

# SUPERHEROES

S P E E D & S T R E N G T H

FILENAME	DESCRIPTION
DSNGNGran_PARTICLES LARGE-Aether Storm_B00M_SHCK.wav	Big, swirling energy masses with turbulent motion and crackling resonance.
DSNGNGran_PARTICLES LARGE-Aggressive Fire Attack_B00M_SHCK.wav	Big, scorching bursts of fire with intense, crackling energy.
DSNGNGran_PARTICLES LARGE-Celestial Crumble_B00M_SHCK.wav	Big, cosmic debris breaking apart with deep, reverberant decay.
DSNGNGran_PARTICLES LARGE-Crunchy Rock Flutters_B00M_SHCK.wav	Big, rough stone fragments shifting and scattering with a textured crunch.
DSNGNGran_PARTICLES LARGE-Generic Energy Bursts_B00M_SHCK.wav	Big, powerful energy pulses with sharp, electrified impact.
DSNGNGran_PARTICLES LARGE-Generic Flutters_B00M_SHCK.wav	Big, rapid, flickering movements with airy, scattered textures.
DSNGNGran_PARTICLES LARGE-Generic Thick Mass Low_B00M_SHCK.wav	Big, dense, low frequency mass shifting with deep resonance.
DSNGNGran_PARTICLES LARGE-Gritty Speed Bys_B00M_SHCK.wav	Big, textured particles rushing past with rough, turbulent motion.
DSNGNGran_PARTICLES LARGE-Huge Liquid Thruster_B00M_SHCK.wav	Big, powerful propulsion with heavy, churning fluid dynamics.
DSNGNGran_PARTICLES LARGE-Lasery Madness_B00M_SHCK.wav	Big, chaotic, high pitched energy bursts with scattered laser like flickers.
DSNGNGran_PARTICLES LARGE-Liquid Surroundings_B00M_SHCK.wav	Big, immersive fluid motion with enveloping, swirling currents.
DSNGNGran_PARTICLES LARGE-Low End Storm_B00M_SHCK.wav	Big, deep frequency turbulence with rumbling, storm like impact.
DSNGNGran_PARTICLES LARGE-Low Modulation_B00M_SHCK.wav	Big, evolving low frequency tones shifting with subtle resonance.
DSNGNGran_PARTICLES LARGE-Nova Flare_B00M_SHCK.wav	Big, expanding burst of radiant energy with intense cosmic force.
DSNGNGran_PARTICLES LARGE-Phase Circles_B00M_SHCK.wav	Big, rotating modulated frequencies with pulsing, sweeping motion.
DSNGNGran_PARTICLES LARGE-Pyroclastic Surge_B00M_SHCK.wav	Big, explosive waves of fiery debris with thick, rolling motion.
DSNGNGran_PARTICLES LARGE-Swirling Vortex_B00M_SHCK.wav	Big, spiraling masses of energy with intense rotational movement.
DSNGNGran_PARTICLES LARGE-Thundery Trails_B00M_SHCK.wav	Big, rolling electric discharges with heavy, atmospheric crackling.
DSNGNGran_PARTICLES LARGE-Tonal Energy Impulse_B00M_SHCK.wav	Big, concentrated surge of resonant energy with sharp definition.
DSNGNGran_PARTICLES LARGE-Tonal Granular Passing_B00M_SHCK.wav	Big, sweeping tonal shifts with scattered, textured particle motion.
DSNGNGran_PARTICLES LARGE-Tonal Low Soft Filter_B00M_SHCK.wav	Big, muted low frequency resonance with a smooth, filtered tone.
DSNGNGran_PARTICLES LARGE-Tonal Pass By Granular_B00M_SHCK.wav	Big, drifting tonal frequencies with fine, granular texture.
DSNGNGran_PARTICLES SMALL-Aluminium Foil_B00M_SHCK.wav	Tiny, crinkling metallic textures with sharp, lightweight rustling.
DSNGNGran_PARTICLES SMALL-Distant Denoised_B00M_SHCK.wav	Tiny, faint ambient textures with soft, minimal background noise.
DSNGNGran_PARTICLES SMALL-Electrical Liquid_B00M_SHCK.wav	Tiny, sizzling energy fused with bubbling fluid motion.
DSNGNGran_PARTICLES SMALL-Fast Moves_B00M_SHCK.wav	Tiny, rapid darting movements with sharp, agile transitions.
DSNGNGran_PARTICLES SMALL-Flutter Madness_B00M_SHCK.wav	Tiny, erratic flickering textures with chaotic motion.
DSNGNGran_PARTICLES SMALL-Generic Chunks Impacts_B00M_SHCK.wav	Tiny, scattered debris colliding with crisp, fragmented impacts.
DSNGNGran_PARTICLES SMALL-Generic Energy Storm_B00M_SHCK.wav	Tiny, fluctuating energy pulses with rapid, electrified surges.
DSNGNGran_PARTICLES SMALL-High Speed_B00M_SHCK.wav	Tiny, swift movements with accelerating, smooth motion.

FILENAME	DESCRIPTION
DSGNGran_PARTICLES SMALL-Mini Pass Bys Fast_B00M_SHCK.wav	Tiny, fleeting transitions with high speed motion.
DSGNGran_PARTICLES SMALL-Noise Pass_B00M_SHCK.wav	Tiny, sweeping static interference with shifting tonal textures.
DSGNGran_PARTICLES SMALL-Noisy Madness_B00M_SHCK.wav	Tiny, chaotic bursts of erratic, distorted noise.
DSGNGran_PARTICLES SMALL-Sparkle Scatter_B00M_SHCK.wav	Tiny, shimmering fragments dispersing in a delicate pattern.
DSGNGran_PARTICLES SMALL-Tonal Dust Drift_B00M_SHCK.wav	Tiny, airy resonance shifting with light, drifting movement.
DSGNGran_PARTICLES SMALL-Tonal Echo Flare_B00M_SHCK.wav	Tiny, reverberant tonal burst expanding with fading resonance.
DSGNGran_PARTICLES SMALL-Tonal Fast_B00M_SHCK.wav	Tiny, agile tonal shifts with sharp, dynamic transitions.
DSGNGran_PARTICLES SMALL-Tonal Shards_B00M_SHCK.wav	Tiny, splintered tonal fragments with crisp, defined attack.
DSGNGran_PARTICLES SMALL-Tonal Sharp_B00M_SHCK.wav	Tiny, piercing tonal resonance with precise, cutting clarity.
DSGNGran_PARTICLES SMALL-Tonal Spectral_B00M_SHCK.wav	Tiny, evolving harmonics with layered, spectral textures.
DSGNGran_PARTICLES SMALL-Tonal Speed Faster_B00M_SHCK.wav	Tiny, intensifying tonal acceleration with smooth motion.
DSGNGran_PARTICLES SMALL-Tonal Speed_B00M_SHCK.wav	Tiny, rapid tonal movement with fluid progression.
DSGNImpt_BURST-Cannon Distortion Crunch_B00M_SHCK.wav	Powerful cannon blast with heavy distortion and a gritty, crushing collision.
DSGNImpt_BURST-Cannon Shot Bright_B00M_SHCK.wav	Sharp, piercing cannon discharge with bright, resonant attack.
DSGNImpt_BURST-Cannon Shot Granular_B00M_SHCK.wav	Fragmented, textured cannon blast with layered granular details.
DSGNImpt_BURST-Cannon Shot_B00M_SHCK.wav	Thunderous, forceful cannon fire with a resonant explosion.
DSGNImpt_BURST-Crunch Incoming Fabric_B00M_SHCK.wav	Sudden, tearing fabric collision with a rough, compressed texture.
DSGNImpt_BURST-Crunch Organic Sand_B00M_SHCK.wav	Dense, gritty sand movement with a natural, compacted crunch.
DSGNImpt_BURST-Crunch Punchy Rock Texture_B00M_SHCK.wav	Hard hitting, coarse rock debris shifting with a punchy collision.
DSGNImpt_BURST-Crunch Punchy Sand Texture_B00M_SHCK.wav	Impactful, compacted sand shift with a crisp, punchy texture.
DSGNImpt_BURST-Crunchy Punchy Sand Texture_B00M_SHCK.wav	Gritty, tight sand movement with sharp, defined crunches.
DSGNImpt_BURST-Crunchy Rock Texture_B00M_SHCK.wav	Rough, fragmented stone shifting with jagged, layered crunch.
DSGNImpt_BURST-Explosion Beef_B00M_SHCK.wav	Heavy, thick collision with deep resonance and impactful force.
DSGNImpt_BURST-Explosion Cloth Modulated Natural_B00M_SHCK.wav	Soft, fabric based explosion with natural, shifting modulation.
DSGNImpt_BURST-Explosion Cloth Modulated Processed_B00M_SHCK.wav	Filtered, cloth based collision with dynamic modulation.
DSGNImpt_BURST-Explosion Cloth Texture_B00M_SHCK.wav	Muffled, fabric layered collision with a textured impact.
DSGNImpt_BURST-Explosion Crack Transient Hit_B00M_SHCK.wav	Short, sharp collision with a sudden, cracking transient peak.
DSGNImpt_BURST-Explosion Distortion Crumble_B00M_SHCK.wav	Gritty, overloaded explosion with fragmented, crumbling distortion.
DSGNImpt_BURST-Explosion Filter Short_B00M_SHCK.wav	Brief, dynamically filtered collision with compressed resonance.
DSGNImpt_BURST-Explosion Huge Crack_B00M_SHCK.wav	Massive, high intensity collision with a sharp, splitting crack.

FILENAME	DESCRIPTION
DSGNImp_BURST-Explosion Huge Slam Crunched_B00M_SHCK.wav	Massive, forceful collision with a deep, compressed crunch.
DSGNImp_BURST-Explosion Low Crumble_B00M_SHCK.wav	Deep, fragmented collision with heavy, decaying low elements.
DSGNImp_BURST-Explosion Low End Crunch_B00M_SHCK.wav	Thick, deep collision with gritty, compressed texture.
DSGNImp_BURST-Explosion Low Muffled_B00M_SHCK.wav	Subdued, deep collision with muted, soft resonance.
DSGNImp_BURST-Explosion Phasing Tail_B00M_SHCK.wav	Expanding collision with modulating, shifting phase tail.
DSGNImp_BURST-Explosion Short_B00M_SHCK.wav	Brief, compact collision with sharp, immediate impact.
DSGNImp_BURST-Explosion Slam Texture_B00M_SHCK.wav	Dense, layered collision with thick, punchy slamming force.
DSGNImp_BURST-Explosion Slam Tight_B00M_SHCK.wav	Focused, punchy collision with a controlled, compact slam.
DSGNImp_BURST-Explosion Slam Whoosh_B00M_SHCK.wav	Impactful collision with a trailing, sweeping air movement.
DSGNImp_BURST-Explosion Slam_B00M_SHCK.wav	Heavy, forceful collision with a deep, powerful slam impact.
DSGNImp_BURST-Explosion Sonic Boom_B00M_SHCK.wav	Thunderous, high speed collision with a sharp, resonant shockwave.
DSGNImp_BURST-Explosion Sweetener Take Off Modulated_B00M_SHCK.wav	Rising, modulated energy collision with a bright, accelerating launch.
DSGNImp_BURST-Explosion Sweetener Take Off_B00M_SHCK.wav	Crisp, uplifting collision with an energetic launch.
DSGNImp_BURST-Harsh Transient Modulated Tail_B00M_SHCK.wav	Sharp, impactful transient with modulated, evolving resonance.
DSGNImp_BURST-High Air Crackle_B00M_SHCK.wav	Crisp, thin crackling air collisions with high resonance.
DSGNImp_BURST-High Crunch Tape Blast_B00M_SHCK.wav	Gritty, distorted collision with a high, compressed crunch.
DSGNImp_BURST-High Frequency Crisp_B00M_SHCK.wav	Sharp, piercing collision with bright, high clarity.
DSGNImp_BURST-High Ice Debris_B00M_SHCK.wav	Fragmented, brittle ice scattering with sharp, high resonance.
DSGNImp_BURST-Low Distant Explosion Thunder_B00M_SHCK.wav	Deep, muffled detonation with a distant, rolling thunder like tail.
DSGNImp_BURST-Low Explosion Muffled_B00M_SHCK.wav	Subdued, deep collision with softened, dampened impact.
DSGNImp_BURST-Low Filter Rumble Envelope_B00M_SHCK.wav	Thick, low end resonance with a shifting, filtered texture.
DSGNImp_BURST-Low Filtered Rock Explosion_B00M_SHCK.wav	Deep, layered collision with filtered, stone like debris movement.
DSGNImp_BURST-Low Flashy Explosion_B00M_SHCK.wav	Bright, short collision with a low impact and sharp transient.
DSGNImp_BURST-Low Pass Crunch_B00M_SHCK.wav	Gritty, compressed burst with deep, low passed resonance.
DSGNImp_BURST-Low Sub Explosion_B00M_SHCK.wav	Thick, heavy explosion with a deep, sub impact.
DSGNImp_BURST-Low Sub Pulse_B00M_SHCK.wav	Deep, resonant pulsing with subharmonic movement.
DSGNImp_BURST-Low Sustain Modulated_B00M_SHCK.wav	Long, evolving low collision with modulated textures.
DSGNImp_BURST-Low Sustain Soft_B00M_SHCK.wav	Smooth, deep sustaining collision with a soft, rounded tone.
DSGNImp_BURST-Low Whistle_B00M_SHCK.wav	Whistling collision with a deep, resonant undertone.
DSGNImp_BURST-Noise Slap Hit_B00M_SHCK.wav	Sharp, percussive noise collision with a snappy transient.

FILENAME	DESCRIPTION
DSGNImp_BURST-Noisy Grit Hit_B00M_SHCK.wav	Rough, textured collision with chaotic, grainy distortion.
DSGNImp_BURST-Phasy Poof_B00M_SHCK.wav	Soft, airy collision with shifting, modulated texture.
DSGNImp_BURST-Soft Crack Sustain_B00M_SHCK.wav	Gentle, crackling collision with a controlled, extended sustain.
DSGNImp_BURST-Soft Flash Tail Short_B00M_SHCK.wav	Light, quick trailing collision with subtle energy flickers.
DSGNImp_BURST-Soft Flash Tail_B00M_SHCK.wav	Airy, extended collision with smooth, decaying energy.
DSGNImp_BURST-Soft Flashy Explosion Fast_B00M_SHCK.wav	Quick, bright detonation with a subtle, lightweight punch.
DSGNImp_BURST-Soft Flashy Explosion_B00M_SHCK.wav	Gentle, bright collision with a soft, expanding energy release.
DSGNImp_BURST-Soft Flutter Flash Long_B00M_SHCK.wav	Delicate, flickering collision with extended, airy movement.
DSGNImp_BURST-Soft Flutter Flash Short_B00M_SHCK.wav	Brief, fluttering collision with light, scattered texture.
DSGNImp_BURST-Soft Flutter Flash_B00M_SHCK.wav	Light, erratic flickering with fast, airy collisions.
DSGNImp_BURST-Soft Gritty Lead In_B00M_SHCK.wav	Subtle, textured buildup with rough, organic character.
DSGNImp_BURST-Soft LoFi Explosion_B00M_SHCK.wav	Warm, distorted detonation with a low fidelity texture.
DSGNImp_BURST-Soft Low Muffled_B00M_SHCK.wav	Muted, deep collision with softened, compressed attack.
DSGNImp_BURST-Soft Low Sustain_B00M_SHCK.wav	Smooth, deep collision with a prolonged, gentle sustain.
DSGNImp_BURST-Soft Low Whoosh In_B00M_SHCK.wav	Gentle, sweeping collision with a warm, low texture.
DSGNImp_BURST-Styrofoam Grind Delay_B00M_SHCK.wav	Rough, gritty collision with a resonant, delayed texture.
DSGNImp_BURST-Thunder Clap Whoosh In_B00M_SHCK.wav	Sudden, sharp collision with an aggressive, rushing buildup.
DSGNImp_BURST-Thunder Clap_B00M_SHCK.wav	Explosive, sharp thunder like collision with resonant decay.
DSGNImp_BURST-Thunder Distorted Gravel_B00M_SHCK.wav	Deep, rumbling collision with a thundering crackle layered with coarse, gritty textures.
DSGNImp_BURST-Thunder Impact Tail_B00M_SHCK.wav	Rolling thunder collision with a trailing, tail.
DSGNImp_BURST-Thunder Low Crack_B00M_SHCK.wav	Deep, collision with cracking thunder and a sharp transient.
DSGNImp_BURST-Thunder Low End_B00M_SHCK.wav	Thick, thunder collision with a heavy and low presence.
DSGNImp_BURST-Thunder Rocks_B00M_SHCK.wav	Crumbling, rocky thunder crash with a layered debris collision.
DSGNImp_BURST-Thunder Slam_B00M_SHCK.wav	Massive, forceful thunder crash with a deep, reverberant collision.
DSGNImp_IMPACT-Air Burst Phasing Modulation Tail_B00M_SHCK.wav	Expanding air thump with shifting phase modulation and a trailing tail.
DSGNImp_IMPACT-Big Cloth Slam Crunch_B00M_SHCK.wav	Heavy fabric thump with deep, textured crunch and forceful movement.
DSGNImp_IMPACT-Big Zap Fluid Tail_B00M_SHCK.wav	Large, electrified thump with a fluid, trailing modulation.
DSGNImp_IMPACT-Cardboard Box Slam_B00M_SHCK.wav	Loud, boxy thump with a hollow, compressed cardboard resonance.
DSGNImp_IMPACT-Cardboard Crunched_B00M_SHCK.wav	Rough, compressed cardboard being crushed with a dry, crinkling texture.
DSGNImp_IMPACT-Cardboard Debris_B00M_SHCK.wav	Small, scattered fragments of torn cardboard with a loose, textured sound.
DSGNImp_IMPACT-Cloth Punch Snap Hard_B00M_SHCK.wav	Sharp, fabric based thump with a snappy, forceful transient.
DSGNImp_IMPACT-Crumble_B00M_SHCK.wav	Dry, granular material breaking apart with a scattered, fragmented sound.

# SUPERHEROES

S P E E D & S T R E N G T H

FILENAME	DESCRIPTION
DSGNImpact_IMPACT-Crunch Punch_B00M_SHCK.wav	Thick, textured thump with a punchy, compressed crunch.
DSGNImpact_IMPACT-Crunchy Filter Modulation Tail_B00M_SHCK.wav	Rough, layered crunch with a shifting, filtered tail.
DSGNImpact_IMPACT-Crunchy Filter Thud_B00M_SHCK.wav	Heavy, muffled thump with a rough, filtered crunch.
DSGNImpact_IMPACT-Crunchy Flutter Thud_B00M_SHCK.wav	Soft, flickering movement with a sharp, textured thump.
DSGNImpact_IMPACT-Distant Speed Punch_B00M_SHCK.wav	Quick, high velocity thump with a distant, compressed resonance.
DSGNImpact_IMPACT-Distorted Hit Harsh_B00M_SHCK.wav	Aggressive, gritty thump with sharp, distorted textures.
DSGNImpact_IMPACT-Entering Light Speed_B00M_SHCK.wav	Rapid acceleration with a high energy tonal sweep and trailing motion.
DSGNImpact_IMPACT-Explosion Formant Modulation_B00M_SHCK.wav	Resonant explosion with shifting formant textures and layered depth.
DSGNImpact_IMPACT-Fat Punch Sweetener_B00M_SHCK.wav	Thick, punchy thump with a deep, full transient.
DSGNImpact_IMPACT-Filter Shatter_B00M_SHCK.wav	Crisp, sharp breaking textures with a dynamically filtered tail.
DSGNImpact_IMPACT-Fire Crunch Smash_B00M_SHCK.wav	Explosive, fiery thump with a coarse, crunchy texture.
DSGNImpact_IMPACT-Gritty Punch Sweetener Soft_B00M_SHCK.wav	Light thump with a rough, textured punch enhancement.
DSGNImpact_IMPACT-Low Beefy Phase Tail_B00M_SHCK.wav	Thick, deep thump with a modulating phase tail.
DSGNImpact_IMPACT-Low Beefy Tight Transient_B00M_SHCK.wav	Short, dense thump with a deep, controlled low transient.
DSGNImpact_IMPACT-Low Choppy Downer_B00M_SHCK.wav	Fragmented, descending thump with rough, choppy textures.
DSGNImpact_IMPACT-Low Distorted Fire Shatter_B00M_SHCK.wav	Heavy, deep thump with fiery, distorted shattering textures.
DSGNImpact_IMPACT-Low Distorted Low Pass Slam_B00M_SHCK.wav	Subdued, deep thump with a filtered, compressed transient.
DSGNImpact_IMPACT-Low End Crunch_B00M_SHCK.wav	Thick, deep thump with a textured, compressed crunch.
DSGNImpact_IMPACT-Low End Punch_B00M_SHCK.wav	Heavy, layered thump with gritty, low textures.
DSGNImpact_IMPACT-Low Grit Smack Alt_B00M_SHCK.wav	Rough, punchy thump with a textured, gritty transient.
DSGNImpact_IMPACT-Low Grit Smack_B00M_SHCK.wav	Hard, low hit with a coarse, textured thump.
DSGNImpact_IMPACT-Low Gritty Punch Sweetener_B00M_SHCK.wav	Thick, gritty thump enhancement with a deep, punchy texture.
DSGNImpact_IMPACT-Low Short Muffled_B00M_SHCK.wav	Brief, muted thump with a compressed, low attack.
DSGNImpact_IMPACT-Low Sweetener Beefy Low End_B00M_SHCK.wav	Thick, deep thump with a rich, resonant enhancement.
DSGNImpact_IMPACT-Low Sweetener Low Pass Explosion_B00M_SHCK.wav	Deep, filtered explosion layer with a warm, resonant presence.
DSGNImpact_IMPACT-Low Sweetener Sub Shot_B00M_SHCK.wav	Short, dense sub thump with a powerful low punch.
DSGNImpact_IMPACT-Organic Thump_B00M_SHCK.wav	Soft, natural thump with a deep, rounded thud.
DSGNImpact_IMPACT-Paper Crash Transient Sharp_B00M_SHCK.wav	Light, crisp paper collision with a sharp, transient attack.
DSGNImpact_IMPACT-Papery Aggressive Hit_B00M_SHCK.wav	Rough, tearing paper thump with an aggressive, snappy transient.
DSGNImpact_IMPACT-Plastic Crash_B00M_SHCK.wav	Hard, brittle plastic thump with a resonant, sharp collision.
DSGNImpact_IMPACT-Processed Bag Smash_B00M_SHCK.wav	Crushed, layered bag thump with a tight, controlled crunch.
DSGNImpact_IMPACT-Processed Box Scrape_B00M_SHCK.wav	Harsh, gritty box movement with a rough, scraping texture.
DSGNImpact_IMPACT-Processed Cloth Slam_B00M_SHCK.wav	Thick, layered fabric movement with a dense, compressed thud.

# SUPERHEROES

S P E E D & S T R E N G T H

FILENAME	DESCRIPTION
DSGNImpact_IMPACT-Punch Short Filter_B00M_SHCK.wav	Short, filtered thump with a crisp, controlled transient.
DSGNImpact_IMPACT-Punch Tail Grit_B00M_SHCK.wav	Strong, textured thump with a rough, trailing grit.
DSGNImpact_IMPACT-Punchy Filter_B00M_SHCK.wav	Tight, punchy thump with a smooth, filtered tone.
DSGNImpact_IMPACT-Punchy Low Bounce_B00M_SHCK.wav	Deep, bouncing thump with a soft, controlled resonance.
DSGNImpact_IMPACT-Sharp Crunch Hit_B00M_SHCK.wav	Crisp, cutting thump with a rough, crunchy texture.
DSGNImpact_IMPACT-Sharp Transient Cloth Explosion_B00M_SHCK.wav	Quick, fabric based burst with a sharp, snappy thump.
DSGNImpact_IMPACT-Short Punch Clean_B00M_SHCK.wav	Compact, clean thump with a tight, defined transient.
DSGNImpact_IMPACT-Short Punch Texture_B00M_SHCK.wav	Brief, punchy thump with a rough, tactile texture.
DSGNImpact_IMPACT-Short Punch Tight_B00M_SHCK.wav	Small, precise thump with a controlled, tight attack.
DSGNImpact_IMPACT-Slam Punched_B00M_SHCK.wav	Heavy, forceful thump with a thick, dense attack.
DSGNImpact_IMPACT-Slam Simple_B00M_SHCK.wav	Strong, straightforward thump with a full bodied presence.
DSGNImpact_IMPACT-Smashed Paper Hit_B00M_SHCK.wav	Crushed, flattened thump with a lightweight, papery texture.
DSGNImpact_IMPACT-Soft Air Punch Phasing Tail_B00M_SHCK.wav	Light, airy thump with a smooth, modulating tail.
DSGNImpact_IMPACT-Speed Punch_B00M_SHCK.wav	Fast, dynamic thump with a sharp, clean transient.
DSGNImpact_IMPACT-Thud Crunchy Low_B00M_SHCK.wav	Deep, heavy thump with a rough, crunchy texture.
DSGNImpact_IMPACT-Thunder Thump_B00M_SHCK.wav	Massive, rolling thump with deep, resonant thunder.
DSGNImpact_IMPACT-Tight Crack Particle Tail_B00M_SHCK.wav	Short, controlled thump with a sharp, cracking tail.
DSGNImpact_IMPACT-Tight Hit Explosion Tail_B00M_SHCK.wav	Focused, explosive thump with a lingering, trailing tail.
DSGNImpact_IMPACT-Tight Particles High Mid_B00M_SHCK.wav	Small, concentrated thump with bright, midrange textures.
DSGNImpact_IMPACT-Tight Punch Transient_B00M_SHCK.wav	Short, snappy thump with a crisp, transient attack.
DSGNImpact_IMPACT-Tonal Hit Low_B00M_SHCK.wav	Deep, resonant thump with a rich, tonal quality.
DSGNImpact_IMPACT-Tonal Noise Transient Modulated Tail_B00M_SHCK.wav	Soft, shifting thump with a noisy, evolving texture.
DSGNImpact_IMPACT-Transient Crunch Thud_B00M_SHCK.wav	Quick, solid thump with a rough, crunchy attack.
DSGNImpact_IMPACT-Transient High Hit_B00M_SHCK.wav	Sharp, high thump with a crisp transient.
DSGNImpact_IMPACT-Transient Hit Small_B00M_SHCK.wav	Small, fast thump with a clean, controlled presence.
DSGNImpact_IMPACT-Transient Noise Crunch_B00M_SHCK.wav	Sudden, textured thump with a gritty, noisy edge.
DSGNImpact_IMPACT-Transient Punch Crunch_B00M_SHCK.wav	Fast, aggressive thump with a compressed, crunchy transient.
DSGNImpact_IMPACT-Transient Punchy_B00M_SHCK.wav	Short, forceful thump with a tight, punchy attack.
DSGNImpact_IMPACT-Transient Short_B00M_SHCK.wav	Quick, minimal thump with a clean, defined transient.
DSGNImpact_IMPACT-Transient Soft_B00M_SHCK.wav	Gentle, subtle thump with a smooth, soft attack.
DSGNImpact_IMPACT-Transient Stutter Long_B00M_SHCK.wav	Pulsing, rhythmic thump with a long, staggered stutter effect.
DSGNImpact_MISC_MOVEMENT-Aggressive Flange Noise_B00M_SHCK.wav	Harsh, modulated movement with intense, sweeping flange textures.
DSGNImpact_MISC_MOVEMENT-Air Gusts Constant_B00M_SHCK.wav	Continuous, steady air movement with soft, flowing gusts.

# SUPERHEROES

S P E E D & S T R E N G T H

FILENAME	DESCRIPTION
DSGNMisc_MOVEMENT-Bubbling Modulation Constant_B00M_SHCK.wav	Persistent, fluid like bubbling with evolving modulation.
DSGNMisc_MOVEMENT-Complex Filter Zaps_B00M_SHCK.wav	Sharp, intricate tonal bursts with dynamic filtering effects.
DSGNMisc_MOVEMENT-Crunch Fast_B00M_SHCK.wav	Quick, textured movement with rough, granular crunch.
DSGNMisc_MOVEMENT-Dark Thunder_B00M_SHCK.wav	Heavy, deep rolling thunder with a dark, rumbling presence.
DSGNMisc_MOVEMENT-Denoised Phase Bys_B00M_SHCK.wav	Smooth, shifting movements with filtered, phase modulated textures.
DSGNMisc_MOVEMENT-Dispersed Texture_B00M_SHCK.wav	Scattered, airy textures spreading with subtle tonal variation.
DSGNMisc_MOVEMENT-Excitement Constant_B00M_SHCK.wav	Continuous, high energy movement with a bright, animated feel.
DSGNMisc_MOVEMENT-Filter Complex_B00M_SHCK.wav	Multi layered, dynamically shifting frequencies with intricate filtering.
DSGNMisc_MOVEMENT-Fire Attack_B00M_SHCK.wav	Intense, aggressive flames bursting with scorching textures.
DSGNMisc_MOVEMENT-Flanged Movement Constant_B00M_SHCK.wav	Continuous, swirling motion with deep, evolving flange effects.
DSGNMisc_MOVEMENT-Flashy Electric Speed Constant_B00M_SHCK.wav	High energy, rapid motion with bright, electrified pulses.
DSGNMisc_MOVEMENT-Fluid Space Constant_B00M_SHCK.wav	Smooth, flowing textures with an ambient, liquid like quality.
DSGNMisc_MOVEMENT-Flutter Tail Complex_B00M_SHCK.wav	Intricate, layered fluttering with a detailed, evolving tail.
DSGNMisc_MOVEMENT-Flutter Tail Short_B00M_SHCK.wav	Quick, fluttering with brief, energetic movement.
DSGNMisc_MOVEMENT-Flutter Tail Slow_B00M_SHCK.wav	Gradual, soft fluttering with a drawn out, subtle tail.
DSGNMisc_MOVEMENT-Flutter Tail_B00M_SHCK.wav	Gentle, oscillating motion with a smooth, airy tail.
DSGNMisc_MOVEMENT-Gritty Bubbles Constant_B00M_SHCK.wav	Persistent, rough bubbling with deep, textured movement.
DSGNMisc_MOVEMENT-Gritty High Short_B00M_SHCK.wav	Brief, sharp textures with a bright, grainy edge.
DSGNMisc_MOVEMENT-Gritty High_B00M_SHCK.wav	Rough, high textures with a coarse, layered presence.
DSGNMisc_MOVEMENT-High Tonal Energy_B00M_SHCK.wav	Bright, resonant frequencies with sustained, dynamic movement.
DSGNMisc_MOVEMENT-Howling Wind Constant_B00M_SHCK.wav	Continuous, wind with deep, howling intensity.
DSGNMisc_MOVEMENT-Interdimensional Constant_B00M_SHCK.wav	Persistent, shifting movement with surreal, evolving textures.
DSGNMisc_MOVEMENT-Knife Metal Filtered_B00M_SHCK.wav	Sharp, metallic scraping with a dynamically filtered edge.
DSGNMisc_MOVEMENT-Low Crunch Gritty_B00M_SHCK.wav	Deep, coarse textures with layered, rough crunch.
DSGNMisc_MOVEMENT-Low Muffled Modulated Complex_B00M_SHCK.wav	Thick, evolving low frequencies with complex modulation.
DSGNMisc_MOVEMENT-Low Thick_B00M_SHCK.wav	Dense, weighted movement with deep, full bodied textures.
DSGNMisc_MOVEMENT-Metal Whirlwind Constant_B00M_SHCK.wav	Continuous, swirling metallic motion with fast paced energy.
DSGNMisc_MOVEMENT-Noise Push Off_B00M_SHCK.wav	Quick, sweeping noise burst with an abrupt trailing motion.
DSGNMisc_MOVEMENT-Noisy Low Burst_B00M_SHCK.wav	Deep, rough burst with a coarse, distorted presence.
DSGNMisc_MOVEMENT-Noisy Sequence Phases_B00M_SHCK.wav	Pulsating, shifting sequence with a sweeping, phasy texture.
DSGNMisc_MOVEMENT-Organic Modulation Complex_B00M_SHCK.wav	Layered, evolving movement with rich, organic textures.
DSGNMisc_MOVEMENT-Organic Modulation Fast_B00M_SHCK.wav	Rapid, natural motion with a shifting, complex texture.
DSGNMisc_MOVEMENT-Organic Modulation Morph_B00M_SHCK.wav	Smooth, evolving organic movement with continuous tonal shifts.

# SUPERHEROES

S P E E D & S T R E N G T H

FILENAME	DESCRIPTION
DSGNMisc_MOVEMENT-Phase Grain_B00M_SHCK.wav	Subtle, grainy movement with fluctuating phase effects.
DSGNMisc_MOVEMENT-Thick Rope Modulated_B00M_SHCK.wav	Heavy, fibrous textures with deep, modulated movement.
DSGNMisc_MOVEMENT-Thruster Distorted_B00M_SHCK.wav	Powerful, rumbling propulsion with gritty, distorted textures.
DSGNMisc_MOVEMENT-Tight Filter Modulated_B00M_SHCK.wav	Controlled, filtered motion with smooth, shifting modulation.
DSGNMisc_MOVEMENT-Time Warp Constant_B00M_SHCK.wav	Continuous, fluctuating movement with warped, shifting textures.
DSGNMisc_MOVEMENT-Tonal Airblades Constant_B00M_SHCK.wav	Steady, slicing air movements with resonant tonal layers.
DSGNMisc_MOVEMENT-Tonal Energy Fluctuation Constant_B00M_SHCK.wav	Continuous, shifting energy pulses with fluctuating tonal textures.
DSGNMisc_MOVEMENT-Tonal High Complex_B00M_SHCK.wav	Bright, layered frequencies with intricate tonal movement.
DSGNMisc_MOVEMENT-Tonal Speed Accelerate_B00M_SHCK.wav	Gradual, accelerating tonal shift with a smooth, dynamic transition.
DSGNMisc_MOVEMENT-Tonal Tiny Water Flashes Constant_B00M_SHCK.wav	Continuous, delicate water like flickers with subtle tonal modulation.
DSGNMisc_MOVEMENT-Tonal Wind Gusts Constant_B00M_SHCK.wav	Steady, flowing wind with a soft, tonal presence.
DSGNMisc_MOVEMENT-White Noise Tonal_B00M_SHCK.wav	Soft, bright white noise with tonal harmonic overtones.
DSGNMisc_ORGANIC ENERGY-Burst Crackle_B00M_SHCK.wav	Sudden, sharp collision with a gritty, crackling texture.
DSGNMisc_ORGANIC ENERGY-Burst Discharge Raw_B00M_SHCK.wav	Intense, unfiltered energy surge with a rough, electrified release.
DSGNMisc_ORGANIC ENERGY-Burst Discharge Sparkle_B00M_SHCK.wav	Bright, energetic collision with shimmering, crackling sparks.
DSGNMisc_ORGANIC ENERGY-Burst Discharge_B00M_SHCK.wav	Powerful energy collision with a sharp, electrified transient.
DSGNMisc_ORGANIC ENERGY-Burst Short Fizzle_B00M_SHCK.wav	Quick, sizzling collision with a rapid, decaying fizzle.
DSGNMisc_ORGANIC ENERGY-Electric Sparks_B00M_SHCK.wav	Short, scattered electrical discharges with crackling sparks.
DSGNMisc_ORGANIC ENERGY-Electricity High Moves_B00M_SHCK.wav	Rapid, high frequency electrical movement with shifting intensity.
DSGNMisc_ORGANIC ENERGY-Energy Sparkle_B00M_SHCK.wav	Light, flickering energy pulses with subtle, radiant textures.
DSGNMisc_ORGANIC ENERGY-Energy Sparks Large_B00M_SHCK.wav	Expansive, crackling energy collisions with wide, electrified movement.
DSGNMisc_ORGANIC ENERGY-Energy Sparks Small_B00M_SHCK.wav	Compact, concentrated energy collisions with fine, sizzling details.
DSGNMisc_ORGANIC ENERGY-Fast Gritty Sequence_B00M_SHCK.wav	Quick, rough movement with layered, grainy textures.
DSGNMisc_ORGANIC ENERGY-Fast Zap Discharge_B00M_SHCK.wav	Sharp, electrified collision with a fast, high energy zap.
DSGNMisc_ORGANIC ENERGY-Fast Zap Implosion_B00M_SHCK.wav	Rapid, collapsing energy collision with a compressed, inward pull.
DSGNMisc_ORGANIC ENERGY-Fast Zap Liquid_B00M_SHCK.wav	Wet, fluid like electrical collision with a fast, crackling surge.
DSGNMisc_ORGANIC ENERGY-Fast Zap Tonal Burst_B00M_SHCK.wav	High energy collision with a resonant, tonal frequency tail.
DSGNMisc_ORGANIC ENERGY-Fast Zap Tonal Slash_B00M_SHCK.wav	Cutting, tonal energy collision with a fast, aggressive sweeping motion.
DSGNMisc_ORGANIC ENERGY-Flange Cracks_B00M_SHCK.wav	Metallic, resonant cracking with shifting flange textures.
DSGNMisc_ORGANIC ENERGY-Fluid Whip_B00M_SHCK.wav	Quick, flowing movement with liquid like motion and energy.
DSGNMisc_ORGANIC ENERGY-Flutter Spark Long_B00M_SHCK.wav	Extended, flickering energy collision with a bright, fluttering tail.
DSGNMisc_ORGANIC ENERGY-Flutter Spark_B00M_SHCK.wav	Short, crackling energy collision with fast, fluttering flickers.
DSGNMisc_ORGANIC ENERGY-Grain Crumble_B00M_SHCK.wav	Rough, shifting textures with small, fragmented granular motion.

# SUPERHEROES

S P E E D & S T R E N G T H

FILENAME	DESCRIPTION
DSGNMisc_ORGANIC ENERGY-Gritty Double Movement_B00M_SHCK.wav	Layered, textured motion with rough, gritty character.
DSGNMisc_ORGANIC ENERGY-Gritty Energy Attack_B00M_SHCK.wav	Harsh, aggressive energy surge with raw, coarse textures.
DSGNMisc_ORGANIC ENERGY-High Energy Constant_B00M_SHCK.wav	Continuous, charged energy movement with high frequency presence.
DSGNMisc_ORGANIC ENERGY-High Freq Zaps_B00M_SHCK.wav	Sharp, thin electrical collisions with rapid, high frequency motion.
DSGNMisc_ORGANIC ENERGY-Hollow Tonal Phase Crumble_B00M_SHCK.wav	Deep, resonant energy decay with shifting, hollow textures.
DSGNMisc_ORGANIC ENERGY-Ice Filter Growl_B00M_SHCK.wav	Chilled, resonant movement with modulating icy growl effects.
DSGNMisc_ORGANIC ENERGY-Liquid Attack Move Constant_B00M_SHCK.wav	Flowing, aggressive energy motion with continuous liquid movement.
DSGNMisc_ORGANIC ENERGY-Low Mid_B00M_SHCK.wav	Subtle, deep movement with warm midrange resonance.
DSGNMisc_ORGANIC ENERGY-Low Pass Crumble Tonal Tail_B00M_SHCK.wav	Muted, crumbling decay with a resonant tonal tail.
DSGNMisc_ORGANIC ENERGY-Modulated Cracks_B00M_SHCK.wav	Dynamic, shifting cracks with layered modulation effects.
DSGNMisc_ORGANIC ENERGY-Modulated Crunch_B00M_SHCK.wav	Heavy, evolving crunch with resonant, shifting frequencies.
DSGNMisc_ORGANIC ENERGY-Modulated Movement Punch Long_B00M_SHCK.wav	Extended, forceful motion with rich, modulated textures.
DSGNMisc_ORGANIC ENERGY-Modulated Movement Punch Slow_B00M_SHCK.wav	Gradual, weighty movement with textured, evolving layers.
DSGNMisc_ORGANIC ENERGY-Modulated Movement Punch_B00M_SHCK.wav	Short, textured movement with fluid, evolving motion.
DSGNMisc_ORGANIC ENERGY-Phasing Crumble_B00M_SHCK.wav	Shifting, crumbling textures with a dynamic, phasing effect.
DSGNMisc_ORGANIC ENERGY-Round Crackles_B00M_SHCK.wav	Soft, rolling crackles with a warm, rounded character.
DSGNMisc_ORGANIC ENERGY-Super Tonal Highlight_B00M_SHCK.wav	Bright, resonant tonal feature with a strong, dynamic presence.
DSGNMisc_ORGANIC ENERGY-Super Tonal Movement_B00M_SHCK.wav	Smooth, flowing energy with a bold, tonal quality.
DSGNMisc_ORGANIC ENERGY-Tonal Speed Accelerator_B00M_SHCK.wav	Rapid, accelerating tonal shift with energetic progression.
DSGNMisc_ORGANIC ENERGY-Tonal Tail_B00M_SHCK.wav	Soft, extended tonal decay with smooth, resonant fading.
DSGNMisc_ORGANIC ENERGY-Tonal Whiz_B00M_SHCK.wav	Sharp, swift tonal sweep with a bright, whizzing motion.
DSGNMisc_ORGANIC ENERGY-Whispy Speed Accelerator_B00M_SHCK.wav	Light, airy acceleration with a rapid, fleeting energy trail.
DSGNMisc_ORGANIC ENERGY-White Noise_B00M_SHCK.wav	Continuous, neutral static texture with soft, dynamic fluctuation.
DSGNMisc_TEXTURE-Corroded Scour Constant_B00M_SHCK.wav	Continuous, rough scraping textures with a heavily corroded character.
DSGNMisc_TEXTURE-Crazy Crunch Burst_B00M_SHCK.wav	Sudden, chaotic crunch with sharp, jagged textures.
DSGNMisc_TEXTURE-Dispersed Bumps Constant_B00M_SHCK.wav	Continuous, scattered surface textures with uneven, bumpy movement.
DSGNMisc_TEXTURE-Distant Distorted Thunder Filter_B00M_SHCK.wav	Deep, filtered thunder with a distant, gritty distortion.
DSGNMisc_TEXTURE-Distorted Texture Slow_B00M_SHCK.wav	Gradual, evolving movement with rough, stretched distortion.
DSGNMisc_TEXTURE-Energy Discharge Constant_B00M_SHCK.wav	Continuous, electrified texture with dynamic energy release.
DSGNMisc_TEXTURE-Fluttery Grains Constant_B00M_SHCK.wav	Delicate, rapid grain movements with soft, quivering texture.
DSGNMisc_TEXTURE-Fractured Alloy Constant_B00M_SHCK.wav	Steady, metallic texture with rough, broken alloy surfaces.
DSGNMisc_TEXTURE-Granular Flutters Constant_B00M_SHCK.wav	Continuous, shifting particles with light, quivering motion.
DSGNMisc_TEXTURE-Gritty Dust Bed Constant_B00M_SHCK.wav	Thick, coarse textures with a dry, grainy presence.

FILENAME	DESCRIPTION
DSGNMisc_TEXTURE-Gritty Energy Aggressive Move Constant_B00M_SHCK.wav	Continuous, rough energy motion with sharp, aggressive textures.
DSGNMisc_TEXTURE-Heavy Cloth Movement Constant_B00M_SHCK.wav	Thick, dense fabric shifting with layered, weighty motion.
DSGNMisc_TEXTURE-Liquid Thunder Tail_B00M_SHCK.wav	Deep, resonant thunderous motion with fluid, swirling textures.
DSGNMisc_TEXTURE-Low Distortion Constant_B00M_SHCK.wav	Continuous, heavy low frequencies with a gritty distortion.
DSGNMisc_TEXTURE-Low End Modulation_B00M_SHCK.wav	Deep, evolving movement with thick, shifting tonal layers.
DSGNMisc_TEXTURE-Low Eruptions Constant_B00M_SHCK.wav	Persistent, rumbling bursts with dense, low textures.
DSGNMisc_TEXTURE-Low Evolve_B00M_SHCK.wav	Subtle, expanding low movement with gradual tonal shifts.
DSGNMisc_TEXTURE-Low Phasing Crumble_B00M_SHCK.wav	Shifting, deep crumble with dynamic phasing effects.
DSGNMisc_TEXTURE-Low Tonal Moves_B00M_SHCK.wav	Smooth, evolving tonal shifts with deep, resonant textures.
DSGNMisc_TEXTURE-Meteor Shatter Constant_B00M_SHCK.wav	Continuous, sharp fragmentation with scattered, high energy debris.
DSGNMisc_TEXTURE-Noisy Grit Bed Distorted Constant_B00M_SHCK.wav	Harsh, static like textures with a thick, gritty distortion.
DSGNMisc_TEXTURE-Organic Liquid Rumble Constant_B00M_SHCK.wav	Continuous, deep liquid movement with shifting, organic textures.
DSGNMisc_TEXTURE-Phasey Rumble Constant_B00M_SHCK.wav	Rolling, low frequency movement with modulating phase effects.
DSGNMisc_TEXTURE-Plastic Packaging Crumble Constant_B00M_SHCK.wav	Continuous, crackling plastic textures with shifting, compressed movement.
DSGNMisc_TEXTURE-Slow Fabric Movement Constant_B00M_SHCK.wav	Gradual, textured fabric shifting with soft, dynamic folds.
DSGNMisc_TEXTURE-Static Rupture Constant_B00M_SHCK.wav	Continuous, harsh static bursts with sporadic, ruptured distortion.
DSGNMisc_TEXTURE-Tail Crumble Modulated_B00M_SHCK.wav	Decaying, layered crumble with evolving modulation.
DSGNMisc_TEXTURE-Tail Take Off Distorted_B00M_SHCK.wav	Strong, rising movement with gritty, overdriven distortion.
DSGNMisc_TEXTURE-Thunder Clean Mid Range_B00M_SHCK.wav	Deep, rolling thunder with smooth, balanced midrange presence.
DSGNMisc_TEXTURE-Thunder Crunch Low_B00M_SHCK.wav	Rough, layered thunder textures with thick, low rumble.
DSGNMisc_TEXTURE-Thunder Mid Range Constant_B00M_SHCK.wav	Continuous, powerful thunder presence with balanced tonal weight.
DSGNMisc_TEXTURE-Thunder Slash_B00M_SHCK.wav	Sharp, cutting motion with a fast, high energy thunderous streak.
DSGNMisc_TEXTURE-Tiny Noise Crystals Constant_B00M_SHCK.wav	Delicate, fine noise textures with bright, shimmering movement.
DSGNMisc_TEXTURE-Tonal Granular Filter Modulation Tail_B00M_SHCK.wav	Evolving, textured motion with shifting tonal and granular layers.
DSGNMisc_TEXTURE-Tonal Spectral Key Rattles_B00M_SHCK.wav	Subtle, resonant spectral rattling with a metallic tonal layer.
DSGNMisc_TEXTURE-Wild Crumble_B00M_SHCK.wav	Chaotic, fragmented movement with rough, crumbling textures.
DSGNWhsh_WHOOSH-Aggressive Filtered Sharp_B00M_SHCK.wav	Fast, sharp whoosh with dynamically filtered motion.
DSGNWhsh_WHOOSH-Air Noise Swipe_B00M_SHCK.wav	Smooth, flowing whoosh with soft air movement.
DSGNWhsh_WHOOSH-Air Swipe Fast_B00M_SHCK.wav	Quick, crisp whoosh with a breezy, lightweight motion.
DSGNWhsh_WHOOSH-Cap Flutter Phasing_B00M_SHCK.wav	Rapid, fluttering whoosh with phased tonal variations.
DSGNWhsh_WHOOSH-Cloth Rustle Basic Long_B00M_SHCK.wav	Extended whoosh with soft, layered fabric rustling.
DSGNWhsh_WHOOSH-Cloth Rustle Basic Short_B00M_SHCK.wav	Brief whoosh with subtle, lightweight fabric movement.
DSGNWhsh_WHOOSH-Crisp Swipe_B00M_SHCK.wav	Sharp whoosh with clean, cutting definition.

FILENAME	DESCRIPTION
DSGNWhsh_WHOOSH-Crumble Texture Fast_B00M_SHCK.wav	Rapid, gritty whoosh with a dry, crumbling presence.
DSGNWhsh_WHOOSH-Crumble Texture Slow_B00M_SHCK.wav	Gradual whoosh with fragmented motion and a coarse texture.
DSGNWhsh_WHOOSH-Crunch By_B00M_SHCK.wav	Rough whoosh with a textured, organic crunch.
DSGNWhsh_WHOOSH-Crunch Distorted Air Fast_B00M_SHCK.wav	Harsh whoosh with turbulent, distorted air movement.
DSGNWhsh_WHOOSH-Crunch Fire By_B00M_SHCK.wav	Flamed whoosh with aggressive, fiery crackling textures.
DSGNWhsh_WHOOSH-Crunchy Rock Texture_B00M_SHCK.wav	Jagged whoosh with rough, rocky textures.
DSGNWhsh_WHOOSH-Distorted Flyby Fast_B00M_SHCK.wav	High speed whoosh with deep, overdriven resonance.
DSGNWhsh_WHOOSH-Distorted Flyby Long_B00M_SHCK.wav	Prolonged whoosh with intense, thick distortion.
DSGNWhsh_WHOOSH-Distorted Texture Fast_B00M_SHCK.wav	Quick whoosh with a harsh, grainy distortion.
DSGNWhsh_WHOOSH-Doubled Pass By_B00M_SHCK.wav	Layered whoosh with two distinct, overlapping passes.
DSGNWhsh_WHOOSH-Fabric Flutter_B00M_SHCK.wav	Light whoosh with oscillating, flowing textile movement.
DSGNWhsh_WHOOSH-Fast Fire Noise Swish_B00M_SHCK.wav	Rapid whoosh with sizzling, fiery motion.
DSGNWhsh_WHOOSH-Fast Manipulation Double Layer_B00M_SHCK.wav	Quick whoosh with layered shifts and controlled dynamics.
DSGNWhsh_WHOOSH-Fast Swipe Wide_B00M_SHCK.wav	Expansive whoosh with high speed, sweeping coverage.
DSGNWhsh_WHOOSH-Generic Fast_B00M_SHCK.wav	Standard whoosh with a balanced, rapid motion.
DSGNWhsh_WHOOSH-Generic Slow_B00M_SHCK.wav	Smooth whoosh with gradual, steady movement.
DSGNWhsh_WHOOSH-Granular Complex_B00M_SHCK.wav	Textured whoosh with evolving, layered granular motion.
DSGNWhsh_WHOOSH-Granular Texture_B00M_SHCK.wav	Dynamic whoosh with fine grained, shifting textures.
DSGNWhsh_WHOOSH-Gritty Drag_B00M_SHCK.wav	Rough whoosh with a coarse, dragged texture.
DSGNWhsh_WHOOSH-Gritty Flutter Pass By_B00M_SHCK.wav	Rapid whoosh with a rough, quivering texture.
DSGNWhsh_WHOOSH-Gritty Noise By Fluttered_B00M_SHCK.wav	Harsh whoosh with chaotic, quivering noise layers.
DSGNWhsh_WHOOSH-Gritty Noise Distorted_B00M_SHCK.wav	Dense whoosh with turbulent, rough distortion.
DSGNWhsh_WHOOSH-Heavy Cloth By_B00M_SHCK.wav	Thick whoosh with deep, flowing fabric textures.
DSGNWhsh_WHOOSH-Incoming speed_B00M_SHCK.wav	Accelerating whoosh with intensifying forward movement.
DSGNWhsh_WHOOSH-Jet Flyby Fast Beefy_B00M_SHCK.wav	Powerful whoosh with a deep, roaring aerial pass.
DSGNWhsh_WHOOSH-Jet Flyby Fast_B00M_SHCK.wav	High velocity whoosh with smooth, aerodynamic motion.
DSGNWhsh_WHOOSH-Jet Flyby Fiery_B00M_SHCK.wav	Blazing whoosh with intense, burning resonance.
DSGNWhsh_WHOOSH-Liquid By Aggressive_B00M_SHCK.wav	Forceful whoosh with heavy, splashing liquid motion.
DSGNWhsh_WHOOSH-Low End Beefy Filter Modulation_B00M_SHCK.wav	Thick whoosh with deep, resonant filtering.
DSGNWhsh_WHOOSH-Low Muffled Cloth Disappear Slow_B00M_SHCK.wav	Soft whoosh with muted, fabric like fading motion.
DSGNWhsh_WHOOSH-Low Muffled Distorted_B00M_SHCK.wav	Deep whoosh with compressed, rumbling distortion.
DSGNWhsh_WHOOSH-Low Muffled Dive_B00M_SHCK.wav	Smooth whoosh with descending, soft low end textures.
DSGNWhsh_WHOOSH-Low Muffled Short_B00M_SHCK.wav	Quick whoosh with a subtle, dampened motion.

FILENAME	DESCRIPTION
DSGNWhsh_WHOOSH-Noise Filtered_B00M_SHCK.wav	Soft whoosh with controlled, dynamically shaped noise.
DSGNWhsh_WHOOSH-Noisey Slap By_B00M_SHCK.wav	Rough whoosh with a snappy, aggressive motion.
DSGNWhsh_WHOOSH-Noisey Pass Bys_B00M_SHCK.wav	Harsh whoosh with fluctuating noisy textures.
DSGNWhsh_WHOOSH-Organic Bump_B00M_SHCK.wav	Natural whoosh with a rounded, organic texture.
DSGNWhsh_WHOOSH-Organic Phasey Swish_B00M_SHCK.wav	Smooth, organic whoosh with phased, shifting textures.
DSGNWhsh_WHOOSH-Organic Texture Complex_B00M_SHCK.wav	Layered, organic whoosh with rich, evolving textures.
DSGNWhsh_WHOOSH-Organic Texture Fast_B00M_SHCK.wav	Rapid, organic whoosh with fluid, textured motion.
DSGNWhsh_WHOOSH-Organic Texture Flutter Fast_B00M_SHCK.wav	Fast, quivering whoosh with a natural, organic movement.
DSGNWhsh_WHOOSH-Organic Texture Flutter Long_B00M_SHCK.wav	Extended, quivering whoosh with soft, flowing textures.
DSGNWhsh_WHOOSH-Organic Texture Flutter Slow_B00M_SHCK.wav	Slow, quivering whoosh with natural, organic textures.
DSGNWhsh_WHOOSH-Organic Texture Slow_B00M_SHCK.wav	Gradual, organic whoosh with a smooth, flowing presence.
DSGNWhsh_WHOOSH-Organic Texture_B00M_SHCK.wav	Natural, textured whoosh with soft, organic movement.
DSGNWhsh_WHOOSH-Paper Crumble_B00M_SHCK.wav	Soft, papery whoosh with crumbling, delicate textures.
DSGNWhsh_WHOOSH-Phasemod Noise_B00M_SHCK.wav	Modulated whoosh with fluctuating, phased noise.
DSGNWhsh_WHOOSH-Phasing Noise_B00M_SHCK.wav	Sweeping whoosh with shifting, phasing noise textures.
DSGNWhsh_WHOOSH-Processed Cardboard Brush Pass By_B00M_SHCK.wav	Soft, processed whoosh with a brushed, cardboard texture.
DSGNWhsh_WHOOSH-Processed Cloth By_B00M_SHCK.wav	Light, cloth based whoosh with a processed, smooth texture.
DSGNWhsh_WHOOSH-Processed Paper Bys_B00M_SHCK.wav	Gentle, papery whoosh with a crisp, processed character.
DSGNWhsh_WHOOSH-Short Fast Distorted_B00M_SHCK.wav	Quick, intense whoosh with rough, distorted textures.
DSGNWhsh_WHOOSH-Slow Grit By_B00M_SHCK.wav	Heavy, slow whoosh with deep, gritty textures.
DSGNWhsh_WHOOSH-Slow Tonal Organic_B00M_SHCK.wav	Gradual, tonal whoosh with warm, organic textures.
DSGNWhsh_WHOOSH-Soft Noise_B00M_SHCK.wav	Light, airy whoosh with subtle, delicate noise layers.
DSGNWhsh_WHOOSH-Soft Papery Slow_B00M_SHCK.wav	Smooth, papery whoosh with slow, flowing textures.
DSGNWhsh_WHOOSH-Speedy Tonal_B00M_SHCK.wav	Fast moving whoosh with bright, tonal accents.
DSGNWhsh_WHOOSH-Super Tonal Movement Dynamic_B00M_SHCK.wav	Vibrant, dynamic whoosh with shifting tonal textures.
DSGNWhsh_WHOOSH-Surface Drag High Freq Detail_B00M_SHCK.wav	Sharp whoosh with scraping textures and high details.
DSGNWhsh_WHOOSH-Swirl Storm_B00M_SHCK.wav	Rotating, turbulent whoosh with storm like intensity.
DSGNWhsh_WHOOSH-Texture Gritty Filter Fast_B00M_SHCK.wav	Rapid, filtered whoosh with rough, gritty motion.
DSGNWhsh_WHOOSH-Thick Filter_B00M_SHCK.wav	Dense whoosh with deep, dynamically filtered layers.
DSGNWhsh_WHOOSH-Thunder Echo Texture Fast_B00M_SHCK.wav	Rapid, echoing whoosh with a thunderous, textured presence.
DSGNWhsh_WHOOSH-Thunder Echo Texture Slow_B00M_SHCK.wav	Slow, rolling whoosh with deep, thunderous textures.
DSGNWhsh_WHOOSH-Tonal Airy_B00M_SHCK.wav	Soft, smooth whoosh with light, tonal airflow.
DSGNWhsh_WHOOSH-Tonal By Move_B00M_SHCK.wav	Fluid, tonal whoosh with soft, transitioning movement.

FILENAME	DESCRIPTION
DSGNWhsh_WHOOSH-Tonal Distant Denoiser_B00M_SHCK.wav	Subtle, distant whoosh with a smooth, denoised character.
DSGNWhsh_WHOOSH-Tonal Energy Move_B00M_SHCK.wav	Active, tonal whoosh with shifting, energetic motion.
DSGNWhsh_WHOOSH-Tonal Fast By_B00M_SHCK.wav	Swift, tonal whoosh with sharp, dynamic motion.
DSGNWhsh_WHOOSH-Tonal Fast Metal_B00M_SHCK.wav	Bright, metallic whoosh with a fast, ringing presence.
DSGNWhsh_WHOOSH-Tonal Flurry_B00M_SHCK.wav	Rapid, scattered whoosh with light, tonal bursts.
DSGNWhsh_WHOOSH-Tonal Flutter By_B00M_SHCK.wav	Soft, fluttering whoosh with tonal movement.
DSGNWhsh_WHOOSH-Tonal High Chunk Zap_B00M_SHCK.wav	Sharp, zapping whoosh with a chunky tonal attack.
DSGNWhsh_WHOOSH-Tonal High Freq Snap_B00M_SHCK.wav	Thin, bright whoosh with high frequency transient motion.
DSGNWhsh_WHOOSH-Tonal High Medium_B00M_SHCK.wav	Resonant whoosh with balanced, mid to high tonal textures.
DSGNWhsh_WHOOSH-Tonal Noise Tail Pass By_B00M_SHCK.wav	Fading whoosh with a smooth, tonal noise tail.
DSGNWhsh_WHOOSH-Tonal Noise_B00M_SHCK.wav	Airy, tonal whoosh with softly layered noise textures.
DSGNWhsh_WHOOSH-Tonal Scrape_B00M_SHCK.wav	Sharp, textured whoosh with metallic scraping qualities.
DSGNWhsh_WHOOSH-Tonal Short Lead In_B00M_SHCK.wav	Brief, tonal whoosh with a soft, leading motion.
DSGNWhsh_WHOOSH-Tonal Snap_B00M_SHCK.wav	Quick, punchy whoosh with sharp tonal clarity.
DSGNWhsh_WHOOSH-Tonal Subtle Low_B00M_SHCK.wav	Soft, deep whoosh with a warm, low presence.
DSGNWhsh_WHOOSH-Tonal Whining Incoming_B00M_SHCK.wav	High pitched, tonal whoosh with an incoming, whining effect.
DSGNWhsh_WHOOSH-Transient Spitter Soft_B00M_SHCK.wav	Delicate, transient whoosh with light, spitting textures.
DSGNWhsh_WHOOSH-Violin Bow Jet Flyby_B00M_SHCK.wav	Smooth, high pitched whoosh with a bowed, jet like character.
DSGNWhsh_WHOOSH-Vocoded Pass By_B00M_SHCK.wav	Processed, vocoded whoosh with artificial tonal shifts.
DSGNWhsh_WHOOSH-Whispy Speed Fast_B00M_SHCK.wav	Light, airy whoosh with fast, flowing motion.
DSGNWhsh_WHOOSH-Whispy Speed Long_B00M_SHCK.wav	Extended, delicate whoosh with soft, wispy textures.
DSGNWhsh_WHOOSH-Whispy Speed Short_B00M_SHCK.wav	Light, airy whoosh with a quick, fleeting motion.
DSGNWhsh_WHOOSH-Whispy Speed_B00M_SHCK.wav	Soft, delicate whoosh with smooth, flowing speed.
DSGNWhsh_WHOOSH-Wind Generic Long_B00M_SHCK.wav	Continuous, smooth whoosh with steady wind motion.
DSGNWhsh_WHOOSH-Wind Generic Short_B00M_SHCK.wav	Quick, steady whoosh with gentle wind textures.
DSGNWhsh_WHOOSH-Wind Generic Take Off_B00M_SHCK.wav	Rising, airy whoosh with a building, wind like motion.
DSGNWhsh_ZAP-Aggressive Filter Blast_B00M_SHCK.wav	Intense, high energy zap with a dynamically filtered burst.
DSGNWhsh_ZAP-Air Razor_B00M_SHCK.wav	Sharp, slicing zap with a clean, airy texture.
DSGNWhsh_ZAP-Bounce Hit_B00M_SHCK.wav	Quick, punchy zap with a bouncing, elastic character.
DSGNWhsh_ZAP-Cloth Distorted Filter_B00M_SHCK.wav	Soft, fabric based zap with rough, distorted textures.
DSGNWhsh_ZAP-Cloth Flange Mid_B00M_SHCK.wav	Resonant, fabric zap with a modulated, flanged tone.
DSGNWhsh_ZAP-Cloth Flaps_B00M_SHCK.wav	Light, fluttering zap with soft fabric movement.
DSGNWhsh_ZAP-Cloth Gritty_B00M_SHCK.wav	Rough, textured zap with coarse fabric elements.

FILENAME	DESCRIPTION
DSGNWhsh_ZAP-Cloth Tight Muffled_B00M_SHCK.wav	Compact, dampened zap with a tight, controlled texture.
DSGNWhsh_ZAP-Cloth Tight_B00M_SHCK.wav	Short, clean zap with a restrained, fabric like movement.
DSGNWhsh_ZAP-Crazy Tonal Move_B00M_SHCK.wav	Dynamic, unpredictable zap with shifting tonal elements.
DSGNWhsh_ZAP-Crispy Bite_B00M_SHCK.wav	Sharp, high frequency zap with a crisp, biting transient.
DSGNWhsh_ZAP-Crunchy Punch_B00M_SHCK.wav	Thick, forceful zap with a gritty, punchy impact.
DSGNWhsh_ZAP-Cutting Through Air_B00M_SHCK.wav	Smooth, slicing zap with aerodynamic precision.
DSGNWhsh_ZAP-Doppler Laser By_B00M_SHCK.wav	High speed zap with a tonal doppler shift effect.
DSGNWhsh_ZAP-Electric Hit_B00M_SHCK.wav	Sharp, electrified zap with a high voltage transient.
DSGNWhsh_ZAP-Filter Fast Snap_B00M_SHCK.wav	Quick, filtered zap with a tight, snapping motion.
DSGNWhsh_ZAP-Flutter Incoming_B00M_SHCK.wav	Rapid, flickering zap with a fast, approaching motion.
DSGNWhsh_ZAP-Generic Shard_B00M_SHCK.wav	Bright, sharp zap with a fragmented, crystalline tone.
DSGNWhsh_ZAP-Generic Wind Cut_B00M_SHCK.wav	Smooth, clean zap with a controlled wind slicing texture.
DSGNWhsh_ZAP-Gritty Protons_B00M_SHCK.wav	Rough, textured zap with raw, charged particle movement.
DSGNWhsh_ZAP-High Whip_B00M_SHCK.wav	Fast, high pitched zap with a sharp, whiplike motion.
DSGNWhsh_ZAP-Incoming Shot_B00M_SHCK.wav	Fast, high energy zap with an approaching trajectory.
DSGNWhsh_ZAP-Liquid Bump_B00M_SHCK.wav	Wet, fluid zap with a subtle, rounded impact.
DSGNWhsh_ZAP-Liquid Zappy_B00M_SHCK.wav	Electric zap with dynamic, fluid textures.
DSGNWhsh_ZAP-Noise Pitch Mod_B00M_SHCK.wav	Unstable, fluctuating zap with shifting pitch modulation.
DSGNWhsh_ZAP-Nylon Drag Filtered_B00M_SHCK.wav	Soft, smooth zap with a dragging, synthetic texture.
DSGNWhsh_ZAP-Nylon Impacts Filtered_B00M_SHCK.wav	Lightweight, controlled zap with filtered nylon textures.
DSGNWhsh_ZAP-Organic By Fast_B00M_SHCK.wav	Swift, natural zap with an organic, textured pass.
DSGNWhsh_ZAP-Organic By Slow_B00M_SHCK.wav	Gradual, flowing zap with a smooth organic transition.
DSGNWhsh_ZAP-Phasey Organic By Aggressive_B00M_SHCK.wav	Intense, shifting zap with a resonant, phasing texture.
DSGNWhsh_ZAP-Phasey Organic By_B00M_SHCK.wav	Pulsing, organic zap with deep, phase-modulated movement.
DSGNWhsh_ZAP-Phasey Organic Movement_B00M_SHCK.wav	Dynamic, evolving zap with shifting, organic textures.
DSGNWhsh_ZAP-Phasey Organic Trail_B00M_SHCK.wav	Flowing, organic zap with a soft, phasing tail.
DSGNWhsh_ZAP-Quick Tonal Blast_B00M_SHCK.wav	Short, powerful zap with a bright, tonal burst.
DSGNWhsh_ZAP-Rock Rumble_B00M_SHCK.wav	Deep, gritty zap with layered rock like textures.
DSGNWhsh_ZAP-Scifi Hit_B00M_SHCK.wav	Futuristic, high tech zap with sharp, synthetic tones.
DSGNWhsh_ZAP-Short Beefy Low End_B00M_SHCK.wav	Thick, compact zap with a deep, powerful low end.
DSGNWhsh_ZAP-Short Fast Muffled Filter_B00M_SHCK.wav	Quick, subdued zap with soft, filtered textures.
DSGNWhsh_ZAP-Tonal Cut_B00M_SHCK.wav	Sharp, focused zap with a clean, tonal slice.
DSGNWhsh_ZAP-Tonal Electric Bubbles_B00M_SHCK.wav	Soft, popping zap with electrified, tonal bubbling.

# SUPERHEROES

S P E E D & S T R E N G T H

FILENAME	DESCRIPTION
DSGNWhsh_ZAP-Tonal High Freq Fluid Glass_B00M_SHCK.wav	Smooth, glassy zap with fluid, high frequency resonance.
DSGNWhsh_ZAP-Tonal High Freq Zip_B00M_SHCK.wav	Rapid, whizzing zap with thin, high frequency textures.
DSGNWhsh_ZAP-Tonal High Sharp Glass_B00M_SHCK.wav	Bright, shimmering zap with sharp, glass like tonality.
DSGNWhsh_ZAP-Tonal Pitch Rising_B00M_SHCK.wav	Ascending zap with a gradually rising tonal shift.
DSGNWhsh_ZAP-Tonal Ringmod_B00M_SHCK.wav	Warbling, processed zap with modulating ring modulation.
DSGNWhsh_ZAP-Tonal Shard_B00M_SHCK.wav	Piercing, high pitched zap with a brittle, tonal character.
DSGNWhsh_ZAP-Tonal Thump_B00M_SHCK.wav	Deep, tonal zap with a rounded, low thump.
DSGNWhsh_ZAP-Vacuum Burst_B00M_SHCK.wav	Expanding, pressurized zap with a rapid air release.
FGHTImpt_FIGHTING PUNCH-Ball Dull_B00M_SHCK.wav	Rounded punch with a muted, dull impact.
FGHTImpt_FIGHTING PUNCH-Ball_B00M_SHCK.wav	Firm, controlled punch with a smooth, rounded impact.
FGHTImpt_FIGHTING PUNCH-Body Hit_B00M_SHCK.wav	Solid, forceful punch with a direct body impact.
FGHTImpt_FIGHTING PUNCH-Boxing Glove On Backpack On	Padded punch with layered, muffled textures.
FGHTImpt_FIGHTING PUNCH-Boxing Glove On Cushion Tent_B00M_SHCK.wav	Light, cushioned punch with a soft, controlled impact.
FGHTImpt_FIGHTING PUNCH-Boxing Glove On Cushion_B00M_SHCK.wav	Smooth, padded punch with gentle, dampened movement.
FGHTImpt_FIGHTING PUNCH-Cardboard Leather Hard Low_B00M_SHCK.wav	Firm, textured punch with a low, leather like snap.
FGHTImpt_FIGHTING PUNCH-Cardboard Leather Hard_B00M_SHCK.wav	Sharp, tight punch with a strong, cardboard leather impact.
FGHTImpt_FIGHTING PUNCH-Cardboard Slap_B00M_SHCK.wav	Light, fast punch with a crisp, cardboard snap.
FGHTImpt_FIGHTING PUNCH-Cloth Impact Soft_B00M_SHCK.wav	Subtle, fabric based punch with a soft, muted hit.
FGHTImpt_FIGHTING PUNCH-Cloth Impact Whoosh In_B00M_SHCK.wav	Smooth, cloth like punch with a quick, trailing whoosh.
FGHTImpt_FIGHTING PUNCH-Cloth Slam_B00M_SHCK.wav	Heavy, dampened punch with a thick, fabric impact.
FGHTImpt_FIGHTING PUNCH-Fist Leathercushion_B00M_SHCK.wav	Tight, controlled punch with a cushioned leather impact.
FGHTImpt_FIGHTING PUNCH-Flat Hand On Leather Cushion_B00M_SHCK.wav	Hand strike with a deep, padded leather slap.
FGHTImpt_FIGHTING PUNCH-Foam Hit_B00M_SHCK.wav	Light, punch with a compressed, foamy texture.
FGHTImpt_FIGHTING PUNCH-Hand On Football_B00M_SHCK.wav	Firm, rounded punch with a slightly rubberized impact.
FGHTImpt_FIGHTING PUNCH-Hand On Leather Backpack_B00M_SHCK.wav	Padded punch with a leather like response.
FGHTImpt_FIGHTING PUNCH-Hand On Suitcase_B00M_SHCK.wav	Controlled, muted punch with a solid, reinforced feel.
FGHTImpt_FIGHTING PUNCH-Hit Slide_B00M_SHCK.wav	Quick, glancing punch with a sliding, frictional texture.
FGHTImpt_FIGHTING PUNCH-Huge Body Cloth Hit_B00M_SHCK.wav	Heavy, dampened body impact with thick fabric movement.
FGHTImpt_FIGHTING PUNCH-Leather Bag On Leather Backpack	Firm, layered slap with a soft leather on leather impact.
FGHTImpt_FIGHTING PUNCH-Leather Bag On Leather Cushion	Muffled, cushioned slap with thick leather textures.
FGHTImpt_FIGHTING PUNCH-Leather Chair_B00M_SHCK.wav	Dense, padded impact with a smooth leather surface.
FGHTImpt_FIGHTING PUNCH-Leather Smack Short_B00M_SHCK.wav	Quick, sharp smack with a crisp leather snap.
FGHTImpt_FIGHTING PUNCH-Leather Smack Soft_B00M_SHCK.wav	Gentle, controlled smack with a subtle leather texture.

# SUPERHEROES

S P E E D & S T R E N G T H

FILENAME	DESCRIPTION
FGHTImpt_FIGHTING PUNCH-Leather Smack Tight_B00M_SHCK.wav	Snappy, precise smack with a compact leather hit.
FGHTImpt_FIGHTING PUNCH-Leather Smack_B00M_SHCK.wav	Strong, direct impact with a rich leather tone.
FGHTImpt_FIGHTING PUNCH-Leather_B00M_SHCK.wav	Clean, balanced punch with warm leather resonance.
FGHTImpt_FIGHTING PUNCH-Metal Box Shake_B00M_SHCK.wav	Loose, rattling impact with metallic textures.
FGHTImpt_FIGHTING PUNCH-Paper Towels_B00M_SHCK.wav	Soft, crumpled impact with a dry, lightweight feel.
FGHTImpt_FIGHTING PUNCH-Pillow Vinyl Flam_B00M_SHCK.wav	Soft, layered impact with a smooth vinyl surface.
FGHTImpt_FIGHTING PUNCH-Raincover Snap_B00M_SHCK.wav	Quick, elastic snap with a waterproof fabric texture.
FGHTImpt_FIGHTING PUNCH-Smashing Basket_B00M_SHCK.wav	Hollow, lightweight impact with a woven texture.
FGHTImpt_FIGHTING PUNCH-Sweetener Carboard Hit_B00M_SHCK.wav	Light, crisp impact with a dry cardboard texture.
FGHTImpt_FIGHTING PUNCH-Sweetener Cardboard Thud_B00M_SHCK.wav	Soft, rounded thud with a compressed cardboard response.
FGHTImpt_FIGHTING PUNCH-Sweetener Clipped Impact_B00M_SHCK.wav	Sharp, truncated impact with a crisp transient.
FGHTImpt_FIGHTING PUNCH-Sweetener Cloth Hit Thick_B00M_SHCK.wav	Dense, fabric heavy hit with a thick, dampened texture.
FGHTImpt_FIGHTING PUNCH-Sweetener Gritty Punch Slam_B00M_SHCK.wav	Rough, forceful punch with textured grit and weight.
FGHTImpt_FIGHTING PUNCH-Sweetener Noise Slap_B00M_SHCK.wav	Sharp, bright slap with high frequency noise layers.
FGHTImpt_FIGHTING PUNCH-Sweetener Paper Crunched_B00M_SHCK.wav	Crinkled, compressed impact with dry paper textures.
FGHTImpt_FIGHTING PUNCH-Sweetener Paper Impact_B00M_SHCK.wav	Light, crisp hit with soft paper textures.
FGHTImpt_FIGHTING PUNCH-Sweetener Paper Transient_B00M_SHCK.wav	Short, snappy impact with a thin paper resonance.
FGHTImpt_FIGHTING PUNCH-Sweetener Transient Hit_B00M_SHCK.wav	Quick, bright punch with a defined transient peak.
FGHTImpt_FIGHTING PUNCH-Sweetener Transient Sharp_B00M_SHCK.wav	Crisp, high pitched impact with a tight, precise snap.
FGHTImpt_FIGHTING PUNCH-Tent On Backpack On Suitcase_B00M_SHCK.wav	Soft, layered hit with fabric and structural elements.
FGHTImpt_FIGHTING PUNCH-Tent On Backpack_B00M_SHCK.wav	Light, fabric heavy impact with a backpack structure.
FGHTImpt_FIGHTING PUNCH-Tent On Cushions_B00M_SHCK.wav	Soft, cushioned hit with flexible, fabric movement.
FGHTImpt_FIGHTING PUNCH-Tent Snap_B00M_SHCK.wav	Quick, tensioned snap with a tight fabric release.
FGHTMisc_FIGHTING WHOOSH-Bamboo Stick Fast_B00M_SHCK.wav	Swift, sharp whoosh with a clean, bamboo like snap.
FGHTMisc_FIGHTING WHOOSH-Cloth Hard_B00M_SHCK.wav	Fast, textured whoosh with a thick, fabric movement.
FGHTMisc_FIGHTING WHOOSH-Cotton Bright_B00M_SHCK.wav	Light, airy whoosh with a soft, cotton like texture.
FGHTMisc_FIGHTING WHOOSH-Cotton Low Pass_B00M_SHCK.wav	Smooth, filtered whoosh with a soft, cotton resonance.
FGHTMisc_FIGHTING WHOOSH-Cotton_B00M_SHCK.wav	Soft, breezy whoosh with gentle, flowing cotton motion.
FGHTMisc_FIGHTING WHOOSH-Hose Pipe Low Short_B00M_SHCK.wav	Deep, resonant whoosh with a hollow, pipe like texture.
FGHTMisc_FIGHTING WHOOSH-Hose Pipe Short_B00M_SHCK.wav	Short, tight whoosh with a flexible, hollow quality.
FGHTMisc_FIGHTING WHOOSH-Hose Swirl Multiple_B00M_SHCK.wav	Layered, swirling whoosh with multiple overlapping motions.
FGHTMisc_FIGHTING WHOOSH-Hose Swirl_B00M_SHCK.wav	Continuous, spiraling whoosh with a flexible, swirling motion.
FGHTMisc_FIGHTING WHOOSH-Leather Beefy_B00M_SHCK.wav	Thick, weighted whoosh with dense, leather textures.

# SUPERHEROES

S P E E D & S T R E N G T H

FILENAME	DESCRIPTION
FGHTMisc_FIGHTING WHOOSH-Leather_B00M_SHCK.wav	Deep, rich whoosh with warm, organic leather tones.
FGHTMisc_FIGHTING WHOOSH-Linen_B00M_SHCK.wav	Soft, flowing whoosh with a delicate linen texture.
FGHTMisc_FIGHTING WHOOSH-Metal Rod Low Medium_B00M_SHCK.wav	Weighted, metallic whoosh with a balanced, mid and low tone.
FGHTMisc_FIGHTING WHOOSH-Plastic Tube Small Fast_B00M_SHCK.wav	Quick, sharp whoosh with a smooth, plastic resonance.
FGHTMisc_FIGHTING WHOOSH-Rope Swipe Fast_B00M_SHCK.wav	Fast, whoosh with a tight, rope like snap.
FGHTMisc_FIGHTING WHOOSH-Rope Swirl_B00M_SHCK.wav	Smooth, spiraling whoosh with flexible, rope like movement.
FGHTMisc_FIGHTING WHOOSH-Rope Whip_B00M_SHCK.wav	Sharp, whipping whoosh with a flexible, dynamic crack.
FGHTMisc_FIGHTING WHOOSH-Sewer Pipe Short_B00M_SHCK.wav	Hollow, resonant whoosh with a short, deep tone.
FGHTMisc_FIGHTING WHOOSH-Stick Beefy_B00M_SHCK.wav	Thick, powerful whoosh with a strong, wooden presence.
FGHTMisc_FIGHTING WHOOSH-Vent Pipe Short_B00M_SHCK.wav	Compact, low toned whoosh with a resonant metal ring.
FGHTMisc_FIGHTING WHOOSH-Very Fast Organic Whip_B00M_SHCK.wav	Rapid, aggressive whoosh with a natural, snapping motion.
FGHTMisc_FIGHTING WHOOSH-Wastewater Pipe Short_B00M_SHCK.wav	Deep, hollow whoosh with a low, resonant tone.
FGHTMisc_FIGHTING WHOOSH-Wheel Rim Short_B00M_SHCK.wav	Quick, metallic whoosh with a sharp, ringing quality.
FGHTMisc_FIGHTING WHOOSH-Wiring Duct_B00M_SHCK.wav	Thin, resonant whoosh with a high frequency metallic hum.
FGHTMisc_FIGHTING WHOOSH-Wood Stick Short_B00M_SHCK.wav	Crisp, short whoosh with a solid, wooden texture.
WINDDsgn_AIR-Flying Fast Constant_B00M_SHCK.wav	Steady, high speed airflow with a continuous, rushing motion.
WINDDsgn_AIR-Flying Wind High Resonant_B00M_SHCK.wav	Sharp, whistling wind with a strong, resonant tone.
WINDDsgn_AIR-Flying Wind Low Constant_B00M_SHCK.wav	Smooth, low wind with a steady, flowing presence.
WINDDsgn_AIR-Flying Wind Low Distant Constant_B00M_SHCK.wav	Soft, deep wind with a distant, atmospheric tone.
WINDDsgn_AIR-Flying Wind Low_B00M_SHCK.wav	Subtle, low wind with airy movement.
WINDDsgn_AIR-Flying Wind_B00M_SHCK.wav	Light, natural wind with a smooth, flowing motion.
WINDDsgn_AIR-Heavy Rain Constant_B00M_SHCK.wav	Continuous, dense rainfall with a steady, drenching presence.
WINDDsgn_AIR-Heavy Storm Constant_B00M_SHCK.wav	Intense, turbulent wind with a thick, stormy texture.
WINDDsgn_AIR-Heavy Wind Distorted_B00M_SHCK.wav	Strong, forceful wind with rough, overdriven textures.
WINDDsgn_AIR-Heavy Wind Gusts Low_B00M_SHCK.wav	Deep, powerful wind gusts with a rich, low presence.
WINDDsgn_AIR-Noise Tonal Move Slow Constant_B00M_SHCK.wav	Smooth, tonal wind with a gradual, evolving movement.
WINDDsgn_AIR-Wind Filter Movement_B00M_SHCK.wav	Dynamic, shifting wind with layered, filtered textures.
WINDDsgn_AIR-Wind Resonant Fast Gusts_B00M_SHCK.wav	Rapid, resonant wind with sharp, passing gusts.
WINDDsgn_AIR-Wind Resonant Steady_B00M_SHCK.wav	Continuous, humming wind with a strong, resonant tone.
WINDDsgn_AIR-Wind Tonal Flutter_B00M_SHCK.wav	Soft, quivering wind with delicate, tonal textures.
WINDDsgn_AIR-Wind Tonal Howl_B00M_SHCK.wav	Deep, eerie wind with a distant, tonal wailing.