Vicar Max Combat Lines:

**Event - Attacking**

* Watch and learn.
* I'll teach this one a lesson.
* I'll deal with them.
* I've got this.
* Let me handle them.

**Event - Companion Special Combat Ability**

* I smite you in the name of the Law!
* The strong survive and the weak perish.
* Here's a little trick I learned in prison.
* I'll take your confession now.
* Never anger a man of the cloth.
* I've had quite enough of you.
* [Dark side] Sometimes violence is the only way.
* [Dark side] May the Law have mercy on you. I won't.
* [Light side] May you find peace in death.
* [Light side] Your life was merely an illusion anyway.

**Event - Failure (Cannot Do That)**

* That appears to be impossible.
* I'm not able to do that.
* I can't do that, Captain.
* Apologies, Captain. But I cannot.

**Event - Move to Location**

* Yes. I'll step lively.
* All right. I'm going.
* I'll make my way there.
* Understood. On my way.

**Event - Return to Player**

* I am en route, Captain.
* Coming back.
* I'll be right there.
* Coming over to you.

**Event - Hack or Lockpick Success**

* Nice job, Captain.
* Your skills could rival mine.
* That surely deserves some accolades.
* Impressive.
* That was no easy feat.
* Fine work.
* You do make it look easy.
* [Not Dark side] All according to the Plan.
* Handled beautifully.
* [Lockpick only] You're a deft hand with a magpick.
* [Hack only] And I thought \*I\* was good with terminals.

**Event - Companion Has Gone Idle**

* [Not Dark side] Patience is a virtue. Or so I've been told.
* Well, I could use a breather.
* I am in no hurry, myself.
* I shall await your signal, Captain.
* [Light side] Life is but a collection of idle moments.
* [Light side] He who has time to waste is wealthy indeed.
* [Not Light side] Allow me to practice my determinism. I'm determined to stay put so long as you desire.

**Event - Combat Ended**

* [Not Light side] We were destined to prevail.
* [Not Light side] Their death, our survival.
* That's the last of them.
* Well done. We're still alive.
* Our victory is their defeat.
* We are victorious.

**Event - Combat Ended No Party Deaths**

* [Not Light side] By the Law, we are unstoppable.
* Our skills are unrivaled.
* Fate shines on us today.
* [Not Light side] They shouldn't have stood in our way!
* We make quite a team, my friend.

**Event - Combat Started by Enemy**

* We've got trouble!
* Oh, good. A fight.
* Watch out, Captain!
* Trouble incoming, Captain!
* We've got a fight on our hands!

**Event - Combat Started by Party**

* [Not Light side] Who would like to die first?!
* I have your back, Captain!
* [Dark side] You won't get any mercy from me
* Want to try me?!
* [Light side] This will be over quickly.

**Event - Combat Start (Easy Encounter)**

* This should be a clean fight.
* I do so enjoy a good warmup.
* They'll regret taking us on.
* We have the advantage!

**Event - Combat Start (Difficult Encounter)**

* [Not Dark side] Stand your ground! This could get rough!
* This may be quite a challenge.
* I hope you're ready for a fight, Captain.
* This'll take all we've got!
* Stay sharp. This is going to be difficult.
* Don't worry. I have your back.

**Event - Player Death**

* Captain? Damn.
* Don't you dare die on me!
* Captain! No!
* No, no, no!
* GET UP! Captain, get up!
* [Light side] Captain? No...

**Event - Player Crit Hits an Enemy**

* A fine hit, Captain!
* Excellent hit!
* Nice one, Captain!
* Good hit!
* [Not Light side] Show them how it's done!

**Event - Player Grazes an Enemy (results when enemy armor is resistant to attack weapon)**

* That didn't work!
* They're too tough! Try something else!
* You must get past that armor!
* I don't think that's working.

**Event - Player Grazes an Enemy: Corrosive, Plasma, N-rays, or Shocking (results when enemy armor is resistant to element damage type) (each element type has a variation of 4 lines each but the full set is very similar, so I've cut it down to 1 sample each below)**

* No good! Corrosives won't work!
* Plasma is NOT working!
* N-Rays are ineffective!
* Shocking them isn't doing much!

**Event - Player Kills an Enemy**

* That one's done for.
* Subtle work, Captain.
* [Not Light side] They were destined to die.
* Nice kill.
* That's one down.
* [Light side] Well done, Captain.

**Event - Player Stealth Kills an Enemy (these lines are whispered or spoken more softly)**

* Superbly executed.
* [Not Light side] Never knew what hit them.
* A fine kill.
* [Not Dark side] We'll call that one a mercy kill.
* They never saw you coming.
* [Light side] Swift and merciful. Well done.

**Event - Player's Health is Low**

* You're hurt, Captain!
* Mend yourself, Captain, quick!
* Careful! You're wounded!
* Take cover!

**Event - Resume Banter (when companions are bantering back and forth but get interrupted by combat or a level load, this will play to ease the transition back into their banter lines after)**

* Right, so as I was saying before...
* What were we discussing again? Ah yes...
* Now, where was I? Oh right...
* Back to what I was saying...

**Event - Entering Stealth (spoken more softly)**

* I'll keep quiet.
* Easy does it.
* Understood. I'll keep my head down.
* Quietly now.

**Event - Stealth Warning (player is in danger of being spotted by nearby enemies, whispered or spoken softly)**

* Shh. Someone's coming.
* Careful.
* Someone's there.
* Shh. Company.

**Event - Companion Wants to Talk to the Player**

* Captain, I was hoping for a word.
* There's something weighing on my mind.
* Could I have a moment of your time, Captain?
* Are you free to talk?

**Event - Party Member KO (other companion was KOed in combat) - these interchange the companion's names so you get variation per character**

* Ellie's out cold!
* Dr. Fenhill!
* [Light side] Oh, no, Ellie!
* [Not Light side] Trashcan's out of commission.
* Your mechanical's down!
* SAM's out!
* [Not Dark side] Ms. Holcomb?! Damn!
* Parvati's hurt!
* Someone cover Ms. Holcomb!
* Damn it, Felix!
* Reckless, Mr. Millstone!
* Felix needs our help!
* Our hunter's down!
* Captain! Nyoka needs help!
* Nyoka's not moving!

**Event - Personal Space Enter (plays when they're in the player ship and the player runs by or approaches for conversation)**

* [Not Dark side] A pleasure to see you.
* Oh, hello, Captain.
* Hmm? Yes, Captain?

**Event - Player Targeted from Behind or the Side by Enemy in Combat (when player can't see who is attacking them)**

* Captain, watch out!
* Captain, behind you!
* Behind you, Captain!
* Captain, to your left!
* On your left, Captain!
* Captain, to your right!
* On your right, Captain!
* Watch out, Captain!