



War God Lore Pack

User Guide

Version 1.0.0

For Unreal Engine 5.3+ | Generated February 04, 2026

Introduction

Welcome to the **War God** 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

566

Voice Lines

15

Categories

85

Written Documents

92

Minutes of Audio

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Voice Effects

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Songs

Character Profile

Attribute	Value
Character Name	War God
Class/Archetype	Deity
Gender	Male
Age Group	Adult

Voice Style: A thunderous war god with an earth-shaking voice that makes listeners instinctively reach for weapons. Speaks in commands and challenges, language of battle that recognizes no peacetime. Pronunciation is ancient martial tongue, words themselves striking like blows. Tone combines glorious exultation ...

Getting Started

Installation

1

Download from Fab Marketplace

Purchase and download the War God 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:** 566 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
Combat	Battle cries, damage reactions, enemy callouts, and tactical commands
Commentary	Location-based observations for taverns, libraries, temples, etc.
Death	Dying words, resurrection reactions, and defeat acknowledgments
Discovery	Reactions to finding treasure, secrets, traps, and locked doors
Emotion	Joy, anger, sadness, fear, and other emotional expressions
Emotion_Fx	Laughs, sighs, gasps, and other vocal sound effects
Pain	Damage reactions from light hits to severe wounds
Physical	Jumping, climbing, exertion sounds, and physical effort
Response	Yes, no, understood, and other quick responses
Self	Idle muttering, walking observations, and internal thoughts
Social	Greetings, farewells, thanks, and social interactions
Story	Longer narrative tales about past adventures and experiences
Taunt	Intimidation, challenges, victory declarations, and mock the enemy
Weather	Reactions to rain, snow, wind, day, and night conditions
Written	Journal entries, letters, and notes (text-based content)

Using the DataTables

Available DataTables

This pack includes the following pre-configured DataTables:

DataTable	Purpose
DT_Dialogue	All voice lines with audio references, text, and categorization tags
DT_CharacterProfile	Character backstory, personality traits, and motivations
DT_Quests	Quest narratives with objectives and outcomes
DT_WrittenContent	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

Voice lines are categorized by length for flexible implementation:

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

Troubleshooting

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](#).