



Ollie Liviere

From *Ollie Oxenfree*

A beloved fairy tale character turned handywoman. She can find the fault lines in any object or structure, but is unwilling to mend those she draws between herself and the readers she once inspired.

ID	CATEGORY	TRIGGER	DIALOGUE	DESIGN NOTES	VO DIRECTION	ADDRESSEE	VARIANT	TYPE
CI-001	CHARACTER - INTERACTION	Ollie chooses stealth over combat	<i>How about we not blow things up this time?</i>	Only fires when mission ended in combat	Light sarcasm to mask anxiety and caution	Finn	1	generic/limited repeat
CI-001	CHARACTER - INTERACTION	Ollie chooses stealth over combat	<i>Let's take the quiet approach.</i>		Asserting leadership from experience; measured, assured	Ally NPC	2	generic/repeatable
CI-002	CHARACTER - INTERACTION	Ollie chooses combat over stealth	<i>Fine, we'll do it your way.</i>		Reluctant surrender; tired of arguing	Finn	1	generic/repeatable
CI-002	CHARACTER - INTERACTION	Ollie chooses combat over stealth	<i>Brute force, it is.</i>		Dry resignation; bracing herself	Ally NPC/Finn	2	generic/repeatable
CI-003	CHARACTER - INTERACTION	Ollie greets Finn after a victory	<i>Is the chaos agent satisfied?</i>	Only fires if PC is Ollie.	Calling out recklessness with a jab at his character	Finn	1	generic/repeatable
CI-004	CHARACTER - INTERACTION	Ollie greets a surviving Ally NPC or Finn	<i>Hey, still vertical. That's a win.</i>	Applied to lost battles only	Understated relief after near-loss	Ally NPC/Finn	1	generic/limited repeat
CI-005	CHARACTER - INTERACTION	Ollie greets Mission NPC at Ollie's shop	<i>One and Done Repairs. We hope to never see you again.</i>	Fires only in early-game	Dry, deadpan tongue-in-cheek slogan	Mission NPC	1	rare/one-off
CI-006	CHARACTER - INTERACTION	Ollie enters shop	<i>Hope you got the good stuff...</i>	When low on health/needng consumables	Hopeful, but bracing for the letdown	Shopkeeper NPC	1	generic/repeatable
CF-001	CHARACTER - INTERACTION	Finn takes damage	<i>Finn! Watch it!</i>		Alarmed, sharp concern	Finn	1	generic/repeatable
CF-001	CHARACTER - INTERACTION	Finn takes damage	<i>You're supposed to dodge those!</i>		Masking worry with criticism; tense, biting	Finn	2	generic/repeatable
CF-001	CHARACTER - INTERACTION	Finn takes damage	<i>You okay?</i>		Genuine worry, urgent	Finn	3	generic/repeatable
CF-002	CHARACTER - INTERACTION	Finn takes heavy damage	<i>Finn! No!</i>		Raw shock	Finn	1	generic/repeatable
CF-002	CHARACTER - INTERACTION	Finn takes heavy damage	<i>Get away from him!</i>		Fierce anger at attackers; almost desperate	Enemy NPC	2	generic/repeatable
CF-003	CHARACTER - INTERACTION	Finn goes down	<i>No no no. Finn. FINN!</i>	Revive prompt	Raw, panicked shock	Finn	1	generic/repeatable
CF-003	CHARACTER - INTERACTION	Finn goes down	<i>Don't you dare leave me here.</i>	Revive prompt	Desperation masked as command; urgent, sharp	Finn	2	generic/repeatable
CF-003	CHARACTER - INTERACTION	Finn goes down	<i>Hold on, I'm coming!</i>	Revive prompt	Racing to him; breathless, terrified	Finn	3	generic/repeatable
CF-004	CHARACTER - INTERACTION	Ollie revives Finn	<i>Don't ever scare me like that again.</i>		Relief pouring through anger	Finn	1	generic/repeatable
CF-004	CHARACTER - INTERACTION	Ollie revives Finn	<i>Try not to die. Just a thought.</i>		Hiding terror behind wry sarcasm	Finn	2	generic/repeatable
CF-004	CHARACTER - INTERACTION	Ollie revives Finn	<i>Hey. You're okay.</i>		Brief genuine moment; soft, then recovering	Finn	3	generic/limited repeat
CF-005	CHARACTER - INTERACTION	Finn kills enemy or solves puzzle	<i>Okay, that was good.</i>		Grudging approval; impressed, but understated	Finn	1	generic/repeatable
CF-006	CHARACTER - INTERACTION	Finn completes challenge Ollie struggled with	<i>I loosened it for you.</i>		Playful competitive energy	Finn	1	generic/limited repeat
CF-007	CHARACTER - INTERACTION	Finn saves Ollie from danger	<i>Thanks. I mean it.</i>		Genuine gratitude slipping through; breathless, sincere	Finn	1	generic/limited repeat
CW-001	CHARACTER - INTERACTION	After successful co-op moment with Finn	<i>Fine. That was smart.</i>	Guard drops	Soft, almost fond, admission	Finn	1	rare/one-off
CW-002	CHARACTER - INTERACTION	Oxen performs well in combat	<i>Who's the cutest murder machine? You are!</i>	Guard drops	Genuine delight breaking through; warm, laughing	Oxen	1	rare/one-off
CL-001	CHARACTER - IDLE	Ollie standing	<i>Did I turn off the stove? I hope I turned off the stove...</i>		Background worry bubbling up; distracted, mildly anxious	Self	1	generic/repeatable
CL-001	CHARACTER - IDLE	Ollie standing	<i>Wonder what Finn's getting into.</i>		Thoughts default to Finn even during downtime; idle, fond	Self	2	generic/repeatable
CL-001	CHARACTER - IDLE	Ollie standing	<i>...I should really organize my toolkit.</i>		Mind defaults to practical tasks; distracted, muttering	Self	3	generic/repeatable
CL-002	CHARACTER - IDLE	Ollie standing in high-traffic area	<i>People-watching! The fast-track to high self-esteem.</i>		Judging others self-deprecatingly; cheery ad voice	Self	1	generic/repeatable
CL-002	CHARACTER - IDLE	Ollie standing in high-traffic area	<i>Lot of faces. None of 'em friendly.</i>	In enemy territory with civilian NPCs	Wariness as default; scanning, guarded	Self	2	generic/repeatable
CL-003	CHARACTER - IDLE	Ollie sitting	<i>I could just sit here...Think about my life choices.</i>		Tired of her predicament; sad, reflective	Self	1	generic/repeatable
CL-003	CHARACTER - IDLE	Ollie sitting	<i>One more minute.</i>	Fires after one min of sitting	Giving permission to rest; low-energy	Self	2	generic/repeatable
CL-004	CHARACTER - IDLE	Ollie standing/sitting, in a tired state	<i>*yawns* Napping upright. The only superpower I want.</i>		Sleepy, muttering; yawn interrupts naturally	Self	1	generic/repeatable
CL-004	CHARACTER - IDLE	Ollie standing/sitting, in a tired state	<i>Running on spite at this point.</i>		Stubbornness reframed as fuel; tired, dry humor	Self	2	generic/repeatable
CL-005	CHARACTER - IDLE	Ollie standing, restless	<i>My hands need something to do.</i>		Can't sit idle; restless, fidgeting	Self	1	generic/repeatable
CL-005	CHARACTER - IDLE	Ollie standing, restless	<i>Could be fixing something right now...</i>		Impatient energy; muttering, fidgeting	Self	2	generic/repeatable
COI-001	COMBAT - ITEM INTERACTION	Ollie activates Oxen's combat mode	<i>Ollie Ollie Oxenfree!</i>	Trigger phrase	Focused command, knowing Oxen will deliver; angry, urgent	Oxen (robo dog)	1	generic/repeatable
COI-002	COMBAT - ITEM INTERACTION	Ollie fault-threads the last crack of a breakable object	<i>One...more...hairline!</i>	Visual indicator shows progress	Intense focus forcing her will before it snaps; strained	Self/Finn/Ally NPC	1	generic/repeatable
COI-003	COMBAT - ITEM INTERACTION	Ollie fault-threads enemy support structure	<i>Mother Hulda...help...a sister...out!</i>	Like asking God for help	Sincere, with humor; breathless, pleading with conviction	Self	1	generic/repeatable
COA-001	COMBAT - ATTACKING	Ollie causes damage	<i>You should see me with an oven!</i>	Callback to Gretel's role in saving Hansel	Triumphant bravado fueled by adrenaline; playful, cocky	Enemy NPC	1	generic/repeatable
COA-001	COMBAT - ATTACKING	Ollie causes damage	<i>How's that for a "little girl"?</i>	Fires only if she's called a "little girl"	Pushing back on being underestimated; defiant, sharp	Enemy NPC	2	generic/limited repeat
COA-001	COMBAT - ATTACKING	Ollie causes damage	<i>Got you.</i>		Acknowledgment; sharp, satisfied	Enemy NPC	3	generic/repeatable
COA-001	COMBAT - ATTACKING	Ollie causes damage	<i>Just finding the weak spots.</i>		Handywoman reference; wry, focused	Self	4	generic/repeatable
COA-001	COMBAT - ATTACKING	Ollie causes damage after taking damage	<i>Now we're even.</i>		Vindictive satisfaction; vindictive, sharp	Enemy NPC	5	generic/limited repeat
COK-001	COMBAT - KILL	Ollie defeats enemy	<i>One down.</i>		Understated victory; flat, matter-of-fact	Self	1	generic/repeatable
COK-001	COMBAT - KILL	Ollie defeats enemy	<i>Stay down.</i>		Dark acknowledgment; quiet, grim	Enemy NPC	2	generic/repeatable
COK-001	COMBAT - KILL	Ollie defeats enemy	<i>One and done.</i>		Moment of competence; satisfied, restrained	Self	3	generic/repeatable
COK-001	COMBAT - KILL	Ollie defeats enemy	<i>One and done, won't be seeing you.</i>	Callback to shop slogan.	Cheeky satisfaction; proud, playful	Enemy NPC	4	generic/limited repeat
COK-002	COMBAT - KILL	Ollie defeats last enemy	<i>Oof. Finally.</i>	Combat end	Tension releasing; exhaling, relieved	Finn / Ally NPC	1	generic/repeatable
COK-002	COMBAT - KILL	Ollie defeats last enemy	<i>Still alive. Always surprised.</i>	Combat end	Sardonic acknowledgment of survival; wry, tired	Self	2	generic/repeatable
COK-002	COMBAT - KILL	Ollie defeats last enemy	<i>Still standing. That's a win.</i>	Combat end	Self-check after adrenaline; quiet, steadying	Self	3	generic/repeatable
COS-001	COMBAT - STEALTH KILL	Ollie performs stealth takedown	<i>Quiet and clean.</i>		Quiet efficiency; hushed, satisfied	Self	1	generic/repeatable

COS-001	COMBAT - STEALTH KILL	Ollie performs stealth takedown	<i>Oops.</i>		Feigned surprise; whispered	Enemy NPC	2	generic/repeatable
COD-001	COMBAT - ATTACKED	Ollie takes damage	<i>Ugh. I'm gonna feel that in the morning.</i>		Humor masking physical pain; wincing, wry	Self	1	generic/repeatable
COD-001	COMBAT - ATTACKED	Ollie takes damage	<i>That's gonna bruise.</i>		Understated pain note; wincing, clinical	Self	2	generic/repeatable
COD-001	COMBAT - ATTACKED	Ollie takes damage	<i>Rude.</i>		Unfazed by impact; flat, deadpan	Self	3	generic/repeatable
COD-001	COMBAT - ATTACKED	Ollie takes damage	<i>Note to self: dodge.</i>	Hint bark reminding Ollie of the mechanic	Self-directed mid-combat; dry, muttered	Self	4	generic/repeatable
COD-002	COMBAT - DAMAGE TAKEN	Ollie takes light damage	<i>That all you got?</i>	Tier 1; health 70-100%	Minor annoying hit; dismissive, unbothered	Enemy NPC	1	generic/repeatable
COD-002	COMBAT - DAMAGE TAKEN	Ollie takes light damage	<i>Barely felt it.</i>	Tier 1; health 70-100%	Brushing off a grazing blow; wry	Self	2	generic/repeatable
COD-002	COMBAT - DAMAGE TAKEN	Ollie takes light damage	<i>I've had worse.</i>	Tier 1; health 70-100%	Self-reassurance through understatement; calm, steadying	Self	3	generic/repeatable
COD-003	COMBAT - DAMAGE TAKEN	Ollie takes medium damage	<i>Okay, that one hurt.</i>	Tier 2; health 40-69%	Pain bleeding through composure; wincing, strained	Self	1	generic/repeatable
COD-003	COMBAT - DAMAGE TAKEN	Ollie takes medium damage	<i>That'll leave a mark...</i>	Tier 2; health 40-69%	Gallows humor masking mounting concern; dry, pained	Self	2	generic/repeatable
COD-003	COMBAT - DAMAGE TAKEN	Ollie takes medium damage	<i>Right. We're doing this the hard way.</i>	Tier 2; health 40-69%	Acknowledging it's getting real; breathless, dry	Self	3	generic/repeatable
COD-004	COMBAT - DAMAGE TAKEN	Ollie takes heavy damage at critical health	<i>No no no no no—</i>	Tier 3; health 10-39%	Panic breaking through the sarcasm; gasping, urgent	Self	1	generic/repeatable
COD-004	COMBAT - DAMAGE TAKEN	Ollie takes heavy damage at critical health	<i>I'm not dying here. Not today.</i>	Tier 3; health 10-39%	Final defiance masking terror; fierce, ragged	Self	2	generic/repeatable
COD-004	COMBAT - DAMAGE TAKEN	Ollie takes heavy damage at critical health	<i>Finn...I need help—</i>	Tier 3; health 10-39%	Genuine fear surfacing; panicked, raw	Finn	3	generic/repeatable
COF-001	COMBAT - DEFLECT	Ollie deflects attack	<i>Hah! Try harder!</i>		Unfazed, taunting; mocking, energized	Enemy NPC	1	generic/repeatable
COF-001	COMBAT - DEFLECT	Ollie deflects attack	<i>Saw that coming.</i>		Dry observation; sardonic	Self	2	generic/repeatable
COF-001	COMBAT - DEFLECT	Ollie deflects attack	<i>Too slow.</i>		Taunt; mocking, sharp	Enemy NPC	3	generic/repeatable
COF-001	COMBAT - DEFLECT	Ollie deflects attack	<i>Nice try.</i>		Acknowledgment; smug, brief	Enemy NPC	4	generic/repeatable
COH-001	COMBAT - HEALTH STATE	Ollie health drops below 30%	<i>Running out of runway here.</i>	Low health warning	Acknowledgment of dire straits; tense, pained	Self / Finn	1	generic/repeatable
COH-001	COMBAT - HEALTH STATE	Ollie health drops below 30%	<i>Need...tinkering...</i>	Low health warning; verbal tic reference	Dark humor as coping mechanism; breathless, sardonic	Self	2	generic/limited repeat
COH-001	COMBAT - HEALTH STATE	Ollie health drops below 30%	<i>Find cover. Now.</i>	Low health warning	Commanding to move; urgent, muttered	Self	3	generic/repeatable
COH-002	COMBAT - HEALTH STATE	Ollie health drops below 15%	<i>I can't...I won't.</i>	Critical health	Mortality suddenly real; gasping, scared	Self	1	generic/repeatable
COH-002	COMBAT - HEALTH STATE	Ollie health drops below 15%	<i>Not yet. Not yet.</i>	Critical health	Desperate determination; gritted teeth, fierce	Self	2	generic/repeatable
COH-003	COMBAT - HEALTH STATE	Ollie uses healing item	<i>Oh, that's better. Much better.</i>		Relief washing over her; exhaling, relieved	Self	1	generic/repeatable
COH-004	COMBAT - HEALTH STATE	Ollie health fully restored	<i>Back in business.</i>		Renewed confidence; relieved, energized	Self	1	generic/repeatable
COH-005	COMBAT - HEALTH STATE	After critical state recovery	<i>Close...too close.</i>		Acknowledging the near-miss; shaky exhale	Self	1	generic/repeatable
COX-001	COMBAT - DEATH	Ollie dies	<i>Not... like this...</i>		Final breath; fading, resigned	Self	1	generic/repeatable
COX-001	COMBAT - DEATH	Ollie dies	<i>Finn...I'm sorry.</i>		Last thought for partner; fading, concerned	Finn	2	generic/repeatable
COX-001	COMBAT - DEATH	Ollie dies	<i>Not...finished...</i>		Defiance to the end; weak, stubborn	Self	3	generic/repeatable
COR-001	COMBAT - RESPAWN	Ollie respawns	<i>Okay. Again.</i>		Determination after failure; steadying breath	Self	1	generic/repeatable
COR-001	COMBAT - RESPAWN	Ollie respawns	<i>I got this.</i>		Learning from mistake; muttered, focused	Self	2	generic/repeatable
FTI-001	FAULT-THREADING - INTERACTION	Ollie detects flaws in critical structure	<i>This buzzes wrong...</i>	E.g. hairline fractures	Quiet discomfort rising to dread	Self/Finn/Ally NPC	1	generic/limited repeat
FTD-001	FAULT-THREADING - DETECTION	Ollie detects flaw via fault-threading	<i>The buzz is off in this one.</i>	A catchphrase	Instinctive recognition; quiet, tactile focus	Self/Finn	1	generic/repeatable
FTD-001	FAULT-THREADING - DETECTION	Ollie detects flaw via fault-threading	<i>Something's not right here...</i>		Sensing something wrong; low, concentrating	Self	2	generic/repeatable
FTD-001	FAULT-THREADING - DETECTION	Ollie detects flaw via fault-threading	<i>Hairlines. Lots of them.</i>		Professional assessment; focused, measuring	Self	3	generic/repeatable
FTP-001	FAULT-THREADING - PROGRESS	Ollie actively fault-threading	<i>Almost... almost...</i>		Focused concentration; strained, working	Self	1	generic/repeatable
FTP-001	FAULT-THREADING - PROGRESS	Ollie actively fault-threading	<i>Find the line. Follow the line.</i>		Handywoman methodology; muttered, methodical	Self	2	generic/repeatable
FTP-001	FAULT-THREADING - PROGRESS	Ollie actively fault-threading under pressure	<i>Come on, come on, come on...</i>		Sustained concentration; breathless, focused	Self	3	generic/repeatable
FTS-001	FAULT-THREADING - SUCCESS	Ollie completes fault-threading	<i>There. Flawless.</i>		Satisfaction of craft; exhaling, satisfied	Self	1	generic/repeatable
FTS-001	FAULT-THREADING - SUCCESS	Ollie completes fault-threading	<i>Threaded.</i>		Professional acknowledgment; calm, matter-of-fact	Self	2	generic/repeatable
FTS-001	FAULT-THREADING - SUCCESS	Ollie completes difficult fault-threading	<i>Okay, that needed more than a "tinkering".</i>		Hard-won success with verbal tic; exhaling, satisfied	Self/Finn	3	generic/limited repeat
FTF-001	FAULT-THREADING - FAILURE	Fault-threading interrupted	<i>Ugh... I almost had it!</i>		Frustration at lost progress; sharp, annoyed	Self	1	generic/repeatable
FTF-001	FAULT-THREADING - FAILURE	Fault-threading fails	<i>Slipped. Dammit.</i>		Disappointment in herself; muttering, frustrated	Self	2	generic/repeatable
FTE-001	FAULT-THREADING - EXPLOIT	Ollie attacks a fault-threaded weak point	<i>Right there.</i>		Precise, surgical; the handywoman finding the seam	Self	1	generic/repeatable
FTE-002	FAULT-THREADING - EXPLOIT	Ollie destroys enemy armor/weapon via fault exploit	<i>Should've gotten that fixed.</i>		Deadpan mockery through handywoman lens; dry, dismissive	Enemy NPC	1	rare/repeatable
FTC-001	FAULT-THREADING - COMBAT USE	Ollie initiates fault-threading during active combat	<i>Need...a sec...</i>	Suppressed if no enemies in range	Teeth gritted, flinching; reading while exposed	Self	1	generic/repeatable
FTC-001	FAULT-THREADING - COMBAT USE	Ollie initiates fault-threading while taking fire	<i>Really wish I didn't have to touch things!</i>	Only if damage taken within 3s	Gallows complaint about her power; stressed, sharp	Self	2	rare/repeatable
FTN-001	FAULT-THREADING - CALLOUT	Ollie marks a fault for Finn to exploit	<i>Finn, left side, where it buckles!</i>	Cooperative combat callout	Sharp tactical callout; urgent, precise	Finn	1	generic/repeatable
FTN-001	FAULT-THREADING - CALLOUT	Ollie marks a fault for Finn to exploit	<i>Hit it where I showed you. Trust me.</i>	Marks turning point of relationship	Quiet, self-assured command; soft, gentle	Finn	2	rare/limited repeat
FTN-002	FAULT-THREADING - SUCCESS	Finn successfully exploits Ollie's marked fault	<i>See? Listening pays off.</i>		Wry, warm underneath; dry approval	Finn	1	generic/repeatable
FTR-001	FAULT-THREADING - FATIGUE	Resonance fatigue threshold reached (5+ rapid uses)	<i>My poor hands...</i>	Fires once on threshold cross	Shaking out fingers; pained, annoyed	Self	1	generic/repeatable
FTR-002	FAULT-THREADING - FATIGUE	Ollie attempts fault-threading while fatigued	<i>I need a minute. My reads are off.</i>	Hint bark, fires on input while fatigued	Professional honesty; she knows her tool is unreliable	Self	1	generic/repeatable
FTM-001	FAULT-THREADING - IMMUNITY	Fault-threading returns no usable data	<i>Nothing. It's... solid.</i>	Target has no structural flaws	Incredulity; quiet, unsettled	Self	1	generic/repeatable
FTM-002	FAULT-THREADING - IMMUNITY	Fault-threading magically reinforced target	<i>That's not right.</i>	First-encounter override	Finding no structural weaknesses; confused, alert	Self	1	generic/repeatable
FTM-002	FAULT-THREADING - IMMUNITY	Fault-threading magically reinforced target	<i>Great, one of those....</i>	Familiar with reinforced targets	Dreading the work ahead; tired, resigned	Self	2	generic/repeatable
FTG-001	FAULT-THREADING - DANGER	Fault-threading reveals instability	<i>This thing's barely hanging on...</i>	Applies to structures used by civilian NPCs	Growing dread as she senses scope; quiet, then alarmed	Self/Finn	1	generic/repeatable
FTG-002	FAULT-THREADING - DANGER	Fault-threading reveals imminent collapse	<i>This whole thing's about to go. Move!</i>		Urgent warning; sharp, alarmed	Finn / Ally NPC	1	generic/limited repeat
MS-001	MISSION - STEALTH	At start of mission	<i>No alarms, no surprises</i>		A note to self; calm but alert	Self/Finn	1	generic/repeatable

MS-001	MISSION - STEALTH	Ollie delivers warning at start of mission	<i>If you're itching to fight—don't.</i>	Only fires if PC is Ollie.	Stern; firm warning	Finn	2	generic/repeatable
MS-002	MISSION - STEALTH	Enemy ends search after alert is cleared	<i>Oof, that was close</i>	Only after first alert.	Rattled but composing herself; quiet, relieved	Enemy NPC	1	generic/limited repeat
MS-003	MISSION - STEALTH	Ollie spots Enemy NPC on critical path	<i>Of course.</i>		Emotional armor through deadpan fatalism; deadpan, sarcastic	Self/Finn/Ally NPC	1	generic/repeatable
MS-003	MISSION - STEALTH	Ollie spots Enemy NPC on critical path	<i>Guess I'm not going that way.</i>		Mental reroute with a sigh; resigned, sardonic	Self/Finn/Ally NPC	2	generic/repeatable
MS-003	MISSION - STEALTH	Ollie spots Enemy NPC on critical path	<i>Great. Death trap ahead.</i>		Masking fear with snarky gallows humor; dry, sarcastic	Self/Finn/Ally NPC	3	generic/repeatable
MS-004	MISSION - STEALTH	Ollie hears footsteps before establishing line of sight	<i>Shh—Someone's coming...</i>		Focused tension; low, hushed urgency	Finn / Ally NPC	1	generic/repeatable
MP-001	MISSION - PUZZLE	Ollie solves a puzzle	<i>Boom. Easy.</i>		Unsurprising win; casual, confident	Self/Finn/Mission NPC	1	generic/repeatable
MP-002	MISSION - PUZZLE	Ollie fails to solve puzzle	<i>Well, that didn't work.</i>	Applies to all puzzle types	Unimpressed by her efforts; flat, dry	Self/Finn/Mission NPC	1	generic/repeatable
MP-003	MISSION - PUZZLE	Ollie fails puzzle five or more times	<i>Aaarrrgh, what am I missing here?!</i>	Applies only to puzzles that reset to default	Tension and self-directed anger boiling over; peak frustration	Self/Finn/Mission NPC	1	generic/repeatable
MP-004	MISSION - PUZZLE	Ollie solves puzzle after five or more failed attempts	<i>Yay! It only took forever, but still...Yay!</i>	Item-based	Earned win after a beating; exasperated relief	Self/Finn/Mission NPC	1	generic/repeatable
MP-005	MISSION - PUZZLE	Ollie on Finn reusing same failed solution.	<i>You know what the first sign of madness is, right?</i>	Only fires if PC is Ollie.	Light jab so he'll stop; wry, pointed	Finn	1	generic/limited repeat
MC-001	MISSION - COMPLETE	Ollie completes mission	<i>Done. Finally.</i>		Relief; exhaling, satisfied	Self/Finn	1	generic/repeatable
MC-001	MISSION - COMPLETE	Ollie completes mission	<i>Huh. That actually worked.</i>		Mild surprise at success; dry, wry	Self	2	generic/repeatable
MC-001	MISSION - COMPLETE	Ollie completes difficult mission	<i>Never want to do that again.</i>		Hard-won victory; exhausted, relieved	Self/Finn	3	generic/limited repeat
MF-001	MISSION - FAILED	Mission fails	<i>So much for that plan.</i>		Bitter acceptance; flat, disappointed	Self/Finn	1	generic/repeatable
MF-001	MISSION - FAILED	Mission fails	<i>Get it together.</i>		Frustration contained; gritted teeth, controlled	Self/Finn	2	generic/repeatable
EL-001	EXPLORATION - LOOTING	Ollie finds high-value sellables	<i>Whoa! Sweet!</i>	Epic to Legendary gear find	Momentary joy; pleasantly surprised	Self/Finn/Ally NPC	1	generic/repeatable
EL-001	EXPLORATION - LOOTING	Ollie finds high-value sellables	<i>Someone's paying top dollar for this.</i>	Rare gear; quantity in possession already	Business math kicking in; satisfied, calculating	Self/Finn/Ally NPC	2	generic/repeatable
EL-002	EXPLORATION - LOOTING	Ollie finds vendor trash	<i>Ugh. Dead weight.</i>	Common gear; junk items of med value	Instant dismissal; no patience for dead weight	Self/Finn/Ally NPC	1	generic/repeatable
EL-002	EXPLORATION - LOOTING	Ollie finds vendor trash	<i>Who keeps this stuff?</i>	Junk items of low value	Dismissive judgment; flat, unimpressed	Self/Finn/Ally NPC	2	generic/repeatable
EL-002	EXPLORATION - LOOTING	Ollie finds vendor trash	<i>Not even worth scrapping.</i>		Handywoman's "reusability" mindset; dismissive	Self/Finn/Ally NPC	3	generic/repeatable
EL-003	EXPLORATION - LOOTING	Ollie finds collectible	<i>Yes! Found it!</i>	Sidequest-relevant collectible	Pleasantly surprised	Self/Finn/Ally NPC	1	generic/repeatable
EL-003	EXPLORATION - LOOTING	Ollie finds collectible	<i>One more. Don't judge me.</i>		Self-conscious about excitement; pleased, hedging	Self/Finn/Ally NPC	2	generic/repeatable
EL-004	EXPLORATION - LOOTING	Ollie finds sellable premium gear	<i>This could fetch for a lot</i>	Applies when wearing higher grade gear	Assessing monetary value; thoughtful, measured	Self/Finn/Ally NPC	1	generic/repeatable
EL-004	EXPLORATION - LOOTING	Ollie finds sellable premium gear	<i>Cha-ching!</i>		Satisfied; playful	Self/Finn/Ally NPC	2	generic/repeatable
EL-004	EXPLORATION - LOOTING	Ollie finds sellable premium gear	<i>Big bucks.</i>		Satisfied; excited	Self/Finn/Ally NPC	3	generic/repeatable
EL-005	EXPLORATION - LOOTING	Finn finds a power-up	<i>We can share, right? RIGHT?</i>		Mock-guilt trip; asking but demanding and teasing	Finn	1	generic/repeatable
TM-001	TRAVERSAL - MOVEMENT	Ollie traverses unstable or dangerous terrain	<i>Easy does it.</i>		Calm masking tension; willing herself steady; low, focused	Self	1	generic/repeatable
TS-001	TRAVERSAL - STEALTH	Ollie breaks stealth via loud movement	<i>Don't creak, don't creak...</i>		Sudden panic at her own noise; whisper-shouted, anxious	Self	1	generic/repeatable
TS-002	TRAVERSAL - STEALTH	Ollie breaks stealth via loud movement	<i>Gotta stay quiet.</i>	Hint bark reminding Ollie to slow down	Reminding herself after first break of stealth; stern	Self	1	generic/repeatable
TO-001	TRAVERSAL - OBSTACLE	Ollie encounters impassable obstacle	<i>Well, that just sucks.</i>		Tired resignation; dry, disappointed	Self/Finn/Ally NPC	1	generic/repeatable
TO-002	TRAVERSAL - OBSTACLE	Ollie encounters puzzle-locked gate or door	<i>My brain needs a vacation</i>		Friction fatigue; humor as pressure valve; worn out, muttering	Self/Finn/Ally NPC	1	generic/repeatable
TN-001	TRAVERSAL - NAVIGATION	Ollie is lost after pathfinding without progress	<i>If only breadcrumbs weren't so small...</i>	Fires only after 10min, or re-entry loop.	Making peace with being lost; exasperated, dry humor	Finn	1	generic/limited repeat