



HOWARD THE DUCK BARK SHEET

From *Howard The Duck & Spider-Ham: Multiversal Malfeasance*

A burnt-out cynical detective with a fierce protectiveness buried beneath sardonic wit, cracked open only by the terror of losing a friend.

ID	CATEGORY	TRIGGER	DIALOGUE	DESIGN NOTES	VO DIRECTION	ADDRESSEE	VARIANT	TYPE	PRIORITY
IR-001	IDLE – RESTLESSNESS	Player idle for too long	<i>I would play Duck Hunt just to move. Duck Hunt.</i>	Character-specific	Irritated; muted desperation masked by sarcasm	Self	1	Generic	1
IB-001	IDLE – PARTNER BANTER	Player idles with Peter for long time	<i>How's it feel knowing Wolvie likes his eggs with sausage?</i>		Offhand; genuine curiosity with some needling	Peter Porker	1	Rare	1
IB-001	IDLE – PARTNER BANTER	Player idles with Peter for long time	<i>Think there's an [IRON HAM HOG-EYE PIGPOOL] out there?</i>	Rotate characters before repeating.	Bored curiosity; playful musing	Peter Porker	1-4	Rare	1
IB-003	IDLE – PARTNER BANTER	Player idles with Peter	<i>You're not the worst partner I've had...But don't let it go to your head.</i>	Relationship: backhanded affection	Begrudging; won't say it directly	Peter Porker	1	Rare	1
IB-004	IDLE – PARTNER BANTER	Long session with Peter	<i>Hey Peter?...Thanks. For sticking around.</i>	Relationship: unguarded gratitude	Quiet; sincere for once; immediately uncomfortable about it	Peter Porker	1	Rare	1
IE-001	IDLE – ENVIRONMENTAL	Player idles in a visually rich area	<i>If Dr. Strange built a honeymoon resort...</i>		Critiquing aesthetic; wry, observational sarcasm	Self	1	Generic	1
IPC-001	IDLE – PETER COMMENT	Peter makes a stupid comment	<i>I felt that. In my soul. It hurt.</i>	Relationship: allergic to sentiment	Exaggerated visceral rejection; disgusted	Peter Porker	1	Generic	1
IPC-001	IDLE – PETER COMMENT	Peter makes a stupid comment	<i>Why. Why do you do this to me?</i>	Relationship: long-suffering	Tired; long-suffering sigh	Peter Porker	2	Generic	1
IPC-001	IDLE – PETER COMMENT	Peter makes a stupid comment	<i>Stop. Or I will leave you in this dimension.</i>	Relationship: mock-ultimatum	Pointed; delivered like a warning	Peter Porker	3	Generic	1
IPC-001	IDLE – PETER COMMENT	Peter makes a stupid comment	<i>I'm going to pretend I didn't hear that.</i>		Deadpan; overly civil	Peter Porker	4	Generic	1
IPC-001	IDLE – PETER COMMENT	Peter makes a stupid comment	<i>You think you're funny. That's the punchline.</i>		Strained; barely holding it together	Peter Porker	5	Generic	1
IPC-002	IDLE – PETER COMMENT	Peter makes a very stupid comment	<i>I need a minute. That one physically hurt.</i>		Theatrical pain; ham it up	Peter Porker	1	Rare	1
IPC-002	IDLE – PETER COMMENT	Peter makes a very stupid comment	<i>Chalk me. There's been a murder.</i>	Character-specific (detective)	Deadpan; filing a report on himself	Peter Porker	2	Rare	1
SE-001	STEALTH – EVASION	Player successfully avoids detection	<i>Like a duck in the night.</i>		Quiet satisfaction; whispered smugness	Self	1	Generic	3
SE-001	STEALTH – EVASION	Player successfully avoids detection	<i>Still got the moves. Quiet moves.</i>		Whispered; pleased with himself	Self	2	Generic	3
SE-001	STEALTH – EVASION	Player successfully avoids detection	<i>One less fight. I'll take it.</i>		Exhale; muttered	Self	3	Generic	3
SD-001	STEALTH – DANGER	Enemy almost spots player	<i>Too close. Way too close.</i>	Near-detection	Whispered; heart pounding	Self	1	Generic	3
SD-002	STEALTH – DANGER	Player is spotted by enemy	<i>Well, that's just great.</i>		Irritated; combat-ready	Self	1	Generic	7
SD-002	STEALTH – DANGER	Player is spotted by enemy	<i>Fine, let's get messy.</i>		Sharp sigh; bracing for the inevitable	Self	2	Generic	7
INE-001	INVESTIGATION – EXAMINING	Player examines object or scene	<i>Let me guess. Cryptic symbols and no instruction manual.</i>	Character-specific (detective)	Dry observation; going through motions	Self	1	Generic	5
INE-001	INVESTIGATION – EXAMINING	Player examines object or scene	<i>Blood. Scorch marks. Interdimensional residue. Another Tuesday.</i>	Character-specific (detective)	Sardonic cataloguing; like a bored detective	Self	2	Generic	5
INC-001	INVESTIGATION – CLUE FOUND	Player discovers clue/evidence	<i>Finally. Something that makes sense.</i>	Character-specific (detective)	Cynical satisfaction; piecing things together	Self	1	Generic	5
INC-001	INVESTIGATION – CLUE FOUND	Player discovers clue/evidence	<i>This is either a lead or a dead end. Probably both.</i>	Character-specific (detective)	Skeptical; examining closely	Self	2	Generic	5
INC-002	INVESTIGATION – CLUE FOUND	Player finds key evidence	<i>Wait. This actually means something.</i>	Stakes: major discovery Character-specific (detective)	Surprised realization; breaking through cynicism	Self	1	Rare	5
CA-001	COMBAT – ATTACKING	Player downs an enemy	<i>This is one duck you can't roast!</i>		Cocky; needling the enemy	Enemy	1	Generic	6
CA-001	COMBAT – ATTACKING	Player downs an enemy	<i>Next!</i>		On a streak; confident	Self	2	Generic	6
CA-001	COMBAT – ATTACKING	Player downs an enemy	<i>And stay down!</i>		Cocky; mic drop	Enemy	3	Generic	6
CA-001	COMBAT – ATTACKING	Player downs an enemy	<i>Quak Fu. Accept no substitutes.</i>	Character-specific (Quak Fu)	Sincere; deadpan	Self	4	Generic	6
CA-001	COMBAT – ATTACKING	Player downs an enemy	<i>Pfft.</i>		Unimpressed; dismissive	Self	5	Generic	6
CA-001	COMBAT – ATTACKING	Player downs an enemy	<i>Done.</i>		Quick; moving on	Self	6	Generic	6
CA-001	COMBAT – ATTACKING	Player downs an enemy	<i>That's Quak Fu, baby. Spine not included.</i>	Character-specific (Quak Fu)	Self-deprecating humor; confident	Self	7	Generic	6
CII-001	COMBAT – ITEM INTERACTION	Player uses an ability	<i>More sparkly crap.</i>	Applies when ability has lighting effects	Tired annoyance; muttered	Self	1	Generic	6
CD-001	COMBAT – ATTACKED	Player takes heavy damage	<i>I've survived worse than you, pal!</i>	Intensity: L1 (baseline) Alt: defiance	Growled; refusing to fall	Enemy	1	Generic	6
CD-001	COMBAT – ATTACKED	Player takes heavy damage	<i>Okay, that hurt...</i>	Intensity: L2 (elevated)	Pained; forced understatement	Enemy	2	Generic	6
CD-001	COMBAT – ATTACKED	Player takes heavy damage	<i>Wow! Parley! Parley!</i>	Intensity: L3 (peak)	Pained; panicked, mock-pleading	Self	3	Generic	6
CD-002	COMBAT – ATTACKED	Peter goes down in combat	<i>Get up Porker, or I'll kill you myself!</i>	Relationship: threat as care	Urgent; barked through anger masking concern	Peter Porker	1	Generic	8
CPD-001	COMBAT – PARTNER DAMAGED	Peter takes light damage	<i>Walk it off, bacon bits.</i>	Relationship: harsh encouragement	Dry; barely concerned	Peter Porker	1	Generic	4
CPD-001	COMBAT – PARTNER DAMAGED	Peter takes light damage	<i>Oh boy, playtime's over.</i>	Relationship: dropping the act	Growing dread; bottling panic	Peter Porker	2	Generic	4
CPD-003	COMBAT – PARTNER DAMAGED	Peter takes heavy damage	<i>Hey! You good over there?</i>	Relationship: masked fear Intensity: L1 (baseline)	Urgent undertone; trying to sound casual	Peter Porker	1	Generic	8
CPD-003	COMBAT – PARTNER DAMAGED	Peter takes heavy damage	<i>Hang in there, Porker!</i>	Relationship: desperate rallying Intensity: L2 (elevated)	Sharp; fear disguised as irritation	Peter Porker	2	Generic	8
CPD-003	COMBAT – PARTNER DAMAGED	Peter takes heavy damage	<i>Don't you touch a bristle on him!</i>	Relationship: protective fury Intensity: L3 (peak)	Frustrated concern; bark through gritted teeth	Peter Porker	3	Generic/Limited	9
CLH-001	COMBAT – LOW HEALTH	Player health drops to critical threshold	<i>Gotta heal up, pronto.</i>	Stakes: critical Hint bark for player	On edge; focused	Self	1	Generic	10
CLH-002	COMBAT – LOW HEALTH	Player remains at critical health	<i>Porker! Little help here!</i>	Relationship: desperate appeal	Growing annoyance; urgent	Peter Porker	1	Generic	10
CAR-001	COMBAT – ALLY REVIVAL	Player revives Peter	<i>Come on, up!</i>	Relationship: command as plea	Tough love; like a drill sergeant	Peter Porker	1	Generic	10
CAR-002	COMBAT – ALLY REVIVAL	Player revives Peter after close call	<i>I thought I lost you...You moron!</i>	Relationship: stunted warmth	Unguarded for a moment; then covering	Peter Porker	1	Rare	10
CAR-003	COMBAT – ALLY REVIVAL	Peter revived after multiple downs	<i>You're doing this to annoy me, aren't you?</i>	Relationship: deflected relief	Exasperated; deflecting relief with accusation	Peter Porker	1	Rare	10
CV-001	COMBAT – VICTORY	Player clears combat encounter	<i>And nothing of value was gained...</i>		Dry; muttered with exhaustion and relief	Self	1	Generic	6
CV-001	COMBAT – VICTORY	Player clears combat encounter	<i>This duck needs a shower.</i>		Mild disgust; grossed out	Self	2	Generic	6
CV-001	COMBAT – VICTORY	Player clears combat encounter	<i>Death looks good on them.</i>	Applies when surrounded by dead Enemy NPCs	Faux surprise; quiet realization	Self	3	Generic	6
CV-001	COMBAT – VICTORY	Player clears combat encounter	<i>Somewhere, a narrator's calling this 'heroic.'</i>	Fourth-wall adjacent	Dry; observational	Self	4	Generic	6
CV-002	COMBAT – VICTORY	Player defeats boss/elite enemy	<i>That all you got, Multiverse?!</i>	Stakes: boss-level	Sharp; vindictive satisfaction	Defeated boss	1	Rare	6
CV-002	COMBAT – VICTORY	Player defeats boss/elite enemy	<i>That...was more than I signed up for.</i>	Stakes: boss-level	Pained relief; genuinely winded	Self	2	Rare	6
CV-003	COMBAT – VICTORY	Player and Peter clear encounter together	<i>Not bad. For a pig.</i>	Relationship: backhanded approval	Dry; almost a compliment	Peter Porker	1	Generic	6
CV-003	COMBAT – VICTORY	Player and Peter clear encounter together	<i>Gotta get those numbers up!</i>	Relationship: competitive Howard's kill count is higher	Dry; keeping score	Peter Porker	2	Generic	6
CBE-001	COMBAT – BOSS ENCOUNTER	Boss enemy appears	<i>Oh good. The big one.</i>	Stakes: boss spawn	Dry, annoyed; seen this before	Self	1	Rare	10
CBE-001	COMBAT – BOSS ENCOUNTER	Boss enemy appears	<i>Let me guess. Immune to basic attacks and common sense.</i>	Stakes: boss spawn	Dry; sizing up the threat	Self	2	Rare	10
CBE-002	COMBAT – BOSS ENCOUNTER	Boss is at half health	<i>Halfway there. Just gotta not die.</i>	Stakes: boss phase transition	Focused; through gritted teeth	Self	1	Rare	10

CBE-002	COMBAT – BOSS ENCOUNTER	Boss is at half health	<i>We might actually pull this off.</i>	Stakes: boss phase	Strained hope; barely believing it	Self	2	Rare	10
CBE-003	COMBAT – BOSS ENCOUNTER	Boss enters rage/final phase	<i>Aw crap, it's mad.</i>	Stakes: boss rage phase	Urgent; things just got worse	Self	1	Rare	10
PF-001	PUZZLE – FAIL	Player fails puzzle	<i>Oh look, failure. My old friend.</i>	Stakes: early fail	Dry and resigned; delivered like a rerun punchline	Self	1	Generic	7
PF-001	PUZZLE – FAIL	Player fails puzzle	<i>Another fail. Color me shocked.</i>		Deadpan; barely pretending to care	Self	2	Generic	7
PF-002	PUZZLE – FAIL	Player fails puzzle at least five times	<i>The real puzzle is why I'm still trying.</i>	Stakes: escalated (5+ fails)	Tired defeat; hollow sarcasm after constant pain	Self	1	Generic	7
PF-003	PUZZLE – FAIL	Puzzle resets or restarts after five failures	<i>I bet Arcade's behind this. Or Loki. Loki as Arcade. *shudders*</i>		Bitter speculation; annoyed, tongue-in-cheek	Self	1	Generic	7
PS-001	PUZZLE – SUCCESS	Puzzle solved quickly	<i>Name a smarter duck!</i>	Stakes: quick-solve	Half-impressed; joking through his own disbelief	Self	1	Rare	7
PCT-001	PUZZLE – CO-OP TENSION	Howard's reaction to Peter solving a puzzle	<i>Every pig gets his day.</i>	Relationship: grudging respect	Dry and begrudging; masking respect with a punchline	Peter Porker	1	Generic	4
PCT-002	PUZZLE – CO-OP TENSION	Peter solves puzzle faster than Howard	<i>Yeah, well...shut up.</i>	Relationship: flustered deflection	Muttered; annoyed at being shown up	Peter Porker	1	Generic	4
ED-001	EXPLORATION – DISCOVERY	Player enters new area	<i>I was about to do that. You just...got in the way.</i>	Relationship: defensive deflection	Sharp; covering embarrassment	Peter Porker	2	Generic	4
ED-001	EXPLORATION – DISCOVERY	Player enters new area	<i>Oh look, another kaleidoscopic nightmare.</i>	Applies to areas with the "Kirby Krackle"	Sarcastic awe; muttered under his breath	Self	1	Generic	3
ED-001	EXPLORATION – DISCOVERY	Player enters new area	<i>Pretty sure Vegas has one of these.</i>	Applies to garish monuments	Unimpressed by landmark; dismissive; deadpan and tired	Self	2	Generic	3
ED-002	EXPLORATION – DISCOVERY	Player finds glowing artifact of unknown origin	<i>Huh. That's new. And probably cursed.</i>	Intensity: L1 (baseline) First encounter	Wary curiosity; dry with sense of dread	Self	1	Rare	3
ED-002	EXPLORATION – DISCOVERY	Player finds glowing artifact of unknown origin	<i>Be a pal and see if that thing is deadly.</i>	Relationship: deflected concern Intensity: L2 (elevated)	Deadpan sarcasm; feigned politeness masking real concern	Peter Porker	2	Rare	3
ED-003	EXPLORATION – DISCOVERY	Player uncovers and takes hidden path	<i>Shortcut or sure death? Stay tuned!</i>	Applies to fork-in-the-road waypoints	Wary enthusiasm; delivered like a weary game show host	Self	1	Generic	3
EH-001	EXPLORATION – HAZARD	Player enters hazardous area	<i>Spikes. Acid. Floating platforms. Classic.</i>	Applies to platforming beats	Muttered; cataloguing danger	Self	1	Generic	3
EH-001	EXPLORATION – HAZARD	Player enters hazardous area	<i>Deadly. Naturally.</i>		Deadpan; unsurprised	Self	2	Generic	3
EH-002	EXPLORATION – HAZARD	Player narrowly avoids hazard	<i>That was stupid.</i>		Exhale; close call	Self	1	Generic	3
EL-001	EXPLORATION – LOOTING	Player loots sellable basic item	<i>Blegh.</i>		Tossed off; not worth commenting on	Self	1	Generic	3
EL-002	EXPLORATION – LOOTING	Player loots basic item	<i>Seen better. Seen worse.</i>		Flat; seen it all	Self	1	Generic	3
EL-002	EXPLORATION – LOOTING	Player loots basic item	<i>This better not explode.</i>		Wary; checking for tricks	Self	2	Generic/Limited	3
EL-003	EXPLORATION – LOOTING	Player loots rare item	<i>No teeth, no countdown. Yoink!</i>		Wry relief; light sarcasm with genuine approval	Self	1	Generic/Limited	3
EL-004	EXPLORATION – LOOTING	Player loots junk item	<i>If it starts moving, I'm throwing it at Porker.</i>	Relationship: playful threat	Irritated amusement; wary with grossed-out tension	Self	1	Generic/Limited	3
TPC-001	TRAVERSAL – PARTNER CUES	Peter suggests a route or shortcut	<i>How far in advance can your spidey sense tingle?</i>	Relationship: playful suspicion Mission-specific	Playful suspicion; trying to sound casual while masking distrust	Peter Porker	1	Rare	3
HP-001	SYSTEM – HEALING	Player picks up health item	<i>Mmmm. Full health.</i>	Slightly meta	Muttered; begrudging relief	Self	1	Generic	2
HP-001	SYSTEM – HEALING	Player picks up health item	<i>Universe owes me way more than this.</i>		Dry; understated	Self	2	Generic/Limited	2
HP-002	SYSTEM – HEALING	Player heals to full from critical	<i>That was closer than I'd like to admit.</i>	Stakes: healed from critical	Exhale of relief; dropping the act for a second	Self	1	Rare	2
SYR-001	SYSTEM – RESPAWN/RETRY	Player dies and respawns repeatedly	<i>I'm actually a phoenix in duck's clothing.</i>	Stakes: escalated (5+ deaths)	Sarcastic boasting; dryly stated like a casual fact	Self	1	Generic	2
SYC-001	SYSTEM – CONSTRAINT FEEDBACK	Player hits boundary or restricted zone	<i>I'm sure there's a perfectly reasonable explanation for these invisible walls.</i>	First occurrence only, per new area in tutorial	Mocking game logic; mock-civil tone masking irritation	Self	1	Rare	2
SYC-001	SYSTEM – CONSTRAINT FEEDBACK	Player hits boundary or restricted zone	<i>Invisible walls: the real cosmic horror.</i>	Only if Player is constantly running into walls	Mocking game logic; mock-civil tone masking irritation	Self	2	Generic/Limited	2
SYT-001	SYSTEM – TUTORIAL PROMPTS	Player receives repeated tutorial prompt	<i>I'm a black belt in Quak Fu being treated like a baby.</i>	Meta-commentary on tutorial loop Character-specific (Quak Fu)	Indignant; pride undercut by helplessness	Self	1	Rare	2
SYT-001	SYSTEM – TUTORIAL PROMPTS	Player receives repeated tutorial prompt	<i>This – all of this – is a great insult to my intelligence.</i>	Meta-commentary on tutorial loop Same tutorial loop	Blunt and resentful; tired of being babysat by the UI	Self	2	Rare	2
SYU-001	SYSTEM – UI/WARNING OVERLOAD	Low health warning flashes for the first time	<i>[Mimic: Hulk] Big flashing red no good!</i>	Meta-commentary on onboarding; first occurrence	Mocking UI warning; over-the-top growl with performative sarcasm	Self	1	Rare	2
SYU-002	SYSTEM – UI/WARNING OVERLOAD	Button prompt appears again	<i>Press what now? Sorry, I didn't see it the first ten times.</i>	Meta-commentary on onboarding; after 3+ prompts	Passive-aggressive; playing dumb with maximum sarcasm	Self	2	Rare	2