

Player Interaction, Opening Dialogue	Player Interaction, Closing Dialogue	Combat Interaction, Initiating Combat	Combat Interaction, Performing an Attack	Combat Interaction, Aiding an Ally
"Go ahead, I'm listening."	"Until we cross paths again."	"Let's take them down."	"Come on, you can do better than THAT."	"You could use this more than I."
"How can I be of assistance?"	"Best of luck out there."	"For Anatonial"	"RrrAHHH!"	"Here, take this."
"You have my attention."	"You know where to find me."	"Let's finish this quick."	"Had enough yet?"	"You better make use of this."
"Time is of the essence, now what is it?"	"Nothing else? I'll be seeing you, then."	(Fight non-monsters) "Remember, <i>no</i> killing blows."	"You may want some back up next time."	"Looks like you could use a hand."
"Yes?"	"Keep your wits about you."	"You ready, hero?"	"Do you think the blade needs sharpening?"	"We still need you here, get up!"
"You need me for something?"	"I'll catch you on the side flip. Yes! Nailed it."	"Let's show them what we're made of."	(Knockout Hit to Target) "So, who's next?"	"Don't you die on us."
"What's... up? I think I got that right."	"Keep up the good work."	"I'd start taking notes if I were you."	"You should give up while you can!"	"Stay with us!"
"What do you need, hero?"	"Hold your head high, hero."	"You should know better than to mess with us."	"YAH!"	"You've still got fight in you."
"Is something wrong?"	"Be safe and think smart."	"Looks like they chose the hard way."	"You're quite the fighter, aren't you?!"	"Keep it up, we've got this."
"What is it?"	"I hope that was of some help to you."	*Sigh* "I always end up with the violent ones."	"I can do this all day, can you?"	"Together, we're stronger."