

CHARACTER	EVENT TYPE	DIALOGUE	DIRECTIONS	IN-GAME CONTEXT	WORD COUNT
GABLE	time stop activated_01	Time to take this slow	humorous liit, 'slow' is left to drag and disappear	player activates the time stop ability	5
	time stop activated_02	And now you don't	humorous liit	player activates the time stop ability	4
	time stop activated_03	(Deep breath and exhale)	stabilising breath	player activates the time stop ability	1
	time stop activated combat_01	Party's over	humour, slight strain of effort	player activates the time stop ability when spotted	2
	time stop activated combat_02	Cutting that close	humour, but strained like he's gritting his teeth	player activates the time stop ability when spotted	3
	time stop activated combat_03	Thwew.	breathless	player activates the time stop ability when spotted	1
	monetary item stolen_01	Jackpot	sense of achievement	player picks up an item that gives them money	1
	monetary item stolen_02	Thank you	mock genuine, light hearted	player picks up an item that gives them money	2
	monetary item stolen_03	And into the trust fund it goes.	light sarcasm	player picks up an item that gives them money	7
	conservatory plants_01	Please don't be poisonous.	under breath	player brushes against plant in conservatory	4
GUARD - GENERIC	Guard becomes suspicious_01	Huh?	confused	Guard notices something unusual	1
	Guard becomes suspicious_02	Hm?	seeing something out the corner of their eye	Guard notices something unusual	1
	Guard becomes suspicious_03	What was...?	Unsure	Guard notices something unusual	2
	Guard leaves suspicion_01	Mhrm.	grumbling to self	Guard goes back to idle when the player doesn't alert them	1
	Guard leaves suspicion_02	Hm.	self-affirming 'turns out nothing's there'	Guard goes back to idle when the player doesn't alert them	1
	Guard becomes alert_01	Hey!	Sharp bark/yell	When the guard becomes fully aware of the player	1
	Guard becomes alert_02	We got somebody here!	Calling out	When the guard becomes fully aware of the player	4
	Guard becomes alert_03	Guards, to me!	Calling for backup	When the guard becomes fully aware of the player	3
	Guard searching_01	I know you're here somewhere...	Speaking loudly, addressing the player	The guard is actively searching for the player	5
	Guard searching_02	Keep looking! He's gotta be close.	Calling out	The guard is actively searching for the player	6
Guard searching_03	God damn thieves	anger and dislike	The guard is actively searching for the player	3	
SERVANT - GENERIC	idle_01	(sigh) that needs cleaning.	tired, slightly defeated	The servant is idly talking to herself	3
	idle_02	It's not as quiet as usual with the guards here.	somewhat concerned	The servant is idly talking to herself	10
	idle_03	So many guards around...	quiet and concerned	The servant is idly talking to herself	4
	idle_04	Always something else to clean...	tired	The servant is idly talking to herself	5
	Servant becomes suspicious_01	Huh?	confused	Servant notices something unusual	1
	Servant becomes suspicious_02	Um..Hello?	unsure	Servant notices something unusual	2
	Servant becomes suspicious_03	Er...	confused	Servant notices something unusual	1
	Servant becomes alert_01	Help! Someone's here!	Scared	Servant becomes fully aware of player, alerts others	3
	Servant becomes alert_02	You're...Gaurds!	confusion/accusation before calling out	Servant becomes fully aware of player, alerts others	2
	Servant becomes alert_03	Intruder! Help!	Scared	Servant becomes fully aware of player, alerts others	2
DR SINCLAIR	idle_01	...and as the diaspor...where did I put that note?	mumbling to herself under her breath	Sinclair is talking to herself	10
	idle_02	I'm sure I've written that down.	mumbling to herself under her breath	Sinclair is talking to herself	6
	idle_03	Must have been one of those damn assistants...	mumbling to herself under her breath, disgruntled	Sinclair is talking to herself	8
	idle_04	...and at the rate of growth...(sigh) I need a pencil	mumbling to herself under her breath, slight defeat	Sinclair is talking to herself	10
	inspecting plants_01	Why hello. Yes, you are growing well, aren't you?	talking softly and quietly in a private sort of way.	Talking to her plant	9
	Sinclair becomes suspicious_01	What?	she's just become distracted from her work	Sinclair notices something unusual	1
	Sinclair becomes suspicious_02	Hmm?	she's just become distracted from her work	Sinclair notices something unusual	1
	Sinclair becomes alert_01	Intruder!	genuine anger	Sinclair becomes fully aware of player, alerts others	1
	Sinclair becomes alert_02	You! You're not supposed to be here.	genuine anger, slight lecturing tone	Sinclair becomes fully aware of player, alerts others	7
	Sinclair becomes alert_03	You, get out!	genuine anger	Sinclair becomes fully aware of player, alerts others	3