



Hands of War

~Invasion of the Void~

Game Design Document

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I. Overview

Hands of War 4: Invasion of the Void is a 3D, single-player, action/RPG set in the world of Tempor just after the events in Hands of War 3: Champions of Tempor. As in previous Hands of War games, players will select one of three classes (Warrior, Wizard, or Ranger) at the start of the game, and will be thrust into a world in the heat of a civil war. Hands of War 4: Invasion of the Void features an engaging storyline complete with twists, surprises, and revelations, three brand new factions and their champions – each with their own stories and motives, and brand new combat mechanics, abilities, and talents that allows for nearly endless customization!

II. Background/Bridge Story

Intro Story on YouTube (audio only) – https://www.youtube.com/watch?v=sODIxf3FK_A

In a world divided into factions, separated by beliefs and principles, war and conquest is often the means by which a group provides credibility for their cause. The nation of Tempor is no exception. In addition to separate groups of conflicting factions all struggling for martial or political supremacy, Tempor was also home to the world's most power-enhancing artifact – The Heartstone. The lure of its power combined with the political and social unrest created by the factions plunge the Temporian society into war after war.

Following a second civil war between the two political factions of the time, a crippled Tempor faced foreign invaders aiming to capture the Heartstone and conquer their fertile land. Only the courage and leadership of Triton Steel wielding The Heartstone proved enough to push back the enemy. The Temporian citizens rallied around their military hero and gladly agreed to unite into a single political faction with the goal of rebuilding and uniting their nation. As Triton tried to forge alliances between the remaining factions of the world, the Heartstone's power mysteriously faded. While each faction held different theories, all recognized the artifact's importance for their safety and agreed that the nation's primary task was to discover how to restore its power.

From each of the factions, a single champion was brought forth to form a group tasked with the restoration of the Heartstone. As the champions of Tempor set out on their quest, they discovered that their ancient artifact was not the only one of its kind. Beldon Ax, a new champion representing a distant faction known as the Shadow Runners, emerged with what he called The Mindstone. The champions also discovered a third stone – known as The Soulstone – hidden deep inside a forgotten tower on the plains of Tempor.

When the existence of the stones became known, Triton Steel's Alliance and Beldon Ax's Shadow Runners fought to possess the three in an effort to secure their dominance in the world. On their quest to secure power in Tempor, the Champions learned that the stones of power were originally discovered in the aftermath of a meteor shower hundreds of years ago.

Once the champions finally managed to gather all three stones, they realized that they had been deceived. It was by no accident that the stones came to Tempor all those years ago. Counting on man's greed for power, a conquering faction known as the Voidbringers sent the stones out to crash into a distant world. And when the champions of Tempor united the three stones, a gateway between the two lands was opened.

Though the champions were able to defeat the beast that emerged from the gateway, the peace and celebration that followed turned out to be the calm before the storm. Soon after, gateways began to open all across Tempor, for the beast that first emerged was nothing more than the herald for the coming invasion.

As the Voidbringers flooded into Tempor, the champions split up to defend different areas that were under duress. But Aryn Gardius, Malistar Thorn, and Serene Cole, the champions of the martial factions, the individually possessors the stones of power, mysteriously turned on their brethren and assisted the Voidbringers in their invasion.

As the Temporians struggle to fight back the Voidbringers, it is apparent that without leadership their efforts are futile. Will a new hero arise to save Tempor from this enemy, or will a new truth be uncovered that casts these so called invaders in a new light?

III. Factions & Champions

There are a total of seven factions in Hands of War 4: Invasion of the Void, divided into three categories. The main conflict takes place between the political factions: The Alliance and The Voidbringers. The secondary conflict takes place between the martial factions: The Blademasters, Warders, Magicians, and The Glorious Legion. The seventh faction – The Keepers of the Red Sand – will be in a category of its own, and will be independent from the conflicts of the other factions. As in previous games, each faction will have its own Champion.

Alliance



Voidbringers



vs

Blademasters



vs

Warders



vs

Magicians



vs

Glorious Legion



Keepers of the Red Sand



The Alliance

Faction Description

The Alliance is the governing body and military force of Tempor. Long ago formed out of desperation from the remnants of two warring factions, the Alliance upholds the tenants of justice, equality, and peace -- and are not afraid to do what is necessary to maintain them within their borders. Temporian citizens look to the Alliance for protection from bandits, foreign invaders, or other lawbreakers.

Champion

Triton Steel, the Guardian of Tempor
Warrior, Paladin specialization

Champion Background Story

Large build with brown hair and brown eyes, Triton towers over most men. Growing up as the son of a high-ranking member of the Guardians, Triton is no stranger to war. During the defense of Tempor, he held an entire valley against invaders by himself, earning a reputation of being impossible to kill. Triton is the epitome of what the Alliance stands for.



The Voidbringers

Faction Description

Stoic and disciplined with an unquenchable desire for conquest, the Voidbringers arrived on Tempor through mysterious gateways and immediately began seizing control of vital territories. While little is known about their history or driving principles, they appear to be interested in Tempor's rich natural resources and will fight only when opposed. The appearance of the gateways so soon after the Faction Champions unified the Stones of Power indicates that the Voidbringers are somehow linked to origin of the stones.

Champion

Galvanix Soul, the Hand of the Void
Warrior, Dread Knight specialization

Champion Background Story

Black hair with black eyes and a towering frame, Galvanix Soul is the epitome of the Voidbringer ideal. Emotionless, merciless, and relentless, Galvanix learned leadership and the Way of the Void from his father and previous Voidbringer champion Esserix Soul. As a youth, Galvanix excelled in every form of melee combat and military tactics, and on the evening of his 16th birthday, the war bells rang to assemble the Voidbringers for invasion. Galvanix, eager to prove his worth, pleaded with and convinced his father to allow him to come. Encountering a devastating military force, many of the Voidbringer commanders - including Esserix - suffered grave wounds and were unable to continue fighting. Galvanix, who was ordered to observe from the rear guard, could remain idle no longer and drew his sword in a charge. In a beautiful display of blood and death, Galvanix laid waste to the enemy lines and single-handedly won the day for the Voidbringers. In the aftermath of the battle, Galvanix received a parley request from



the enemy leader. It was in this meeting that Galvanix first met Sakana Bain and accepted her army's surrender in exchange for their service in future invasions. Galvanix returned home a hero and retained his assumed leadership position as his father proudly abdicated to his son. Seven years later, when the war bells rang again, Galvanix assembled his army and set his eyes on Tempor.

The Warders

Faction Description

Ancient and extensively trained in the arts of archery and tracking, the Warders are the finest rangers in Tempor, and revile all other savage or magical weapons of war. Following the discovery of the three Stones of Power, the Warder Champion, Aryn Gardius, was charged with the possession and protection of the Soulstone.

Champion

Aryn Gardius, the Sylvan Spirit
Ranger, Beastmaster specialization

Champion Background Story

Tall and slender with light brown hair and brown eyes. Aryn is the daughter of Brin Gardius and is now a high-ranking member of the Warders faction. Following her father's death at the climax of Tempor's second civil war, Aryn disappeared into the forest and was not seen for months. She later emerged at the head of a large Warder battalion to join in the defense of Tempor against the mysterious invaders. Though she is a fierce fighter and will do so when necessary, she prefers the more peaceful and pensive ways of the Warders.



The Blademasters

Faction Description

Known for their strict discipline and skill with a sword, the Blademasters is an ancient faction of elite warriors with an intense disdain for anyone who lacks the courage to fight face-to-face. Following the discovery of the three Stones of Power, the Blademaster Champion, Malistar Thorn, was charged with the possession and protection of the Heartstone.

Champion

Malistar Thorn, the Sword of Blood
Warrior, Berserker specialization

Champion Background Story

Large and muscular with flowing black hair and yellow eyes, Malistar is considered to be the largest and strongest man in Tempor. As a child, he trained at the Guardian's academy with Triton Steel before being expelled for accidentally killing one of his trainers during a sparring session. He was soon recruited by the Blademaster where he learned to control his power. Rising quickly through their ranks, Malistar adopted the Blademaster's disdain for the less honorable ways of combat that the Warders and Magicians employ. Though they share different views on many things, Malistar was one of the first Temporians to answer Triton's request for aid when the invasion began.



The Magicians

Faction Description

An ancient and arrogant group of Tempor's best wizards, the Magicians hold the secrets to the most powerful magic and regard those who lack the skill to wield magic as beneath them. Following the discovery of the three Stones of Power, the Magician Champion, Serene Cole, was charged with the possession and protection of the Mindstone.

Champion

Serene Cole, the Arcane Maven
Wizard, Arcane specialization

Champion Background Story

Tall and slender with blonde hair and blue eyes. Serene's beauty is legendary and second only to her skill with magic. Born to a common family, her unusual affinity for the arcane arts attracted the attention of the Magicians who quickly recruited her into their ranks. Feeling at home among fellow magic-users, Serene grew into one of the most powerful wizards in Tempor and played several key roles in the defense of Tempor during the invasion. Her beauty and skill combined with the Magician's teachings of arcane supremacy led Serene to be slow to respect others. Though she is not as arrogant as some members of the Magicians, Serene does not tolerate incompetence and has little patience for those who have not demonstrated their worth.



The Glorious Legion

Faction Description

Once the defenders of a proud nation many shores away from Tempor, the Glorious Legion is a group of highly skilled and dedicated Rangers, Wizards, and Warriors. Their ability to synergize the melee, magical, and ranged aspects of military combat granted them centuries of peaceful prosperity. Despite their renowned ability to defend their homeland, when the Voidbringers invaded, the Glorious Legion was no match. Facing the impending destruction of defeat, the Legion pledged their swords, bows, and wands to the will of the Void in exchange for their lives. It was a credit to the Legion's combat effectiveness that the Voidbringers allowed the faction to remain intact rather than enlisting their members into their ranks.



Though the factions remain separate, the Legion assists the Voidbringers in their invasions and remains subservient to them. After years of close proximity, the Legion began to combine some of the Void's darker approaches to magic and combat with their own more traditional style. This produced a dangerously effective set of skills and fueled the Legion to promote this new martial style in an effort to recruit new members. When the Glorious Legion came with the Voidbringers to Tempor, the existing martial factions (Blademasters, Magicians, Warders) took great offense to not only the invasion of their homeland, but also the promotion of this new, darker form of combat. As the Alliance and Voidbringers wage their war, the Legion and martial factions of Tempor battle for the service of the land's Warriors, Wizards, and Rangers.

Champion

Sakana Bain, the Maiden of Mist

Warrior, Rogue specialization

Champion Background Story

Dark black hair with misty violet eyes and a petite frame, Sakana Bain and her younger sister Thalix grew up homeless and starving in the back alleys of a distant city in a land far away from Tempor. Made orphans and destitute by the sudden and mysterious disappearance of their parents, Sakana and her sister learned to fight, steal, and deceive in order to survive. When the Voidbringers invaded her homeland, Sakana saw it as an opportunity for her and her sister to escape their fate and attempt to discover what happened to their parents. In a daring move, she disguised herself as the king's wife and set up a secret meeting with the leader of the Glorious Legion - the military faction responsible for defending her homeland.

Sakana implored the Legion's champion to join with the Voidbringers instead of fighting a hopeless battle. She refused, and Sakana took matters into her own hands, assassinating the Champion and assuming her identity. For three weeks, Sakana fooled even the elite members of the faction and managed to forge a tenuous, subservient alliance with the Voidbringers. When Sakana's ruse was finally discovered, and the members of the faction learned of her daring coup, no one voiced challenge to her capabilities or right to lead. She has led the Glorious Legion ever since. Sakana's Legion, though separate from the Voidbringers, now travels and assists with their invasions and conquests. It is through these explorations that she and her sister hope to find answers about the disappearance of their parents.

The Keepers of the Red Sand**Faction Description**

Believed to have originated from members of the Blademasters, Warders, and Magicians who left Tempor, The Keepers of the Red Sand are elite fighters of Tempor's newly created gladiator pits. Shortly after the defense of Tempor, the Keepers settled and built their gladiator pits in a secluded area of Tempor. While many battle inside the fighting pits, only the top echelon are members of the Keepers. Acceptance into their ranks is achieved only by challenging and defeating a current member in a one-on-one battle inside the pit.

Champion

Saradyn Red, the Scarlet Tempest

Wizard, Fire specialization

Champion Background Story

Average height and thin with fire-red hair and light red eyes. The mysteries and rumors surrounding the sudden appearance of Saradyn and her faction of pit fighters swirl nearly as much as the flames that are often seen dancing about her. Those who were brave enough to approach her found her temper to be as hot as the fire, and the ones who survived the encounter were too scared to speak of it. From what was gathered from lower ranking Keepers of the Red Sand, Saradyn is the undefeated champion of their gladiator pit and the one responsible for their move to Tempor—in hopes of finding more worthy challengers. While her intentions are uncertain, it is clear that Saradyn speaks only to members of her own order, and acceptance into their ranks is a long and bloody path.

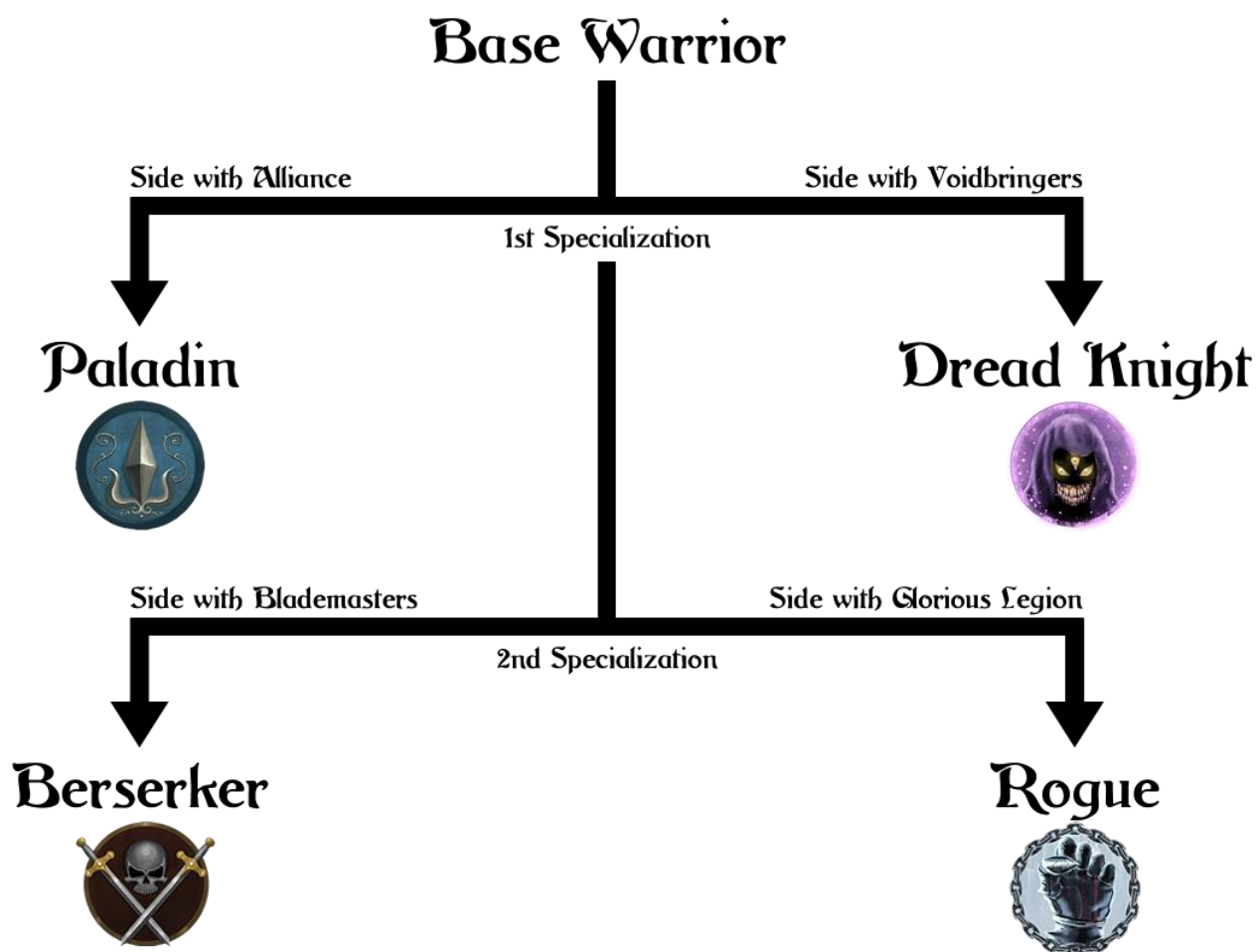


IV. Classes and Specializations

At the start of the game, players will select which of the three archetypal classes they would like to play: Warrior, Wizard, Ranger. As they progress through the game, players will gain two subclass specializations specific to the factions with which they choose to align. All classes will start the game with a basic talent tree (unlocked at level 5) and a class-specific set of abilities. New abilities and talent trees will be unlocked when each subclass specialization is chosen. Players will have incredible flexibility regarding the combinations between different specializations.

Warrior

All warriors, regardless of their specializations, will utilize the Battle Marks combat mechanic. As the warrior performs certain attacks or abilities, they generate Battle Marks. Other abilities can consume generated Battle Marks to increase their damage or effectiveness. Additionally, all warriors will be able to have one combat stance active at a time.



Standard Warrior Abilities

All warriors will be able to learn/train these abilities

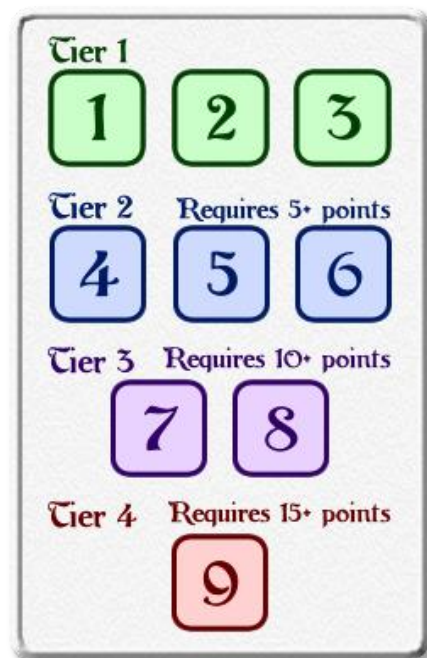
- Quick Strike - (Starting ability) Strikes an enemy, dealing 35 + weapon damage to your target. Grants 1 Battle Mark. Requires a 1h weapon.
- Savage Strike - (Starting ability) Strikes an enemy, dealing 60 + weapon damage to your target. Grants 1 Battle Mark. Requires a 2h weapon.
- Engage - Sprints at an enemy, dealing 25 damage. Charge cannot be used while in combat.

- Staggering Strike - Consumes all Battle Marks, striking your target for 55 damage for each Battle Mark consumed.
- Swordstorm - Consumes all Battle Marks, striking your target and all nearby enemies for 30 damage for each Battle Mark consumed.
- Earth Stance - (Starting ability) Grants all your attacks a 15% chance to stun your target for 2 seconds.
- Wind Stance - Increase the speed of your auto attack by 20%.

Standard Warrior Talent Tree

All warriors will gain access to this talent tree when they reach level 5.

1. Relentless Charge - Reduces the cooldown of your Engage ability by [2, 4, 6, 8, 10] seconds.
2. Precision - Increases your base chance to land a critical strike by [5, 10, 15] %.
3. Resilience - Increases your base health by [10, 20, 30] %.
4. Arms Master - Reduces the energy cost of your Quick Strike ability by [25, 50] %.
5. Long Sword Focus - Increases all damage dealt with 2h swords by [10, 20, 30] %.
6. Short Sword Focus - Increases all damage dealt with 1h swords by [10, 20, 30] %.
7. Bolster - Increases your base Strength by [10, 20, 30, 40, 50] %.
8. Stoneskin - Increases your total damage mitigation by [2, 4, 6] %.
9. Fulfillment - Increases the damage of your Swordstorm and Staggering Strike abilities by [15, 30, 45, 60] %.



Paladin Subclass

Warriors that choose to side with The Alliance (instead of The Voidbringers) will unlock the Paladin subclass. The Paladin specialization is more defensive than its counterpart (Dread Knight), and focuses on stunning enemies. Many of the Paladin abilities are augmented when striking stunned targets, and pure Paladins will use a 1-h sword and shield.

Paladin Abilities

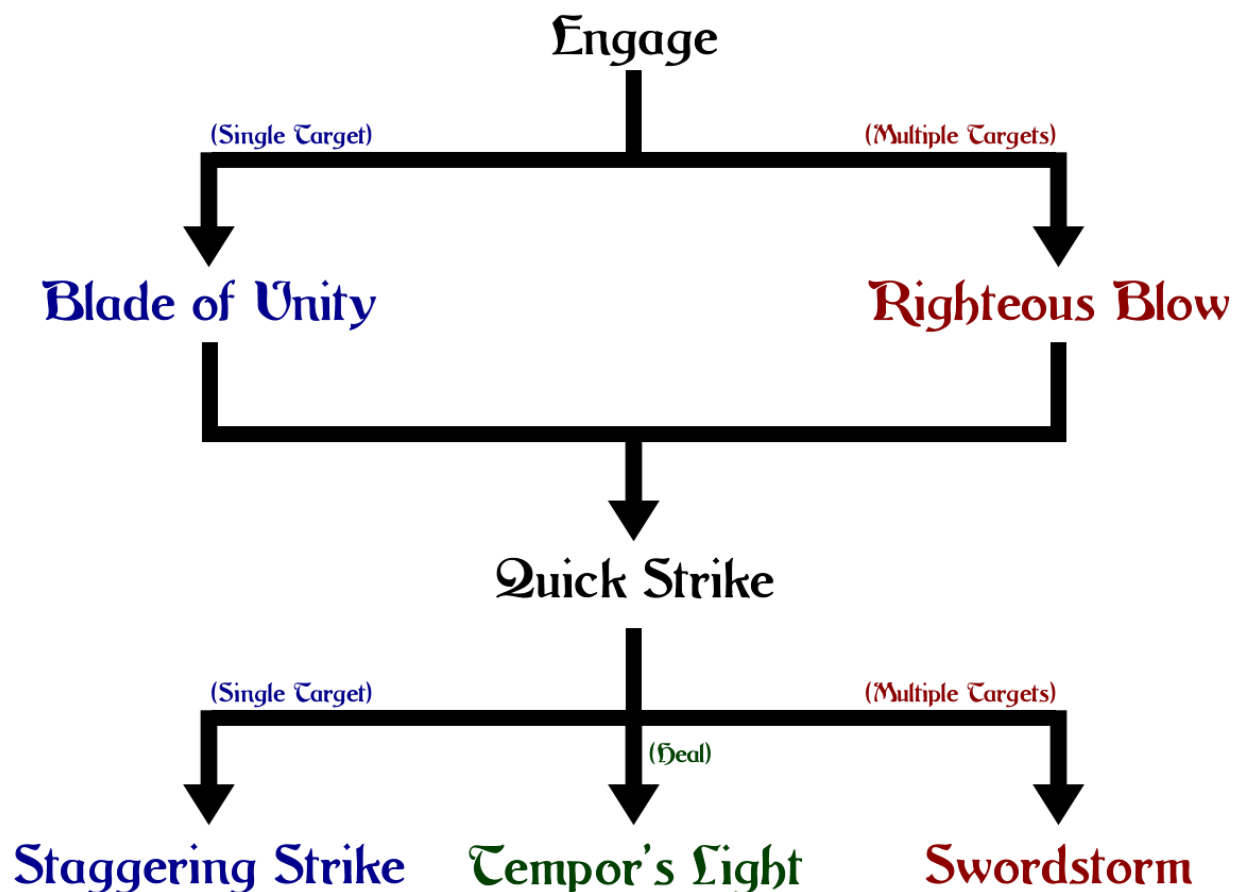
- Blade of Unity - Strikes a stunned enemy for 95 + weapon damage. Grants 1 Battle Mark.
- Righteous Blow - Strikes a stunned enemy for 75 + weapon damage. Also deals 40 + weapon damage to all surrounding enemies. Grants 1 Battle Mark.
- Tempor's Light - Consumes all Battle Marks, healing you for 50 health for each Battle Mark consumed.

Paladin Combat Rotation

Combat Stance: Earth Stance

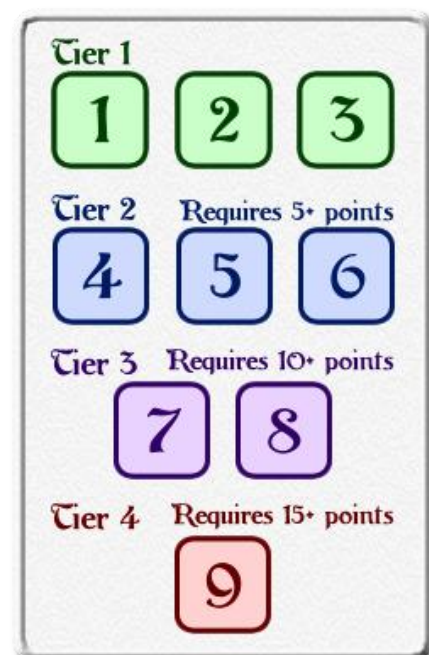
This is a recommended rotation once all abilities are trained. It is designed to show a basic combat rotation and does not cover all of the various occurrences that could happen during combat. For the center portion of the flowchart with Quick Strike. That ability can be repeated as necessary

Paladin Combat Rotation



Paladin Talent Tree

1. **Shield Rush** - Your Engage ability will also stun your target for [1, 2] second(s).
2. **Lawbringer** - Increase your base movement speed by an additional [3, 6, 10] %.
3. **Guardian** - Increases your base chance to block an attack by [5, 10, 15, 20, 25] %.
4. **Penitence** - Grants your Quick Strike & Savage Strike abilities a [10, 20] % chance to stun your target for 2 seconds.
5. **Salvation** - Increases the heal value of your Tempor's Light ability by [15, 30, 50] %.
6. **Stability of Earth** - Your Earth Stance ability also increases your base chance to block by [5, 10, 15, 20, 25] %.
7. **Consecrate** - Grants your Swordstorm & Staggering Strike a [20, 40, 60, 80, 100] % chance to stun your target for 2 seconds.
8. **Repentance** - Whenever you block an attack, the attacker has a [15, 30] % chance to be stunned for 2 seconds.
9. **Judgment** - Increases all damage you deal to stunned targets by [10, 20, 30] %.



Dread Knight Subclass

Warriors that choose to side with The Voidbringers (instead of The Alliance) will unlock the Dread Knight subclass. The Dread Knight specialization can be used with a 1-h sword/ shield or 2-h sword and utilizes the Shadow Blind mechanic. Enemies afflicted with Shadow Blind are slowed by 25%, and many of the Dread Knight's abilities are augmented when used against enemies under the effect of Shadow Blind.

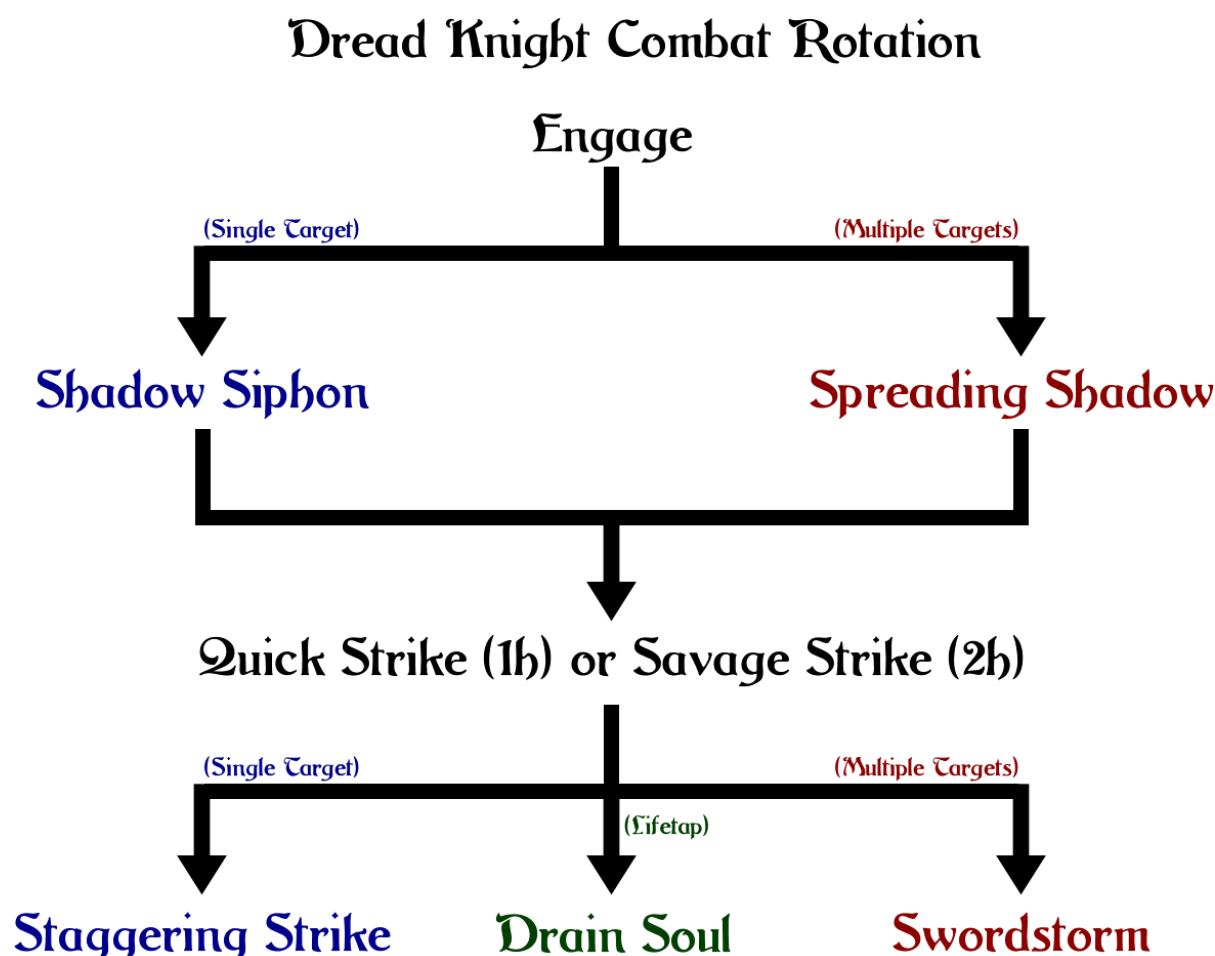
Dread Knight Abilities

- Shadow Siphon - Strikes a single target for 65 damage. If the target is afflicted with Shadow Blind, Shadow Blind is removed and you are also healed by 65. Grants 1 Battle Mark.
- Spreading Shadow - Strikes a single target for 85 damage. If the target is afflicted with Shadow Blind, Shadow Blind is removed and all nearby enemies are stunned for 3 seconds. Grants 1 Battle Mark.
- Drain Soul - Consumes all Battle Marks dealing 15 damage to all nearby enemies for each Battle Mark consumed and healing you for the total damage dealt.
- Void Stance - Increase your Health and Strength by 15% and grants all attacks at 25% chance to inflict your target with Shadow Blind, decreasing their speed by 25%.

Dread Knight Combat Rotation

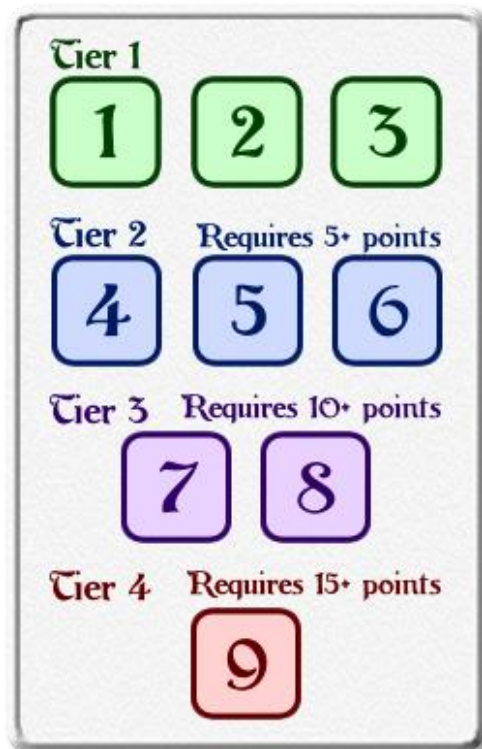
Combat Stance: Void Stance

This is a recommended rotation once all abilities are trained. It is designed to show a basic combat rotation and does not cover all of the various occurrences that could happen during combat. For the center portion of the flowchart with Quick Strike (1h/shield) or Savage Strike (2h), that ability can be repeated as necessary.



Dread Knight Talents

1. Shadow Rush – Your Engage ability has a [50, 100] % chance to also apply Shadow Blind to your target, decreasing its speed by 25%.
2. Aegis – Increases your base Health by [10, 20, 30, 40, 50] %.
3. Might of the Void – Increases your base Strength by [10, 20, 30] %.
4. Shadow's Strike – Your Quick Strike and Savage Strike abilities have a [25, 50] % chance to apply Shadow Blind to your target.
5. Soul Siphon – Increases the heal portion of your Shadow Siphon ability by [15, 30, 50] %.
6. Call of the War Bells – Your Void Stance also increases your base movement speed by [2, 4, 6, 8, 10] %.
7. Persistence – Your Spreading Shadows and Shadow Siphon abilities have a [15, 30, 50] % chance to not remove Shadow Blind from your target.
8. Blind and Weak – Reduces the total damage you suffer from targets affected by Shadow Blind by [7, 15, 22, 30] %.
9. Void Reap – Increases all damage you deal to targets affected by Shadow Blind by [10, 20, 30] %.



Berserker Subclass

Warriors that choose to side with The Blademasters (instead of The Glorious Legion) will unlock the Berserker subclass. Berserkers use a 2-h sword, and are interested in dealing damage at all costs. The Berserker specialization focused on performing Critical Strikes (x2 damage), and can also perform certain attacks against opponents that they have knocked to the ground.

Berserker Abilities

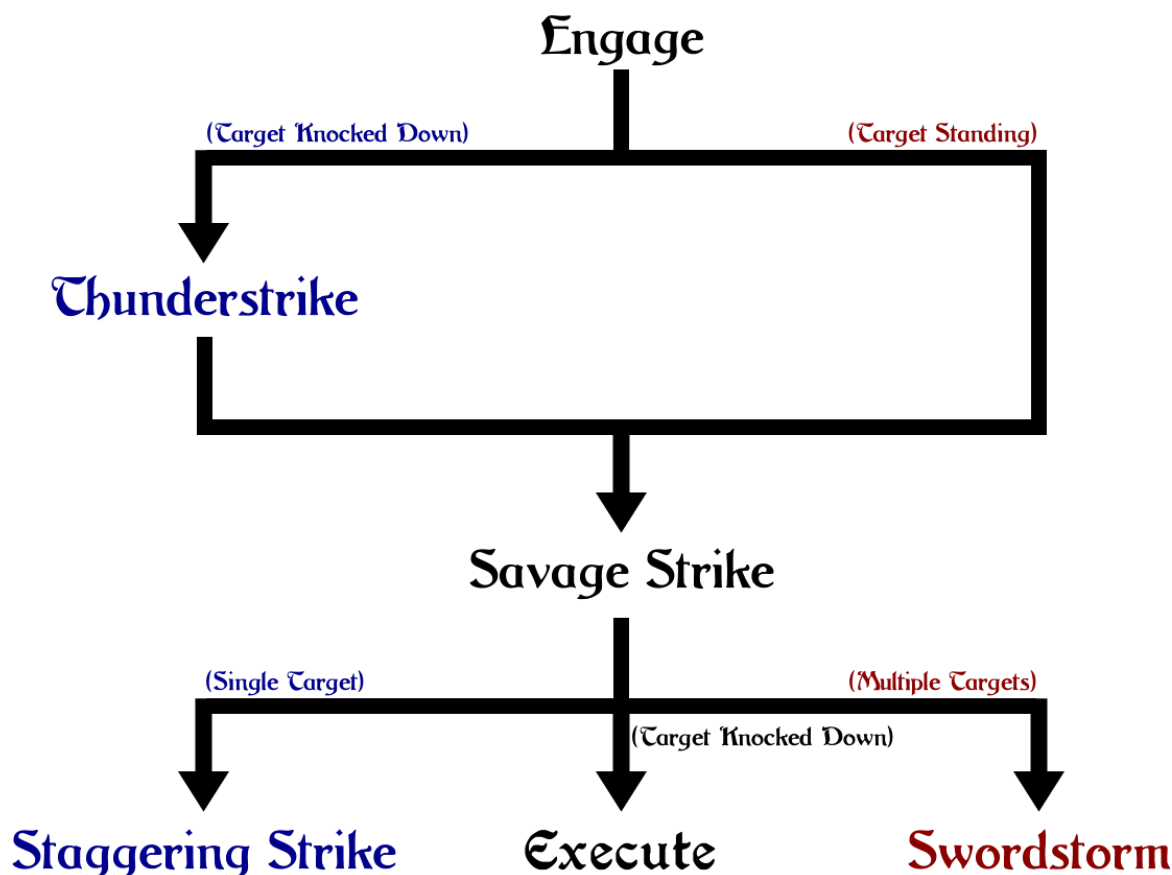
- Thunderstrike – Strikes a knocked-down enemy for 95 damage. Grants 1 Battle Mark.
- Execute – Consumes all Battle Marks dealing 45 damage to a knocked-down opponent for each Battle Mark consumed.

Berserker Combat Rotation

Combat Stance: Wind Stance

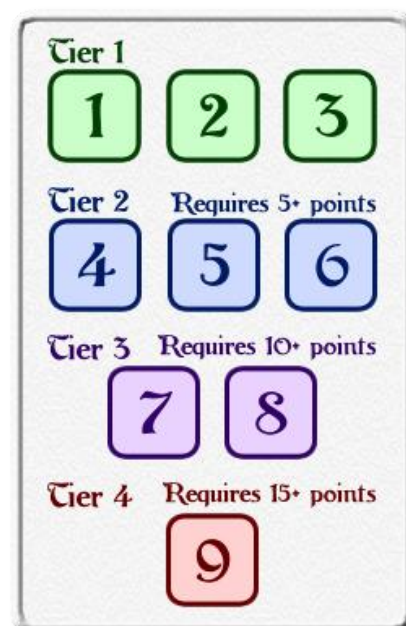
This is a recommended rotation once all abilities are trained. It is designed to show a basic combat rotation and does not cover all of the various occurrences that could happen during combat. For the center portion of the flowchart with Savage Strike, that ability can be repeated as necessary.

Berserker Combat Rotation



Berserker Talents

1. Reckless Charge – Your Engage ability has a [50, 100] % chance to knock down your target.
2. Ferocity – Increases your critical strike chance by an additional [2, 4, 6, 8, 10] %.
3. Blademaster's Vitality – Increases your base Stamina by [10, 20, 30] %.
4. Intimidation – Your auto attack critical strikes have a [15, 30, 50] % chance to knock down your target.
5. Resilient Warrior – For each percent your health drops below 50%, all damage you suffer is reduced by [0.2, 0.4, 0.6, 0.8, 1.0] %.
6. Tempest – Your Wind Stance also increases your base Strength and critical strike chance by [5, 10] %.
7. Executioner – Your Staggering Strike and Execute critical strikes deal an additional [25, 50, 75] % more damage.
8. Crushing Fear – Increases your critical strike chance against knocked down targets by [25, 50] %.
9. Savagery – Increases the total damage of all critical strikes by [10, 20, 30, 40, 50] %.



Rogue Subclass

Warriors that choose to side with The Glorious Legion (instead of The Blademasters) will unlock the Rogue subclass. Rogues dual wield 1-h swords, and are masters of stealth and deception. The Rogue specialization focused on a combination of stuns in order to maneuver behind enemies to perform Backstabs.

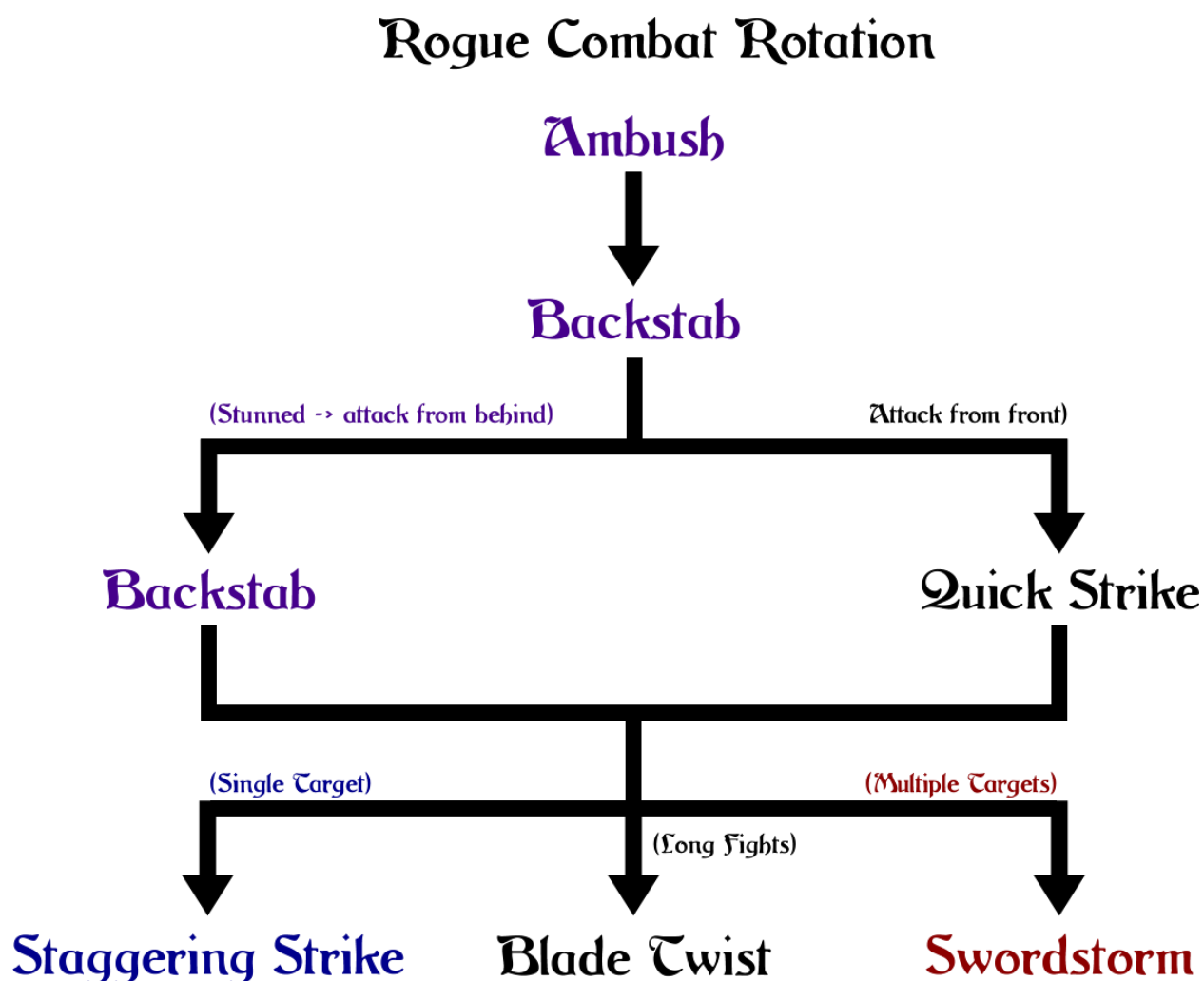
Rogue Abilities

- Stealth – Reduces your movement speed by 30% and drastically reduces your visibility.
- Ambush – Strikes the back of your target dealing 105 damage and stunning it for 2 seconds. Grants 1 Battle Mark. Requires Stealth.
- Backstab – Strikes the back of your target dealing 85 damage. Grants 1 Battle Mark.
- Blade Twist – Consumes all Battle Marks increasing your auto attack speed by 20% for each Battle Mark consumed. Lasts 10 seconds.

Rogue Combat Rotation

Combat Stance: Wind Stance or Earth Stance

This is a recommended rotation once all abilities are trained. It is designed to show a basic combat rotation and does not cover all of the various occurrences that could happen during combat. For the center portion of the flowchart with Quick Strike, that ability can be repeated as necessary.



Rogue Talents

1. Shadow Port – Your Engage now instantly teleports you behind your target.
2. Deadly Skill – Increases the critical strike chance of your Quick Strike and Ambush abilities by [10, 20, 30, 40, 50] %.
3. Shadow Form – Increases your chance to dodge an attack by [2, 4, 6, 8, 10] %.
4. Sure Footing – Your Earth Stance and Wind Stance abilities also increase your chance to dodge by [2, 4, 6, 8, 10] %.
5. Cripple – Your Quick Strike critical strikes have a [50, 100] % chance to stun your target for 2 seconds.
6. Counter Strike – Whenever you dodge an attack from your target, you will automatically perform an auto attack strike [33, 66, 100] % of the time.
7. Glorious Combat – Allows your Engage ability to be used in combat.
8. Killing Spree – Whenever you kill an enemy, your Engage ability immediately refreshes and your next attack deals an additional [20, 40, 60, 80, 100] % damage.
9. Tricks of the Legion – Your Ambush and Engage ability also stun all nearby enemies for [1, 3, 5] seconds.

