

Title	Description	FileName	Keywords	Media Code	Time	CD	Track	Index
Track Title	Track Description	Filename	Keywords	Media Code	Time	CD	0	0
Body Fall Concrete Leather Clean	BODY FALL DROP LEATHER Clean and tight leather impacts on concrete.	CC-CK Body Fall Concrete Leather Clean.wav	Human, Fight, Construction Kit	Close Combat			0	0
Body Fall Concrete Leather Harsh 01	BODY FALL DROP LEATHER Hard and harsh leather impacts with flapping elements.	CC-CK Body Fall Concrete Leather Harsh 01.wav	Human, Fight, Construction Kit	Close Combat			0	0
Body Fall Concrete Leather Harsh 02	BODY FALL DROP LEATHER Multiple elements dropping heavily on concrete.	CC-CK Body Fall Concrete Leather Harsh 02.wav	Human, Fight, Construction Kit	Close Combat			0	0
Body Fall Concrete Leather Harsh 03	BODY FALL DROP LEATHER Clapping leather impacts on ground, various elements.	CC-CK Body Fall Concrete Leather Harsh 03.wav	Human, Fight, Construction Kit	Close Combat			0	0
Body Fall Concrete Leather Heavy	BODY FALL DROP LEATHER Low and heavy body drops, some metal zipper elements.	CC-CK Body Fall Concrete Leather Heavy.wav	Human, Fight, Construction Kit	Close Combat			0	0
Body Fall Concrete Leather Medium	BODY FALL DROP LEATHER Light flapping leather on ground.	CC-CK Body Fall Concrete Leather Medium.wav	Human, Fight, Construction Kit	Close Combat			0	0
Body Fall Generic Cloth Hard	BODY FALL DROP CLOTH Drop of cloth wrapped heavy books, crackling elements.	CC-CK Body Fall Generic Cloth Hard.wav	Human, Fight, Construction Kit	Close Combat			0	0
Body Fall Generic Cloth Soft 01	BODY FALL DROP CLOTH Generic soft and rustling textile impacts. Combination of linen and nylon.	CC-CK Body Fall Generic Cloth Soft 01.wav	Human, Fight, Construction Kit	Close Combat			0	0
Body Fall Generic Cloth Soft 02	BODY FALL DROP CLOTH Rustling textile impacts, soft layer. Linen and nylon combination.	CC-CK Body Fall Generic Cloth Soft 02.wav	Human, Fight, Construction Kit	Close Combat			0	0
Body Fall Generic Leather Hard	BODY FALL DROP LEATHER Intense drop of heavy leather on ground.	CC-CK Body Fall Generic Leather Hard.wav	Human, Fight, Construction Kit	Close Combat			0	0
Body Fall Generic Leather Medium	BODY FALL DROP LEATHER Rattling drops of leather on undefined ground.	CC-CK Body Fall Generic Leather Medium.wav	Human, Fight, Construction Kit	Close Combat			0	0
Body Fall Generic Light Single	BODY FALL DROP LIGHT High impacts on generic ground, subtle pre-hit.	CC-CK Body Fall Generic Light Single.wav	Human, Fight, Construction Kit	Close Combat			0	0
Body Fall Generic Low Tumble	BODY FALL DROP LOW Tumbling and slapping low ground hits.	CC-CK Body Fall Generic Low Tumble.wav	Human, Fight, Construction Kit	Close Combat			0	0
Body Fall Generic Mid Tumble	BODY FALL DROP MID Rich impact on generic ground. Falling books.	CC-CK Body Fall Generic Mid Tumble.wav	Human, Fight, Construction Kit	Close Combat			0	0
Body Fall Grass Hard	BODY FALL DROP GRASS Body impact on grass. Light rustling.	CC-CK Body Fall Grass Hard.wav	Human, Fight, Construction Kit	Close Combat			0	0
Body Fall Gravel Fine Double	BODY FALL DROP GRAVEL Tumbling impacts of a body on fine gravel.	CC-CK Body Fall Gravel Fine Double.wav	Human, Fight, Construction Kit	Close Combat			0	0
Body Fall Gravel Fine Single	BODY FALL DROP GRAVEL Dull impact with high gravel elements.	CC-CK Body Fall Gravel Fine Single.wav	Human, Fight, Construction Kit	Close Combat			0	0
Body Fall Gravel Hard 01	BODY FALL DROP GRAVEL Double impacts on gravel. Light scraping character.	CC-CK Body Fall Gravel Hard 01.wav	Human, Fight, Construction Kit	Close Combat			0	0
Body Fall Gravel Hard 02	BODY FALL DROP GRAVEL Single impacts on gravel, light debris.	CC-CK Body Fall Gravel Hard 02.wav	Human, Fight, Construction Kit	Close Combat			0	0
Body Fall Ice Water 01	BODY FALL DROP ICE WATER Cracking and creaking ice with water splash.	CC-CK Body Fall Ice Water 01.wav	Human, Fight, Construction Kit	Close Combat			0	0
Body Fall Ice Water 02	BODY FALL DROP ICE WATER Light cracking ice impacts with shallow water splash.	CC-CK Body Fall Ice Water 02.wav	Human, Fight, Construction Kit	Close Combat			0	0
Body Fall Ice	BODY FALL DROP ICE Cracking and creaking ice impacts, some water bubbles under the ice.	CC-CK Body Fall Ice.wav	Human, Fight, Construction Kit	Close Combat			0	0
Body Fall Sand Hard Bounce	BODY FALL DROP SAND GRAVEL Tumbling body impacts with light scrapes on sand or fine gravel.	CC-CK Body Fall Sand Hard Bounce.wav	Human, Fight, Construction Kit	Close Combat			0	0
Body Fall Sand Hard Thud	BODY FALL DROP SAND GRAVEL Low, dull impacts. Subtle sand or fine gravel elements.	CC-CK Body Fall Sand Hard Thud.wav	Human, Fight, Construction Kit	Close Combat			0	0
Body Fall Sand Hard	BODY FALL DROP SAND GRAVEL Impacts on wet sand or fine gravel.	CC-CK Body Fall Sand Hard.wav	Human, Fight, Construction Kit	Close Combat			0	0
Body Fall Sand Medium	BODY FALL DROP SAND GRAVEL Subtle scraping body impacts on sand or fine gravel.	CC-CK Body Fall Sand Medium.wav	Human, Fight, Construction Kit	Close Combat			0	0
Body Fall Sand Soft Bounce	BODY FALL DROP SAND GRAVEL Bouncing impact on sand or fine gravel.	CC-CK Body Fall Sand Soft Bounce.wav	Human, Fight, Construction Kit	Close Combat			0	0

Body Fall Sand Soft	BODY FALL DROP SAND GRAVEL Short, dampened impacts on sand or fine gravel.	CC-CK Body Fall Sand Soft.wav	Human, Fight, Construction Kit	Close Combat			0	0
Body Fall Snow Harsh 01	BODY FALL DROP SNOW Light scraping and slipping impacts of generic material on snow.	CC-CK Body Fall Snow Harsh 01.wav	Human, Fight, Construction Kit	Close Combat			0	0
Body Fall Snow Harsh 02	BODY FALL DROP SNOW Generic impacts in wet snow.	CC-CK Body Fall Snow Harsh 02.wav	Human, Fight, Construction Kit	Close Combat			0	0
Body Fall Snow Harsh Tumble	BODY FALL DROP SNOW Double impacts on hard snow.	CC-CK Body Fall Snow Harsh Tumble.wav	Human, Fight, Construction Kit	Close Combat			0	0
Body Fall Snow Low	BODY FALL DROP SNOW Low and dull impacts in powdery snow.	CC-CK Body Fall Snow Low.wav	Human, Fight, Construction Kit	Close Combat			0	0
Body Fall Snow Powder 01	BODY FALL DROP SNOW Light impacts on powdery snow.	CC-CK Body Fall Snow Powder 01.wav	Human, Fight, Construction Kit	Close Combat			0	0
Body Fall Snow Powder 02	BODY FALL DROP SNOW Tumbling double hits on powdery snow, subtle slipping.	CC-CK Body Fall Snow Powder 02.wav	Human, Fight, Construction Kit	Close Combat			0	0
Body Fall Snow Powder Tumble	BODY FALL DROP SNOW Double impacts, tumbling on powdery snow.	CC-CK Body Fall Snow Powder Tumble.wav	Human, Fight, Construction Kit	Close Combat			0	0
Body Fall Sweetener Barehand 01	BODY FALL DROP SWEETENER Light claps of hands on wet concrete.	CC-CK Body Fall Sweetener Barehand 01.wav	Human, Fight, Construction Kit	Close Combat			0	0
Body Fall Sweetener Barehand 02	BODY FALL DROP SWEETENER Dry and defined hand claps on leather bag.	CC-CK Body Fall Sweetener Barehand 02.wav	Human, Fight, Construction Kit	Close Combat			0	0
Body Fall Sweetener Barehand 03	BODY FALL DROP SWEETENER Dry and light hand claps on punching bag.	CC-CK Body Fall Sweetener Barehand 03.wav	Human, Fight, Construction Kit	Close Combat			0	0
Body Fall Sweetener Footstomps	BODY FALL DROP SWEETENER Multiple heavy foot steps on generic ground.	CC-CK Body Fall Sweetener Footstomps.wav	Human, Fight, Construction Kit	Close Combat			0	0
Body Fall Sweetener Head 01	BODY FALL DROP SWEETENER Cabbage falling and bouncing on generic ground.	CC-CK Body Fall Sweetener Head 01.wav	Human, Fight, Construction Kit	Close Combat			0	0
Body Fall Sweetener Head 02	BODY FALL DROP SWEETENER Cabbage falling and bouncing on generic ground. Harsh impact.	CC-CK Body Fall Sweetener Head 02.wav	Human, Fight, Construction Kit	Close Combat			0	0
Body Fall Sweetener Low 01	BODY FALL DROP SWEETENER Low end sweetener for generic body drops.	CC-CK Body Fall Sweetener Low 01.wav	Human, Fight, Construction Kit	Close Combat			0	0
Body Fall Sweetener Mid 01	BODY FALL DROP SWEETENER Mid frequency sweetener for generic body drops.	CC-CK Body Fall Sweetener Mid 01.wav	Human, Fight, Construction Kit	Close Combat			0	0
Body Fall Sweetener Shoes 01	BODY FALL DROP SWEETENER Soft, tumbling and bouncing impacts of shoes, light concrete scrape.	CC-CK Body Fall Sweetener Shoes 01.wav	Human, Fight, Construction Kit	Close Combat			0	0
Body Fall Sweetener Shoes 02	BODY FALL DROP SWEETENER Multiple impacts of light sneakers, high clicks of shoelaces.	CC-CK Body Fall Sweetener Shoes 02.wav	Human, Fight, Construction Kit	Close Combat			0	0
Body Fall Sweetener Shoes 03	BODY FALL DROP SWEETENER Tumbling, soft multi impact of sneakers on generic ground.	CC-CK Body Fall Sweetener Shoes 03.wav	Human, Fight, Construction Kit	Close Combat			0	0
Body Fall Sweetener Shoes 04	BODY FALL DROP SWEETENER Shoes dropping on dry, hard ground.	CC-CK Body Fall Sweetener Shoes 04.wav	Human, Fight, Construction Kit	Close Combat			0	0
Body Fall Sweetener Shoes 05	BODY FALL DROP SWEETENER Super light shoes dropping on floor.	CC-CK Body Fall Sweetener Shoes 05.wav	Human, Fight, Construction Kit	Close Combat			0	0
Body Fall Water Deep 01	BODY FALL DROP WATER Heavy bag thrown into deep water, splashing.	CC-CK Body Fall Water Deep 01.wav	Human, Fight, Construction Kit	Close Combat			0	0
Body Fall Water Deep 02	BODY FALL DROP WATER Medium bag thrown into deep water. Splash and bubbles.	CC-CK Body Fall Water Deep 02.wav	Human, Fight, Construction Kit	Close Combat			0	0
Body Fall Water Deep 03	BODY FALL DROP WATER Medium bag thrown into deep water. Splash and bubbles.	CC-CK Body Fall Water Deep 03.wav	Human, Fight, Construction Kit	Close Combat			0	0
Body Fall Water Shallow 01	BODY FALL DROP WATER High water splashes in shallow water.	CC-CK Body Fall Water Shallow 01.wav	Human, Fight, Construction Kit	Close Combat			0	0
Body Fall Water Shallow 02	BODY FALL DROP WATER Harsh splashes in shallow water, some small waves.	CC-CK Body Fall Water Shallow 02.wav	Human, Fight, Construction Kit	Close Combat			0	0
Body Fall Water Shallow 03	BODY FALL DROP WATER Light splashing impacts in shallow water.	CC-CK Body Fall Water Shallow 03.wav	Human, Fight, Construction Kit	Close Combat			0	0
Body Fall Wood Loose 01	BODY FALL DROP WOOD Generic body dropping onto loose wood pieces. Light rustling.	CC-CK Body Fall Wood Loose 01.wav	Human, Fight, Construction Kit	Close Combat			0	0
Body Fall Wood Loose 02	BODY FALL DROP WOOD Generic body dropping hard onto wood pieces.	CC-CK Body Fall Wood Loose 02.wav	Human, Fight, Construction Kit	Close Combat			0	0
Body Fall Wood Loose 03	BODY FALL DROP WOOD Generic body dropping hard onto wood pieces.	CC-CK Body Fall Wood Loose 03.wav	Human, Fight, Construction Kit	Close Combat			0	0
Body Fall Wood Loose 04	BODY FALL DROP WOOD Generic body dropping harsh onto wood pieces, light scraping.	CC-CK Body Fall Wood Loose 04.wav	Human, Fight, Construction Kit	Close Combat			0	0

Body Fall Wood Loose 05	BODY FALL DROP WOOD Generic body falling onto wood pieces, single impact.	CC-CK Body Fall Wood Loose 05.wav	Human, Fight, Construction Kit	Close Combat			0	0
Body Fall Wood Loose 06	BODY FALL DROP WOOD Single tight impacts on loose wood parts.	CC-CK Body Fall Wood Loose 06.wav	Human, Fight, Construction Kit	Close Combat			0	0
Body Fall Wood Sweetener 01	BODY FALL DROP WOOD SWEETENER Shoes falling onto wood.	CC-CK Body Fall Wood Sweetener 01.wav	Human, Fight, Construction Kit	Close Combat			0	0
Body Fall Wood Sweetener 02	BODY FALL DROP WOOD SWEETENER Shoes falling onto wood.	CC-CK Body Fall Wood Sweetener 02.wav	Human, Fight, Construction Kit	Close Combat			0	0
Body Fall Wood Sweetener 03	BODY FALL DROP WOOD SWEETENER Small textile element dropping on wood pieces.	CC-CK Body Fall Wood Sweetener 03.wav	Human, Fight, Construction Kit	Close Combat			0	0
Bone Break Large 01	BONE BREAK LARGE Carrot break in mouth, slow crack, large bone.	CC-CK Bone Break Large 01.wav	Human, Fight, Construction Kit	Close Combat			0	0
Bone Break Large 02	BONE BREAK LARGE Carrot break in mouth, short rip, large bone.	CC-CK Bone Break Large 02.wav	Human, Fight, Construction Kit	Close Combat			0	0
Bone Break Large 03	BONE BREAK LARGE Celery break in mouth, long, hard cracks, large bones.	CC-CK Bone Break Large 03.wav	Human, Fight, Construction Kit	Close Combat			0	0
Bone Break Large 04	BONE BREAK LARGE Celery break in mouth, long, hard cracks, large bones.	CC-CK Bone Break Large 04.wav	Human, Fight, Construction Kit	Close Combat			0	0
Bone Break Large 05	BONE BREAK LARGE Cracks of cucumber breaking.	CC-CK Bone Break Large 05.wav	Human, Fight, Construction Kit	Close Combat			0	0
Bone Break Large 06	BONE BREAK LARGE Cracks of cucumber breaking.	CC-CK Bone Break Large 06.wav	Human, Fight, Construction Kit	Close Combat			0	0
Bone Break Large 07	BONE BREAK LARGE Hard cracks, dry and direct. Large bones.	CC-CK Bone Break Large 07.wav	Human, Fight, Construction Kit	Close Combat			0	0
Bone Break Large 08	BONE BREAK LARGE Hard cracks, dry and direct. Large splintering bones.	CC-CK Bone Break Large 08.wav	Human, Fight, Construction Kit	Close Combat			0	0
Bone Break Large 09	BONE BREAK LARGE Soft, slow ripping cracks. Large bones.	CC-CK Bone Break Large 09.wav	Human, Fight, Construction Kit	Close Combat			0	0
Bone Break Large 10	BONE BREAK LARGE Wet and juicy ripping and cracking.	CC-CK Bone Break Large 10.wav	Human, Fight, Construction Kit	Close Combat			0	0
Bone Break Large 11	BONE BREAK LARGE Juicy ripping of paprika, rich body.	CC-CK Bone Break Large 11.wav	Human, Fight, Construction Kit	Close Combat			0	0
Bone Break Large 12	BONE BREAK LARGE Juicy ripping of paprika, rich body.	CC-CK Bone Break Large 12.wav	Human, Fight, Construction Kit	Close Combat			0	0
Bone Break Large 13	BONE BREAK LARGE Short juicy ripping of paprika, rich body.	CC-CK Bone Break Large 13.wav	Human, Fight, Construction Kit	Close Combat			0	0
Bone Break Medium 01	BONE BREAK MEDIUM Breaking carrot, short cracks.	CC-CK Bone Break Medium 01.wav	Human, Fight, Construction Kit	Close Combat			0	0
Bone Break Medium 02	BONE BREAK MEDIUM Short carrot rips, juicy character.	CC-CK Bone Break Medium 02.wav	Human, Fight, Construction Kit	Close Combat			0	0
Bone Break Medium 03	BONE BREAK MEDIUM High cracking and ripping celery breaks. Open.	CC-CK Bone Break Medium 03.wav	Human, Fight, Construction Kit	Close Combat			0	0
Bone Break Medium 04	BONE BREAK MEDIUM Harsh ripping sound of twisted leek.	CC-CK Bone Break Medium 04.wav	Human, Fight, Construction Kit	Close Combat			0	0
Bone Break Medium 05	BONE BREAK MEDIUM Harsh, short ripping sound of breaking leek.	CC-CK Bone Break Medium 05.wav	Human, Fight, Construction Kit	Close Combat			0	0
Bone Break Medium 06	BONE BREAK MEDIUM Hard cracks, ligh splintering, wooden character.	CC-CK Bone Break Medium 06.wav	Human, Fight, Construction Kit	Close Combat			0	0
Bone Break Medium 07	BONE BREAK MEDIUM Dry wooden cracks, full body.	CC-CK Bone Break Medium 07.wav	Human, Fight, Construction Kit	Close Combat			0	0
Bone Break Single 02	BONE BREAK SINGLE JOINT CREAK Big, impulsive singel cracks.	CC-CK Bone Break Single 02.wav	Human, Fight, Construction Kit	Close Combat			0	0
Bone Break Small 01	BONE BREAK SMALL JOINTS CREAK Dull bone snap.	CC-CK Bone Break Small 01.wav	Human, Fight, Construction Kit	Close Combat			0	0
Bone Break Small 02	BONE BREAK SMALL High indirect bone snap.	CC-CK Bone Break Small 02.wav	Human, Fight, Construction Kit	Close Combat			0	0
Bone Break Small 03	BONE BREAK SMALL Juicy, light bone breaks. Twisted salad.	CC-CK Bone Break Small 03.wav	Human, Fight, Construction Kit	Close Combat			0	0
Bone Break Small 04	BONE BREAK SMALL High cracks of breaking walnuts.	CC-CK Bone Break Small 04.wav	Human, Fight, Construction Kit	Close Combat			0	0
Bone Break Small 05	BONE BREAK SMALL High, juicy and wet light bone breaks.Ripping of lettuce leave.	CC-CK Bone Break Small 05.wav	Human, Fight, Construction Kit	Close Combat			0	0
Bone Break Small 06	BONE BREAK SMALL Juicy ripping of lettuce leaves.	CC-CK Bone Break Small 06.wav	Human, Fight, Construction Kit	Close Combat			0	0

Bone Break Small 07	BONE BREAK SMALL Very juicy cracks. Crushed eggs.	CC-CK Bone Break Small 07.wav	Human, Fight, Construction Kit	Close Combat			0	0
Bone Break Small 08	BONE BREAK SMALL Harsh and high splintering fracture.	CC-CK Bone Break Small 08.wav	Human, Fight, Construction Kit	Close Combat			0	0
Bone Single 01	BONE BREAK SINGLE JOINTS CREAK Short, single cracks.	CC-CK Bone Single 01.wav	Human, Fight, Construction Kit	Close Combat			0	0
Bone Splinter 01	BONE SPLINTER BREAK Harsh fregmenting bones.	CC-CK Bone Splinter 01.wav	Human, Fight, Construction Kit	Close Combat			0	0
Bone Splinter 02	BONE SPLINTER BREAK Dull splintering bones.	CC-CK Bone Splinter 02.wav	Human, Fight, Construction Kit	Close Combat			0	0
Bone Splinter 03	BONE SPLINTER BREAK High, small crackle.	CC-CK Bone Splinter 03.wav	Human, Fight, Construction Kit	Close Combat			0	0
Bone Splinter 04	BONE SPLINTER BREAK Harsh, dense splintering of bones.	CC-CK Bone Splinter 04.wav	Human, Fight, Construction Kit	Close Combat			0	0
Bone Splinter 05	BONE SPLINTER BREAK Short, harsh splintering of bones.	CC-CK Bone Splinter 05.wav	Human, Fight, Construction Kit	Close Combat			0	0
Bone Splinter 06	BONE SPLINTER BREAK Slow crunching small bones.	CC-CK Bone Splinter 06.wav	Human, Fight, Construction Kit	Close Combat			0	0
Grab Cloth Hard 01	GRAB BLOCK LIGHT PUNCH CLOTH Short whoosh in, hard low grab sound of textile jacket.	CC-CK Grab Cloth Hard 01.wav	Human, Fight, Construction Kit	Close Combat			0	0
Grab Cloth Hard 02	GRAB BLOCK LIGHT PUNCH CLOTH Hard grab of textile cloth, slightly rustling.	CC-CK Grab Cloth Hard 02.wav	Human, Fight, Construction Kit	Close Combat			0	0
Grab Cloth Hard 03	GRAB BLOCK LIGHT PUNCH CLOTH Hard grabbing, tight bass impact.	CC-CK Grab Cloth Hard 03.wav	Human, Fight, Construction Kit	Close Combat			0	0
Grab Cloth Low	GRAB BLOCK LIGHT PUNCH CLOTH Dull but aggressive grabbing of clothes.	CC-CK Grab Cloth Low.wav	Human, Fight, Construction Kit	Close Combat			0	0
Grab Cloth Mid	GRAB BLOCK LIGHT PUNCH CLOTH Abrupt move with rustling end.	CC-CK Grab Cloth Mid.wav	Human, Fight, Construction Kit	Close Combat			0	0
Grab Cloth	GRAB BLOCK LIGHT PUNCH CLOTH Grabbing textile with whoosh-in and light leather elements.	CC-CK Grab Cloth.wav	Human, Fight, Construction Kit	Close Combat			0	0
Grab Leather Hard 01	GRAB BLOCK LIGHT PUNCH LEATHER Whoosh in to hard leather grab.	CC-CK Grab Leather Hard 01.wav	Human, Fight, Construction Kit	Close Combat			0	0
Grab Leather Hard 02	GRAB BLOCK LIGHT PUNCH LEATHER Creaking and fluttering grab sound.	CC-CK Grab Leather Hard 02.wav	Human, Fight, Construction Kit	Close Combat			0	0
Grab Leather Hard 03	GRAB BLOCK LIGHT PUNCH LEATHER Hard move with intense grab impact.	CC-CK Grab Leather Hard 03.wav	Human, Fight, Construction Kit	Close Combat			0	0
Grab Leather High 01	GRAB BLOCK LIGHT PUNCH LEATHER Light whoosh in and leather impact.	CC-CK Grab Leather High 01.wav	Human, Fight, Construction Kit	Close Combat			0	0
Grab Leather Medium 02	GRAB BLOCK LIGHT PUNCH LEATHER Leather wear impacts with short whoosh in and light metal zipper elements.	CC-CK Grab Leather Medium 02.wav	Human, Fight, Construction Kit	Close Combat			0	0
Grab Leather Medium 03	GRAB BLOCK LIGHT PUNCH LEATHER Harsh creaking fast leather move with clear impact.	CC-CK Grab Leather Medium 03.wav	Human, Fight, Construction Kit	Close Combat			0	0
Grab Leather Soft 01	GRAB BLOCK LIGHT PUNCH LEATHER Soft creaking leather grabs.	CC-CK Grab Leather Soft 01.wav	Human, Fight, Construction Kit	Close Combat			0	0
Grab Nylon High 01	GRAB BLOCK NYLON Bright Nylon impact, high rustle.	CC-CK Grab Nylon High 01.wav	Human, Fight, Construction Kit	Close Combat			0	0
Grab Nylon High 02	GRAB BLOCK LIGHT PUNCH NYLON Nylon curtain grabs with rustling whoosh in and ending.	CC-CK Grab Nylon High 02.wav	Human, Fight, Construction Kit	Close Combat			0	0
Grab Nylon High 03	GRAB BLOCK LIGHT PUNCH NYLON Hard grabbing and pulling of a nylon curtain.	CC-CK Grab Nylon High 03.wav	Human, Fight, Construction Kit	Close Combat			0	0
Grab Nylon Light 01	GRAB BLOCK LIGHT PUNCH NYLON Grabbing a nylon jacket with rustling end.	CC-CK Grab Nylon Light 01.wav	Human, Fight, Construction Kit	Close Combat			0	0
Grab Nylon Low 01	GRAB BLOCK LIGHT PUNCH NYLON Grabbing of a nylon jacket. Low and short impact, rustling end.	CC-CK Grab Nylon Low 01.wav	Human, Fight, Construction Kit	Close Combat			0	0
Grab Nylon Low 02	GRAB BLOCK LIGHT PUNCH NYLON Grabbing of a nylon jacket. Light slap character, rustling end.	CC-CK Grab Nylon Low 02.wav	Human, Fight, Construction Kit	Close Combat			0	0
Guts Fall 01	GUTS BLOOD FALL Juicy and wet squish and drop of guts.	CC-CK Guts Fall 01.wav	Human, Fight, Construction Kit	Close Combat			0	0
Guts Fall 02	GUTS BLOOD FALL Soft drop of wet guts.	CC-CK Guts Fall 02.wav	Human, Fight, Construction Kit	Close Combat			0	0
Guts Fall 03	GUTS BLOOD FALL Dropping several wet elements from short hight.	CC-CK Guts Fall 03.wav	Human, Fight, Construction Kit	Close Combat			0	0
Guts Impact 01	GUTS BLOOD IMPACT Juicy hit and squish. High character.	CC-CK Guts Impact 01.wav	Human, Fight, Construction Kit	Close Combat			0	0

Guts Impact 02	GUTS BLOOD IMPACT Harsh, juicy stab of wet guts.	CC-CK Guts Impact 02.wav	Human, Fight, Construction Kit	Close Combat			0	0
Guts Impact 03	GUTS BLOOD IMPACT Juicy stabs, hard punch slowly dragging out.	CC-CK Guts Impact 03.wav	Human, Fight, Construction Kit	Close Combat			0	0
Guts Impact 04	GUTS BLOOD IMPACT High, wet hit and squeeze of guts.	CC-CK Guts Impact 04.wav	Human, Fight, Construction Kit	Close Combat			0	0
Guts Impact 05	GUTS BLOOD IMPACT Dense hit or rip of juicy lettuce leaves.	CC-CK Guts Impact 05.wav	Human, Fight, Construction Kit	Close Combat			0	0
Guts Rip 01	GUTS BLOOD BONES Ripping or cutting of hard flesh or light bones.	CC-CK Guts Rip 01.wav	Human, Fight, Construction Kit	Close Combat			0	0
Guts Rip 02	GUTS BLOOD RIP Soft ripping of lettuce leaves.	CC-CK Guts Rip 02.wav	Human, Fight, Construction Kit	Close Combat			0	0
Guts Squeeze 01	GUTS BLOOD SQUEEZE Low, wet squeezing of viscous liquid.	CC-CK Guts Squeeze 01.wav	Human, Fight, Construction Kit	Close Combat			0	0
Guts Squeeze 02	GUTS BLOOD SQUEEZE High squashing with drops in the end.	CC-CK Guts Squeeze 02.wav	Human, Fight, Construction Kit	Close Combat			0	0
Guts Squeeze 03	GUTS BLOOD SQUEEZE Hard and high squeeze with drops in the end.	CC-CK Guts Squeeze 03.wav	Human, Fight, Construction Kit	Close Combat			0	0
Guts Squeeze 04	GUTS BLOOD SQUEEZE Impulsive and high squeeze with some drops.	CC-CK Guts Squeeze 04.wav	Human, Fight, Construction Kit	Close Combat			0	0
Guts Squeeze 05	GUTS BLOOD SQUEEZE Short, high squeeze of an orange.	CC-CK Guts Squeeze 05.wav	Human, Fight, Construction Kit	Close Combat			0	0
Movement Cloth 01	MOVEMENT FOLEY CLOTH High rustling, soft textile movement.	CC-CK Movement Cloth 01.wav	Human, Fight, Construction Kit	Close Combat			0	0
Movement Cloth 02	MOVEMENT FOLEY CLOTH Light fluttering, soft textile movement.	CC-CK Movement Cloth 02.wav	Human, Fight, Construction Kit	Close Combat			0	0
Movement Cloth 03	MOVEMENT FOLEY CLOTH and LEATHER Rustling soft movement.	CC-CK Movement Cloth 03.wav	Human, Fight, Construction Kit	Close Combat			0	0
Movement Cloth 04	MOVEMENT FOLEY CLOTH and NYLON Soft, rustling movement with some grabs.	CC-CK Movement Cloth 04.wav	Human, Fight, Construction Kit	Close Combat			0	0
Movement Cloth 05	MOVEMENT FOLEY CLOTH and LEATHER Fluttering movement of leather and textile combination.	CC-CK Movement Cloth 05.wav	Human, Fight, Construction Kit	Close Combat			0	0
Movement Cloth 06	MOVEMENT FOLEY CLOTH Subtle movement.	CC-CK Movement Cloth 06.wav	Human, Fight, Construction Kit	Close Combat			0	0
Movement Cloth 07	MOVEMENT FOLEY CLOTH High rustling subtle movement.	CC-CK Movement Cloth 07.wav	Human, Fight, Construction Kit	Close Combat			0	0
Movement Throw Cloth 01	MOVEMENT THROW FOLEY CLOTH Hard movement of cloth and leather combination with subtle metal zipper clicks.	CC-CK Movement Throw Cloth 01.wav	Human, Fight, Construction Kit	Close Combat			0	0
Movement Throw Cloth 02	MOVEMENT THROW FOLEY CLOTH Hard cloth movements.	CC-CK Movement Throw Cloth 02.wav	Human, Fight, Construction Kit	Close Combat			0	0
Movement Throw Cloth 03	MOVEMENT THROW FOLEY CLOTH and LEATHER Hard movements of cloth and leather.	CC-CK Movement Throw Cloth 03.wav	Human, Fight, Construction Kit	Close Combat			0	0
Movement Throw Cloth 04	MOVEMENT THROW FOLEY CLOTH and NYLON Harsh, hard movement. High rustle and light metal zipper clicks.	CC-CK Movement Throw Cloth 04.wav	Human, Fight, Construction Kit	Close Combat			0	0
Movement Throw Cloth 05	MOVEMENT THROW FOLEY NYLON Hard, harsh rustling movement.	CC-CK Movement Throw Cloth 05.wav	Human, Fight, Construction Kit	Close Combat			0	0
Movement Throw Cloth 06	MOVEMENT THROW FOLEY LEATHER Dull, hard movements of a leather jacket.	CC-CK Movement Throw Cloth 06.wav	Human, Fight, Construction Kit	Close Combat			0	0
Movement Throw Cloth 07	MOVEMENT THROW FOLEY CLOTH High rustling, hard movements of textile.	CC-CK Movement Throw Cloth 07.wav	Human, Fight, Construction Kit	Close Combat			0	0
Punch High 01	PUNCH KICK HIT HIGH Bright and dense high impact of textiles.	CC-CK Punch High 01.wav	Human, Fight, Construction Kit	Close Combat			0	0
Punch High 02	PUNCH KICK HIT HIGH Smashing a piece of leather. Subtle slap feel, full body.	CC-CK Punch High 02.wav	Human, Fight, Construction Kit	Close Combat			0	0
Punch High 03	PUNCH KICK HIT HIGH Leather hits with very short, subtle whoosh in.	CC-CK Punch High 03.wav	Human, Fight, Construction Kit	Close Combat			0	0
Punch High 04	PUNCH KICK HIT HIGH Clean, plain high impacts, a little slap character.	CC-CK Punch High 04.wav	Human, Fight, Construction Kit	Close Combat			0	0
Punch High 05	PUNCH KICK HIT HIGH Impact of boxing gloves. High snap, soft rustling.	CC-CK Punch High 05.wav	Human, Fight, Construction Kit	Close Combat			0	0
Punch High Tight 01	PUNCH KICK HIT HIGH Punching a whole dead chicken. Slightly wet character.	CC-CK Punch High Tight 01.wav	Human, Fight, Construction Kit	Close Combat			0	0
Punch High Tight 02	PUNCH KICK HIT HIGH Leather belt clapping.	CC-CK Punch High Tight 02.wav	Human, Fight, Construction Kit	Close Combat			0	0

Punch High Tight 03	PUNCH KICK HIT HIGH Hitting pieces of textile.	CC-CK Punch High Tight 03.wav	Human, Fight, Construction Kit	Close Combat			0	0
Punch High Tight 04	PUNCH KICK HIT HIGH Short hits of clothes, full body with high snap.	CC-CK Punch High Tight 04.wav	Human, Fight, Construction Kit	Close Combat			0	0
Punch Low 01	PUNCH KICK HIT LOW Soft impact with featured low end on leather body.	CC-CK Punch Low 01.wav	Human, Fight, Construction Kit	Close Combat			0	0
Punch Low 02	PUNCH KICK HIT LOW Smashing a punching bag. Light metal chain rattling.	CC-CK Punch Low 02.wav	Human, Fight, Construction Kit	Close Combat			0	0
Punch Low 03	PUNCH KICK HIT LOW Mid frequency snap and low kick leather hit.	CC-CK Punch Low 03.wav	Human, Fight, Construction Kit	Close Combat			0	0
Punch Low 04	PUNCH KICK HIT LOW Hitting a leather ball with cloth, slight rustle and dull karakter. Rich low end.	CC-CK Punch Low 04.wav	Human, Fight, Construction Kit	Close Combat			0	0
Punch Low 05	PUNCH KICK HIT LOW Creaking leather impact with low frequency kick.	CC-CK Punch Low 05.wav	Human, Fight, Construction Kit	Close Combat			0	0
Punch Low 06	PUNCH KICK HIT LOW Heavy initial hit featuring low frequencies.	CC-CK Punch Low 06.wav	Human, Fight, Construction Kit	Close Combat			0	0
Punch Low Smack 01	PUNCH KICK HIT LOW A slightly wet hit, featuring a tight low-end.	CC-CK Punch Low Smack 01.wav	Human, Fight, Construction Kit	Close Combat			0	0
Punch Low Smack 02	PUNCH KICK HIT LOW Leather hit featuring low frequencies. Flamming impact.	CC-CK Punch Low Smack 02.wav	Human, Fight, Construction Kit	Close Combat			0	0
Punch Low Smack 03	PUNCH KICK HIT LOW Hard and intense hit with featured low frequencies.	CC-CK Punch Low Smack 03.wav	Human, Fight, Construction Kit	Close Combat			0	0
Punch Low Smack 04	PUNCH KICK HIT LOW Leather soccerball punch with subtle rustling hit.	CC-CK Punch Low Smack 04.wav	Human, Fight, Construction Kit	Close Combat			0	0
Punch Low Smack 05	PUNCH KICK HIT LOW Slightly flaming leather impact with lots of low end.	CC-CK Punch Low Smack 05.wav	Human, Fight, Construction Kit	Close Combat			0	0
Punch Low Smack 06	PUNCH KICK HIT LOW Flaming impact of hollow leather body.	CC-CK Punch Low Smack 06.wav	Human, Fight, Construction Kit	Close Combat			0	0
Punch Low Smack 07	PUNCH KICK HIT LOW Leather impact with tonal aspect. Subtle leather creaks.	CC-CK Punch Low Smack 07.wav	Human, Fight, Construction Kit	Close Combat			0	0
Punch Low Smack 08	PUNCH KICK HIT LOW Smacking low leather hit, light creaks.	CC-CK Punch Low Smack 08.wav	Human, Fight, Construction Kit	Close Combat			0	0
Punch Low Smack 09	PUNCH KICK HIT LOW Leathing impact, creaking tail, full body.	CC-CK Punch Low Smack 09.wav	Human, Fight, Construction Kit	Close Combat			0	0
Punch Low Sustained 01	PUNCH KICK HIT LOW Boomy impact of a punching bag. Clapping.	CC-CK Punch Low Sustained 01.wav	Human, Fight, Construction Kit	Close Combat			0	0
Punch Low Sustained 02	PUNCH KICK HIT LOW Low hit, dull smacks. Punching a punching bag.	CC-CK Punch Low Sustained 02.wav	Human, Fight, Construction Kit	Close Combat			0	0
Punch Low Sustained 03	PUNCH KICK HIT LOW Bright, tight impact, sub frequency boom.	CC-CK Punch Low Sustained 03.wav	Human, Fight, Construction Kit	Close Combat			0	0
Punch Low Sustained 04	PUNCH KICK HIT LOW Hard, woody hit with subtle scrapes. Sub frequency tone.	CC-CK Punch Low Sustained 04.wav	Human, Fight, Construction Kit	Close Combat			0	0
Punch Low Sustained 05	PUNCH KICK HIT LOW Leather punch with slappy, breathy character.	CC-CK Punch Low Sustained 05.wav	Human, Fight, Construction Kit	Close Combat			0	0
Punch Low Sweetener 01	SWEETENER PUNCH KICK LFE Low synthesized impact.	CC-CK Punch Low Sweetener 01.wav	Human, Fight, Construction Kit	Close Combat			0	0
Punch Low Sweetener 02	SWEETENER PUNCH KICK LFE Low, dull synthesized impact.	CC-CK Punch Low Sweetener 02.wav	Human, Fight, Construction Kit	Close Combat			0	0
Punch Low Sweetener 03	SWEETENER PUNCH KICK LFE Low, long synthesized impact.	CC-CK Punch Low Sweetener 03.wav	Human, Fight, Construction Kit	Close Combat			0	0
Punch Mid Hard 01	PUNCH KICK HIT MID Cracking hard impact.	CC-CK Punch Mid Hard 01.wav	Human, Fight, Construction Kit	Close Combat			0	0
Punch Mid Hard 02	PUNCH KICK HIT MID Hard hit, slightly flaming.	CC-CK Punch Mid Hard 02.wav	Human, Fight, Construction Kit	Close Combat			0	0
Punch Mid Hard 03	PUNCH KICK HIT MID Smacking leather impact with creaks.	CC-CK Punch Mid Hard 03.wav	Human, Fight, Construction Kit	Close Combat			0	0
Punch Mid Loose 01	PUNCH KICK HIT MID Loose, flaming leather hit. Creaking elements and harsh character.	CC-CK Punch Mid Loose 01.wav	Human, Fight, Construction Kit	Close Combat			0	0
Punch Mid Loose 02	PUNCH KICK HIT MID Double, flaming clap sounds. Impacts of wrapped books.	CC-CK Punch Mid Loose 02.wav	Human, Fight, Construction Kit	Close Combat			0	0
Punch Mid Loose 03	PUNCH KICK HIT MID Whoosh to impact leather sound, subtle flapping.	CC-CK Punch Mid Loose 03.wav	Human, Fight, Construction Kit	Close Combat			0	0
Punch Mid Soft 01	PUNCH KICK HIT MID Soft hits of a leather jacket.	CC-CK Punch Mid Soft 01.wav	Human, Fight, Construction Kit	Close Combat			0	0

Punch Mid Soft 02	PUNCH KICK HIT MID Clapping sound on leather ball, subtle slap-like air burst and rund low end.	CC-CK Punch Mid Soft 02.wav	Human, Fight, Construction Kit	Close Combat			0	0
Punch Mid Soft 03	PUNCH KICK HIT MID Simple claps on nylon sheet. Light rustling.	CC-CK Punch Mid Soft 03.wav	Human, Fight, Construction Kit	Close Combat			0	0
Punch Mid Soft 04	PUNCH KICK HIT MID Dull hits of clothes, rustling tail.	CC-CK Punch Mid Soft 04.wav	Human, Fight, Construction Kit	Close Combat			0	0
Punch Mid Soft 05	PUNCH KICK HIT MID Beating creaking leather, short whoosh in, mid to high frequencies featured.	CC-CK Punch Mid Soft 05.wav	Human, Fight, Construction Kit	Close Combat			0	0
Punch Mid Tight 01	PUNCH KICK HIT MID Clear harsh hit of salad.	CC-CK Punch Mid Tight 01.wav	Human, Fight, Construction Kit	Close Combat			0	0
Punch Mid Tight 02	PUNCH KICK HIT MID Harsh, tight leather hits.	CC-CK Punch Mid Tight 02.wav	Human, Fight, Construction Kit	Close Combat			0	0
Punch Mid Tight 03	PUNCH KICK HIT MID Full spectrum impact, light rustling. Hits of nylon sheets.	CC-CK Punch Mid Tight 03.wav	Human, Fight, Construction Kit	Close Combat			0	0
Punch Mid Tight 04	PUNCH KICK HIT MID Short whoosh in. Smashing a wet towel on flesh without wet character.	CC-CK Punch Mid Tight 04.wav	Human, Fight, Construction Kit	Close Combat			0	0
Punch Mid Tight 05	PUNCH KICK HIT MID Clapping character of punching bag hits. Round low end, harsh highs frequencies.	CC-CK Punch Mid Tight 05.wav	Human, Fight, Construction Kit	Close Combat			0	0
Punch Slap Clean 01	PUNCH SLAP HIT CLEAN Generic, basic slap with stick on salad.	CC-CK Punch Slap Clean 01.wav	Human, Fight, Construction Kit	Close Combat			0	0
Punch Slap Clean 02	PUNCH SLAP HIT CLEAN Basic clapping sound of plastic foil with bare hand.	CC-CK Punch Slap Clean 02.wav	Human, Fight, Construction Kit	Close Combat			0	0
Punch Slap High 01	PUNCH SLAP HIT HIGH Short and bright clean slap sound. Subtle wet elements.	CC-CK Punch Slap High 01.wav	Human, Fight, Construction Kit	Close Combat			0	0
Punch Slap High 02	PUNCH SLAP HIT HIGH Slap with fast and subtle whoosh in, high rubber band impact with a bit zissling character.	CC-CK Punch Slap High 02.wav	Human, Fight, Construction Kit	Close Combat			0	0
Punch Slap Hiss 02	PUNCH SLAP HIT HISS Heavy slap with hissing tail. Leather bag punches with rope.	CC-CK Punch Slap Hiss 02.wav	Human, Fight, Construction Kit	Close Combat			0	0
Punch Slap Hiss 03	PUNCH SLAP HIT HISS Large piece of meat hit with wooden board. Clap with hissing early reflections.	CC-CK Punch Slap Hiss 03.wav	Human, Fight, Construction Kit	Close Combat			0	0
Punch Slap Hiss 04	PUNCH SLAP HIT HISS Dead chicken beat with flat hand.	CC-CK Punch Slap Hiss 04.wav	Human, Fight, Construction Kit	Close Combat			0	0
Punch Slap Hiss 05	PUNCH SLAP HIT HISS Leather hitting meat, subtle flaming, high zissle.	CC-CK Punch Slap Hiss 05.wav	Human, Fight, Construction Kit	Close Combat			0	0
Punch Slap Hiss 06	PUNCH SLAP HIT HISS Bright and clapping impact with long hissing tail.	CC-CK Punch Slap Hiss 06.wav	Human, Fight, Construction Kit	Close Combat			0	0
Punch Slap Loose 01	PUNCH SLAP HIT LOOSE Creaking whoosh in, harsh hit of rubber band.	CC-CK Punch Slap Loose 01.wav	Human, Fight, Construction Kit	Close Combat			0	0
Punch Slap Mid 01	PUNCH SLAP HIT MID A little wet meat impact with flat hand.	CC-CK Punch Slap Mid 01.wav	Human, Fight, Construction Kit	Close Combat			0	0
Punch Slap Mid 02	PUNCH SLAP HIT MID A little wet meat impact with fist, subtle zissle tail.	CC-CK Punch Slap Mid 02.wav	Human, Fight, Construction Kit	Close Combat			0	0
Punch Slap Sweetener 01	SWEETENER SLAP PUNCH KICK Synthesized high, long and dense impact.	CC-CK Punch Slap Sweetener 01.wav	Human, Fight, Construction Kit	Close Combat			0	0
Punch Slap Sweetener 02	SWEETENER SLAP PUNCH KICK Synthesized high, long and dense impact.	CC-CK Punch Slap Sweetener 02.wav	Human, Fight, Construction Kit	Close Combat			0	0
Punch Slap Sweetener 03	SWEETENER SLAP PUNCH KICK Synthesized high, long and dense impact.	CC-CK Punch Slap Sweetener 03.wav	Human, Fight, Construction Kit	Close Combat			0	0
Punch Slap Sweetener 04	SWEETENER HIGH SLAP PUNCH KICK High Frequency addition for hits, reverberant group clap.	CC-CK Punch Slap Sweetener 04.wav	Human, Fight, Construction Kit	Close Combat			0	0
Punch Slap Sweetener 05	SWEETENER HIGH SLAP PUNCH KICK High Frequency addition for hits, reverberant group clap.	CC-CK Punch Slap Sweetener 05.wav	Human, Fight, Construction Kit	Close Combat			0	0
Punch Slap Sweetener 06	SWEETENER HIGH SLAP PUNCH KICK High Frequency addition for hits, reverberant group clap.	CC-CK Punch Slap Sweetener 06.wav	Human, Fight, Construction Kit	Close Combat			0	0
Punch Slap Sweetener 07	SWEETENER HIGH SLAP PUNCH KICK High Frequency addition for hits, reverberant single clap.	CC-CK Punch Slap Sweetener 07.wav	Human, Fight, Construction Kit	Close Combat			0	0
Punch Slap Sweetener 08	SWEETENER HIGH SLAP PUNCH KICK High Frequency addition for hits, reverberant single clap.	CC-CK Punch Slap Sweetener 08.wav	Human, Fight, Construction Kit	Close Combat			0	0
Punch Slap Sweetener 09	SWEETENER HIGH SLAP PUNCH KICK High Frequency addition for hits, reverberant single snap.	CC-CK Punch Slap Sweetener 09.wav	Human, Fight, Construction Kit	Close Combat			0	0
Punch Wet Harsh 01	PUNCH KICK HIT WET Hard beating of a large piece of meat.	CC-CK Punch Wet Harsh 01.wav	Human, Fight, Construction Kit	Close Combat			0	0
Punch Wet Harsh 02	PUNCH KICK HIT WET Stabbing wet material, harsh and slightly scraping impact.	CC-CK Punch Wet Harsh 02.wav	Human, Fight, Construction Kit	Close Combat			0	0

Punch Wet Harsh 03	PUNCH KICK HIT WET Subtle scraping stabs of a watermelon. Some pieces falling of.	CC-CK Punch Wet Harsh 03.wav	Human, Fight, Construction Kit	Close Combat			0	0
Punch Wet Harsh 04	PUNCH KICK HIT WET Hacking on wet vegetables. Harsh impact, light drips.	CC-CK Punch Wet Harsh 04.wav	Human, Fight, Construction Kit	Close Combat			0	0
Punch Wet High 01	PUNCH KICK HIT WET High, juicy hits of fruits.	CC-CK Punch Wet High 01.wav	Human, Fight, Construction Kit	Close Combat			0	0
Punch Wet High 02	PUNCH KICK HIT WET Bright and high wet impacts of meat smashed on the ground.	CC-CK Punch Wet High 02.wav	Human, Fight, Construction Kit	Close Combat			0	0
Punch Wet High 03	PUNCH KICK HIT WET Stabs with some high sparkling bubbles.	CC-CK Punch Wet High 03.wav	Human, Fight, Construction Kit	Close Combat			0	0
Punch Wet High 04	PUNCH KICK HIT WET Slaps with wet towel on ground.	CC-CK Punch Wet High 04.wav	Human, Fight, Construction Kit	Close Combat			0	0
Punch Wet High 05	PUNCH KICK HIT WET Short and high wet impacts.	CC-CK Punch Wet High 05.wav	Human, Fight, Construction Kit	Close Combat			0	0
Punch Wet High 06	PUNCH KICK HIT WET Impulsive, short stabs into vegetables.	CC-CK Punch Wet High 06.wav	Human, Fight, Construction Kit	Close Combat			0	0
Punch Wet Soft 01	PUNCH KICK HIT WET Rich impact sound with smacking and juicy character.	CC-CK Punch Wet Soft 01.wav	Human, Fight, Construction Kit	Close Combat			0	0
Punch Wet Soft 02	PUNCH KICK HIT WET Slapping meat, wet and clapping.	CC-CK Punch Wet Soft 02.wav	Human, Fight, Construction Kit	Close Combat			0	0
Punch Wet Soft 03	PUNCH KICK HIT WET Loose wet hits with subtle whoosh in. Soaked leather sheets with light leather creaks.	CC-CK Punch Wet Soft 03.wav	Human, Fight, Construction Kit	Close Combat			0	0
Punch Wet Soft 04	PUNCH KICK HIT WET Soft and juicy, slightly flammng hits featuring mid frequencies.	CC-CK Punch Wet Soft 04.wav	Human, Fight, Construction Kit	Close Combat			0	0
Punch Wet Soft 05	PUNCH KICK HIT WET Rich impact with high wet elements. Hitting wet clothes with a leather belt.	CC-CK Punch Wet Soft 05.wav	Human, Fight, Construction Kit	Close Combat			0	0
Punch Wet Tight 01	PUNCH KICK HIT WET Hitting watermelon with a baseball bat.	CC-CK Punch Wet Tight 01.wav	Human, Fight, Construction Kit	Close Combat			0	0
Punch Wet Tight 02	PUNCH KICK HIT WET Smacking meat impacts with some low end booms.	CC-CK Punch Wet Tight 02.wav	Human, Fight, Construction Kit	Close Combat			0	0
Punch Wet Tight 03	PUNCH KICK HIT WET Clapping sound of two meat pieces smashed together.	CC-CK Punch Wet Tight 03.wav	Human, Fight, Construction Kit	Close Combat			0	0
Punch Wet Tight 04	PUNCH KICK HIT WET Smashing wet towel with hollow bare hand.	CC-CK Punch Wet Tight 04.wav	Human, Fight, Construction Kit	Close Combat			0	0
Punch Wet Tight 05	PUNCH KICK HIT WET Hard impact of fist into a large piece of meat. Subtle juicy tails.	CC-CK Punch Wet Tight 05.wav	Human, Fight, Construction Kit	Close Combat			0	0
Punch Wet Tight 06	PUNCH KICK HIT WET Large piece of meat getting punched.	CC-CK Punch Wet Tight 06.wav	Human, Fight, Construction Kit	Close Combat			0	0
Punch Wet Tight 07	PUNCH KICK HIT WET Very short and transient oriented slap of wet salad.	CC-CK Punch Wet Tight 07.wav	Human, Fight, Construction Kit	Close Combat			0	0
VO Female 01 Attack Long	VOICE FEMALE ATTACK Long attack shout. Recorded in studio.	CC-CK VO Female 01 Attack Long.wav	Human, Fight, Construction Kit	Close Combat			0	0
VO Female 01 Attack Short	VOICE FEMALE ATTACK Short attack shout. Recorded in studio.	CC-CK VO Female 01 Attack Short.wav	Human, Fight, Construction Kit	Close Combat			0	0
VO Female 01 Deathscreeam	VOICE FEMALE SCREAM Long, painful screams. Recorded in studio.	CC-CK VO Female 01 Deathscreeam.wav	Human, Fight, Construction Kit	Close Combat			0	0
VO Female 01 Pain Hard	VOICE FEMALE HURT Hard, long painful shouts. Recorded in studio.	CC-CK VO Female 01 Pain Hard.wav	Human, Fight, Construction Kit	Close Combat			0	0
VO Female 01 Pain Medium	VOICE FEMALE HURT Medium pain sounds. Recorded in studio.	CC-CK VO Female 01 Pain Medium.wav	Human, Fight, Construction Kit	Close Combat			0	0
VO Female 01 Pain Soft Closed	VOICE FEMALE HURT Soft pain sounds, closed mouth. Recorded in studio.	CC-CK VO Female 01 Pain Soft Closed.wav	Human, Fight, Construction Kit	Close Combat			0	0
VO Female 01 Pain Soft Opened	VOICE FEMALE HURT Soft pain sounds, opened mouth. Recorded in studio.	CC-CK VO Female 01 Pain Soft Opened.wav	Human, Fight, Construction Kit	Close Combat			0	0
VO Female 02 Attack Long	VOICE FEMALE ATTACK Long attack shout. Recorded in studio.	CC-CK VO Female 02 Attack Long.wav	Human, Fight, Construction Kit	Close Combat			0	0
VO Female 02 Attack Short	VOICE FEMALE ATTACK Short attack shout. Recorded in studio.	CC-CK VO Female 02 Attack Short.wav	Human, Fight, Construction Kit	Close Combat			0	0
VO Female 02 Deathscreeam	VOICE FEMALE SCREAM Long, painful screams. Recorded in studio.	CC-CK VO Female 02 Deathscreeam.wav	Human, Fight, Construction Kit	Close Combat			0	0
VO Female 02 Pain Hard	VOICE FEMALE HURT Hard, long painful shouts. Recorded in studio.	CC-CK VO Female 02 Pain Hard.wav	Human, Fight, Construction Kit	Close Combat			0	0
VO Female 02 Pain Medium	VOICE FEMALE HURT Medium painful shouts. Recorded in studio.	CC-CK VO Female 02 Pain Medium.wav	Human, Fight, Construction Kit	Close Combat			0	0

VO Female 02 Pain Soft	VOICE FEMALE HURT Soft pain sounds, closed mouth. Recorded in studio.	CC-CK VO Female 02 Pain Soft.wav	Human, Fight, Construction Kit	Close Combat			0	0
VO Female 03 Attack Long	VOICE FEMALE ATTACK Long attack shout. Recorded in studio.	CC-CK VO Female 03 Attack Long.wav	Human, Fight, Construction Kit	Close Combat			0	0
VO Female 03 Attack Short	VOICE FEMALE ATTACK Short attack shout. Recorded in studio.	CC-CK VO Female 03 Attack Short.wav	Human, Fight, Construction Kit	Close Combat			0	0
VO Female 03 Deathscreeam	VOICE FEMALE SCREAM Long, painful screams. Recorded in studio.	CC-CK VO Female 03 Deathscreeam.wav	Human, Fight, Construction Kit	Close Combat			0	0
VO Female 03 Pain Hard	VOICE FEMALE HURT Hard, long painful shouts. Recorded in studio.	CC-CK VO Female 03 Pain Hard.wav	Human, Fight, Construction Kit	Close Combat			0	0
VO Female 03 Pain Medium	VOICE FEMALE HURT Medium painful shouts. Recorded in studio.	CC-CK VO Female 03 Pain Medium.wav	Human, Fight, Construction Kit	Close Combat			0	0
VO Female 03 Pain Soft	VOICE FEMALE HURT Soft pain sounds, closed mouth. Recorded in studio.	CC-CK VO Female 03 Pain Soft.wav	Human, Fight, Construction Kit	Close Combat			0	0
VO Female 04 Attack Long	VOICE FEMALE ATTACK Long attack shout. Recorded in studio.	CC-CK VO Female 04 Attack Long.wav	Human, Fight, Construction Kit	Close Combat			0	0
VO Female 04 Attack Short	VOICE FEMALE ATTACK Short attack shout. Recorded in studio.	CC-CK VO Female 04 Attack Short.wav	Human, Fight, Construction Kit	Close Combat			0	0
VO Female 04 Deathscreeam	VOICE FEMALE SCREAM Long, painful screams. Recorded in studio.	CC-CK VO Female 04 Deathscreeam.wav	Human, Fight, Construction Kit	Close Combat			0	0
VO Female 04 Pain Hard	VOICE FEMALE HURT Hard, long painful shouts. Recorded in studio.	CC-CK VO Female 04 Pain Hard.wav	Human, Fight, Construction Kit	Close Combat			0	0
VO Female 04 Pain Medium	VOICE FEMALE HURT Medium painful shouts. Recorded in studio.	CC-CK VO Female 04 Pain Medium.wav	Human, Fight, Construction Kit	Close Combat			0	0
VO Female 04 Pain Soft	VOICE FEMALE HURT Soft pain sounds, closed mouth. Recorded in studio.	CC-CK VO Female 04 Pain Soft.wav	Human, Fight, Construction Kit	Close Combat			0	0
VO Male 01 Attack	VOICE MALE ATTACK Generic attack sound. Recorded in studio.	CC-CK VO Male 01 Attack.wav	Human, Fight, Construction Kit	Close Combat			0	0
VO Male 01 Breath Fast	VOICE MALE BREATH Fast breathing. Recorded in studio.	CC-CK VO Male 01 Breath Fast.wav	Human, Fight, Construction Kit	Close Combat			0	0
VO Male 01 Breath Medium	VOICE MALE BREATH Medium breathing. Recorded in studio.	CC-CK VO Male 01 Breath Medium.wav	Human, Fight, Construction Kit	Close Combat			0	0
VO Male 01 Breath Slow	VOICE MALE BREATH Slow breathing. Recorded in studio.	CC-CK VO Male 01 Breath Slow.wav	Human, Fight, Construction Kit	Close Combat			0	0
VO Male 01 Deathscreeam	VOICE MALE SCREAM Long, painful screams. Recorded in studio.	CC-CK VO Male 01 Deathscreeam.wav	Human, Fight, Construction Kit	Close Combat			0	0
VO Male 01 Pain Hard	VOICE MALE HURT Medium pain sounds. Recorded in studio.	CC-CK VO Male 01 Pain Hard.wav	Human, Fight, Construction Kit	Close Combat			0	0
VO Male 01 Strangle	VOICE MALE HURT Strangled pain sounds. Recorded in studio.	CC-CK VO Male 01 Strangle.wav	Human, Fight, Construction Kit	Close Combat			0	0
VO Male 02 Attack Long	VOICE MALE ATTACK Long attack shouts. Recorded in studio.	CC-CK VO Male 02 Attack Long.wav	Human, Fight, Construction Kit	Close Combat			0	0
VO Male 02 Attack Medium	VOICE MALE ATTACK Medium attack shouts. Recorded in studio.	CC-CK VO Male 02 Attack Medium.wav	Human, Fight, Construction Kit	Close Combat			0	0
VO Male 02 Deathscreeam	VOICE MALE SCREAM Long, painful screams. Recorded in studio.	CC-CK VO Male 02 Deathscreeam.wav	Human, Fight, Construction Kit	Close Combat			0	0
VO Male 02 Pain Medium	VOICE MALE HURT Medium pain sounds. Recorded in studio.	CC-CK VO Male 02 Pain Medium.wav	Human, Fight, Construction Kit	Close Combat			0	0
VO Male 02 Pain Soft	VOICE MALE HURT Soft pain sounds, closed mouth. Recorded in studio.	CC-CK VO Male 02 Pain Soft.wav	Human, Fight, Construction Kit	Close Combat			0	0
VO Male 03 Attack Long	VOICE MALE ATTACK Long attack shouts. Recorded in studio.	CC-CK VO Male 03 Attack Long.wav	Human, Fight, Construction Kit	Close Combat			0	0
VO Male 03 Attack Short	VOICE MALE ATTACK Short attack shouts. Recorded in studio.	CC-CK VO Male 03 Attack Short.wav	Human, Fight, Construction Kit	Close Combat			0	0
VO Male 03 Deathscreeam	VOICE MALE SCREAM Long, painful screams. Recorded in studio.	CC-CK VO Male 03 Deathscreeam.wav	Human, Fight, Construction Kit	Close Combat			0	0
VO Male 03 Pain Hard	VOICE MALE HURT Hard, long painful shouts. Recorded in studio.	CC-CK VO Male 03 Pain Hard.wav	Human, Fight, Construction Kit	Close Combat			0	0
VO Male 03 Pain Medium	VOICE MALE HURT Medium pain sounds. Recorded in studio.	CC-CK VO Male 03 Pain Medium.wav	Human, Fight, Construction Kit	Close Combat			0	0
VO Male 03 Pain Soft	VOICE MALE HURT Soft pain sounds, closed mouth. Recorded in studio.	CC-CK VO Male 03 Pain Soft.wav	Human, Fight, Construction Kit	Close Combat			0	0
VO Male 04 Attack Medium	VOICE MALE ATTACK Medium attack shouts. Recorded in studio.	CC-CK VO Male 04 Attack Medium.wav	Human, Fight, Construction Kit	Close Combat			0	0

VO Male 04 Deathscream	VOICE MALE SCREAM Long, painful screams. Recorded in studio.	CC-CK VO Male 04 Deathscream.wav	Human, Fight, Construction Kit	Close Combat			0	0
VO Male 04 Pain Cough	VOICE MALE HURT Soft pain sounds, coughing. Recorded in studio.	CC-CK VO Male 04 Pain Cough.wav	Human, Fight, Construction Kit	Close Combat			0	0
VO Male 04 Pain Hard	VOICE MALE HURT Hard, long painful shouts. Recorded in studio.	CC-CK VO Male 04 Pain Hard.wav	Human, Fight, Construction Kit	Close Combat			0	0
VO Male 04 Pain Medium	VOICE MALE HURT Medium pain sounds. Recorded in studio.	CC-CK VO Male 04 Pain Medium.wav	Human, Fight, Construction Kit	Close Combat			0	0
VO Male 04 Pain Soft	VOICE MALE HURT Soft pain sounds, closed mouth. Recorded in studio.	CC-CK VO Male 04 Pain Soft.wav	Human, Fight, Construction Kit	Close Combat			0	0
VO Male 05 Attack Short	VOICE MALE ATTACK Short attack shouts. Recorded in studio.	CC-CK VO Male 05 Attack Short.wav	Human, Fight, Construction Kit	Close Combat			0	0
VO Male 05 Deathscream	VOICE MALE SCREAM Long, painful screams. Recorded in studio.	CC-CK VO Male 05 Deathscream.wav	Human, Fight, Construction Kit	Close Combat			0	0
VO Male 05 Pain Hard Closed	VOICE MALE HURT Hard, long painful sounds, closed mouth. Recorded in studio.	CC-CK VO Male 05 Pain Hard Closed.wav	Human, Fight, Construction Kit	Close Combat			0	0
VO Male 05 Pain Hard Opened	VOICE MALE HURT Hard, long painful shouts. Recorded in studio.	CC-CK VO Male 05 Pain Hard Opened.wav	Human, Fight, Construction Kit	Close Combat			0	0
VO Male 05 Pain Hard	VOICE MALE HURT Hard, long painful shouts. Recorded in studio.	CC-CK VO Male 05 Pain Hard.wav	Human, Fight, Construction Kit	Close Combat			0	0
VO Male 05 Pain Medium	VOICE MALE HURT Medium pain sounds. Recorded in studio.	CC-CK VO Male 05 Pain Medium.wav	Human, Fight, Construction Kit	Close Combat			0	0
VO Male 05 Pain Soft Closed	VOICE MALE HURT Soft pain sounds, closed mouth. Recorded in studio.	CC-CK VO Male 05 Pain Soft Closed.wav	Human, Fight, Construction Kit	Close Combat			0	0
VO Male 05 Pain Soft Opened	VOICE MALE HURT Soft pain sounds, opened mouth. Recorded in studio.	CC-CK VO Male 05 Pain Soft Opened.wav	Human, Fight, Construction Kit	Close Combat			0	0
VO Male 06 Attack Long OD	VOICE MALE ATTACK Long attack shouts. Recorded outdoors (OD).	CC-CK VO Male 06 Attack Long OD.wav	Human, Fight, Construction Kit	Close Combat			0	0
VO Male 06 Attack Short OD	VOICE MALE ATTACK Short attack shouts. Recorded outdoors (OD).	CC-CK VO Male 06 Attack Short OD.wav	Human, Fight, Construction Kit	Close Combat			0	0
VO Male 06 Deathscream OD	VOICE MALE SCREAM Long, painful screams. Recorded outdoors (OD).	CC-CK VO Male 06 Deathscream OD.wav	Human, Fight, Construction Kit	Close Combat			0	0
VO Male 06 Pain Hard OD	VOICE MALE HURT Hard, long painful shouts. Recorded outdoors (OD).	CC-CK VO Male 06 Pain Hard OD.wav	Human, Fight, Construction Kit	Close Combat			0	0
VO Male 06 Pain Medium OD	VOICE MALE HURT Medium pain sounds. Recorded outdoors (OD).	CC-CK VO Male 06 Pain Medium OD.wav	Human, Fight, Construction Kit	Close Combat			0	0
VO Male 06 Pain Soft OD	VOICE MALE HURT Soft pain sounds, closed mouth. Recorded outdoors (OD).	CC-CK VO Male 06 Pain Soft OD.wav	Human, Fight, Construction Kit	Close Combat			0	0
VO Male 07 Attack Long OD	VOICE MALE ATTACK Long attack shouts. Recorded outdoors (OD).	CC-CK VO Male 07 Attack Long OD.wav	Human, Fight, Construction Kit	Close Combat			0	0
VO Male 07 Attack Short OD	VOICE MALE ATTACK Short attack shouts. Recorded outdoors (OD).	CC-CK VO Male 07 Attack Short OD.wav	Human, Fight, Construction Kit	Close Combat			0	0
VO Male 07 Deathscream OD	VOICE MALE SCREAM Long, painful screams. Recorded outdoors (OD).	CC-CK VO Male 07 Deathscream OD.wav	Human, Fight, Construction Kit	Close Combat			0	0
VO Male 07 Pain Hard OD	VOICE MALE HURT Hard, long painful shouts. Recorded outdoors (OD).	CC-CK VO Male 07 Pain Hard OD.wav	Human, Fight, Construction Kit	Close Combat			0	0
VO Male 07 Pain Medium OD	VOICE MALE HURT Medium pain sounds. Recorded outdoors (OD).	CC-CK VO Male 07 Pain Medium OD.wav	Human, Fight, Construction Kit	Close Combat			0	0
VO Male 07 Pain Soft OD	VOICE MALE HURT Soft pain sounds, closed mouth. Recorded outdoors (OD).	CC-CK VO Male 07 Pain Soft OD.wav	Human, Fight, Construction Kit	Close Combat			0	0
VO Male 08 Attack Long OD	VOICE MALE ATTACK Long attack shouts. Recorded outdoors (OD).	CC-CK VO Male 08 Attack Long OD.wav	Human, Fight, Construction Kit	Close Combat			0	0
VO Male 08 Attack Short OD	VOICE MALE ATTACK Short attack shouts. Recorded outdoors (OD).	CC-CK VO Male 08 Attack Short OD.wav	Human, Fight, Construction Kit	Close Combat			0	0
VO Male 08 Deathscream OD	VOICE MALE SCREAM Long, painful screams. Recorded outdoors (OD).	CC-CK VO Male 08 Deathscream OD.wav	Human, Fight, Construction Kit	Close Combat			0	0
VO Male 08 Pain Hard OD	VOICE MALE HURT Hard, long painful shouts. Recorded outdoors (OD).	CC-CK VO Male 08 Pain Hard OD.wav	Human, Fight, Construction Kit	Close Combat			0	0
VO Male 08 Pain Medium OD	VOICE MALE HURT Medium pain sounds. Recorded outdoors (OD).	CC-CK VO Male 08 Pain Medium OD.wav	Human, Fight, Construction Kit	Close Combat			0	0
VO Male 08 Pain Soft OD	VOICE MALE HURT Soft pain sounds, closed mouth. Recorded outdoors (OD).	CC-CK VO Male 08 Pain Soft OD.wav	Human, Fight, Construction Kit	Close Combat			0	0
VO Male 09 Attack Long OD	VOICE MALE ATTACK Long attack shouts. Recorded outdoors (OD).	CC-CK VO Male 09 Attack Long OD.wav	Human, Fight, Construction Kit	Close Combat			0	0

VO Male 09 Attack Short OD	VOICE MALE ATTACK Short attack shouts. Recorded outdoors (OD).	CC-CK VO Male 09 Attack Short OD.wav	Human, Fight, Construction Kit	Close Combat			0	0
VO Male 09 Deathscream OD	VOICE MALE SCREAM Long, painful screams. Recorded outdoors (OD).	CC-CK VO Male 09 Deathscream OD.wav	Human, Fight, Construction Kit	Close Combat			0	0
VO Male 09 Pain Hard OD	VOICE MALE HURT Hard, long painful shouts. Recorded outdoors (OD).	CC-CK VO Male 09 Pain Hard OD.wav	Human, Fight, Construction Kit	Close Combat			0	0
VO Male 09 Pain Medium OD	VOICE MALE HURT Medium pain sounds. Recorded outdoors (OD).	CC-CK VO Male 09 Pain Medium OD.wav	Human, Fight, Construction Kit	Close Combat			0	0
VO Male 09 Pain Soft OD	VOICE MALE HURT Soft pain sounds, closed mouth. Recorded outdoors (OD).	CC-CK VO Male 09 Pain Soft OD.wav	Human, Fight, Construction Kit	Close Combat			0	0
VO Male 09 Pain Soft Short OD	VOICE MALE HURT Soft and short pain sounds. Recorded outdoors (OD).	CC-CK VO Male 09 Pain Soft Short OD.wav	Human, Fight, Construction Kit	Close Combat			0	0
VO Male 10 Attack Long OD	VOICE MALE ATTACK Long attack shouts. Recorded outdoors (OD).	CC-CK VO Male 10 Attack Long OD.wav	Human, Fight, Construction Kit	Close Combat			0	0
VO Male 10 Attack Short OD	VOICE MALE ATTACK Short attack shouts. Recorded outdoors (OD).	CC-CK VO Male 10 Attack Short OD.wav	Human, Fight, Construction Kit	Close Combat			0	0
VO Male 10 Deathscream OD	VOICE MALE SCREAM Long, painful screams. Recorded outdoors (OD).	CC-CK VO Male 10 Deathscream OD.wav	Human, Fight, Construction Kit	Close Combat			0	0
VO Male 10 Pain Hard OD	VOICE MALE HURT Hard, long painful shouts. Recorded outdoors (OD).	CC-CK VO Male 10 Pain Hard OD.wav	Human, Fight, Construction Kit	Close Combat			0	0
VO Male 10 Pain Medium OD	VOICE MALE HURT Medium pain sounds. Recorded outdoors (OD).	CC-CK VO Male 10 Pain Medium OD.wav	Human, Fight, Construction Kit	Close Combat			0	0
VO Male 10 Pain Soft OD	VOICE MALE HURT Soft pain sounds, closed mouth. Recorded outdoors (OD).	CC-CK VO Male 10 Pain Soft OD.wav	Human, Fight, Construction Kit	Close Combat			0	0
VO Male 11 Attack Long OD	VOICE MALE ATTACK Long attack shouts. Recorded outdoors (OD).	CC-CK VO Male 11 Attack Long OD.wav	Human, Fight, Construction Kit	Close Combat			0	0
VO Male 11 Attack Short OD	VOICE MALE ATTACK Short attack shouts. Recorded outdoors (OD).	CC-CK VO Male 11 Attack Short OD.wav	Human, Fight, Construction Kit	Close Combat			0	0
VO Male 11 Deathscream OD	VOICE MALE SCREAM Long, painful screams. Recorded outdoors (OD).	CC-CK VO Male 11 Deathscream OD.wav	Human, Fight, Construction Kit	Close Combat			0	0
VO Male 11 Pain Hard OD	VOICE MALE HURT Hard, long painful shouts. Recorded outdoors (OD).	CC-CK VO Male 11 Pain Hard OD.wav	Human, Fight, Construction Kit	Close Combat			0	0
VO Male 11 Pain Medium OD	VOICE MALE HURT Medium pain sounds. Recorded outdoors (OD).	CC-CK VO Male 11 Pain Medium OD.wav	Human, Fight, Construction Kit	Close Combat			0	0
VO Male 11 Pain Soft OD	VOICE MALE HURT Soft pain sounds, closed mouth. Recorded outdoors (OD).	CC-CK VO Male 11 Pain Soft OD.wav	Human, Fight, Construction Kit	Close Combat			0	0
Whoosh Air Hard 01	WHOOSH MOVEMENT AIR Standard generic hard whoosh.	CC-CK Whoosh Air Hard 01.wav	Human, Fight, Construction Kit	Close Combat			0	0
Whoosh Air Hard 02	WHOOSH MOVEMENT AIR Generic low and hard whoosh.	CC-CK Whoosh Air Hard 02.wav	Human, Fight, Construction Kit	Close Combat			0	0
Whoosh Air Hard 03	WHOOSH MOVEMENT AIR Rich, airy whoosh, tonal element.	CC-CK Whoosh Air Hard 03.wav	Human, Fight, Construction Kit	Close Combat			0	0
Whoosh Air Hard 04	WHOOSH MOVEMENT AIR Harsh, high and hard whoosh.	CC-CK Whoosh Air Hard 04.wav	Human, Fight, Construction Kit	Close Combat			0	0
Whoosh Air Hard 05	WHOOSH MOVEMENT AIR Double whoosh, full low end.	CC-CK Whoosh Air Hard 05.wav	Human, Fight, Construction Kit	Close Combat			0	0
Whoosh Air High 01	WHOOSH MOVEMENT AIR High and soft whoosh with whistling element.	CC-CK Whoosh Air High 01.wav	Human, Fight, Construction Kit	Close Combat			0	0
Whoosh Air High 02	WHOOSH MOVEMENT AIR Noisy and airy whoosh of a rope.	CC-CK Whoosh Air High 02.wav	Human, Fight, Construction Kit	Close Combat			0	0
Whoosh Air Large 01	WHOOSH MOVEMENT AIR Long, generic whoosh for kicks or bodies.	CC-CK Whoosh Air Large 01.wav	Human, Fight, Construction Kit	Close Combat			0	0
Whoosh Air Large 02	WHOOSH MOVEMENT AIR Long generic whoosh for kicks or bodies.	CC-CK Whoosh Air Large 02.wav	Human, Fight, Construction Kit	Close Combat			0	0
Whoosh Air Large 03	WHOOSH MOVEMENT AIR Low, long generic whoosh for kicks or bodies.	CC-CK Whoosh Air Large 03.wav	Human, Fight, Construction Kit	Close Combat			0	0
Whoosh Air Low 01	WHOOSH MOVEMENT AIR Low, airy generic whoosh.	CC-CK Whoosh Air Low 01.wav	Human, Fight, Construction Kit	Close Combat			0	0
Whoosh Air Low 02	WHOOSH MOVEMENT AIR Aggressive low whoosh with harsh character.	CC-CK Whoosh Air Low 02.wav	Human, Fight, Construction Kit	Close Combat			0	0
Whoosh Air Low 03	WHOOSH MOVEMENT AIR Low whoosh, swinging off.	CC-CK Whoosh Air Low 03.wav	Human, Fight, Construction Kit	Close Combat			0	0
Whoosh Air Low 04	WHOOSH MOVEMENT AIR Low whoosh, tonal, swinging off.	CC-CK Whoosh Air Low 04.wav	Human, Fight, Construction Kit	Close Combat			0	0

Whoosh Air Low 05	WHOOSH MOVEMENT AIR Low whoosh with some subtle textile rustling.	CC-CK Whoosh Air Low 05.wav	Human, Fight, Construction Kit	Close Combat			0	0
Whoosh Air Low 06	WHOOSH MOVEMENT AIR Dull whoosh sound, subtle textile rustling.	CC-CK Whoosh Air Low 06.wav	Human, Fight, Construction Kit	Close Combat			0	0
Whoosh Air Medium 01	WHOOSH MOVEMENT AIR Normal, tonal whoosh.	CC-CK Whoosh Air Medium 01.wav	Human, Fight, Construction Kit	Close Combat			0	0
Whoosh Air Medium 02	WHOOSH MOVEMENT AIR Zissling whoosh, light air noise.	CC-CK Whoosh Air Medium 02.wav	Human, Fight, Construction Kit	Close Combat			0	0
Whoosh Air Medium 03	WHOOSH MOVEMENT AIR Generic whoosh with subtle air noise tail, crackling elements.	CC-CK Whoosh Air Medium 03.wav	Human, Fight, Construction Kit	Close Combat			0	0
Whoosh Air Medium 04	WHOOSH MOVEMENT AIR Medium whoosh. Plastic pipe swing.	CC-CK Whoosh Air Medium 04.wav	Human, Fight, Construction Kit	Close Combat			0	0
Whoosh Air Short 01	WHOOSH MOVEMENT AIR Very short, generic whoosh.	CC-CK Whoosh Air Short 01.wav	Human, Fight, Construction Kit	Close Combat			0	0
Whoosh Air Short 02	WHOOSH MOVEMENT AIR Short and mid frequency whoosh.	CC-CK Whoosh Air Short 02.wav	Human, Fight, Construction Kit	Close Combat			0	0
Whoosh Air Short 03	WHOOSH MOVEMENT AIR Aggressive, short, generic whoosh.	CC-CK Whoosh Air Short 03.wav	Human, Fight, Construction Kit	Close Combat			0	0
Whoosh Air Short 04	WHOOSH MOVEMENT AIR Short double whoosh, high slightly piercing tonal element.	CC-CK Whoosh Air Short 04.wav	Human, Fight, Construction Kit	Close Combat			0	0
Whoosh Air Short 05	WHOOSH MOVEMENT AIR Harsh, short generic whoosh.	CC-CK Whoosh Air Short 05.wav	Human, Fight, Construction Kit	Close Combat			0	0
Whoosh Air Soft 01	WHOOSH MOVEMENT AIR Soft generic whoosh.	CC-CK Whoosh Air Soft 01.wav	Human, Fight, Construction Kit	Close Combat			0	0
Whoosh Air Soft 02	WHOOSH MOVEMENT AIR Weird tonal double whoosh.	CC-CK Whoosh Air Soft 02.wav	Human, Fight, Construction Kit	Close Combat			0	0
Whoosh Air Soft 03	WHOOSH MOVEMENT AIR Generic whoosh with high rustling, rope swinging off.	CC-CK Whoosh Air Soft 03.wav	Human, Fight, Construction Kit	Close Combat			0	0
Whoosh Cloth Hard 01	WHOOSH MOVEMENT CLOTH Textile, nylon, leather combination swing.	CC-CK Whoosh Cloth Hard 01.wav	Human, Fight, Construction Kit	Close Combat			0	0
Whoosh Cloth Hard 02	WHOOSH MOVEMENT CLOTH and NYLON Rich fast move with textile combination.	CC-CK Whoosh Cloth Hard 02.wav	Human, Fight, Construction Kit	Close Combat			0	0
Whoosh Cloth Low 01	WHOOSH MOVEMENT CLOTH Short and fast textile move, massive low end.	CC-CK Whoosh Cloth Low 01.wav	Human, Fight, Construction Kit	Close Combat			0	0
Whoosh Cloth Low 02	WHOOSH MOVEMENT CLOTH Short, hard move, rich low end.	CC-CK Whoosh Cloth Low 02.wav	Human, Fight, Construction Kit	Close Combat			0	0
Whoosh Cloth Low 03	WHOOSH MOVEMENT CLOTH Short, fast cloth move featuring low frequencies.	CC-CK Whoosh Cloth Low 03.wav	Human, Fight, Construction Kit	Close Combat			0	0
Whoosh Cloth Low 04	WHOOSH MOVEMENT CLOTH Rustling low and fast move.	CC-CK Whoosh Cloth Low 04.wav	Human, Fight, Construction Kit	Close Combat			0	0
Whoosh Cloth Low 05	WHOOSH MOVEMENT CLOTH Low and fluttering fast move of textiles.	CC-CK Whoosh Cloth Low 05.wav	Human, Fight, Construction Kit	Close Combat			0	0
Whoosh Cloth Medium 01	WHOOSH MOVEMENT CLOTH Fast, rustling cloth movement.	CC-CK Whoosh Cloth Medium 01.wav	Human, Fight, Construction Kit	Close Combat			0	0
Whoosh Cloth Medium 02	WHOOSH MOVEMENT CLOTH Fast, rustling cloth movement.	CC-CK Whoosh Cloth Medium 02.wav	Human, Fight, Construction Kit	Close Combat			0	0
Whoosh Cloth Medium 03	WHOOSH MOVEMENT CLOTH High, fast textile move.	CC-CK Whoosh Cloth Medium 03.wav	Human, Fight, Construction Kit	Close Combat			0	0
Whoosh Cloth Medium 04	WHOOSH MOVEMENT CLOTH Move with textile jacket, contains subtle zipper clicks.	CC-CK Whoosh Cloth Medium 04.wav	Human, Fight, Construction Kit	Close Combat			0	0
Whoosh Cloth Medium 05	WHOOSH MOVEMENT CLOTH Rustling textile swing.	CC-CK Whoosh Cloth Medium 05.wav	Human, Fight, Construction Kit	Close Combat			0	0
Whoosh Cloth Soft 01	WHOOSH MOVEMENT CLOTH Long, rustling textile swing.	CC-CK Whoosh Cloth Soft 01.wav	Human, Fight, Construction Kit	Close Combat			0	0
Whoosh Cloth Soft 02	WHOOSH MOVEMENT CLOTH Rustling soft move.	CC-CK Whoosh Cloth Soft 02.wav	Human, Fight, Construction Kit	Close Combat			0	0
Whoosh Cloth Soft 03	WHOOSH MOVEMENT CLOTH Normal short move of rustling textile.	CC-CK Whoosh Cloth Soft 03.wav	Human, Fight, Construction Kit	Close Combat			0	0
Whoosh Cloth Soft 04	WHOOSH MOVEMENT CLOTH Textile moves, rustling and fast start.	CC-CK Whoosh Cloth Soft 04.wav	Human, Fight, Construction Kit	Close Combat			0	0
Whoosh Leather Hard 01	WHOOSH MOVEMENT LEATHER Fast movement of leather jacket.	CC-CK Whoosh Leather Hard 01.wav	Human, Fight, Construction Kit	Close Combat			0	0
Whoosh Leather Hard 02	WHOOSH MOVEMENT LEATHER Harsh and fast move with leather.	CC-CK Whoosh Leather Hard 02.wav	Human, Fight, Construction Kit	Close Combat			0	0

Whoosh Leather Hard 03	WHOOSH MOVEMENT LEATHER Dull but hard and fast swing with leather jacket.	CC-CK Whoosh Leather Hard 03.wav	Human, Fight, Construction Kit	Close Combat			0	0
Whoosh Leather Hard 04	WHOOSH MOVEMENT LEATHER Harsh and hard move with leather sheets.	CC-CK Whoosh Leather Hard 04.wav	Human, Fight, Construction Kit	Close Combat			0	0
Whoosh Leather Low 01	WHOOSH MOVEMENT LEATHER Low and deep leather whoosh in.	CC-CK Whoosh Leather Low 01.wav	Human, Fight, Construction Kit	Close Combat			0	0
Whoosh Leather Low 02	WHOOSH MOVEMENT LEATHER Short move of leather jacket, tight low end and some high metal zipper elements.	CC-CK Whoosh Leather Low 02.wav	Human, Fight, Construction Kit	Close Combat			0	0
Whoosh Leather Medium 01	WHOOSH MOVEMENT LEATHER Generic short move of a leather jacket.	CC-CK Whoosh Leather Medium 01.wav	Human, Fight, Construction Kit	Close Combat			0	0
Whoosh Leather Medium 02	WHOOSH MOVEMENT LEATHER Soft fluttering leather move.	CC-CK Whoosh Leather Medium 02.wav	Human, Fight, Construction Kit	Close Combat			0	0
Whoosh Leather Medium 03	WHOOSH MOVEMENT LEATHER Single move of leather wear. Light creaks.	CC-CK Whoosh Leather Medium 03.wav	Human, Fight, Construction Kit	Close Combat			0	0
Whoosh Leather Medium 04	WHOOSH MOVEMENT LEATHER Fluttering and slapping short leather move.	CC-CK Whoosh Leather Medium 04.wav	Human, Fight, Construction Kit	Close Combat			0	0
Whoosh Leather Medium 05	WHOOSH MOVEMENT LEATHER Creaking medium leather swing.	CC-CK Whoosh Leather Medium 05.wav	Human, Fight, Construction Kit	Close Combat			0	0
Whoosh Leather Medium 06	WHOOSH MOVEMENT LEATHER Move of leather wear, light creaking, dull.	CC-CK Whoosh Leather Medium 06.wav	Human, Fight, Construction Kit	Close Combat			0	0
Whoosh Leather Medium 07	WHOOSH MOVEMENT LEATHER Harsh and high creaking medium moves.	CC-CK Whoosh Leather Medium 07.wav	Human, Fight, Construction Kit	Close Combat			0	0
Whoosh Leather Soft 01	WHOOSH MOVEMENT LEATHER Soft movement of leather jacket, airy whoosh element.	CC-CK Whoosh Leather Soft 01.wav	Human, Fight, Construction Kit	Close Combat			0	0
Whoosh Leather Soft 02	WHOOSH MOVEMENT LEATHER Normal leather jacket move, light leather creaks.	CC-CK Whoosh Leather Soft 02.wav	Human, Fight, Construction Kit	Close Combat			0	0
Whoosh Leather Soft 03	WHOOSH MOVEMENT LEATHER High creaking leather swing.	CC-CK Whoosh Leather Soft 03.wav	Human, Fight, Construction Kit	Close Combat			0	0
Whoosh Leather Soft 04	WHOOSH MOVEMENT LEATHER Fluttering leather move, fast.	CC-CK Whoosh Leather Soft 04.wav	Human, Fight, Construction Kit	Close Combat			0	0
Whoosh Leather Soft 05	WHOOSH MOVEMENT LEATHER High and soft leather whoosh, a little air sucking character.	CC-CK Whoosh Leather Soft 05.wav	Human, Fight, Construction Kit	Close Combat			0	0
Whoosh Leather Soft 06	WHOOSH MOVEMENT LEATHER Slow and soft moves.	CC-CK Whoosh Leather Soft 06.wav	Human, Fight, Construction Kit	Close Combat			0	0
Whoosh Leather Soft 07	WHOOSH MOVEMENT LEATHER Soft, fluttering and creaking swings.	CC-CK Whoosh Leather Soft 07.wav	Human, Fight, Construction Kit	Close Combat			0	0
Whoosh Nylon Hard 01	WHOOSH MOVEMENT NYLON Hard, fast and high rustling movement. Clean textile swing.	CC-CK Whoosh Nylon Hard 01.wav	Human, Fight, Construction Kit	Close Combat			0	0
Whoosh Nylon Medium 01	WHOOSH MOVEMENT NYLON A fast rustling and fluttering cloth movement.	CC-CK Whoosh Nylon Medium 01.wav	Human, Fight, Construction Kit	Close Combat			0	0
Whoosh Nylon Medium 02	WHOOSH MOVEMENT NYLON Medium movement, nylon rustle.	CC-CK Whoosh Nylon Medium 02.wav	Human, Fight, Construction Kit	Close Combat			0	0
Whoosh Nylon Medium 03	WHOOSH MOVEMENT NYLON Fast moves with nylon jacket.	CC-CK Whoosh Nylon Medium 03.wav	Human, Fight, Construction Kit	Close Combat			0	0
Whoosh Nylon Medium 04	WHOOSH MOVEMENT NYLON Fast tonal swing.	CC-CK Whoosh Nylon Medium 04.wav	Human, Fight, Construction Kit	Close Combat			0	0
Whoosh Nylon Soft 01	WHOOSH MOVEMENT NYLON Fast, soft scrape of a nylon sheet.	CC-CK Whoosh Nylon Soft 01.wav	Human, Fight, Construction Kit	Close Combat			0	0
Whoosh Nylon Soft 02	WHOOSH MOVEMENT NYLON Short, soft stripe of nylon parts.	CC-CK Whoosh Nylon Soft 02.wav	Human, Fight, Construction Kit	Close Combat			0	0
Blood Splash Hard	BLOOD SPLASH Full and intense splatter sound of viscous liquid.	CC-DS Blood Splash Hard.wav	Human, Fight, Designed	Close Combat			0	0
Blood Splash Medium	BLOOD SPLASH Splatter sound with hard start and high popping bubbles in the end.	CC-DS Blood Splash Medium.wav	Human, Fight, Designed	Close Combat			0	0
Blood Splash Soft	BLOOD SPLASH Light blood spill, a bit squeezing character.	CC-DS Blood Splash Soft.wav	Human, Fight, Designed	Close Combat			0	0
Body Fall Concrete Hard 01	BODY FALL DROP Harsh and aggressive body drop, light bone breaks and subtle scraping.	CC-DS Body Fall Concrete Hard 01.wav	Human, Fight, Designed	Close Combat			0	0
Body Fall Concrete Hard 02	BODY FALL DROP Dull and massive body drop with high bone break elements. Boomy low frequencies.	CC-DS Body Fall Concrete Hard 02.wav	Human, Fight, Designed	Close Combat			0	0
Body Fall Concrete Medium 01	BODY FALL DROP Leather and cloth mixed body drop on concrete, body parts slapping elements.	CC-DS Body Fall Concrete Medium 01.wav	Human, Fight, Designed	Close Combat			0	0
Body Fall Concrete Medium 02	BODY FALL DROP Harsh and dense impact with bouncing single part tails.	CC-DS Body Fall Concrete Medium 02.wav	Human, Fight, Designed	Close Combat			0	0

Body Fall Concrete Soft 01	BODY FALL DROP Tumbling impact on concrete.	CC-DS Body Fall Concrete Soft 01.wav	Human, Fight, Designed	Close Combat			0	0
Body Fall Concrete Soft 02	BODY FALL DROP Strong rustling, blurred cloth impact with high clapping body parts.	CC-DS Body Fall Concrete Soft 02.wav	Human, Fight, Designed	Close Combat			0	0
Body Fall Generic Hard 01	BODY FALL DROP Bone breaking massive impact of a body on undefined ground, sustained low end.	CC-DS Body Fall Generic Hard 01.wav	Human, Fight, Designed	Close Combat			0	0
Body Fall Generic Hard 02	BODY FALL DROP Dull cloth rustling fall with clear main impact and different body parts.	CC-DS Body Fall Generic Hard 02.wav	Human, Fight, Designed	Close Combat			0	0
Body Fall Generic Medium 01	BODY FALL DROP Leather, cloth, metal zipper combination impact. Multiple hits.	CC-DS Body Fall Generic Medium 01.wav	Human, Fight, Designed	Close Combat			0	0
Body Fall Generic Medium 02	BODY FALL DROP Clear and hard impacts surround by muffled cloth rustling parts.	CC-DS Body Fall Generic Medium 02.wav	Human, Fight, Designed	Close Combat			0	0
Body Fall Generic Soft 01	BODY FALL DROP Textile fall with slapping body parts and bouncing feet.	CC-DS Body Fall Generic Soft 01.wav	Human, Fight, Designed	Close Combat			0	0
Body Fall Generic Soft 02	BODY FALL DROP Clean body impact with leather character.	CC-DS Body Fall Generic Soft 02.wav	Human, Fight, Designed	Close Combat			0	0
Bodygrab Cloth Hard	BODY GRAB IMPACT Aggressive grab with full impact, cloth rustling.	CC-DS Bodygrab Cloth Hard.wav	Human, Fight, Designed	Close Combat			0	0
Bodygrab Cloth Medium	BODY GRAB IMPACT Move with cloth, flattering whoosh in, clapping impact.	CC-DS Bodygrab Cloth Medium.wav	Human, Fight, Designed	Close Combat			0	0
Bodygrab Cloth Soft	BODY GRAB IMPACT Soft grasping with short move at the beginning.	CC-DS Bodygrab Cloth Soft.wav	Human, Fight, Designed	Close Combat			0	0
Bodygrab Leather Hard	BODY GRAB IMPACT Fast leather move and grab, hard and aggressive.	CC-DS Bodygrab Leather Hard.wav	Human, Fight, Designed	Close Combat			0	0
Bodygrab Leather Medium	BODY GRAB IMPACT High rustling leather move with light leather creaks.	CC-DS Bodygrab Leather Medium.wav	Human, Fight, Designed	Close Combat			0	0
Bodygrab Leather Soft	BODY GRAB IMPACT Fast move with featured leather creaks. Some metal zipper elements.	CC-DS Bodygrab Leather Soft.wav	Human, Fight, Designed	Close Combat			0	0
Bodygrab Nylon Hard	BODY GRAB IMPACT Intense move and grab with bright nylon rustle.	CC-DS Bodygrab Nylon Hard.wav	Human, Fight, Designed	Close Combat			0	0
Bodygrab Nylon Medium	BODY GRAB IMPACT Multi nylon clothes move, massive low end grab.	CC-DS Bodygrab Nylon Medium.wav	Human, Fight, Designed	Close Combat			0	0
Bodygrab Nylon Soft	BODY GRAB IMPACT Clean and natural tackle of nylon clothes.	CC-DS Bodygrab Nylon Soft.wav	Human, Fight, Designed	Close Combat			0	0
Bone Break Hard 01	BONE BREAK Hard cracking fractures of large open bones.	CC-DS Bone Break Hard 01.wav	Human, Fight, Designed	Close Combat			0	0
Bone Break Hard 02	BONE BREAK Juicy large bone cracks, large body.	CC-DS Bone Break Hard 02.wav	Human, Fight, Designed	Close Combat			0	0
Bone Break Medium 01	BONE BREAK Dry and crisp splintering bones.	CC-DS Bone Break Medium 01.wav	Human, Fight, Designed	Close Combat			0	0
Bone Break Medium 02	BONE BREAK Impulsive high and harsh fragmenting bones.	CC-DS Bone Break Medium 02.wav	Human, Fight, Designed	Close Combat			0	0
Bone Break Soft 01	BONE BREAK Short twisted bone fractures.	CC-DS Bone Break Soft 01.wav	Human, Fight, Designed	Close Combat			0	0
Bone Break Soft 02	BONE BREAK Short and harsh initial bone splintering.	CC-DS Bone Break Soft 02.wav	Human, Fight, Designed	Close Combat			0	0
Kick Blunt Hard 01	KICK BLUNT HARD A deep whoosh in and short, cracking hit.	CC-DS Kick Blunt Hard 01.wav	Human, Fight, Designed	Close Combat			0	0
Kick Blunt Hard 02	KICK BLUNT HARD Whoosh in to a impulsive hit. Short rustling tail of clothes.	CC-DS Kick Blunt Hard 02.wav	Human, Fight, Designed	Close Combat			0	0
Kick Blunt Medium 01	KICK BLUNT MEDIUM Rustling whoosh and snapping impact with boomy low end.	CC-DS Kick Blunt Medium 01.wav	Human, Fight, Designed	Close Combat			0	0
Kick Blunt Medium 02	KICK BLUNT MEDIUM Snapping impact, airy whoosh in.	CC-DS Kick Blunt Medium 02.wav	Human, Fight, Designed	Close Combat			0	0
Kick Blunt Soft 01	KICK BLUNT SOFT Leather move and short, cracking hit.	CC-DS Kick Blunt Soft 01.wav	Human, Fight, Designed	Close Combat			0	0
Kick Blunt Soft 02	KICK BLUNT SOFT Harsh, soft cloth whoosh and knocking impact.	CC-DS Kick Blunt Soft 02.wav	Human, Fight, Designed	Close Combat			0	0
Kick Bright Hard 01	KICK BRIGHT HARD Long leather and air whoosh, massive hit with subtle bone fracture.	CC-DS Kick Bright Hard 01.wav	Human, Fight, Designed	Close Combat			0	0
Kick Bright Hard 02	KICK BRIGHT HARD Air whoosh to cloth rustling hit, featuring low end plus high and harsh elements.	CC-DS Kick Bright Hard 02.wav	Human, Fight, Designed	Close Combat			0	0
Kick Bright Medium 01	KICK BRIGHT MEDIUM High rustling cloth elements, light leather creaks and boomy impact.	CC-DS Kick Bright Medium 01.wav	Human, Fight, Designed	Close Combat			0	0

Kick Bright Medium 02	KICK BRIGHT MEDIUM Short whoosh, crisp and defined impact.	CC-DS Kick Bright Medium 02.wav	Human, Fight, Designed	Close Combat			0	0
Kick Bright Soft 01	KICK BRIGHT SOFT Subtle, dense whoosh with whipping hit.	CC-DS Kick Bright Soft 01.wav	Human, Fight, Designed	Close Combat			0	0
Kick Bright Soft 02	KICK BRIGHT SOFT Generic kick or block sound, airy whoosh to multi purpose hit.	CC-DS Kick Bright Soft 02.wav	Human, Fight, Designed	Close Combat			0	0
Kick Torso Hard 01	KICK TORSO HARD Cracking impact with rich, round tonal aspect, harsh whoosh.	CC-DS Kick Torso Hard 01.wav	Human, Fight, Designed	Close Combat			0	0
Kick Torso Hard 02	KICK TORSO HARD Rustling movement with crisp hit and boomy low end.	CC-DS Kick Torso Hard 02.wav	Human, Fight, Designed	Close Combat			0	0
Kick Torso Medium 01	KICK TORSO MEDIUM Rumbling hit, slightly flammng on generic body.	CC-DS Kick Torso Medium 01.wav	Human, Fight, Designed	Close Combat			0	0
Kick Torso Medium 02	KICK TORSO MEDIUM Boomy impact with crisp leather element. Rustling cloth movement.	CC-DS Kick Torso Medium 02.wav	Human, Fight, Designed	Close Combat			0	0
Kick Torso Soft 01	KICK TORSO SOFT Dynamic kick or punch sound with a slight leather feel.	CC-DS Kick Torso Soft 01.wav	Human, Fight, Designed	Close Combat			0	0
Kick Torso Soft 02	KICK TORSO SOFT Fluttering whoosh into a snapping kick hit with a good amount of low end.	CC-DS Kick Torso Soft 02.wav	Human, Fight, Designed	Close Combat			0	0
Punch Cinematic 01	PUNCH CINEMATIC Hard, reverberant, juicy punch sound, bone cracks and strong swish.	CC-DS Punch Cinematic 01.wav	Human, Fight, Designed	Close Combat			0	0
Punch Cinematic 02	PUNCH CINEMATIC Reverberant hard punch, deep low end, Variations with blood splatter, bone cracks and plain.	CC-DS Punch Cinematic 02.wav	Human, Fight, Designed	Close Combat			0	0
Punch Cinematic 03	PUNCH CINEMATIC Over the top punch or kick hit, reverberant. Blood, bone creak and plain variations. Low, rough and short whoosh in.	CC-DS Punch Cinematic 03.wav	Human, Fight, Designed	Close Combat			0	0
Punch Knuckle Bright Hard 01	PUNCH KNUCKLE BRIGHT HARD Blood spilling and bone breaking impact.	CC-DS Punch Knuckle Bright Hard 01.wav	Human, Fight, Designed	Close Combat			0	0
Punch Knuckle Bright Hard 02	PUNCH KNUCKLE BRIGHT HARD Fast move to boomy and juicy hit.	CC-DS Punch Knuckle Bright Hard 02.wav	Human, Fight, Designed	Close Combat			0	0
Punch Knuckle Bright Medium 01	PUNCH KNUCKLE BRIGHT MEDIUM Cracking hit, boomy low end and cloth rustling elements.	CC-DS Punch Knuckle Bright Medium 01.wav	Human, Fight, Designed	Close Combat			0	0
Punch Knuckle Bright Medium 02	PUNCH KNUCKLE BRIGHT MEDIUM Clean whoosh, juicy and slightly cracking hit.	CC-DS Punch Knuckle Bright Medium 02.wav	Human, Fight, Designed	Close Combat			0	0
Punch Knuckle Bright Soft 01	PUNCH KNUCKLE BRIGHT SOFT Harsh whoosh evolving into slapping and slightly flammng impact.	CC-DS Punch Knuckle Bright Soft 01.wav	Human, Fight, Designed	Close Combat			0	0
Punch Knuckle Bright Soft 02	PUNCH KNUCKLE BRIGHT SOFT Subtle whoosh, low impact with high cracking element.	CC-DS Punch Knuckle Bright Soft 02.wav	Human, Fight, Designed	Close Combat			0	0
Punch Oldschool Hard	PUNCH SLAP OLDSCHOOL HARD Air swish and high, dense impact.	CC-DS Punch Oldschool Hard.wav	Human, Fight, Designed	Close Combat			0	0
Punch Oldschool Medium	PUNCH SLAP OLDSCHOOL MEDIUM Bright, long slap sound with simple swish.	CC-DS Punch Oldschool Medium.wav	Human, Fight, Designed	Close Combat			0	0
Punch Oldschool Soft	PUNCH SLAP OLDSCHOOL SOFT Snare like impact with high, cutted clap and high swish.	CC-DS Punch Oldschool Soft.wav	Human, Fight, Designed	Close Combat			0	0
Punch Torso Hard 01	PUNCH TORSO HARD Bloody and bassy punch sound with short whoosh.	CC-DS Punch Torso Hard 01.wav	Human, Fight, Designed	Close Combat			0	0
Punch Torso Hard 02	PUNCH TORSO HARD Snapping impact with sustained low end and blood squirts.	CC-DS Punch Torso Hard 02.wav	Human, Fight, Designed	Close Combat			0	0
Punch Torso Medium 01	PUNCH TORSO MEDIUM Single whoosh followed by a wet and cracking hit.	CC-DS Punch Torso Medium 01.wav	Human, Fight, Designed	Close Combat			0	0
Punch Torso Medium 02	PUNCH TORSO MEDIUM Whipping, juicy hit with sustained lows.	CC-DS Punch Torso Medium 02.wav	Human, Fight, Designed	Close Combat			0	0
Punch Torso Soft 01	PUNCH TORSO SOFT Cloth rustling move with crunching hit.	CC-DS Punch Torso Soft 01.wav	Human, Fight, Designed	Close Combat			0	0
Punch Torso Soft 02	PUNCH TORSO SOFT Long generic swish and blunt, short hit.	CC-DS Punch Torso Soft 02.wav	Human, Fight, Designed	Close Combat			0	0
Punch Knuckle Blunt Hard 01	PUNCH KNUCKLE BLUNT HARD A crisp and rich impact with some minor bone breaking sounds.	CC-DS Punch Knuckle Blunt Hard 01.wav	Human, Fight, Designed	Close Combat			0	0
Punch Knuckle Blunt Hard 02	PUNCH KNUCKLE BLUNT HARD Air whoosh followed by a dense hard punch sounds with cracking bones.	CC-DS Punch Knuckle Blunt Hard 02.wav	Human, Fight, Designed	Close Combat			0	0
Punch Knuckle Blunt Medium 01	PUNCH KNUCKLE BLUNT MEDIUM Solo whoosh followed by a juicy hit.	CC-DS Punch Knuckle Blunt Medium 01.wav	Human, Fight, Designed	Close Combat			0	0
Punch Knuckle Blunt Medium 02	PUNCH KNUCKLE BLUNT MEDIUM Move turning into harsh, juicy impact.	CC-DS Punch Knuckle Blunt Medium 02.wav	Human, Fight, Designed	Close Combat			0	0
Punch Knuckle Blunt Soft 01	PUNCH KNUCKLE BLUNT SOFT Short whoosh before basic impact with some blood sprinkles.	CC-DS Punch Knuckle Blunt Soft 01.wav	Human, Fight, Designed	Close Combat			0	0

Punch Knuckle Blunt Soft 02	PUNCH KNUCKLE BLUNT SOFT Crisp impact with airy swish.	CC-DS Punch Knuckle Blunt Soft 02.wav	Human, Fight, Designed	Close Combat			0	0
Slap Bright Hard 01	SLAP BRIGHT PUNCH HARD Hard and fast whoosh to high slap sound with blood splash.	CC-DS Slap Bright Hard 01.wav	Human, Fight, Designed	Close Combat			0	0
Slap Bright Hard 02	SLAP BRIGHT PUNCH HARD Clapping high zissling slap sound with discrete low end.	CC-DS Slap Bright Hard 02.wav	Human, Fight, Designed	Close Combat			0	0
Slap Bright Medium 01	SLAP BRIGHT PUNCH MEDIUM Bright impact with massive body.	CC-DS Slap Bright Medium 01.wav	Human, Fight, Designed	Close Combat			0	0
Slap Bright Medium 02	SLAP BRIGHT PUNCH MEDIUM Subtle wet high slap.	CC-DS Slap Bright Medium 02.wav	Human, Fight, Designed	Close Combat			0	0
Slap Bright Soft 01	SLAP BRIGHT PUNCH SOFT Bright and crisp slap with very subtle swish at the beginning.	CC-DS Slap Bright Soft 01.wav	Human, Fight, Designed	Close Combat			0	0
Slap Bright Soft 02	SLAP BRIGHT PUNCH SOFT Soft rustling whoosh and clapping short hit.	CC-DS Slap Bright Soft 02.wav	Human, Fight, Designed	Close Combat			0	0
Whoosh Cloth Hard 01	WHOOSH CLOTH HARD Rustling textile movement.	CC-DS Whoosh Cloth Hard 01.wav	Human, Fight, Designed	Close Combat			0	0
Whoosh Cloth Hard 02	WHOOSH CLOTH HARD Low and hard textile move.	CC-DS Whoosh Cloth Hard 02.wav	Human, Fight, Designed	Close Combat			0	0
Whoosh Cloth Medium 01	WHOOSH CLOTH MEDIUM Impulsive short swing with textile rustling.	CC-DS Whoosh Cloth Medium 01.wav	Human, Fight, Designed	Close Combat			0	0
Whoosh Cloth Medium 02	WHOOSH CLOTH MEDIUM Low and massive fluttering whoosh.	CC-DS Whoosh Cloth Medium 02.wav	Human, Fight, Designed	Close Combat			0	0
Whoosh Cloth Soft 01	WHOOSH CLOTH SOFT High rustling tum with textile clothes.	CC-DS Whoosh Cloth Soft 01.wav	Human, Fight, Designed	Close Combat			0	0
Whoosh Cloth Soft 02	WHOOSH CLOTH SOFT Long and rustling movement.	CC-DS Whoosh Cloth Soft 02.wav	Human, Fight, Designed	Close Combat			0	0
Whoosh Leather Hard 01	WHOOSH LEATHER HARD High leather creaks and low climax.	CC-DS Whoosh Leather Hard 01.wav	Human, Fight, Designed	Close Combat			0	0
Whoosh Leather Hard 02	WHOOSH LEATHER HARD Impulsive swing with long fluttering leather tail.	CC-DS Whoosh Leather Hard 02.wav	Human, Fight, Designed	Close Combat			0	0
Whoosh Leather Medium 01	WHOOSH LEATHER MEDIUM Fast tearing move with high leather wobble.	CC-DS Whoosh Leather Medium 01.wav	Human, Fight, Designed	Close Combat			0	0
Whoosh Leather Medium 02	WHOOSH LEATHER MEDIUM Massive leather swing with some dull creaks.	CC-DS Whoosh Leather Medium 02.wav	Human, Fight, Designed	Close Combat			0	0
Whoosh Leather Soft 01	WHOOSH LEATHER SOFT High leather movement sound.	CC-DS Whoosh Leather Soft 01.wav	Human, Fight, Designed	Close Combat			0	0
Whoosh Leather Soft 02	WHOOSH LEATHER SOFT Combined leather move and air swish.	CC-DS Whoosh Leather Soft 02.wav	Human, Fight, Designed	Close Combat			0	0
Whoosh Nylon Hard 01	WHOOSH NYLON HARD Large whoosh with nylon rustling.	CC-DS Whoosh Nylon Hard 01.wav	Human, Fight, Designed	Close Combat			0	0
Whoosh Nylon Hard 02	WHOOSH NYLON HARD Massive and long whoosh with nylon clothes.	CC-DS Whoosh Nylon Hard 02.wav	Human, Fight, Designed	Close Combat			0	0
Whoosh Nylon Medium 01	WHOOSH NYLON MEDIUM Fast swing with air element. High pulled nylon element.	CC-DS Whoosh Nylon Medium 01.wav	Human, Fight, Designed	Close Combat			0	0
Whoosh Nylon Medium 02	WHOOSH NYLON MEDIUM Fluttering nylon movement with featured low end aspect.	CC-DS Whoosh Nylon Medium 02.wav	Human, Fight, Designed	Close Combat			0	0
Whoosh Nylon Soft 01	WHOOSH NYLON SOFT Short, high nylon swing.	CC-DS Whoosh Nylon Soft 01.wav	Human, Fight, Designed	Close Combat			0	0
Whoosh Nylon Soft 02	WHOOSH NYLON SOFT Bright nylon whoosh with low air element.	CC-DS Whoosh Nylon Soft 02.wav	Human, Fight, Designed	Close Combat			0	0
Whoosh Throw Hard 01	THROW WHOOSH BODY FALL DROP HARD A combined movement of whooshes and body drops. Some bone cracks.	CC-DS Whoosh Throw Hard 01.wav	Human, Fight, Designed	Close Combat			0	0
Whoosh Throw Hard 02	THROW WHOOSH BODY FALL DROP HARD Long movement followed by juicy and deep body fall.	CC-DS Whoosh Throw Hard 02.wav	Human, Fight, Designed	Close Combat			0	0
Whoosh Throw Medium 01	THROW WHOOSH BODY FALL DROP MEDIUM Large whoosh of cloth and dull body drop. Subtle bone cracks.	CC-DS Whoosh Throw Medium 01.wav	Human, Fight, Designed	Close Combat			0	0
Whoosh Throw Medium 02	THROW WHOOSH BODY FALL DROP MEDIUM Airy long whoosh with fluttering cloth and generic body fall.	CC-DS Whoosh Throw Medium 02.wav	Human, Fight, Designed	Close Combat			0	0
Whoosh Throw Soft 01	THROW WHOOSH BODY FALL DROP SOFT Fast cloth movement followed by leather body impact.	CC-DS Whoosh Throw Soft 01.wav	Human, Fight, Designed	Close Combat			0	0
Whoosh Throw Soft 02	THROW WHOOSH BODY FALL DROP SOFT Leather nylon combination move, soft fall with small leather creaks.	CC-DS Whoosh Throw Soft 02.wav	Human, Fight, Designed	Close Combat			0	0