

Assignment Overview:	Create a triggered dialogue sheet for the multiplayer announcer for Destiny 2 (Shaxx), but in the voice of Kratos from God of War.		
Character Brief:	A Spartan warrior nicknamed "The Ghost of Sparta", Kratos is haunted by his rage filled past, learning to become a better god by becoming a better father to his son, Atreus. His voice is generally matter-of-fact and very blunt. He doesn't soften his words often.		
Gameplay Event	Line	VA/Localization Context	Additional Notes
Introduction, Clash Game Mode	Clash	Neutral	Always said. Random additional Introduction line follows.
	Come. Let us test your skill as a Guardian.		
	We train. The way only Guardians can.		
	The lesson today is attrition. Learn it well.		
	When the distractions of war dissipate, only the fighting remains. So fight.		
	Prove your capabilities in battle. I have removed all other distractions.		
	There is nothing here but your strength and skill. Pray it is enough.		
Introduction, Control Game Mode	Control	Neutral	Always said. Random additional Introduction line follows.
	There is more to a battle than killing. It is time you learned that.	Patient.	
	Capture the control points. That is how you win.		
	Skill comes second to awareness. On the battlefield, and within yourself.		
	Gain the advantage, then press it.		
	You must tame the battlefield as you would a wild animal.		
	Do not let the frenzy of battle overcome your judgement. Capture the objectives.	Quick and precise.	
Introduction, Elimination Game Mode	Elimination	Neutral	Always said. Random additional Introduction line follows.
	In war, there are no second chances. Here, it is the same.		
	Fight, and perhaps die, with honor.		
	Here, death is the end. But the same is true for your opponents.		
	Your mistakes will cost you. Do not make any.		
	Make your life count. No one else will.		
	Wars can be won by just one soldier. Remember that.		
Victory	Victory	Neutral	Always said. Random additional Victory line follows.
	You have proven... adequate. Again!		
	In war, there can be only one victor. Today, that is you.		
	You have won today. Rest. Until the next battle.		
	You have shown none here can rival you. I must find you a more worthy challenge.	A little proud.	Requires player to be top of the leaderboard.
	I see the strength of Titans has not been exaggerated.		Requires player to be playing a Titan class.

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Gameplay Event	Line	VA/Localization Context	Additional Notes
	You move through the battlefield like a sharp knife, Hunter.		Requires player to be playing a Hunter class.
	You prove that knowledge is power, Warlock.		Requires player to be playing a Warlock class.
	You fought bravely, and this time, it led to your success. It won't always.		
	Strategy and skill are what brought you success. Luck does not exist.		
Overwhelming Victory (Mercy condition)	I have not seen such prowess in battle since... In a long time.	Haunted by a memory.	
	I have heard the legends of Titan prowess during Twilight Gap. You make me believe they are more than just stories.		Requires player to be playing a Titan class.
	You ventured into the unknown, and conquered it. The mark of a true Hunter.		Requires player to be playing a Hunter class.
	Such raw power. You prove Warlocks are a foe to be cautious of.		Requires player to be playing a Warlock class.
Defeat	Defeat.	Neutral	Always said. Random additional Defeat line follows.
	Training for war can be as brutal as war itself, but it is not the end.		
	You are weak. Come, let us train.		
	You must become stronger. That is how you will win.	Emphasis on "that"	
	There will always be those stronger than us. You must learn to overcome them in other ways.		
	Your strategy was lacking today. Tomorrow, we will be better.		
	Your best efforts still fell short. Next time, be better.		Requires player to be top of the leaderboard.
	Titans are unstoppable. But you must learn to become unbeatable.		Requires player to be playing a Titan class.
	Without discipline, the hunt bears no fruit. No matter how sharp your arrow is, Hunter.		Requires player to be playing a Hunter class.
	Study can only take you so far, Warlock. You must fight if you wish to grow stronger.		Requires player to be playing a Warlock class.
Overwhelming Defeat (Mercy condition)	Retreat is not unwise in the face of an overwhelming foe. Grow. Regroup. Fight again.		
	You are not ready for this challenge. Yet.		
	Some battles cannot be won. You must learn which ones can.		
	There are no unstoppable enemies. Only unprepared soldiers. Keep training, and fight again.		
Kill Streak (5 kills)	Your strength is impressive. Keep fighting.		

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	Five opponents felled. Impressive.		
	Five down. Continue the fight.		
	Focus. Do not let your prowess in battle be your downfall.		
Kill Streak (10 kills)	This is the Titan's might I have heard so much about? The tales are not exaggerated.		Requires player to be playing a Titan class.
	It seems your intelligence is most... applicable in battle, Warlock.		Requires player to be playing a Warlock class.
	Such ferocity. Tell me, are all Hunters this bloodthirsty?		Requires players to be playing a Hunter class.
	You wage war well, but remember. You are not untouchable.		
Kill Streak (15 kills)	Your weapons may grant you power, but it is you who weilds the skill.		
	You would have made a worthy Spartan.		
	Well done. Fifteen opponents defeated, and barely a scratch.		
	You fight well. Be careful you do not lose yourself to the frenzy of battle.		
Kill Streak, We Ran Out Of Medals (20 kills)	I have seen few who possess your strength. Well done.		
	Conflict has made you a warrior, but remember, there is life outside of war.		
	If Sparta had a warrior like you, perhaps they would not have fallen.		
Kill Streak, Ghost (7 kills without taking damage)	Your efforts are commendable, from one Ghost to another.		
	To strike without being struck. That is what it means to be a Ghost.		
	You haunt the battlefield. Good.		
Positive Score Update, Clash/Control Game Mode	Keep fighting. The battle is not yet won.		
	Stay the course, and the battle will soon be over.		
	You are winning, but you have not won yet.		
	Victory is within reach. Grasp it.		
	The sooner you win, the sooner this battle will end.		
Positive Score Update, Elimination Game Mode	Your opponents dwindle. Press your advantage.		
	You have pulled ahead. Keep pulling.		
	You learn quickly, now prove your knowledge.		
	The enemy falls behind. Good.		

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Gameplay Event	Line	VA/Localization Context	Additional Notes
	You have gained a lead. Keep it, until the very end.		
	One opponent remains. Hunt them down.		Requires there being one opponent left.
Negative Score Update, Clash/Control Game Mode	The battle is not lost. Push on.		
	Your opponents pull further ahead. Drag them back.		
	Keep fighting! Do not give up because you are behind.		
	Only cowards judge a battle lost before it is. You are no coward.		
	I have seen you face worse odds before. Victory is still possible.		
	You have a challenging battle ahead. Good. Hot fires forge strong steel.		
Negative Score Update, Elimination Game Mode	You are behind. Be better!	Admonishing.	
	They may be ahead, but wars are not decided by the outcome of a single skirmish.		
	Rise to the challenge. The fight is not over yet.		
	Discouragement is the death of effort. Bury it.		
	Earn victory. Even if you must gnaw and scrape for it.		
	You are all that remains. Show them your might.		Requires player is the last one standing on their team.
Shoutcast, Ace (Killed all enemy opponents), Elimination Game Mode	None can stand against you.		
	Those who fought you are now dead. Let this be a lesson to your enemies.		
	Every battlefield has its strongest soldier. Today, that is you.		
Shoutcast, Shutdown (Killed an opponent in their super)	You prove that those who wield power are not always stronger.		
	There is always a weakness to exploit.		
	Gods are not untouchable. You have proven that today.		
Shoutcast, Shutdown while in super	A battle of gods. Terrifying, but necessary.	Haunted by a memory.	