

Before the Void

Open-world Game

- 4 regions with 4 different factions to explore with expansive lore in each.
 - Game is created with the intent of exploring and players find out things by themselves.
- No tutorials.
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Movement System

- Sprinting
- Parkour
- Rolling
- Injuries
- Weight System

Alignment System

- Your choices reflect on your character. Either you've made good choices that represent good karma or bad choices that represent negative karma.

Combat System

The PvP will be combo-based so you will weave your M1's with your class abilities to fight.

- Block system
- Ragdolling
- Magic/Spell casting
- Energy (or Stamina) and Mana System
- Potions

Death Mechanic

- Upon death, you drop EVERYTHING you have on you and lose 50% of your money. You can return to your death location within "x" minutes (depending on map size) and pick your stuff up.

Races

- Multiple rollable and obtainable races to diversify gameplay and identities.

Class System

- 3 class progression-system. Base class to your Faction class.

Progression System

- Progress by completing multiple tasks that all tie into lore and what class you are going.

Content

- Difficult Raids/Dungeons, created with the intent of VERY HIGH RISK and HIGH REWARD
- Money to be used for purchasing items, progression, and trading
- Many different monsters create the feeling that you're fighting something new in each region.