SAM Combat Lines:

**Event - Attacking**

* Commending cleaning cycle.
* <Music notes, like a Roomba starting up>
* Contaminant targeted!
* Activating dirt patrol.
* Unauthorized contaminants!
* Wash mode on!
* Scrubbing the dirt out.
* Attacking contaminant with intent to kill.
* Tidying up.
* Deep clean commencing.

**Event - Companion Special Combat Ability**

* Sterling is this unit's middle name.
* Clean cycle set to: INDUSTRIAL STAIN
* One order of "spic and span" coming up!
* Object is soon to be speckless!
* Centrifuge mode activated.
* Sanitization incoming!
* Object is soon to be sparkling!

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

* Error: Request invalid.
* Error: This unit is unable to do that.
* Error: Command not recognized.
* Sorry, customer! That request cannot be accommodated.
* Error: Does not compute.
* Error: Failure to execute action.
* Error: Unable to process...
* Error: Command failure.
* Error: Action failed.

**Event - Move to Location**

* Course routed.
* Unit moving to destination.
* Caution! Keep fingers and toes clear of unit's moving parts.
* Relocating.
* <beep beep beep> Unit is in motion.
* Mobile command accepted.
* Navigating to requested location.

**Event - Return to Player**

* Unit recalled.
* Returning,
* Tether engaged. Returning to customer.
* Please stand by while this unit returns to your side.
* Arriving soon...

**Event - Hack or Lockpick Success**

* <Triumph music>

**Event - Companion Has Gone Idle**

* <Music notes, like elevator Muzak>
* Entering sleep mode.
* Buy SAM for your cleaning needs. Because our units are spotless.
* Refilling water tanks with internal condensers.

**Event - Combat Ended**

* Cleaning cycle complete.
* This area has been sanitized.
* Resuming passive mode.
* Good news, customer! All germs and contaminants have been neutralized!
* Sanitization and maintenance job fulfilled.

**Event - Combat Ended No Party Deaths**

* Job classification: FLAWLESSLY FINISHED
* SAM - putting trash in its rightful place for more than 70 years.
* Unit's performance evaluation is: STERLING.
* Congratulations, customer! Your SAM unit is performing at peak capacity.

**Event - Combat Started by Enemy**

* Caution! Infestation encroaching.
* Dirt alert!
* Invasive contaminants detected!
* <alert notification>
* Caution! Alert! Warning!

**Event - Combat Started by Party**

* Time to take out the trash.
* This unit is clean, mean, and ready to kill germs!
* SAM's on the job!
* Preparing to neutralize and sanitize!

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

* Gaze in wonder at SAM's cleaning prowess!
* No stain is too tough for SAM.
* SAM: cleaning made easy.
* This job's difficulty is SIMPLE AS 1-2-3.
* SAM makes sanitation look effortless.

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

* Tough stains ahead!
* Preparing to MAXIMUM sanitization efforts!
* SAM units never shy away from a difficult job.
* Switching to EXTREME CLEAN mode.
* Deploying heavy dirt destroyers.

**Event - Player Death**

* Error: Owner not found.
* Sensors indicate a decaying body in the area!
* Corpse detected.
* Dispensing body bag.
* Please deposit your entrails into an appropriate waste receptacle.

**Event - Player Crit Hits an Enemy**

* That will leave a stain.
* <Slow whistles>
* You make it dirty, SAM cleans it up!
* MEGA messy!
* Filth scoured with prejudice!

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

* Substance is resistant to cleaning efforts.
* Analysis of efforts: wrong tool for the job.

**Event - Player Grazes an Enemy: Corrosive (results when enemy armor is resistant to element damage type)**

* Corrosives are not the cleaning solution for this job.

**Event - Player Grazes an Enemy: Plasma (results when enemy armor is resistant to element damage type)**

* Plasma cannot sanitize that contaminant.

**Event - Player Grazes an Enemy: N-Rays (results when enemy armor is resistant to element damage type)**

* N-Rays are ineffective against this stain.

**Event - Player Grazes an Enemy: Shocking (results when enemy armor is resistant to element damage type)**

* Shocking has no neutralizing effect on that toxin.

**Event - Player Kills an Enemy**

* Corpse detected.
* Body bag required.
* Toxin neutralized!
* Pollutant purified!
* Fight dirty. Clean up the competition!

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

* Cleaning done quiet.
* Corpse discovered. Preparing required sanitary measures...
* Quiet, clean, lethal.

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

* Health alert! Disclaimer: SAM units are not equipped to provide medical aid.
* Health alert! Customer, your vitals are in disarray!
* Health alert! Don't forget to wash your wounds!
* Health alert! Leakage detected!
* Health alert! Lacerations are messy.
* Health alert! Spillage analysis: bodily fluids.
* Health alert! Blood pool detected.
* Health alert! Warning, customer! You appear to be leaking.
* Health alert! Preparing body bag for use...
* Health alert! Caution! Medical contamination occurring!

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

* Resuming prior interfacing...
* Re-initializing customer engagement sequence.

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

* Muting volume now.
* Entering quiet mode.
* <Music gets quieter, going into muted mode>

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

* Scum detected in the vicinity.
* Caution. Garbage incoming.
* Contaminant warning.
* Filth incoming.
* Slime and grime approaching.

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

* Customer, this SAM unit requires your confirmation on a service order.

**Event - Party Member KO (other companion was KOed in combat)**

* SAM units never lay down on the job.
* Reminder: lying in the dirt is unsanitary.
* Identifying... dropped object is an organic in rest mode.
* Warning, crewmember requires maintenance.
* Please pick up all spilled crewmembers.

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

* Greetings, customer.
* On standby for command.
* Status report: 13 jobs scheduled for area maintenance.
* What a mess.
* Sanitizing within established radius.

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

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