03.wav	PIPE METAL HIT; Metal pipe hitting small cymbal. Resonant and ringy character with low end timbre. Pitched down 2 octaves.	4
HERO - CK - PIPE Metal Hit Cymbal -24 04.wav	PIPE METAL HIT; Metal pipe hitting small cymbal. Resonant and ringy character with low end timbre. Pitched down 2 octaves.	5
HERO - CK - PIPE Metal Hit Cymbal -24.wav	PIPE METAL CYMBAL HIT; Hitting a metal pipe against a metal cymbal with ring element. Pitched down 2 octaves.	4
HERO - CK - PIPE Metal Hit Cymbal 01.wav	PIPE METAL HIT; Metal pipe hitting small cymbal. Resonant and ringy character with low end timbre.	5
HERO - CK - PIPE Metal Hit Cymbal 02.wav	PIPE METAL HIT; Metal pipe hitting small cymbal. Resonant and ringy character with low end timbre.	7
HERO - CK - PIPE Metal Hit Cymbal 03.wav	PIPE METAL HIT; Metal pipe hitting small cymbal. Resonant and ringy character with low end timbre.	7
HERO - CK - PIPE Metal Hit Cymbal.wav	PIPE METAL CYMBAL HIT; Hitting a metal pipe against a metal cymbal with ring element.	4
HERO - CK - SADDLE Leather Foley Dismount.wav	LEATHER SADDLE DISMOUNT; Dismounting off a leather saddle.	1
HERO - CK - SADDLE Leather Foley Drop.wav	SADDLE LEATHER DROP; Dropping leather saddle on ground. Useful for grabs.	5
HERO - CK - SADDLE Leather Foley Grab Both Hands.wav	GRAB LEATHER SADDLE; Grabbing leather saddle with both hands.	7
HERO - CK - SADDLE Leather Foley Grab Single Hand.wav	GRAB LEATHER SADDLE; Grabbing leather saddle with one hand.	7
HERO - CK - SADDLE Leather Foley Trot.wav	LEATHER SADDLE TROT; Trotting on leather saddle.	1
HERO - CK - SADDLE Leather Foley Walk.wav	LEATHER SADDLE WALK; Walking on leather saddle.	1
HERO - CK - SADDLE Leather Foley.wav	LEATHER SADDLE GALLOP; Galloping on leather saddle.	1
HERO - CK - SHOVEL Metal Hit Metal Shield -12 01.wav	SHOVEL METAL HIT; Hitting a shovel against a large, thick wood shield. Pitched down 1 octave.	5
HERO - CK - SHOVEL Metal Hit Metal Shield -12 02.wav	SHOVEL METAL HIT; Hitting a shovel against a large, thick wood shield. Pitched down 1 octave.	5
HERO - CK - SHOVEL Metal Hit Metal Shield -12 03.wav	SHOVEL METAL HIT; Hitting a shovel against a large, thick wood shield. Pitched down 1 octave.	5
HERO - CK - SHOVEL Metal Hit Metal Shield -24 01.wav	SHOVEL METAL HIT; Hitting a shovel against a large, thick wood shield. Pitched down 2 octaves.	3
HERO - CK - SHOVEL Metal Hit Metal Shield -24 02.wav	SHOVEL METAL HIT; Hitting a shovel against a large, thick wood shield. Pitched down 2 octaves.	3
HERO - CK - SHOVEL Metal Hit Metal Shield -24 03.wav	SHOVEL METAL HIT; Hitting a shovel against a large, thick wood shield. Pitched down 2 octaves.	3
HERO - CK - SHOVEL Metal Hit Metal Shield -24 04.wav	SHOVEL METAL HIT; Hitting a shovel against a large, thick wood shield. Pitched down 2 octaves.	3
HERO - CK - SHOVEL Metal Hit Metal Shield -24 05.wav	SHOVEL METAL HIT; Hitting a shovel against a large, thick wood shield. Pitched down 2 octaves.	3
HERO - CK - SHOVEL Metal Hit Metal Shield 01.wav	SHOVEL METAL HIT; Hitting a shovel against a large, thick wood shield.	5
HERO - CK - SHOVEL Metal Hit Metal Shield 02.wav	SHOVEL METAL HIT; Hitting a shovel against a large, thick wood shield.	5
HERO - CK - SHOVEL Metal Hit Metal Shield 03.wav	SHOVEL METAL HIT; Hitting a shovel against a large, thick wood shield.	5
HERO - CK - SHOVEL Metal Hit Wood Shield -12 01.wav	SHIELD WOOD HIT SHOVEL; Hitting a wood shield with a metal shovel. Short muted hits. Pitched down 1 octave.	5
HERO - CK - SHOVEL Metal Hit Wood Shield -12 02.wav	SHIELD WOOD HIT SHOVEL; Hitting a wood shield with a metal shovel. Short muted hits. Pitched down 1 octave.	5
HERO - CK - SHOVEL Metal Hit Wood Shield -12 03.wav	SHIELD WOOD HIT SHOVEL; Hitting a wood shield with a metal shovel. Short muted hits. Pitched down 1 octave.	6
HERO - CK - SHOVEL Metal Hit Wood Shield -24 01.wav	SHIELD WOOD HIT SHOVEL; Hitting a wood shield with a metal shovel. Short muted hits. Pitched down 2 octaves.	6
HERO - CK - SHOVEL Metal Hit Wood Shield -24 02.wav	SHIELD WOOD HIT SHOVEL; Hitting a wood shield with a metal shovel. Short muted hits. Pitched down 2 octaves.	6
HERO - CK - SHOVEL Metal Hit Wood Shield -24 03.wav	SHIELD WOOD HIT SHOVEL; Hitting a wood shield with a metal shovel. Short muted hits. Pitched down 2 octaves.	5
HERO - CK - SHOVEL Metal Hit Wood Shield 01.wav	SHIELD WOOD HIT SHOVEL; Hitting a wood shield with a metal shovel. Short muted hits.	6

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HERO - CK - SHOVEL Metal Hit Wood Shield 02.wav	SHIELD WOOD HIT SHOVEL; Hitting a wood shield with a metal shovel. Short muted hits.	6
HERO - CK - SHOVEL Metal Hit Wood Shield 03.wav	SHIELD WOOD HIT SHOVEL; Hitting a wood shield with a metal shovel. Short muted hits.	6
HERO - CK - SHOVEL Metal Hit Wood Shield No Metal -12 01.wav	SHIELD WOOD HIT SHOVEL; Hitting a wood shield with a metal shovel. Short muted hits. Pitched down 1 octave.	5
HERO - CK - SHOVEL Metal Hit Wood Shield No Metal -12 02.wav	SHIELD WOOD HIT SHOVEL; Hitting a wood shield with a metal shovel. Short muted hits. Pitched down 1 octave.	6
HERO - CK - SHOVEL Metal Hit Wood Shield No Metal -24 01.wav	SHIELD WOOD HIT SHOVEL; Hitting a wood shield with a metal shovel. Short muted hits. Pitched down 2 octaves.	6
HERO - CK - SHOVEL Metal Hit Wood Shield No Metal -24 02.wav	SHIELD WOOD HIT SHOVEL; Hitting a wood shield with a metal shovel. Short muted hits. Pitched down 2 octaves.	5
HERO - CK - SHOVEL Metal Hit Wood Shield No Metal 01.wav	SHIELD WOOD HIT SHOVEL; Hitting a wood shield with a metal shovel. Short muted hits.	6
HERO - CK - SHOVEL Metal Hit Wood Shield No Metal 02.wav	SHIELD WOOD HIT SHOVEL; Hitting a wood shield with a metal shovel. Short muted hits.	5
HERO - CK - SHOVEL Metal Hit Wood Shield Ring -12 01.wav	SHIELD WOOD HIT SHOVEL; Hitting a wood shield with a metal shovel. Metallic ring. Pitched down 1 octave.	3
HERO - CK - SHOVEL Metal Hit Wood Shield Ring -12 02.wav	SHIELD WOOD HIT SHOVEL; Hitting a wood shield with a metal shovel. Metallic ring. Pitched down 1 octave.	4
HERO - CK - SHOVEL Metal Hit Wood Shield Ring -24 01.wav	SHIELD WOOD HIT SHOVEL; Hitting a wood shield with a metal shovel. Metallic ring. Pitched down 2 octaves.	2
HERO - CK - SHOVEL Metal Hit Wood Shield Ring -24 02.wav	SHIELD WOOD HIT SHOVEL; Hitting a wood shield with a metal shovel. Metallic ring. Pitched down 2 octaves.	2
HERO - CK - SHOVEL Metal Hit Wood Shield Ring -24 03.wav	SHIELD WOOD HIT SHOVEL; Hitting a wood shield with a metal shovel. Metallic ring. Pitched down 2 octaves.	3
HERO - CK - SHOVEL Metal Hit Wood Shield Ring.wav	SHIELD WOOD HIT SHOVEL; Hitting a wood shield with a metal shovel. Metallic ring.	7
HERO - CK - SHOVEL Metal Stab Dirt 01.wav	SHOVEL STAB; Metal shovel stabbing dirt and pulling out repeatedly with a shing on release. Useful for stabbing flesh.	4
HERO - CK - SHOVEL Metal Stab Dirt 02.wav	SHOVEL STAB; Metal shovel stabbing dirt and pulling out repeatedly with a shing on release. Useful for stabbing flesh.	4
HERO - CK - STEP Metal Hit -12.wav	STAIR METAL HIT; Metal hit. Resonant character. Useful for metal shield impact or hollow metal dumpster. Pitched down 1 octave.	6
HERO - CK - STEP Metal Hit -24.wav	STAIR METAL HIT; Metal hit. Resonant character. Useful for metal shield impact or hollow metal dumpster. Pitched down 2 octaves.	5
HERO - CK - STEP Metal Hit Muted -12.wav	STAIR METAL HIT; Dull, muted metal hit useful for metal shield impact. Pitched down 1 octave.	3
HERO - CK - STEP Metal Hit Muted -24.wav	STAIR METAL HIT; Dull, muted metal hit useful for metal shield impact. Pitched down 2 octaves.	3
HERO - CK - STEP Metal Hit Muted.wav	STAIR METAL HIT; Dull, muted metal hit useful for metal shield impact.	3
HERO - CK - STEP Metal Hit Rattle -12 01.wav	STAIR METAL HIT; Metal hit. Rattly, resonant character. Useful for metal shield impact or hollow metal dumpster. Pitched down 1 octave.	5
HERO - CK - STEP Metal Hit Rattle -12 02.wav	STAIR METAL HIT; Metal hit. Rattly, resonant character. Useful for metal shield impact or hollow metal dumpster. Pitched down 1 octave.	5
HERO - CK - STEP Metal Hit Rattle -12 03.wav	STAIR METAL HIT; Metal hit. Rattly, resonant character. Useful for metal shield impact or hollow metal dumpster. Pitched down 1 octave.	5
HERO - CK - STEP Metal Hit Rattle -12 04.wav	STAIR METAL HIT; Metal hit. Rattly, resonant character. Useful for metal shield impact or hollow metal dumpster. Pitched down 1 octave.	4
HERO - CK - STEP Metal Hit Rattle -24 01.wav	STAIR METAL HIT; Metal hit. Rattly, resonant character. Useful for metal shield impact or hollow metal dumpster. Pitched down 2 octaves.	3
HERO - CK - STEP Metal Hit Rattle -24 02.wav	STAIR METAL HIT; Metal hit. Rattly, resonant character. Useful for metal shield impact or hollow metal dumpster. Pitched down 2 octaves.	3
HERO - CK - STEP Metal Hit Rattle -24 03.wav	STAIR METAL HIT; Metal hit. Rattly, resonant character. Useful for metal shield impact or hollow metal dumpster. Pitched down 2 octaves.	3
HERO - CK - STEP Metal Hit Rattle -24 04.wav	STAIR METAL HIT; Metal hit. Rattly, resonant character. Useful for metal shield impact or hollow metal dumpster. Pitched down 2 octaves.	3
HERO - CK - STEP Metal Hit Rattle -24 05.wav	STAIR METAL HIT; Metal hit. Rattly, resonant character. Useful for metal shield impact or hollow metal dumpster. Pitched down 2 octaves.	3
HERO - CK - STEP Metal Hit Rattle -24 06.wav	STAIR METAL HIT; Metal hit. Rattly, resonant character. Useful for metal shield impact or hollow metal dumpster. Pitched down 2 octaves.	2
HERO - CK - STEP Metal Hit Rattle -24 07.wav	STAIR METAL HIT; Metal hit. Rattly, resonant character. Useful for metal shield impact or hollow metal dumpster. Pitched down 2 octaves.	2
HERO - CK - STEP Metal Hit Rattle 01.wav	STAIR METAL HIT; Hollow metal hit with mild rattle and ring. Useful for metal shield impact.	6
HERO - CK - STEP Metal Hit Rattle 02.wav	STAIR METAL HIT; Hollow metal hit with mild rattle and ring. Useful for metal shield impact.	5
HERO - CK - STEP Metal Hit Rattle 03.wav	STAIR METAL HIT; Hollow metal hit with mild rattle and ring. Useful for metal shield impact.	4
HERO - CK - STEP Metal Hit Rattle 04.wav	STAIR METAL HIT; Hollow metal hit with mild rattle and ring. Useful for metal shield impact.	4
HERO - CK - STEP Metal Hit.wav	STAIR METAL HIT; Hollow metal hit with ring. Useful for metal shield impact.	6
HERO - CK - SWORD Cutting Slide Up.wav	SWORD CUTTING SLIDE UP; Sliding a cutting sword up against metal with a ring element. Ascending pitch.	3

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HERO - CK - SWORD Falchion Slide Down.wav	SWORD FACHION SLIDE DOWN; Sliding a falchion sword down against metal with a ring element. Descending pitch.	4
HERO - CK - SWORD Falchion Slide Up.wav	SWORD FACHION SLIDE UP; Sliding a falchion sword up against metal with a ring element. Ascending pitch.	7
HERO - CK - SWORD Longsword Drop On Concrete 01.wav	LONGSWORD METAL DROP; Dropping a metal longsword on concrete.	7
HERO - CK - SWORD Longsword Drop On Concrete 02.wav	LONGSWORD METAL DROP; Dropping a metal longsword on concrete.	7
HERO - CK - SWORD Metal Drop On Dirt 01.wav	SWORD METAL DROP; Dropping a medium sized sword on dirt surface.	5
HERO - CK - SWORD Metal Drop On Dirt 02.wav	SWORD METAL DROP; Dropping a medium sized sword on dirt surface.	4
HERO - CK - SWORD Metal Drop On Drop Concrete 01.wav	SWORD METAL DROP; Dropping a medium sized sword on concrete surface.	4
HERO - CK - SWORD Metal Drop On Drop Concrete 02.wav	SWORD METAL DROP; Dropping a medium sized sword on concrete surface.	4
HERO - CK - SWORD Metal Drop On Grass 01.wav	SWORD METAL DROP; Dropping a medium sized sword on grass surface.	5
HERO - CK - SWORD Metal Drop On Grass 02.wav	SWORD METAL DROP; Dropping a medium sized sword on grass surface.	4
HERO - CK - SWORD Metal Drop On Metal Hollow 01.wav	SWORD METAL DROP; Dropping a medium sized sword on hollow metal surface.	6
HERO - CK - SWORD Metal Drop On Metal Hollow 02.wav	SWORD METAL DROP; Dropping a medium sized sword on hollow metal surface.	5
HERO - CK - SWORD Metal Drop On Metal Solid A 01.wav	SWORD METAL DROP; Dropping a medium sized sword on solid metal surface type A.	5
HERO - CK - SWORD Metal Drop On Metal Solid A 02.wav	SWORD METAL DROP; Dropping a medium sized sword on solid metal surface type A.	4
HERO - CK - SWORD Metal Drop On Metal Solid B 01.wav	SWORD METAL DROP; Dropping a medium sized sword on solid metal surface type B.	4
HERO - CK - SWORD Metal Drop On Metal Solid B 02.wav	SWORD METAL DROP; Dropping a medium sized sword on solid metal surface type B.	3
HERO - CK - SWORD Metal Drop On Wood Hollow 01.wav	SWORD METAL DROP; Metal sword dropped on hollow wood surface.	5
HERO - CK - SWORD Metal Drop On Wood Hollow 02.wav	SWORD METAL DROP; Metal sword dropped on hollow wood surface.	5
HERO - CK - SWORD Metal Drop On Wood Hollow 03.wav	SWORD METAL DROP; Metal sword dropped on hollow wood surface.	4
HERO - CK - SWORD Metal Unfinished Stab Dirt.wav	SHOVEL STAB; Unfinished metal sword stabbing dirt and pulling out repeatedly. Useful for stabbing flesh.	5
HERO - CK - SWORD Rapier Slide Down.wav	SWORD RAPIER SLIDE DOWN; Sliding a sword with an descending pitch followed by a ring or shing.	5
HERO - CK - SWORD Rapier Slide Up.wav	SWORD RAPIER SLIDE UP; Sliding a sword with an ascending pitch followed by a ring or shing.	4
HERO - CK - SWORD Scimitar Slide Down.wav	SWORD SCIMITAR SLIDE DOWN; Sliding a sword with an descending pitch.	4
HERO - CK - SWORD Scimitar Slide Up.wav	SWORD SCIMITAR SLIDE UP; Sliding a sword with an ascending pitch followed by a ring or shing.	3
HERO - CK - SWORD Short Slide Up.wav	SWORD SLIDE UP; Sliding a sword with an ascending pitch followed by a ring or shing.	3
HERO - CK - SWORD Unsheathe Resheathe 01.wav	SWORD SHEATHE; Sheathing and unsheathing a metal sword. Ring, shing character.	5
HERO - CK - SWORD Unsheathe Resheathe 02.wav	SWORD SHEATHE; Sheathing and unsheathing a metal sword. Ring, shing character.	5
HERO - CK - SWORD Unsheathe Resheathe Fast.wav	SWORD METAL SHEATHE UNSHEATHE FAST; Quickly sheathing and unsheathing metal sword from metal sheathe.	6
HERO - CK - SWORD Unsheathe Resheathe Slow 01.wav	SWORD METAL SHEATHE UNSHEATHE SLOW; Slowly sheathing and unsheathing metal sword from metal sheathe.	5
HERO - CK - SWORD Unsheathe Resheathe Slow 02.wav	SWORD METAL SHEATHE UNSHEATHE SLOW; Slowly sheathing and unsheathing metal sword from metal sheathe.	5
HERO - CK - TORCH Fire Idle.wav	TORCH FIRE IDLE; Hand held torch fire burning and idling.	1
HERO - CK - TORCH Fire Movement Whoosh Center Medium.wav	TORCH FIRE WHOOSH MEDIUM; Hand held torch fire whooshes. Panned center at a medium speed.	11
HERO - CK - TORCH Fire Movement Whoosh LR Fast.wav	TORCH FIRE WHOOSH FAST; Hand held torch fire whooshes. Panning left and right at a fast speed.	7
HERO - CK - TORCH Fire Movement Whoosh LR Medium 01.wav	TORCH FIRE WHOOSH MEDIUM; Hand held torch fire whooshes. Panning left and right at a medium speed.	7
HERO - CK - TORCH Fire Movement Whoosh LR Medium 02.wav	TORCH FIRE WHOOSH MEDIUM; Hand held torch fire whooshes. Panning left and right at a medium speed.	10
HERO - CK - TORCH Fire Movement Whoosh Single.wav	TORCH FIRE WHOOSH; Hand held torch fire whooshes.	7
HERO - CK - TORCH Fire Whoosh -12 01.wav	TORCH FIRE WHOOSH; Hand held torch fire whooshes. Deep, low end character with sizzle element. Pitched down 1 octave.	5
HERO - CK - TORCH Fire Whoosh -12 02.wav	TORCH FIRE WHOOSH; Hand held torch fire whooshes. Deep, low end character with sizzle element. Pitched down 1 octave.	5

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HERO - CK - VEGETABLE Pepper Stab -12 03.wav	KNIFE STAB; Chef knife pulling out of green pepper. Rubbery character. Useful for flesh. Pitched down 1 octave.	6
HERO - CK - VEGETABLE Pepper Stab 01.wav	KNIFE STAB; Chef knife stabbing green pepper. Rubbery character. Useful for flesh.	6
HERO - CK - VEGETABLE Pepper Stab 02.wav	KNIFE STAB; Chef knife stabbing green pepper. Rubbery character. Useful for flesh.	6
HERO - CK - VEGETABLE Pepper Stab 03.wav	KNIFE STAB; Chef knife stabbing green pepper. Rubbery character. Useful for flesh.	6
HERO - CK - VEGETABLE Pepper Twist -12 01.wav	PEPPER STAB TWIST; Chef knife twisting inside a green pepper. Crunchy character. Useful for flesh or bones breaking. Pitched down 1 octave.	4
HERO - CK - VEGETABLE Pepper Twist -12 02.wav	PEPPER STAB TWIST; Chef knife twisting inside a green pepper. Crunchy character. Useful for flesh or bones breaking. Pitched down 1 octave.	4
HERO - CK - VEGETABLE Pepper Twist.wav	PEPPER STAB TWIST; Chef knife twisting inside a green pepper. Crunchy character. Useful for flesh or bones breaking.	7
HERO - CK - VEGETABLE Watermelon Drips -12 01.wav	GORE DRIP; Wet, squishy dripping of watermelon juices and guts onto concrete. Useful for blood or guts and disemboweling. Pitched down 1 octave.	1
HERO - CK - VEGETABLE Watermelon Drips -12 02.wav	GORE DRIP; Wet, squishy dripping of watermelon juices and guts onto concrete. Useful for blood or guts and disemboweling. Pitched down 1 octave.	1
HERO - CK - VEGETABLE Watermelon Drips -12 03.wav	GORE DRIP; Wet, squishy dripping of watermelon juices and guts onto concrete. Useful for blood or guts and disemboweling. Pitched down 2 octaves.	1
HERO - CK - VEGETABLE Watermelon Drips -12 04.wav	GORE DRIP; Wet, squishy dripping of watermelon juices and guts onto concrete. Useful for blood or guts and disemboweling. Pitched down 2 octaves.	1
HERO - CK - VEGETABLE Watermelon Drips.wav	GORE DRIP; Wet, squishy dripping of watermelon juices and guts onto concrete. Useful for blood or guts and disemboweling.	1
HERO - CK - VEGETABLE Watermelon Pull Out -12.wav	GORE RIP; Pulling out squishy wet chunks of watermelon. Occasional ripping and taring of tissue. Useful for disemboweling, ripping out intestines, guts, and flesh. Pitched down 1 octave.	1
HERO - CK - VEGETABLE Watermelon Pull Out -24.wav	GORE RIP; Pulling out squishy wet chunks of watermelon. Occasional ripping and taring of tissue. Useful for disemboweling, ripping out intestines, guts, and flesh. Pitched down 2 octaves.	1
HERO - CK - VEGETABLE Watermelon Pull Out 02.wav	GORE RIP; Pulling out squishy wet chunks of watermelon. Occasional ripping and taring of tissue. Useful for disemboweling, ripping out intestines, guts, and flesh.	6
HERO - CK - VEGETABLE Watermelon Pull Out.wav	GORE RIP; Pulling out squishy wet chunks of watermelon. Occasional ripping and taring of tissue. Useful for disemboweling, ripping out intestines, guts, and flesh.	1
HERO - CK - VEGETABLE Watermelon Spill -12 01.wav	GORE DRIP; Wet, squishy dripping of watermelon juices and guts onto concrete with occasional splatter and drop. Useful for blood or guts and disemboweling. Pitched down 1 octave.	1
HERO - CK - VEGETABLE Watermelon Spill -12 02.wav	GORE DRIP; Wet, squishy dripping of watermelon juices and guts onto concrete with occasional splatter and drop. Useful for blood or guts and disemboweling. Pitched down 1 octave.	1
HERO - CK - VEGETABLE Watermelon Spill -12 03.wav	GORE DRIP; Wet, squishy dripping of watermelon juices and guts onto concrete with occasional splatter and drop. Useful for blood or guts and disemboweling. Pitched down 1 octave.	1
HERO - CK - VEGETABLE Watermelon Spill -12 04.wav	GORE DRIP; Wet, squishy dripping of watermelon juices and guts onto concrete with occasional splatter and drop. Useful for blood or guts and disemboweling. Pitched down 1 octave.	1
HERO - CK - VEGETABLE Watermelon Spill 01.wav	GORE DRIP; Wet, squishy dripping of watermelon juices and guts onto concrete with occasional splatter and drop. Useful for blood or guts and disemboweling.	2
HERO - CK - VEGETABLE Watermelon Spill 02.wav	GORE DRIP; Wet, squishy dripping of watermelon juices and guts onto concrete with occasional splatter and drop. Useful for blood or guts and disemboweling.	3
HERO - CK - VEGETABLE Watermelon Spill Medium -12 01.wav	GORE DRIP; Medium wet, squishy dripping of watermelon juices and guts onto concrete with occasional splatter and drop. Useful for blood or guts and disemboweling. Pitched down 1 octave.	2
HERO - CK - VEGETABLE Watermelon Spill Medium -12 02.wav	GORE DRIP; Medium wet, squishy dripping of watermelon juices and guts onto concrete with occasional splatter and drop. Useful for blood or guts and disemboweling. Pitched down 1 octave.	2
HERO - CK - VEGETABLE Watermelon Spill Medium.wav	GORE DRIP; Medium wet, squishy dripping of watermelon juices and guts onto concrete with occasional splatter and drop. Useful for blood or guts and disemboweling.	5
HERO - CK - VO Male 01 Attack 01.wav	VOICE MALE ATTACK; Male emote for attacks.	5
HERO - CK - VO Male 01 Attack 02.wav	VOICE MALE ATTACK; Male emote for attacks.	5
HERO - CK - VO Male 01 Breathe Fast.wav	VOICE MALE BREATHE FAST; Male breathing fast.	1
HERO - CK - VO Male 01 Breathe Medium.wav	VOICE MALE BREATHE MEDIUM; Male breathing at a medium pace.	1
HERO - CK - VO Male 01 Breathe Slow.wav	VOICE MALE BREATHE SLOW; Male breathing slowly.	1
HERO - CK - VO Male 01 Choke 01.wav	VOICE MALE CHOKE; Male choking.	3
HERO - CK - VO Male 01 Choke 02.wav	VOICE MALE CHOKE; Male choking.	3
HERO - CK - VO Male 01 Death.wav	VOICE MALE DEATH; Male emote for death or dying.	6
HERO - CK - VO Male 01 Horse Start.wav	VOICE MALE HORSE START; Male emote for getting his horse to move.	6
HERO - CK - VO Male 01 Horse Stop.wav	VOICE MALE HORSE STOP; Male emote for stopping his horse.	8
HERO - CK - VO Male 01 Pain Cough.wav	VOICE MALE PAIN COUGH; Male emote pain. Coughing character.	6
HERO - CK - VO Male 01 Pain Heavy.wav	VOICE MALE PAIN HEAVY; Male emote for heavy pain reaction.	7
HERO - CK - VO Male 01 Pain Light 01.wav	VOICE MALE PAIN LIGHT; Male emote for light pain reaction.	6

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HERO - CK - VO Male 01 Pain Light 02.wav	VOICE MALE PAIN LIGHT; Male emote for light pain reaction.	4
HERO - CK - VO Male 01 Struggle 01.wav	VOICE MALE ATTACK LONG; Male emote for struggling or straining.	3
HERO - CK - VO Male 01 Struggle 02.wav	VOICE MALE ATTACK LONG; Male emote for struggling or straining.	4
HERO - CK - WAGON Stagecoach Wood Movement 01.wav	WAGON MOVEMENT; Wood stagecoach or wagon moving while in motion. Squeaks, and rattles.	1
HERO - CK - WAGON Stagecoach Wood Movement 02.wav	WAGON MOVEMENT; Wood stagecoach or wagon moving while in motion. Squeaks, and rattles.	1
HERO - DESIGNED - ARMOR Chainmail Hit Heavy.wav	ARMOR CHAINMAIL HIT HEAVY; Hitting chainmail with light ring and shake. Heavy intensity.	4
HERO - DESIGNED - ARMOR Chainmail Hit Light.wav	ARMOR CHAINMAIL HIT LIGHT; Hitting chainmail with light ring and shake. Light intensity.	4
HERO - DESIGNED - ARMOR Leather Hit.wav	ARMOR LEATHER HIT; Hitting leather armor. Short tight hits.	5
HERO - DESIGNED - ARMOR Metal Hit Heavy.wav	ARMOR METAL HIT HEAVY; Metal armor hit by sword or other weapon. Heavy hits with rattle.	4
HERO - DESIGNED - ARMOR Metal Hit Light.wav	ARMOR METAL HIT LIGHT; Metal armor hit by sword or other weapon. Light hits.	4
HERO - DESIGNED - ARMOR Metal Hit Medium.wav	ARMOR METAL HIT MEDIUM; Metal weapon hitting metal armor. Medium intensity.	4
HERO - DESIGNED - ARROW Fire By 01.wav	ARROW FIRE; Flaming arrow whooshes by.	5
HERO - DESIGNED - ARROW Fire By 02.wav	ARROW FIRE; Flaming arrow whooshes by.	5
HERO - DESIGNED - ARROW Hit Flesh.wav	ARROW HIT FLESH; Incoming whistling arrow hits and stabs flesh with light blood and gore.	4
HERO - DESIGNED - ARROW Hit Wood Wobble.wav	ARROW HIT WOOD; Incoming whistling arrow hitting wood with wobble effect.	5
HERO - DESIGNED - ARROW Hit Wood.wav	ARROW HIT WOOD; Incoming whistling arrow hitting wood.	5
HERO - DESIGNED - AXE Hit Heavy.wav	AXE HIT HEAVY; Axe stabbing with mild blood and gore element.	3
HERO - DESIGNED - AXE Hit Medium.wav	AXE HIT MEDIUM; Axe stabbing with mild blood and gore element.	3
HERO - DESIGNED - AXE Throw Wood Shield.wav	AXE THROW; Throwing an axe against a wood shield. Twirling whoosh followed by a solid metal on wood hit or impact.	4
HERO - DESIGNED - BOW Wood Draw Fast.wav	BOW WOOD DRAW FAST; Drawing or pulling back on a bow before shooting an arrow. Also useful for wood tension, creaks, or stress.	5
HERO - DESIGNED - CASTLE DRAWBRIDGE Element Metal Latch Movement.wav	CASTLE DRAWBRIDGE ELEMENT; Small metal mechanical element. Latch sliding into place. Reverberant.	3
HERO - DESIGNED - CASTLE DRAWBRIDGE Element Metal Latch Slide 01.wav	CASTLE DRAWBRIDGE ELEMENT; Small metal mechanical element. Latch sliding into place. Reverberant.	3
HERO - DESIGNED - BOW Wood Draw Slow.wav	BOW WOOD DRAW SLOW; Drawing or pulling back on a bow before shooting an arrow. Also useful for wood tension, creaks, or stress.	6
HERO - DESIGNED - BOW Wood Release.wav	BOW WOOD FIRE; Releasing a primed bow to shoot off an arrow.	5
HERO - DESIGNED - CASTLE DRAWBRIDGE Element Metal Crank 01.wav	CASTLE DRAWBRIDGE ELEMENT; Light metal mechanical element. Pulley like character. Cranking squeaky mechanism. Reverberant.	2
HERO - DESIGNED - CASTLE DRAWBRIDGE Element Metal Crank 02.wav	CASTLE DRAWBRIDGE ELEMENT; Light metal mechanical element. Pulley like character. Cranking squeaky mechanism. Reverberant.	2
HERO - DESIGNED - CASTLE DRAWBRIDGE Element Metal Crank 03.wav	CASTLE DRAWBRIDGE ELEMENT; Light metal mechanical element. Pulley like character. Cranking squeaky mechanism. Reverberant.	2
HERO - DESIGNED - CASTLE DRAWBRIDGE Element Metal Crank 04.wav	CASTLE DRAWBRIDGE ELEMENT; Light metal mechanical element. Pulley like character. Cranking squeaky mechanism. Reverberant.	2
HERO - DESIGNED - CASTLE DRAWBRIDGE Element Metal Crank 05.wav	CASTLE DRAWBRIDGE ELEMENT; Light metal mechanical element. Pulley like character. Cranking squeaky mechanism. Reverberant.	2
HERO - DESIGNED - CASTLE DRAWBRIDGE Element Metal Crank 06.wav	CASTLE DRAWBRIDGE ELEMENT; Light metal mechanical element. Pulley like character. Cranking squeaky mechanism. Reverberant.	2
HERO - DESIGNED - CASTLE DRAWBRIDGE Element Metal Crank Huge 01.wav	CASTLE DRAWBRIDGE ELEMENT; Large metal mechanical element. Cranking large gears. Reverberant.	1
HERO - DESIGNED - BOW Wood Draw Medium 01.wav	BOW WOOD DRAW MEDIUM; Drawing or pulling back on a bow before shooting an arrow. Also useful for wood tension, creaks, or stress.	4
HERO - DESIGNED - BOW Wood Draw Medium 02.wav	BOW WOOD DRAW MEDIUM; Drawing or pulling back on a bow before shooting an arrow. Also useful for wood tension, creaks, or stress.	4
HERO - DESIGNED - CASTLE DRAWBRIDGE Element Metal Latch Slide 02.wav	CASTLE DRAWBRIDGE ELEMENT; Small metal mechanical element. Latch sliding into place. Reverberant.	3
HERO - DESIGNED - CASTLE DRAWBRIDGE Element Metal Latch Slide 03.wav	CASTLE DRAWBRIDGE ELEMENT; Small metal mechanical element. Latch sliding into place. Reverberant.	4
HERO - DESIGNED - CASTLE DRAWBRIDGE Element Metal Lever Down 01.wav	CASTLE DRAWBRIDGE ELEMENT; Large metal mechanical element. Large metal lever dropping down. Reverberant.	2
HERO - DESIGNED - CASTLE DRAWBRIDGE Element Metal Lever Down 02.wav	CASTLE DRAWBRIDGE ELEMENT; Large metal mechanical element. Large metal lever dropping down. Reverberant.	2
HERO - DESIGNED - CASTLE DRAWBRIDGE Element Metal Lever Down 03.wav	CASTLE DRAWBRIDGE ELEMENT; Large metal mechanical element. Large metal lever dropping down. Reverberant.	2



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HERO - DESIGNED - CASTLE DRAWBRIDGE Element Metal Lever Down 04.wav	CASTLE DRAWBRIDGE ELEMENT; Large metal mechanical element. Large metal lever dropping down. Reverberant.	2
HERO - DESIGNED - CASTLE DRAWBRIDGE Element Metal Lever Down 05.wav	CASTLE DRAWBRIDGE ELEMENT; Large metal mechanical element. Large metal lever dropping down. Reverberant.	2
HERO - DESIGNED - CASTLE DRAWBRIDGE Element Metal Lever Down.wav	CASTLE DRAWBRIDGE ELEMENT; Small metal mechanical element. Small metal lever dropping down. Reverberant.	2
HERO - DESIGNED - CASTLE DRAWBRIDGE Element Metal Lever Huge.wav	CASTLE DRAWBRIDGE ELEMENT; Large metal mechanical element. Large metal lever dropping down. Reverberant.	3
HERO - DESIGNED - CASTLE DRAWBRIDGE Element Metal Lever Up 01.wav	CASTLE DRAWBRIDGE ELEMENT; Small metal mechanical element. Squeaky metal lever being pushed up. Reverberant.	3
HERO - DESIGNED - CASTLE DRAWBRIDGE Element Metal Lever Up 02.wav	CASTLE DRAWBRIDGE ELEMENT; Small metal mechanical element. Squeaky metal lever being pushed up. Reverberant.	3
HERO - DESIGNED - CASTLE DRAWBRIDGE Element Metal Lever Up 03.wav	CASTLE DRAWBRIDGE ELEMENT; Small metal mechanical element. Squeaky metal lever being pushed up. Reverberant.	3
HERO - DESIGNED - CASTLE DRAWBRIDGE Element Metal Lock.wav	CASTLE DRAWBRIDGE ELEMENT; Large metal mechanical element. Gear or large lever locking into position. Reverberant.	2
HERO - DESIGNED - CASTLE DRAWBRIDGE Element Metal Mechanical Sweetener 01.wav	CASTLE DRAWBRIDGE ELEMENT; Large metal mechanical element. Gear or large lever locking into position. Reverberant.	2
HERO - DESIGNED - CASTLE DRAWBRIDGE Element Metal Mechanical Sweetener 02.wav	CASTLE DRAWBRIDGE ELEMENT; Large metal mechanical element. Gear or large lever locking into position. Reverberant.	2
HERO - DESIGNED - CASTLE DRAWBRIDGE Element Metal Mechanical Sweetener 03.wav	CASTLE DRAWBRIDGE ELEMENT; Large metal mechanical element. Gear or large lever locking into position. Reverberant.	2
HERO - DESIGNED - CASTLE DRAWBRIDGE Element Metal Movement.wav	CASTLE DRAWBRIDGE ELEMENT; Large metal mechanical element. Large platform moving and stopping in place. Reverberant.	4
HERO - DESIGNED - CASTLE DRAWBRIDGE Element Metal Ring.wav	CASTLE DRAWBRIDGE ELEMENT; Large metal mechanical element. Large gear or mechanism starting up with ring character. Reverberant.	4
HERO - DESIGNED - CASTLE DRAWBRIDGE Element Metal Rotate 01.wav	CASTLE DRAWBRIDGE ELEMENT; Large metal mechanical element. Large single rotation. Reverberant.	3
HERO - DESIGNED - CASTLE DRAWBRIDGE Element Metal Rotate 02.wav	CASTLE DRAWBRIDGE ELEMENT; Large metal mechanical element. Large single rotation. Reverberant.	3
HERO - DESIGNED - CASTLE DRAWBRIDGE Element Metal Rotate 03.wav	CASTLE DRAWBRIDGE ELEMENT; Large metal mechanical element. Large single rotation. Reverberant.	3
HERO - DESIGNED - CASTLE DRAWBRIDGE Element Metal Rotate Huge 01.wav	CASTLE DRAWBRIDGE ELEMENT; Large metal mechanical element. Large single rotation. Reverberant.	3
HERO - DESIGNED - CASTLE DRAWBRIDGE Element Metal Rotate Huge 02.wav	CASTLE DRAWBRIDGE ELEMENT; Large metal mechanical element. Large single rotation. Reverberant.	3
HERO - DESIGNED - CASTLE DRAWBRIDGE Element Metal Rotate Huge 03.wav	CASTLE DRAWBRIDGE ELEMENT; Large metal mechanical element. Large single rotation. Reverberant.	3
HERO - DESIGNED - CASTLE DRAWBRIDGE Element Metal Slide.wav	CASTLE DRAWBRIDGE ELEMENT; Large metal mechanical element. Wronk and slide of large mechanical device. Reverberant.	3
HERO - DESIGNED - CASTLE DRAWBRIDGE Element Metal With Chain.wav	CASTLE DRAWBRIDGE ELEMENT; Large metal mechanical element. Large slide of large mechanical device with chain like element. Reverberant.	3
HERO - DESIGNED - GUILLOTINE Decapitate 01.wav	GUILLOTINE DECAPITATE; Wood and metal guillotine falling and cutting off head. Mild gore.	3
HERO - DESIGNED - HEAD Severed Drop.wav	HEAD SEVERED DROP; Severed head dropping on concrete surface. Mild gore, squishy element.	5
HERO - DESIGNED - KNIFE Dagger Sheathe Leather.wav	KNIFE DAGGER SHEATHE LEATHER; Sheathing or inserting dagger into leather sheathe.	3
HERO - DESIGNED - KNIFE Dagger Stab Heavy.wav	KNIFE DAGGER STAB HEAVY; Dagger stabbing flesh with blood and gore element.	4
HERO - DESIGNED - KNIFE Dagger Stab.wav	KNIFE DAGGER STAB; Dagger stabbing flesh with blood and gore element.	4
HERO - DESIGNED - KNIFE Dagger Unsheathe Leather.wav	KNIFE DAGGER UNSHEATHE LEATHER; Unsheatheing or removing dagger from leather sheathe.	3
HERO - DESIGNED - SHIELD Metal Hit Heavy.wav	SHIELD METAL HIT HEAVY; Sword or weapon hitting metal shield with mild metal ring. Heavy Intensity.	4
HERO - DESIGNED - SHIELD Metal Hit Light.wav	SHIELD METAL HIT LIGHT; Sword or other metal weapon hitting metal shield. Light intensity.	5
HERO - DESIGNED - SHIELD Metal Hit Medium.wav	SHIELD METAL HIT MEDIUM; Sword or other metal weapon hitting metal shield. Medium intensity.	4
HERO - DESIGNED - SHIELD Wood Hit Heavy.wav	SHIELD WOOD HIT HEAVY; Sword or weapon hitting wood shield with mild metal ring. Heavy Intensity.	4
HERO - DESIGNED - SHIELD Wood Hit Light.wav	SHIELD WOOD HIT LIGHT; Sword or other metal weapon hitting wood shield. Light intensity.	5
HERO - DESIGNED - SHIELD Wood Hit Medium.wav	SHIELD WOOD HIT MEDIUM; Sword or other metal weapon hitting wood shield. Medium intensity.	5
HERO - DESIGNED - SWORD Falchion Impale.wav	SWORD FALCHION IMPALE; Stabbing and impaling with a blood and guts splatter tail. Mild gore.	5
HERO - DESIGNED - SWORD Falchion Pull Out.wav	SWORD FALCHION PULL OUT; Pulling out falchion sword from flesh with mild gore and blood element.	5
HERO - DESIGNED - SWORD Falchion Sheathe Leather.wav	SWORD FALCHION SHEATHE LEATHER; Sliding falchion sword into leather sheathe.	4
HERO - DESIGNED - SWORD Falchion Unsheathe Leather.wav	SWORD FALCHION UNSHEATHE LEATHER; Sliding falchion sword out of leather sheathe with ring or shing tail.	4
HERO - DESIGNED - SWORD Rapier Hit.wav	SWORD RAPIER HIT; Sword on sword hits with ring or shing tail.	4

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HERO - DESIGNED - SWORD Rapier Stab.wav	SWORD RAPIER STAB; Rapier stabbing flesh with blood and gore element.	2
HERO - DESIGNED - SWORD Scimitar Sheathe Metal.wav	SWORD SCIMITAR SHEATHE METAL; Sliding scimitar sword into metal sheathe.	5
HERO - DESIGNED - SWORD Scimitar Stab.wav	SWORD SCIMITAR STAB; Scimitar stabbing flesh with blood and gore element.	4
HERO - DESIGNED - SWORD Scimitar Unsheathe Metal.wav	SWORD SCIMITAR UNSHEATHE METAL; Sliding scimitar sword out of metal sheathe with ring or shing tail.	4
HERO - DESIGNED - SWORD Sheathe.wav	SWORD SHEATHE; Slowly placing sword into sheathe.	2
HERO - DESIGNED - SWORD Unsheathe.wav	SWORD UNSHEATHE; Slowly removing sword from sheathe with ring or shing tail.	3
HERO - DESIGNED - TOMB Slide Closed.wav	TOMB STONE; Closing a stone tomb by pushing and sliding its cover back in place. Heavy, scraping character.	5
HERO - DESIGNED - TOMB Slide Open.wav	TOMB STONE; Opening a stone tomb by pushing off and sliding its cover. Heavy, scraping character.	5

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