



# Assassin Rogue Male

## Lore Pack

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User Guide

Version 1.0.0

For Unreal Engine 5.3+ | Generated February 02, 2026

# Introduction

Welcome to the **Assassin Rogue Male** Lore Pack, a comprehensive audio and content pack designed to bring your game's characters to life with professional voice acting, rich backstory, and immersive written content.

## Pack Overview

**570**

Voice Lines

**16**

Categories

**85**

Written Documents

**72**

Minutes of Audio

**37**

Voice Effects

**40**

Songs

## Character Profile

Attribute	Value
Character Name	Assassin Rogue Male
Class/Archetype	Ranger
Gender	Female
Age Group	Adult

**Voice Style:** A shadowy assassin with a silky, low-pitched voice that rarely rises above conversational volume. Speaks with deliberate ambiguity, letting sentences trail off suggestively. Pronunciation is precise but unhurried—savors words like a predator savors fear. Occasional dry wit delivered completely deadp...



# Getting Started

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## Installation

### 1 Download from Fab Marketplace

Purchase and download the Assassin Rogue Male Lore Pack from the Fab Marketplace.

### 2 Import to Your Project

In Unreal Engine, go to Edit → Plugins and enable the pack, or copy the content folder to your project.

### 3 Access Content

All audio files, DataTables, and assets will be available in your Content Browser under the pack's folder.

## Pack Contents

This pack includes:

- **Audio Files:** 570 professionally recorded voice lines
- **DataTables:** Pre-configured Unreal Engine DataTables for easy integration
- **Character Profile:** Complete backstory and personality information
- **Quest Content:** Story-ready quest descriptions and objectives
- **Written Content:** In-game documents including journals, letters, and notes

# Voice Line Categories

The voice lines in this pack are organized into the following categories for easy integration:

Category	Description
<b>Combat</b>	Battle cries, damage reactions, enemy callouts, and tactical commands
<b>Commentary</b>	Location-based observations for taverns, libraries, temples, etc.
<b>Death</b>	Dying words, resurrection reactions, and defeat acknowledgments
<b>Discovery</b>	Reactions to finding treasure, secrets, traps, and locked doors
<b>Emotion</b>	Joy, anger, sadness, fear, and other emotional expressions
<b>Emotion_Fx</b>	Laughs, sighs, gasps, and other vocal sound effects
<b>Pain</b>	Damage reactions from light hits to severe wounds
<b>Physical</b>	Jumping, climbing, exertion sounds, and physical effort
<b>Response</b>	Yes, no, understood, and other quick responses
<b>Self</b>	Idle muttering, walking observations, and internal thoughts
<b>Social</b>	Greetings, farewells, thanks, and social interactions
<b>Story</b>	Longer narrative tales about past adventures and experiences
<b>Taunt</b>	Intimidation, challenges, victory declarations, and mock the enemy
<b>Weather</b>	Reactions to rain, snow, wind, day, and night conditions
<b>Written</b>	Journal entries, letters, and notes (text-based content)

# Using the DataTables

## Available DataTables

This pack includes the following pre-configured DataTables:

DataTable	Purpose
<b>DT_Dialogue</b>	All voice lines with audio references, text, and categorization tags
<b>DT_CharacterProfile</b>	Character backstory, personality traits, and motivations
<b>DT_Quests</b>	Quest narratives with objectives and outcomes
<b>DT_WrittenContent</b>	In-game documents: journals, letters, notes, poetry

## Integration Example

To play a random combat voice line in Blueprint:

1. Reference the DT\_Dialogue DataTable in your Blueprint
2. Filter rows by ContextTags containing "combat"
3. Select a random row from the filtered results
4. Play the audio using the SoundWave reference in VoiceAudio column

**Pro Tip:** Use the ContextTags column to filter dialogue by situation. Tags follow the format: category/subcategory/size (e.g., "combat/battle\_cry/md" for medium-length battle cries).

# Voice Line Lengths

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Voice lines are categorized by length for flexible implementation:

Size Code	Description	Typical Use
<b>SM</b>	Short (1-5 words)	Quick reactions, combat grunts, interruptions
<b>MD</b>	Medium (1-2 sentences)	Standard dialogue, observations, responses
<b>LG</b>	Long (2-4 sentences)	Explanations, stories, detailed reactions
<b>XL</b>	Extended (paragraph+)	Full narratives, quest descriptions, lore dumps

# Troubleshooting

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## Common Issues

### Audio Not Playing

- Ensure audio files are imported as SoundWave assets
- Check that file paths in DataTables match your project structure
- Verify audio attenuation settings if using 3D sound

### DataTable Errors

- Make sure the struct definitions match the expected format
- Re-import DataTables if row structures have changed
- Check for special characters in text fields

## Support

For technical support or questions about this pack, please contact us through the Fab Marketplace.

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