MORTAL KOMBAT

9 and 10

Armageddon. The forces of Light have failed to stop Shao Khan from achieving ultimate power atop the Pyramid. Blaze has been defeated; The forces of Earthrealm, Outworld, and Netherrealm have been slaughtered. Only Raiden and Shao Kahn remain. Before Raiden could be struck down, he used the power of his amulet to send a message to his past self- changing the future.

In the past, the tournament that will decide the fate of Earthrealm is about to begin. Raiden will receive a message from his future self when it starts; "He must win."

The deadliest forces in Mortal Kombat history are ready to test their might. Whose side are you on?

Take +1000 KP (Kombat Points) to prepare yourself for Kombat.

Timeline

The events described above have (mostly) reset the Mortal Kombat timeline; by default, you will start out a few days before the next Mortal Kombat tournament on Shang Tsung's island. Though there are a few fighters in the tournament that are here for their own reasons, the two main sides belong to Outworld and Earthrealm.

Outworld has won the Mortal Kombat tournament nine times now, thanks to their champion; the mighty Goro. If they win again, their emperor, Shao Kahn, will have free reign to add Earthrealm to his empire.

If the timeline goes unchanged from here, Liu Kang will defeat Goro in the tournament. Afterwards, Shao Kahn will announce a new tournament in Outworld- with the prize for Earthrealm being the relinquishment of his claim to Earthrealm, forever. Liu Kang and Kung Lao will win the tournament, however Shao Kahn will murder Kung Lao and invade Earthrealm anyways with the help of Quan Chi, a Netherrealm demon, in an attempt to merge Outworld and Earthrealm together using the souls of fallen Earthrealmers as a catalyst. The ritual will be stopped by Nightwolf, but afterwards many of Earthrealm's defenders will be killed by Sindel, their souls taken by Quan-Chi as recompense for helping Shao Kahn.

Raiden realizes that Shao Kahn has to succeed, as his victory will result in him being punished by the Elder Gods for breaking the rules of Mortal Kombat. Liu Kang, hearing of Raiden's plan, does not trust him and goes to kill Shao Kahn. While trying to stop him, Raiden accidentally slays Liu Kang, whose soul goes to Quan-Chi. Raiden then goes to confront Shao Kahn, losing to him deliberately only to be imbued with tremendous power by the Elder Gods. Raiden defeats Shao Kahn, and Kahn is imprisoned by the Elder Gods as punishment for his crimes. Raiden vows to rebuild Earthrealm's defenses alongside Johnny Cage and Sonya Blade, who are the only survivors of Sindel's attack.

A few years later, Shinnok and Quan-Chi launch another invasion of Earthrealm, with the goal of poisoning the Jinsei- the life force of Earthrealm- using an army of demons and the revenants of the fallen Earthrealm defenders, including Kuai Lang the second Sub-Zero, Kitana, an Outworld princess, Scorpion, Nightwolf, Stryker, Kabal, Jax, and Smoke. Johnny Cage defeats Shinnok, and Shinnok is sealed inside his amulet, which is hidden away in a dark dimension using the power of the Kamidogu. Scorpion, Jax, and Sub-Zero are revived. Around this time, Johnny and Sonya have a child named Cassie, Jax has a daughter named Jacqui, and Kenshi has a son named Takeda.

Later, Havik, a Chaosrealmer priest, attempts to obtain Shinnok's Amulet. He corrupts the Kamidogu with blood magic, putting anyone cut with their blade under his command. He slaughters the newly resurrected Shirai Ryu by taking control of one of their new members, and nearly incites a war between Kotal Kahn, the new ruler of Outworld, and Earthrealm. Havik succeeds in retrieving Shinnok's amulet, corrupting many fighters from both Earthrealm and Outworld in the process, but he is stopped by Scorpion- freeing those Havik enslaved in the process- his head delivered to Netherrealm, where it is crushed by Quan-Chi. The Lin Kuei, who are now entirely composed of cyborgs who serve Sektor, are destroyed by Sub-Zero who later starts a new order of Lin Kuei.

Around 20 years after the last Mortal Kombat tournament, Earthrealm's forces have been rebuilt as a new generation rises to the challenge, led by Cassie Cage; they include her, Jacqui, Takeda, and Kung Jin, Kung Lao's younger cousin. They are sent to Outworld to recover Shinnok's amulet and resolve a brewing civil war between Kotal Kahn, and Mileena, who is attempting to take over using the power of Shinnok's amulet.

The rebellion is quashed, and Mileena is executed. Kotal Kahn decides to keep the amulet, but is double-crossed by his second in command, D'vorah, who takes the amulet to Quan-Chi. Cassie's team escape, and an assault on the Netherrealm leads to the capture of Quan-Chi. Scorpion learns of the sorcerer's part in his family's death, and the new Shirai Ryu assaults the camp where he is being held. D'vorah arrives with the amulet, and moments before he is killed by Scorpion, Quan-Chi finishes a spell to release Shinnok from captivity.

Shinnok, once again free, assaults Raiden's Sky Temple and corrupts Earthrealm's Jinsei, increasing his own power in the process and taking on a demonic appearance. Cassie's team meet up with Kotal Kahn's army, but the Outworld emperor attempts to turn them over to Shinnok to buy himself time to prepare for Shinnok's forces. They are repelled by the Lin Kuei and Sub-Zero, however, and Cassie's team travel to the Sky Temple. Cassie manages to defeat Shinnok, and Raiden purifies the Jinsei, further weakening the Elder God. With Shinnok defeated, Earthrealm is safe for now…

However, in the Netherrealm Liu Kang and Kitana have taken over after Quan-Chi's death. Raiden, whose appearance has grown darker since purifying the Jinsei, warns them that they will face fates worse than death if they threaten Earthrealm, brandishing Shinnok's still living head in warning. But their Deadly Alliance has yet to come to fruition…

The Rules of Mortal Kombat

1. Every generation, competing realms send their best fighters in to a single elimination martial arts tournament; the victor is crowned the Grand Champion. If a realm achieves ten straight victories, via their Grand Champion or another representative of theirs, they earn the right to merge the losing realm with theirs. The Grand Champion is granted stunted aging until the next tournament. This is the only way to merge realms without invoking the wrath of the Elder Gods.

2. The defending realm's fighters cannot be attacked by the opposing realm's fighters until the tournament begins.

3. Mortal Kombat, once declared, cannot be refused by either party.

4. Special powers can be used in the tournament.

5. Any violation of the above rules is considered an act of treason against the realms and the Elder Gods themselves, and will be dealt with accordingly and swiftly.

Kombatant Backgrounds

Choose your Background. These determine your place of origin but not your loyalties- Factions do that. You may pick your age within the limits of your race and switch genders for free. There are no restrictions on who may enter the Mortal Kombat tournament other then that they be willing to fight. You will start on Shang Tsung's island by default.

Drop In: You are a Guest Kombatant in the Mortal Kombat tournament, with no memories or a history to hold you back. Despite this lack of history, you seem to have absorbed some of the brutality of the other Kombatants, making you a terrifying foe in your own right. You may still choose a Kombatant Faction; you will hit it off with a member of the Faction you chose quickly after your arrival, and receive an offer to join their faction as a trainee.

Earthrealm: You are one of Earthrealm's warriors; a varied group that ranges from the egotistical movie star Johnny Cage to the spiritual shaman Nightwolf. Earthrealm has its share of supernatural phenomenon, even if most people haven't learned about it- yet- and it's likely that you're one of the few who know about these things.

Outworld: You are from Outworld, a collection of realms that have been magically merged together over the years after failing to defeat Shao Kahn in Mortal Kombat. It is home to many races, but the most common look like humans and are merely called Outworlders.

Netherrealm: You are from the Netherrealm; a hellish, dark dimension of infinite size and endless torture for damned souls. Inhabited by monsters, demons, and evil spirits, it is ruled by Shinnok, a renegade Elder God who deposed the previous ruler after breaking free of his imprisonment. Though this place is home to demons, it is also home to damned souls and those whose desire for vengeance brought them here.

Kombatant Factions

Pick one faction to join.

Lin Kuei- The Lin Kuei are an ancient clan, their beginnings shrouded in mystery. A small number of their clan has the blood of the Cryomancers- a species of ice-manipulating humans- running through their veins. They are long time rivals of the Shirai Ryu due to the founder of that clan stealing away their secrets, allowing them to become widely known. The Lin Kuei Grandmaster has allowed members of the clan to be hired by Shang Tsung for use in the Mortal Kombat tournament, and has proposed that Lin Kuei warriors be converted into cyborgs. Bi-Han and Kuai Liang are brothers descended from the Cryomancers, and Smoke, Sektor, and Cyrax are also Lin Kuei who are participating in the tournament.

Shirai Ryu- The Shirai Ryu are gone- all dead. Or, they would be, if you didn't choose this. Even Scorpion- the alter ego of Hanzo Hasashi, the former Grandmaster of the Shirai Ryu- serves Quan-Chi. He believes that the Lin Kuei slaughtered his clan, but in all reality it was Quan-Chi who did so. Having split off from the Lin Kuei long ago, they employ similar tactics, which have become widely known in Japan as ninjutsu, and even have similar uniforms to mock the other clan, who are their bitter rivals. Perhaps, if the clan was reformed, this could change?

White Lotus- Founded by the thunder god Raiden, the White Lotus is dedicated to protecting Earthrealm from the threat of being conquered and absorbed by Outworld via the Mortal Kombat tournament. A sect of the Shaolin, some of the greatest martial artists from around the world are members of the White Lotus; notable members include the Great Kung Lao, the younger Kung Lao, and Liu Kang. The White Lotus welcome warriors of all races and creeds, caring only for the contents of one's heart, and not who one's heart might desire.

Special Forces- The American Special Forces is dedicated to protecting America from its most dangerous enemies, including the Black Dragon and threats from other Realms. Two of their members, Jackson Briggs and Sonya Blade, were sent to investigate Shang Tsung's island. After Outworld's failed invasion, they became the Earthrealm Special Forces- expanding their influence globally. The Special Forces has some of the most state-of-the-art technology available.

BLACK DRAGON- One of the most violent criminal organizations on any world, the Black Dragon perpetrates some of the most violent crimes imaginable. Kidnapping, murder, black market weapons deals- no crime is too terrible for them to commit. They are led by Kano, a ruthless mercenary who's been cybernetically enhanced. All members of the Black Dragon are wanted for their crimes against humanity. Other members of note are Tremor, a man who possesses the power of an Earth Elemental.

BROTHERHOOD OF SHADOWS- The Brotherhood of Shadows is a Netherrealm cult, led by Quan-Chi, that has abandoned free will in favor of serving the fallen Elder God Shinnok. Aiding him in his goals- which include their escape from the hellish Netherrealm, the destruction of the Elder Gods, and having Shinnok become the ruler of all creation- is their only goal. Mainly composed of demons, Revenants that have fallen under Quan-Chi's domain also make up their numbers, if only technically- their numbers swelling with each conflict the Brotherhood of Shadows meddles in.

BROTHERHOOD OF BLOOD- The Brotherhood of Blood is the unofficial name for the group led by Havik, a Chaosrealmer priest, and his two minions, Reiko and Skarlet. Havik claims that he wishes to help Reiko achieve god-hood; something that the Outworlder saw in a vision after desecrating a temple to a goddess. In actuality, he wishes to use the Kamigdou to bring forth Shinnok's amulet so he can have its power for himself. To that end, he uses powerful Blood Magic- called the Blood Code- to take control of powerful fighters such as Sub-Zero to enact his will. He has also commissioned the aid of the Red Dragon, and Daegon, their leader, has his own machinations in the background regarding the former ruler of Outworld, Onaga…

SHAO KAHN LOYALIST- Shao Kahn is the ruler of Outworld, ruling with an iron fist and an unquenchable lust for Konquest. Although most wouldn't dare rise against him for fear of his brutal reprisal, there are still those who would fight against him, such as the Edenian Resistance on Outworld and Raiden, who seeks to protect the next Realm on his list from being absorbed into Outworld. His generals and subordinates include some of the strongest fighters on offer from the worlds he's conquered, as well as a few creations of his such as his 'daughter', Mileena, and the collection of dead souls known as Ermac.

EDENIAN RESISTANCE- The Edenian Resistance is the main rebel force against Shao Kahn's rule within Outrealm. Although it is called the 'Edenian' resistance, members of the other Outworld races aid them such as the Outworlder Bo'Rai Cho. Rain is one of the known members of the Resistance- although he betrayed them for Shao Kahn- and Jade and Kitana can both be considered members of the resistance due to being connected to or a part of the royal family, respectively.

FACTIONLESS- You walk your own path. Although you don't have the training and resources that joining a faction would normally get you, you also have no responsibilities to hold you down. Since you're forgoing the discounts and freebies on purchases and the allies that picking a Faction would grant, you also get an additional +300 KP.

Kombatant Races

You can pick one Race. 'Races' from outside of this section, such as becoming a Collection of Souls or a cyborg, can be purchased in addition to these.

Centaurian (**300 KP**)- The Centaurians are a powerful race, possessing incredible physical strength and resilience. Like their name suggests, they have the lower body of a horse and the upper body of a man, as well as horns of some type. Centaurian warriors, such as yourself, also tend to have long, cybernetic tails that are sharp and can fire yellow blasts of energy.

Chaosrealmer (**Free**)- Chaosrealmers hail from the Realm of Chaos- shocking, right? They are humanoid, and tend to be obsessed with chaos in all its forms; they worship water, because it is shapeless and fluid, always capable of changing. They are individualistic, and tend to have tattoos or markings to differentiate themselves, with some going as far as to maim their body.

Demon (**Free/300 KP**)- Demons have varied appearances, ranging from the nearly human like Quan-Chi to the plainly inhuman like Moloch or Drahmin. For 300 KP, you can be one of those monstrous demons; you may possess sharp claws, teeth, or horns, will be much stronger than human beings, able to rip their heads off with ease, and you may even have flight capable wings. For free, you can look similar to Quan-Chi.

Edenian (**300 KP**)- Edenians are descended from the gods of Edenia, a Realm that was conquered by Shao Kahn. Extremely long lived- with 10,000 years of age being considered 'young'- they are typically very beautiful, and also tend to develop magical abilities early in life that are unique to them. Examples include Tanya's pyromancy, Kitana's ability to manipulate wind, or Jade's 'force rejection field'.

God (**600 KP**)- Gods like Raiden and Fujin are typically immortal, formless beings, existing in the Heavens alongside the Elder Gods, who are nigh-omnipotent. Gods, meanwhile, are less powerful, usually holding sway over a single element such as thunder, water, wind, or fire. The gods are not allowed to participate in mortal affairs unless they are in mortal form (to do otherwise would invoke the wrath of the Elder Gods), and you may not take on your immaterial form while you are on your Chain. While a god's mortal avatar being killed would normally merely require them to create a new one, for you it will result in you being sent home. Despite these restrictions you still wield great power, however;

your strength is great enough that you could tackle someone through asphalt or concrete, you are more durable than a human and capable of much faster healing, and your control over your element is immense, allowing you to create or manipulate large amounts of it to decimate groups of powerful enemies. You can also fly and use your element to heal others, and any magical power is greatly increased in strength.

HUMAN (**FREE**)- Humans are basically the same as they are anywhere else for the most part. Some of the ones here might have be stronger than would normally be possible for a human, or possess special abilities, but other than that they're as you would expect.

KYTINN (**600 KP**)- The Kytinn are an insectoid race, with chitinous skin, poisonous and acidic secretions, and wings capable of flight. Although there is little information regarding the males of the species, females also possess four large ovipositors that can be used to implant their young into others. Kytinn women are essentially living hives; capable of releasing and controlling a variety of bugs from their body to suit their needs. They can survive being torn in half, the insects that make up their body coming back together and reconstituting the damaged parts. They can even heal others by releasing bugs capable of sealing wounds. Naturally, they can use bugs for offensive purposes, as well- commanding bugs that spit resin, explode, or are strong enough in a swarm that they can lift a Shokan into the air. Young Kytinn also take on the strengths and weaknesses of the species used to incubate them, and are wholly loyal to their mothers.

OSH-TEKK (**400 KP**)- The Osh-Tekk are a brutal, war-like race of beings that were all but wiped out when Shao Kahn invaded their Realm, with Kotal Kahn and his father, Kotal K'etz, being some of the only survivors. The Osh-Tekk gain tremendous strength from the sun, gaining greater durability and strength when under its rays- enough to pulp a man's head with ease- as well as the ability to call down intense beams of light to set their enemies aflame. Under the sun, the Osh-Tekk can also heal their wounds, as well as imbue their weapons with the searing light of the sun. However, when in the dark they lose these abilities entirely.

OUTWORLDER (**FREE**)- Outworlders are the most common of the Outworld races; they are also the least powerful, at least inherently. Essentially, they are just longer lived human with greater talent for magic, but not necessarily any inherent magical abilities.

SAURIAN (400 KP)- Saurians- also known as Zaterrans, after the Realm they fled to when they were driven out of Earthrealm by a war between Shinnok and Raiden- are bipedal, lizard-like beings. When they are near each other their appearance is human… however, when a Saurian has not been in contact with another of their kind they start to revert to show their reptilian nature. Regardless of form, Saurians can turn themselves and others near them invisible, and they have spit that is highly corrosive- enough to easily burn flesh, or even metal. They can create a similar substance in their hands, forming bubbles that they can launch at their foes, and they can also release a noxious gas from their body. Saurians are also capable of moving at high speeds for a short period of time.

SHOKAN (400 KP)- The Shokan are yet another race native to Outrealm thanks to Shao Kahn. They are tall and possess four arms, and are said to be the descendants of dragons. There are two known groups in the Shokan; the elite Draco, who tend to have whiteish-brown skin and black hair, and the Tigrar who are lower in the social hierarchy and appear like bipedal, four armed tigers. All Shokan possess immense strength, durability, and stamina, making them formidable opponents; they also tend to wield flame in various ways, such as possessing the ability to throw fireballs or breathe gouts of fire, and they can jump exceptionally high and shake the ground hard enough to harm their opponents with their fists or feet.

SYMBIOTIC RACE (FREE/300 KP)- The unnamed race that Ferra and Torr belong to is quite strange; while weak and child-like early in life, once a member of their species reaches an old age they become hulking, nearly mindless brutes with incredible strength and durability. The young of their species, like Ferra, bond with the older member of their species, riding on their shoulders to guide them and acting like the brains of the pair until they are ready to undergo the 'Great Transformation' themselves, becoming brutes while their old protector dies. Despite only being able to speak in grunts and roars, the younger members seem to be able to understand their 'mounts' just fine, somehow. Becoming a young member of this species is free; becoming an older one costs 300 KP. Elders will not die of old age before the Jump is over or lose their intellect.

TARKATAN (100 KP)- The Tarkatans- or Tarkata- are a savage, nomadic race that primarily lives in the wastes of Outworld. They are humanoid and are typically bald, and possess a mouth filled with razor sharp fangs and an extendable 'blade' on each arm. By scraping these arms together, a Tarkatan can create a projectile 'spark' to damage opponents.

General Perks

Theme (**Free**)- You can play the Mortal Kombat theme song at will, or during appropriate moments. Others may hear it if you wish.

Kombat Style (**100 KP, One Free**)- You have mastered one non-unique, real style of martial arts. Karate, Kung Fu, Judo, Bojitsu, Escrima, even fencing or wrestling are all valid choices. Non-humans may master a version that takes into account their non-human biology, such as a Shokan boxer who uses all four arms in their style.

Komplete Makeover (**Free**)- A lot of the people here have what you might call a… bodacious appearance. Others are more masculine, but they're still hunks. Others are creepier, or look in every way like a wise teacher or a powerful god. Whatever appearance you want to have here, you'll surely look your best.

Finish Him! (**50 KP**)- The voice of Shao Kahn follows you into battle. From now on, if you wish, he will announce the start of each fight, as well as the winner- as well as any special ways the fight might've ended, such as in a Fatality, Brutality, Friendship, or even a Babality.

The American Way (**50 KP**)- You're practically the embodiment of American ideals. Yes, even if you're from Outworld. Or Russia. This patriotic power has given you the ability to salute your opponent, causing a trumpet to blare from somewhere nearby. If they're close enough, the sheer freedom that you express will even stun them, opening your opponent up for combos. God bless the U.S.

Second Generation (**50 KP**)- You can be trained by or otherwise related to another fighter with each purchase of this, so long as it makes sense with your choice of Background, Race, and Faction and the lore of Mortal Kombat (you can't be related to Reptile if you're a human, or the child of Kano and Sonya Blade since they hate each other's guts). You could be a Shirai Ryu who was trained by Scorpion himself, Johnny Cage's cousin (maybe his stunt double?), a friend of Kitana's, or a trusted adviser of Shao Kahn (as much as Shao Kahn can trust someone) though. If purchasing this person as a companion is discounted, then you can take them for free so long as you can convince them to come with you- something which should be much easier to do thanks to this. If you choose to start out later on in the timeline with a drawback, you can choose to be the sibling of Cassie, Jacqui, Kung Jin, or Takeda; this won't give you any abilities related to them or their parents unless you've already purchased them, though.

Dual Background (**100 KP**)- Some Kombatants switch sides; such is the way of war and Kombat. Others are raised or trained in a variety of environments, learning both ancient and modern styles of fighting. If you are indecisive about your loyalties, or merely wish to receive additional training, you may purchase this to to choose an additional Faction. You may only do so once. Because of your somewhat divided loyalties, you will lose any discounts or freebies on Kompanions that either Faction provides, including imports.

Hybrid (**Variable Cost**)- The Flesh Pits have given rise to many unsightly creatures, and some races are compatible with each other- there are even a few half-gods walking around. This option allows you to buy a second Race, getting a discount on the least expensive one and making you a hybrid/half-breed of the two races you picked. Any abilities those races have will start out at half-strength for you, with the potential to grow to full strength in time. You can decide how each race is represented in your form; a half-Tarkatan, half-Edenian can look like Mileena, or they can have arm blades instead of razor sharp teeth, or both.

Babality (**200 KP**)- A Fatality is a powerful finishing move that brutally slays your opponent, often in a creative and inventive way. The Babality is something else entirely- rather than gruesomely finishing your opponent, you use a strange, mystical power to transform them into a… baby. They still retain all of their power and memories, but are as emotional and mature as you would expect from a baby.

Nut Kracker (**300 KP**)- You know what hurts? Getting punched in the fucking balls. Unfortunately, not every opponent has testicles for you to tenderize, terrorize, and terminate. While this won't change that, it will help even the playing field, just a little. Now, any opponent you face will be just as vulnerable- down there, at least- as any mortal man. Be they cyborg, demon, or god, a swift punch or kick to the groin will harm them just as badly as it would anyone.

Health Bar (**400 KP**)- In the heat of Kombat, you will always have an accurate read of the health of you and your opponent, represented by two bars at the top of your vision. In addition, you can keep fighting through any injury so long as your health bar is full, and have become bizarrely durable on top of that- you're not any tougher, you can simply take more punishment. This means that, so long as you have 'health' left, you could fight at full capacity even after enduring the bone-crushing attacks of another fighter. Even getting stabbed in the brain or heart won't do you in or impede you, so long as you have health left.

KREATE-A-MOVESET

Want to create your own custom move set? Although these might not have as many uses outside of a fight, at least you'll truly be your own fighter- without cribbing off of the style of others. Cosmetic properties can be added freely.

SPECIAL MOVE (100 KP)- You have some sort of powerful technique that you are capable of doing, such as charging your weapon with power for a few seconds to increase its damage, a grappling technique that is nigh-impossible to escape from, concentrating to heal your wounds slowly, or making the earth shake from the force of your blows.

PROJECTILE ATTACK (100 KP)- You can create some sort of projectile to attack your opponents with; you might summon flaming skulls, orbs of darkness, bursts of electricity, or something stranger. **For an additional 50 KP** you can grant an additional property to this move, such as making your attacks home in on your opponent, making them set your opponent on fire, or stunning them temporarily.

TELEPORT (100 KP)- You can teleport a short distance, either through magic, temporarily disassembling yourself and rapidly reassembling yourself, or something else like creating a portal. If you'd prefer, you can instead teleport your opponent with this move, though the distance is still short and it must be avoidable somehow; alternatively, it can work on the attacks of yourself or your opponent, increasing your range or letting you redirect their attacks. **For an additional 100 KP it can do two of these things, while spending 300 KP total will let you do all of them.**

GIMMICK (200 KP)- You have some sort of gimmick or quirk that makes you a trickier Kombatant to, well, Kombat. You might have an aura that damages enemies, a minion of some sort to aid you in Kombat, revive yourself once per fight after a blow that should KO you, or you might even be able to 'invert your opponent's controls' for a short period of time, making them do the opposite of what they intended for a while.

KREATE-A-FATALITY (50 KP, REQUIRES FATALITY)- Want something a little more unusual than what you might be capable of normally? Fear not; with this your Fatality can be nearly anything you desire. Transform into an animal to maul your opponent, or a meat grinder to turn them into mincemeat; inhale them and spit out the bones, or shrink them down in size to krush them beneath your heel. This can't be used to benefit you beyond providing an inventive way to kill your opponent, but you can feel free to make this whatever you'd like.

Drop In Perks

Variation (**100 KP**, **free Drop In**)- You're good at mixing things up in a fight, something that's important when developing a fighting style of your own. You're much better at blending together different forms of martial arts and any powers you may possess.

Stage Hazard (**100 KP**, **free Drop In**)- You're extremely skilled at using your surroundings in a fight, such as in the use of improvised weapons or using the environment to maneuver around, attack, or even outright kill opponents.

Brutality (**200 KP**, **discount Drop In**)- You are an extremely ferocious and opportunistic fighter, capable of brutal and imaginative acts of violence. Your blows seem to hit harder, and you can easily identify any opportunities to kill your opponents straightaway in a fight.

Trial by Kombat (**200 KP**, **discount Drop In**)- Why settle your problems with words, when you can settle them with fists? Matters of diplomacy, from military treaties to family drama to deciding who gets to pick the channel on the TV can be resolved by engaging in Kombat, with the winner of the fight being the winner of the argument. This doesn't have to be lethal Kombat, and in fact sparing your opponent may be better than killing them in some cases. This does not work if your opponent does not get the chance to fight back. Kombat, once declared, can not be refused but your opponent must have the opportunity to defend themselves.

Kombat Meter (**400 CP**, **discount Drop In**)- A mysterious power; you have an image of a meter, comprised of three bars, in your mind. The meter is filled by taking or giving damage; by spending the meter, you can achieve various effects. Spending one bar will enhance your attacks, making them faster, deal more damage, or increasing the range. Spending two bars will allow you to break free from an enemy's attack or combo, knocking them off balance and nullifying any further damage caused by their blows. Having three bars will allow you to unleash a powerful attack of your choice, substituting any normal costs with the Kombat Meter- note that you should be sure that it actually hits your opponent, lest you waste your energy. You might cast a spell without using any of your magical energy, reload your weapon and unload it on your enemy, or simply use the Kombat Meter's power to unleash a devastating beat down. Regardless of what method you use, unleashing this attack is sure to deal great damage.

X-Ray (400 CP, discount Drop In)- You've mastered the art of the kill, and with this comes a great deal of intuition when it comes to the anatomy of others. Humans, demons, robots, gods; you can identify their weak points, if any, to cripple and kill them with instinctual ease. When landing a particularly devastating blow in Kombat, you will even be able to see the damage you're doing to their internals as if you had x-ray vision.

MORTAL KOMBAT! (600 CP, discount Drop In)- The Elder Gods have smiled upon you, wanderer, and have given you the authority to host your own Mortal Kombat tournaments. The rules for the Mortal Kombat tournament can be found above, and they are much the same. The Tournament can be invoked once per Jump, unless it takes place over a long period of time, in which case it can be invoked once per generation. You will also gain the ability to merge other Realms together; a Realm being a dimension that holds only one planet, or one planet in a dimension (planets in the same dimension cannot be merged). You may do this freely for dimensions that belong to you, but the dimensions of others can only be won through Mortal Kombat. Only one victory is needed for you to merge dimensions, but failure on your part to uphold the rules of Mortal Kombat will render the Tournament null.

Fatality (600 CP, discount Drop In)- A secret technique not known to many; Fatalities vary from person to person, but are invariably violent, brutal means of killing ones opponent. Rip out their spine, decapitate them, blow them up, incinerate them with hellfire, freeze them and shatter them into a million pieces- the gorier and bloodier, the better. Fatalities can only be performed on an opponent you have already bested, which will cause them to stand around in a daze, unable to defend themselves from your Fatality. A Fatality is fatal to anyone it is performed on, up to and including otherwise Immortal beings. You can also choose to instead spare your opponent, which will cause them to fall unconscious.

Earthrealm Perks

Special Effects (100 KP, free Earthrealm)- Having all those kooky, expensive powers is nice, but that alone doesn't make for a good show. If you want to entertain others- or at least yourself- you've got to be a bit of a showman. Luckily, you're just that- you know how to entertain others, whether that's with jokes to help lighten the mood or by adding a little extra flair to your fighting style. Strangely, if you wish, your fights will tend to be more 'climactic' or perhaps 'cinematic' than they would normally be. This won't change how dangerous they are, or the likelihood of you or your opponent winning, but they will be cooler at least.

Model Student (100 KP, free Earthrealm)- Superior training and Kombat ability is what allowed the Great Kung Lao to defeat Shang Tsung so long ago- not supernatural powers. While you're not on his level, it's possible you could be, one day. You're the proverbial 'model student'; able to realize the value of and take on any training or lesson without complaint. Your work ethic and morale is greatly improved, and you internalize what you learn much better- you won't achieve mastery faster, but when you do learn something, it tends to stick.

Blind Fighting (200 KP, discount Earthrealm)- You may not be a telekinetic like Kenshi, but your ability to fight while blind is on par- if not greater- than his. Your senses have been retrained, strengthening all but your sense of sight to allow you to fight in the dark as if it was fully illuminated. What's more, your sense of hearing is much keener than the others- you could dodge an arrow fired at your back by hearing it whistle through the air, or hear someone talking from much further away than even most non-human Kombatants.

Protector of Earthrealm (200 KP, discount Earthrealm)- There's more than your life at stake in the tournament- the fate of other Realms may rest on your shoulders! When you fight for something greater than yourself- anything other than for purely selfish reasons- your tenacity and skill will be greatly heightened. Whether you're fighting to save a loved one, or the whole world, you'll find yourself ready and able to fight whatever battle is in front of you.

Flashing Speed (400 KP, discount Earthrealm)- Exposure to some of the strange magic found in Outworld has given you an unusual power; namely the ability to move at incredible speeds, to the point where you appear as a blur. Although you can go fast- fast enough to circle around almost any arena to strike your opponent from behind- this is somewhat hard to control, making it hard to attack your enemy while doing so. This

is best used to throw your enemies for a loop by passing them by and hitting them hard enough to make them spin, then taking the opportunity to land a few hits on them. Failing that, this ability is great for travelling great distances.

Shadow Force (400 KP, discount Earthrealm)- Like Johnny Cage, you're the descendant of an ancient Mediterranean cult who bred strong warriors for the gods- champions who possessed power far beyond that of normal mortals. Stronger, faster, tougher; you have great potential within you. This power can be projected outwards as a a glowing 'halo', to enhance your strikes with greater speed and force, or as balls of energy; you can even create temporary, glowing copies of yourself to further extend your attacks. But your true power comes when a loved one is in immediate danger; when that happens, the green 'halo' will envelop your body, increasing these abilities even further- to the point where you could even go toe to toe with a fallen Elder God like Shinnok.

Shamanism (600 KP, discount Earthrealm)- There are many mystical, spiritual practices found around Earthrealm, and although some don't have truth behind them there are still others based on fact. The shamanistic rituals of the Apache are just one example. Though you might not be an Apache at all, you possess abilities reminiscent of one of their shamans, Nightwolf. Spirits guide, protect, and strengthen you, giving you great mystical powers- the ability to create powerful weapons out of energy, such as tomahawks or bows, as well as the power to channel and summon spiritual lightning to strike at your opponents or empower your weapons. You are able to conduct shamanistic rituals to commune with spirits or banish them, and can shroud your body in spiritual energy for a short period of time to reflect projectiles.

Psychic (600 KP, discount Earthrealm)- You are one of the rare psychics on Earthrealm, including Kenshi and his son, Takeda. Your abilities allow you to telekinetically lift and toss your opponents, read and sense their life energy, and even project yourself as a phantom to extend the range of your attacks. You can also use your powers to wield weapons, like Kenshi does with his sword, Sento, and can read minds or communicate telepathically with others. Finally, with great amounts of concentration, you can even affect the insides of others with your telekinesis, allowing you to do things like ripping out someone's spine or even their entire skeleton with difficulty.

Outworld Perks

Ruled by Kombat (**100 KP, free Outworld**)- Outworld is a harsh, dangerous place; cobbled together from multiple Realms, where Mortal Kombat is used to settle disputes as often as words are at times. You are well versed in killing and death; though you're no more likely to kill or seek your death, the thought of killing or dying does not frighten or dismay you. You are capable of both great bravery, and great brutality.

Outworld Intrigue (**100 KP, free Outworld**)- Politics are still important in Outworld, even if they are more likely to end in fights to the death. You are versed in politics, and can understand the wants and needs of nobles and common people with equal measure, and can guess what effects actions or events will have on politics and law with great accuracy.

Force Rejection Field (**200 KP, discount Outworld**)- A peculiar magical trait developed by Jade, friend to Princess Kitana. You are capable of shrouding your body in magical energy that, for a few seconds, will cause any and all projectile attacks to pass harmlessly through your body like air. This doesn't work at all on melee attacks, which will hit you just fine, but anything else can be dodged if you time it right.

Drunken Master (**200 KP, discount Outworld**)- Bo' Rai Cho is one of Outworld's finest masters, and a good friend to Raiden; he also helped train Liu Kang and the younger Kung Lao. His fighting style is… peculiar, however, and it's one that you've mastered. Essentially, you're able to drink extremely potent alcohol to fuel your attacks. Fuel, in this case, refers to your ability to projectile vomit and pass gas on command and with enough toxicity due to your drinking that either one can cause damage. Spitting will have a similar effect. Furthermore, even if you aren't as round as he is, you can use your weight to great effect in a fight, and can even stomp the ground to throw your opponent off balance. As an added bonus, your liver is pretty much invincible.

Specialized Equipment (**400 KP, discount Outworld**)- Outworld is mostly medieval and primitive; however, there are still some modern weapons and technologies there- most supplied by black market organizations, such as the Black Dragon. While you might not understand the science behind them, you can adapt to them- getting a general understanding not only of how they are used, but how you can make something similar at a lower technological level with a little effort and research of your own. Using a rifle to improve the quality of a crossbow, or making grenades that use sand instead of shrapnel are examples of what can be done with this; no matter how strange the items you make, you'll find that you can

use them effectively. What's more, you can use a little Outworld ingenuity (and magic) to give the things you're making minor special effects, like your sand grenades having enough sand in them to shoot out of your enemy's eyes and mouth if you stuck one in their gut.

Hybrid Kreation (400 KP, discount Outworld)- Shang Tsung's Flesh Pits have given rise to several strange and unusual creatures; the blood-infused being known as Skarlet and the half-Edenian, half-Tarkatan being known as Mileena- Shao Kahn's 'daughter'- among them. You are skilled in the same field that allows him to create these beings; a mixture of sorcery and science that allows you to hybridize two creatures- essentially creating a cloned offspring between them- that you can rapidly age to adulthood. The process is somewhat flawed; hybrids are often mentally unstable, and the traits they possess between the species you've selected can be random at times. However, it may be possible to refine this process, ensuring that only the traits you desire- both mental and physical- are represented in your creations.

Konqueror (600 KP, discount Outworld)- Shao Kahn; the bloodstained Konqueror of worlds. A powerful sorcerer, a mighty warrior, and ruthless Kombatant possessing guile and cruelty. You are now his equal; possessing an imposing stature, with strength great enough to rip men in half and sorcerous abilities that- when combined with your natural knack for bloodshed- make you a terrifying warrior. In Kombat, you can create and throw long spears of energy to impale your opponents and can use magic to aid your movement, and you can drain the souls of others to empower these abilities even further. Finally, you have access to the warlord's strangest ability- you can heal yourself a few times in combat, ever so slightly, by insulting others. Even a simple 'You suck!' or some derisive laughter could help repair scrapes and fractures.

Soul-Stealing Shapeshifter (600 KP, discount Outworld)- Shang Tsung the sorcerer was cursed by the gods; made to wither away unless he stole the souls of others to fuel his own lifeforce. While you won't wither away, you too are capable of taking the souls of your defeated opponents. Even without stealing their souls, you are capable of shapeshifting to mimic the appearance of your foes, and can partially drain their life energy by grappling them in combat, healing and temporarily strengthening yourself; when they have been defeated and lay dying, however, is when you can steal your opponent's soul for yourself- rejuvenating your body, as well as allowing you to use their powers by taking on their appearance. Since you need to shapeshift to use their powers, you can use only one set of stolen abilities at a time.

Netherrealm Perks

Fear Me! (**100 KP**, **free Netherrealm**)- It turns out that demons and other monsters from the Netherrealm are considered quite scary. Who knew? Your ability to intimidate others is greatly enhanced by your appearance; the more strange, inhuman, and scary your looks, the more you'll be able to unnerve and frighten your opponents. Most Kombatants won't turn tail from the sight of you alone, but it's quite possible that you'll have that effect on civilians, or even weaker-willed soldiers or warriors.

Forces of Darkness (**100 KP**, **free Netherrealm**)- Evil is rarely tolerated, even in the presence of other evil- just because someone is ambitious and ruthless, doesn't mean that other ambitious, ruthless people will want to ally with them, after all. Only, with you these deadly alliances are much more possible, as you can easily get people of a similar mindset and morality to work together- at least for a while. Note that this doesn't guarantee loyalty between the people you ally with- an accord between two people who hate each other's guts will quickly fall apart, if they ever entertain the idea in the first place- but it will help with everyone else..

To Hell (**200 KP**, **discount Netherrealm**)- The Netherrealm isn't the most hospitable place to life- it is a desert Realm, filled with ash, stone, and lava. You call it home; the circumstances of any environment you're in don't bother you as much as they should. Unsteady footing, high winds or rain, dry air- if it's not immediately harmful, it doesn't impede you in the slightest. Even open pits of magma or acid won't burn you by proximity to their heat or acidic fumes, unless you've already fallen into them.

Unsealing Ritual (**200 KP**, **discount Netherrealm**)- Quan Chi knows a ritual that will undo the seals placed on his amulet, that the Elder Gods may use to imprison him… and now, so do you. And not only will this ritual work to tear away the wards placed on Shinnok's amulet, but it can be used to dispel any magical lock or barrier up to and including ones powerful enough to trap a fallen Elder God, and with only a few words.

Enenra (**400 KP**, **discount Netherrealm**)- An Enenra is a demon of smoke and vapor; native to the Netherrealm, it is possible for others to be transformed into these creatures in certain circumstances. Smoke, for instance, was ritually sacrificed by an obscure cult as an offering to a demon- burned alive, as a child. Perhaps the demon found the sacrifice wanting- or maybe it didn't- but either way, Smoke returned to life without any memory. An Enenra can transform into smoke to travel, become invisible, or slip away from attacks. You can also generate smoke, which is high in temperature; it's likely that only minor damage will be

done with it directly, but if you fill an opponent's lungs they could suffocate… and because where there's smoke, there's also fire, you could potentially immolate someone to death by filling them with enough smoke, increasing their temperature to the point their flesh burns off.

Boneshaper (400 KP, discount Netherrealm)- Powers over death are common among the strongest residents of the Netherrealm, including the master of the Realm, Shinnok. You have an aspect of his great power; while you're no death god, you have the ability to control and summon bones. You can create large, skeletal hands to grapple your opponents, or summon skeletal weapons such as spears or scythes out of thin air to attack with. These bones are incredibly durable, and if they are bladed they will be strong enough to cut through flesh and even metal with ease.

Revenant Creation (600 KP, discount Netherrealm)- Souls are the life force of living beings, giving them personalities, individuality, and in some cases fueling their power. You are capable of stealing the souls of others, and can revive them as undead Revenants. A Revenant possesses the memories of the soul they were made of, and if a former Revenant is revived they will possess the memories of their Revenant, but they are radically different people. A Revenant's only purpose is to serve their creator; they have no value for the relationships they had in life, with only enmity and hate remaining, if anything. If a Revenant is killed, its soul will return to its master, so long as its soul wasn't destroyed, freed, revived, etc. You can have as many Revenants active as you'd like. The physical bodies of your Revenants will be formed in a Pit, added onto your Warehouse, while you are inside it. Souls you steal aren't companions, and can't be imported in any way.

Shadow Wraith (600 KP, discount Netherrealm)- If you remove the shadow from the light, the shadow grows. When your soul fell to the Netherrealm, it was corrupted. Perhaps years of violence and murder was what caused its transformation; perhaps you were corrupted by a certain Netherrealm sorcerer. In any case, you have become a wraith- imbued not with power over hellfire, but of shadow, and darkness, not dissimilar to the being that the elder Sub-Zero, Bi-Han, might become.

You are capable of transforming into a semi-solid, 'liquid' shadow state to travel and blend in with shadows, and can open dark portals to teleport short distances. You can also launch fireballs that temporary addle those they hit, making them unable to defend themselves for a short period of time. Your greatest power, however, is the ability to manifest a shadowy clone of yourself nearby. This clone has all of your powers and can be summoned or dismissed rapidly.

Lin Kuei Perks

Frosty Reception (**100 KP**, **free Lin Kuei**)- More stealthful than the night, more deadly than the dawn- that is the way of the Lin Kuei. You have been trained in their mysterious ways, and while you're no Sub-Zero you ARE a fully fledged member of the Lin Kuei with all that entails, including skill in martial arts and swordplay as well as in the ancient ways of their order, which include stealth and assassination.

Will of Cold Steel (**200 KP**, **discount Lin Kuei**)- Though ice may be broken, your will is not destroyed so easily. Your mind cannot be suppressed or subdued for long, no matter what tortures you endure, and even being converted into an entirely obedient cyborg would find you breaking free of your programming. You will retain your soul, or mind, even when turned into a being that normally lacks those things.

Lin Kuei Cyber Initiative (**400 KP**, **discount Lin Kuei**)- The Lin Kuei Grandmaster has decided to use drastic methods to ensure that the Lin Kuei remain subordinate to his will; namely, the conversion of their warriors- whether they oppose or support the idea- into cybernetic warriors. You have undergone this process, Lin Kuei or not, and your body has been almost entirely replaced with cybernetics, leaving just your brain and a few other organs (this becomes an alt-form post-Jump). The main 'advantage' of the Cyber Initiative- absolute loyalty to the Lin Kuei- is lost to you, though. Perhaps their programming wasn't as thorough as they thought?

Your strength and durability is enhanced slightly from what it was previously, and if you still need to sleep, eat, drink, or rest that need is replaced by a rechargeable energy core. Furthermore, all abilities you possess are transformed into technological equivalents as a cyborg, losing none of their strength. Racial abilities, magic, superpowers- everything you could do before, can now be done with technology. Your cyborg body will also have a greater handle on these abilities than they did before, with the expert control and calculation that only a computer could manage. Replication of these cybernetics is possible- though the more powerful the ability, the more it will cost to manufacture… and the less person there will be left behind, in terms of both body and mind.

Cryomancer (**600 KP**, **discount Lin Kuei**)- You are a descendant of the Cryomancers; humans native to Outworld who have the ability to manipulate ice. Both Sub-Zeros and the younger Sub-Zero's apprentice, Frost, are the only known Lin Kuei to carry the Cryomancers' blood, though there are likely a few more. Your bloodline allow you to flash

freeze your surroundings to create barriers or patches of ice- including the air around your opponents to temporarily disable them- and can even allow you to quickly create icy weapons or freezing beams of cold. You can use your abilities to create an ice statue of yourself that freezes those who make contact with it, or to create icy armor that wards off minor blows. You are immune to normal cold and your own abilities, and highly resistant to magical cold including the abilities of other cryomancers. If you wish, your body can be influenced by your powers, giving you things like light blue skin or frozen hair.

Shirai Ryu Perks

COME HERE! (**100 KP**, **free Shirai Ryu**)- Trained as a member of the Shirai Ryu, either as an original member of their order or as one of the few chosen by Hanzo Hasashi to rebuild his clan after his revival, you are adept in the ways of the Shirai Ryu- particularly the use of spears (kunai on long chains) and swords, as well as ninjutsu- the tactics that the founder of the Shirai Ryu took from the Lin Kuei when he left their order.

Vengeance (**200 KP**, **discount Shirai Ryu**)- Your clan was slaughtered- not just once, but possibly twice- and even if you were not there to witness these losses, they have hardened you. When pursuing revenge, you will find your skills augmented by the injustices done to you. Getting cut off in traffic would provide a minuscule boost, but when fighting the man who destroyed your people you would be nightmarishly effective in Kombat. Let them the feel the rage that burns within you, and let them be scorched by it.

Lasher (**400 KP**, **discount Shirai Ryu**)- By harnessing the energy within yourself, you are able to temporarily augment your attacks with fiery, glowing energy. This energy, at base strength, is capable of damaging steel- denting it with your fists, cutting it with a blade- but will also increase in power as you do, ensuring that it remains viable in Kombat.

Hellfire Wraith (**600 KP**, **discount Shirai Ryu**)- You fell in Kombat with a fire in your heart; a desire for revenge that burned brighter and hotter than the flames of the Netherrealm. And in the Netherrealm you were reborn- not as a being of flesh and blood, but of hellfire and wrath. A spirit of vengeance.

Your true form is skeletal, with hellfire burning eternally around your body, but you are also capable of taking on a more human form when necessary. You can mold and throw balls of hellfire in your hands, or spew it fourth from your mouth like a flamethrower. You are capable of teleporting in bursts of flame, and can even open portals to the Netherrealm- where, once inside, your strength and powers as a wraith will begin to grow slowly, temporarily- but with no limit to how hot the inferno inside you may become; you can also summon bursts of flame or stalagmites from the Netherrealm to attack your opponent with. Your increased strength will fade once you leave that hellish place, however.

White Lotus Perks

For the Shaolin! (100 KP, free White Lotus)- The White Lotus were founded with one purpose- to create warriors who were skilled, powerful, and brave enough to enter the Mortal Kombat tournament, and win. While your victory is uncertain, or at least yet to be seen, whatever fighting style you use seems to embody this purpose, seeming to become much more useful, versatile, and even powerful when up against a single opponent.

Yin/Yang Transformation (200 KP, discount White Lotus)- You have mastered your Yin and Yang energies- the 'positive' and 'negative' aspects of your being- and can switch between the two types of energy to achieve a variety of effects. In a 'Yin' state, you will gain the ability to slowly heal yourself by standing still and meditating, and can fire searing balls of white light. In a 'Yang' state, you will instead gain the ability to fire slow moving, explosive orbs of darkness that can be charged in power by standing still and meditating. This mastery has also increased your ability to stay calm, even in the heat of Kombat, to allow you to make use of your new meditative abilities.

Weapon Arts (400 KP, discount White Lotus)- Like the great Kung Lao (the second one, that is) you can develop a special connection with a type of weapon, which can be anything so long as it can be wielded by a person- anything from a simple staff to a bladed hat, or even highly advanced weapons if you should desire it. Your connection will allow you to manipulate your weapon within a large radius around you, and at high enough speeds to slice through flesh or break bones with ease. You can also summon your weapon to your side at any time, or dismiss it, and if broken it will quickly restore itself. You may only have one 'connection', but may create a connection with a different weapon given some time. In addition to your weapon, you can also use this ability on yourself to a lesser extent- allowing you to do things like spin around at high speeds, like a tornado, or guiding and correcting the direction of your attacks. You can also teleport short distances by doing this.

Flaming Fists of the Dragon (600 KP, discount White Lotus)- You wield the flames of a dragon, and perhaps you possess the heart and soul of one, as well. Your fists and feet can be engulfed with flames that augment your strikes, burning hotly and brightly and dealing great damage. You can launch balls of fire, which you can shape into different forms if you desire. Your strength is also beyond what should be possible for a human, allowing you to stand on even footing with mightier races like the Shokan,

and mightier still if you are. Finally, you can take on the form of a dragon for short periods of time; doing this will drain your stamina heavily, so it is best used as a trump card to end fights quickly. In this form you will have much greater strength and scales that are harder than metal, and will be capable of flight, breathing fire, all at a size that's much larger than a man.

Special Forces Perks

Athlete (100 CP, free Special Forces)- Even before joining the Special Forces, you honed your body. Whether you have the toned, athletic, and agile body of a gymnast or the brute strength and mass of a bodybuilder, you're in the prime of your health.

Gun Kata (200 CP, discount Special Forces)- Military training has allowed you to take firefights to the next level, letting you seamlessly use any firearm you know how to use at at least a basic level in any martial arts style. you can even extend this to other military equipment that you can use, such as grenades, high-powered tasers, and even small drones.

Stryker's Stash (400 CP, discount Special Forces)- Your reliance on equipment over mysticism has given you a strange power- or maybe your pockets are just deeper than they look? In any case, any equipment you use in Kombat is nearly indestructible. The main draw of this ability, however, is that you can pull out a seemingly endless supply of any consumable items- from grenades to spare ammo to mystic potions- that you had on your person before a fight, to use during it. You will also not have to reload your weapons. Once the fight is over, you'll find that your supplies have been depleted appropriately- firing eight bullets when you have ten will leave you with two, while firing eleven will leave you with none. This cannot be used to duplicate your items; any spares beyond what you had on you before the fight will disappear when it is over.

Cybernetic Enhancement (600 CP, discount Special Forces)- Grievously injured, you were rebuilt- making you better, faster, stronger. One to two of your limbs have been replaced with cybernetic versions, which not only greatly enhances your strength in the appropriate limb, but in the rest of your body to a lesser extent via mechanical support structures and your own natural grit. In addition to the great strength of your limbs- which are capable of shaking the ground- they also feature one or two built-in weapons such as machine guns, flamethrowers, grenade launchers or even sonic cannons. A single, more advanced weapon, such as a plasma emitter or laser can also be chosen, and ammunition for your built-in weapons will quickly replenish itself.

Black Dragon Perks

Cutthroat (100 KP, free Black Dragon)- All members of the Black Dragon are wanted for crimes against humanity. There's not a crime under the sun that you aren't capable of committing- murder, genocide, it's all the same so long as you get paid. You don't feel remorseful for all the heinous shit you do, and you can easily find the type of people who'd want to hire a black-heart like you.

Fightin' Dirty (200 KP, discount Black Dragon)- Like all ~~Australians~~ Black Dragon, you're one scrappy son of a bitch. A 'fair fight' just isn't in your vocabulary, and whether you're fighting people who should be above your pay grade or preying on the weak, you'll find yourself much more capable of taking every available advantage that comes your way. Get em' when they're unawares, set traps, throw sand in their eyes, brain them with a bottle, double or triple cross your boss if you have to; your ruthlessness knows no bounds. You've also learned the Kanoball- a strange technique that allows you to bunch yourself up into a ball and launch yourself a short distance at your enemies.

Black Dragon Tech (400 KP, discount Black Dragon)- The Black Dragon are one of the premier suppliers of black market weaponry, on Earth and in the Realms beyond. From cybernetics to kill-sats precise enough to slice a man in two, you've got the know-how to build some of their deadliest weapons yet. As an added bonus, you can even choose to enhance your self with cybernetics like Kano's- giving you slightly enhanced limb strength and a powerful laser weapon somewhere. More than that'll cost ya, though.

Blood of the Earth (600 KP, discount Black Dragon)- Let's rock! You've got the power of an Earth Elemental running through your veins. The how or why of what happened to give you these powers doesn't matter; all that matters is the variety of ways you can make your opponents hit rock bottom.

You can control earthen materials in all their forms. Stone, dirt, metal, crystals, even lava, all move at your command. You can create localized earthquakes violent enough to damage those standing before you, knocking them into the air, and can launch large rocks and stalagmites to damage your opponents. You can even coat your body in earthen materials to increase your resilience or augment your attacks, and can cause rock to turn into lava and back again; you can do so in a way that the heat won't harm you, even if it coats your arms.

Brotherhood of Shadows Perks

Master Manipulator (100 KP, free Brotherhood of Shadows)- Even without Dark Magic, you are capable of turning others into your puppets. You are skilled at manipulating others towards your own ends through lies and subterfuge, particularly when inciting others to violence or murder on your behalf.

Demonic Curses (200 KP, discount Brotherhood of Shadows)- Tutelage from Shinnok's acolytes has given you the ability to use several basic circles and runes to hamper your enemy or buff yourself, appearing and taking effect instantly and for as long as you or they stand within them; you can only have one of each active at a time, however, and they can't overlap. The first decreases your opponent's resilience slightly, making them take more damage even when blocking attacks. The second augments your own attacks, making them slightly more damaging and fatiguing your opponent when they hit. The final one grants you a mystical 'armor' when standing in it, reducing damage and making an opponent's attack that would normally make you flinch or falter fail to do so, once.

Demonology (400 KP, discount Brotherhood of Shadows)- You command the respect and admiration of the various demonic entities found in the Netherrealm, and they will answer your call to action even in worlds beyond these ones- although Quan-Chi or Shinnok will likely possess more of their loyalty, here. Oni are the most common, and the most varied in terms of appearance- ranging from human-like in size to over four times as tall, with some possessing wings or the ability to launch fireballs- but also include dark spirits capable of possessing the weak as well as demonic steeds.

Warlock (600 KP, discount Brotherhood of Shadows)- You're one of the strongest masters of Dark Magic that the Netherrealm has seen, often spoken of in the same breath as Quan-Chi. Your powers allow you create portals to travel between the realms, as well as shorter range portals that you can use in Kombat against your enemies. Furthermore, you can astrally project into other Realms, allowing you to converse with others when in a different dimension, and can create illusions to fool others. You can also create and control glowing skulls (with optional ribcages) to create temporary barriers, use them as projectiles, or to bind your enemies. Finally, you can temporarily control the minds of others, with the potential of this control worsening the stronger your opponent is. Against most Kombatants, the most you'll be able to do is force them to stumble

forward for a few seconds- enough to get a couple of free hits, but your control will be broken soon after and you'll require time before you can attempt to control them again. Against those with weak wills, or those you have beaten and bloodied, your control is much greater- you could control their body as if it was your own, or even force them to commit suicide.

Brotherhood of Blood Perks

Bloodied, Not Beaten (100 KP, free Brotherhood of Blood)- The fundamentals of Blood Magic require the sacrifice of blood… whether that's theirs, or yours, depends on the type. Some of the most powerful Blood Magics require the user to sacrifice their own blood. Doing so is much more doable for you, as you don't feel the effects of blood loss as acutely as others. Bleeding out takes much longer, and you'll be in fighting shape right up until you finally keel over. You also have an awareness of how much of your blood is left.

Bound by Blood (200 KP, discount Brotherhood of Blood)- Any conspiracy can be undone by disloyalty; luckily, the Brotherhood of Blood- and you- is quite good at making fanatics of others. You are great at manipulating others, making them loyal to you. Even hired mercenaries will be more willing to die for your cause, finding themselves oddly swayed by your words even if they don't buy into your beliefs.

Being of Blood (400 KP, discount Brotherhood of Blood)- Another of Shao Kahn's experiments, similar to Skarlet, a similar being. Your body is capable of turning into blood; while in this shape, you can change your shape into a variety of forms, from large fluid waves to simple, solid constructs that can be separate from your body. Losing blood while in your blood-form will cause you to take damage, but this won't prevent you from taking on your humanoid shape; however, your body will be damaged proportionate to the amount of blood you lost. You can absorb the blood of others to heal yourself, and can even temporarily gain part of their strength by doing so, but can also become poisoned if you absorb poisonous blood, like that of the Kytinn. You can also damage yourself to create throwable 'orbs' of blood that deal incredible damage.

Blood Magic (600 KP, discount Brotherhood of Blood)- Blood Magic has a dark and storied past in the Realms; used by everyone at various points from the thunder-god Raiden, to the Chaosrealmer Havik, to the Osh-Tekk and Kotal Kahn. You have mastery over the simpler aspects of Blood Magic, with potential to learn or develop more. At first, you will be able to sacrifice some of your blood to deal more damage for a brief period of time, and will be able to create or summon totems that cause a variety of effects from increasing your strength, making you tougher, or healing and restoring your body with each attack against your opponent. After many years, you may develop something like Havik's Blood Code- a mystical curse that he laid on the Kamigdogu that lets him take control over anyone cut with their blade, even across Realms.

Shao Kahn Loyalist Perks

Royal Duties (100 KP, free Shao Kahn Loyalist)- You might just be a particularly important lackey, or maybe you're actually royalty of some sort- perhaps even a relative to Prince Goro or Princess Kitana? Either way, you've got a bit more clout both in Outworld politics and with the common rabble, as others are more likely to recognize your importance. Unless you're trying to hide it, of course, but even then most people will get a feeling that you can bring down a lot of trouble on top of their heads- or perhaps just a headsman's blade on their neck.

Konquer All (200 KP, discount Shao Kahn Loyalist)- Before Shao Kahn was made to follow the rules of the tournament, he was a feared Konqueror whose armies were feared throughout the Realms; still, there is sometimes call for battles between armies, and not small groups of fighters. You might've been a part of his army, or perhaps even a kommander, because you are knowledgeable about both military tactics and fighting multiple opponents at the same time. You can lead a squad or battalion, and even if your enemies team up against you you'll usually find yourself capable of taking them on- especially so if you outmatch them in terms of ability or skill.

Banshee (400 KP, discount Shao Kahn Loyalist)- Edenians are more in tune with magic than most, and some have even developed magical abilities to create their own unique fighting style. Sindel- the late Queen of Edenia- was one such Edenian, and somehow you've copied a few of her abilities. First, you have a sonic scream that can damage and disorient your foes, and can even throw them off their feet at maximum power. You can levitate off of the ground, about as fast as a person can sprint. Finally, you have a great amount of control over your hair- lengthening it and and manipulating it to whip and bind your enemies.

Collection of Souls (600 KP, discount Shao Kahn Loyalist)- Whatever you were before, you are now many- an experiment of Shao Kahns, your form is constructed from the souls of thousands of fallen warriors. This has given you various soul-related attacks, as well as telekinetic abilities strong enough to toss most men about with ease. You can use soul energy to attack in a variety of ways, from glowing green balls of soul energy to short range bursts of energy from your hands. You can levitate, teleport short distances, and can even use your powers to become intangible and invisible for short periods of time. As an added bonus, the vast amount of souls that make up your being make it very hard to read your mind for most with that ability, as they cry out in torment.

Edenian Resistance Perks

Mournful (**100 KP**, **free Edenian Resistance**)- The Edenian Resistance has been all but crushed by Shao Kahn's forces, but the remainder fight on in the memory of the fallen.Whenever someone on your side dies, you find your resolve strengthening- not weakening- to help carry on and honor their sacrifice. You will also find the weapons of your dead allies easier to use, as if a small part of their skill resides within.

Alliance (**200 KP**, **discount Edenian Resistance**)- It's good to have friends. It's even better to have powerful ones, but sometimes more manpower is needed than a few powerful fighters. You're good at finding and recruiting people who share your ideology, and can fight alongside these people much more easily- even if you've only known them for a few days, or even hours, you won't trip over each other in a fight or get caught up in each other's attacks.

Royal Storm (**400 KP**, **discount Edenian Resistance**)- Like Kitana, the princess of Edenia and Shao Kahn's 'daughter', you can command the winds to your own means. With a wave of your hand (or the flap of a fan), you can create miniature tornadoes to levitate and disorientate your foes; you can also use your control over the winds to float, guide your projectile attacks, and even bounce projectiles back at your opponents, if timed right- anything from arrows to RPGs, or balls of fire and magic spells.

Child of Argus (**600 KP**, **discount Edenian Resistance**)- Argus, one of the Edenian gods, has had a few children with mortal (albeit Edenian) women; notably Daegon, the leader of the Red Dragon, Taven, his brother and sworn enemy, and Rain, who has both godly and royal blood and doesn't share a mother with the other two. Although Rain's powers over water at odds with his brothers, who control fire, you have your choice of the two.

Rain can manipulate water, using it to ensnare, knock around, drown, or even cut his enemies; additionally, he can manipulate electricity to some extent, throwing bolts of lightning and can even summon storm clouds with great effort. He can also turn himself and even others into water and back again to transport himself elsewhere in a manner reminiscent of teleportation. Taven and Daegon can launch fireballs strong enough to kill most beings with a single strike, can create expanding rings of fire, as well as use their flame to augment their strikes. Where Rain seems to have gotten more magical power, Taven and Daegon have greater physical strength- each one strong enough to rip a person in half with ease.

General Items

Kostume (**50 KP, One Free**)- It's time to play dress-up. Although this outfit may only be lightly protective, it can look however you like. You may also freely import any clothing or armor you have to make up this outfit. For further kustomization options, see the Kostume Supplement, which can be used freely.

Mundane Weapon (**50 KP, One Free**)- Well-crafted, yet not as much as some of the more magical or technologically advanced arms one might find in these worlds. This weapon can be anything you desire, from a dagger to a sniper rifle, or even a Shirai Ryu spear. Paired swords, or a sword and a shield, or other things along those lines can also be chosen.

Jumper Kombat (**50 KP**)- How strange; you seem to have a video game that features you and your Kompanions in it, as well as a few notable people from your travels. Naturally, it's a fighting game where you all beat each other up and kill each other in gruesome ways. Content is added regularly, from new characters to additional costumes and even new story lines.

Money (**50 KP**)- It might be hard to hear, but there's no cash prize for winning the Mortal Kombat tournament other than what your masters might throw your way for winning. For those who want a little more insurance- or just the gleam of gold- you can take this. It's about the equivalent of $50,000 dollars in whatever currency you desire, and in a very nice briefcase, too.

Mortal Kombat Merchandise (**50 KP**)- All the merchandise that has ever been produced for the Mortal Kombat franchise. The movies, cartoon, games (as well as the consoles and TVs needed to play them on) are all included, as well any action figures, posters, statues, coffee mugs, t-shirts, toasters and other misc. items. You even have the arcade machines, and you don't even need any quarters or tokens!

Bo' Rai Cho's Alcohol (**100 KP, free Drunken Master**)- Two bottles of very strong alcohol, that never seem to run out. The first is just plain strong; even Bo' Rai Cho would get drunk off of it in a matter of seconds. For a drunken master like him, that's a good thing as this drunken state will enable him to move faster and hit harder, at the cost of potentially making him lose his liquid lunch. The other is basically gasoline for how flammable it is; using it, a drunken master could augment his attacks with flame, and even spit fire. For everyone else; they might be useful as industrial cleaning supplies.

Drop In Items

Sekret Icon (**100 KP**, **free Drop In**)- A strange relic made of stone and inscribed with a picture of the moon on one side; merely keeping this object on your person will give you an aura of mystery that makes others wish to seek you out. If you wish, it can even subtly attract other fighters towards you, or give them hints of some sort as to how they can find you.

Iconic Item (**100 KP**, **free Drop In**)- You have some sort of object, from a weapon to an amulet to an outfit that is heavily tied into your identity, and would make you immediately recognizable as yourself as long as you have it, so long as you've taken the time to carve out even a small reputation for yourself.

Strange Weapons (**200 KP**, **discount Drop In**)- What a peculiar set of weapons. Although lacking in any supernatural properties, this machete, chainsaw, wrist-blade and pair of clawed gloves and even the dual swords with chains attached nevertheless make for surprisingly durable and effective weapons. But where did they come from?

Strange Kostumes (**200 KP**, **discount Drop In**)- Another weird set of items, this time a collection of costumes. Although only a little more durable than the armor you might find here, they feel as if they belong in a League of their own. Included are outfits suitable for heroes and villains alike, although the more advanced gear is bereft their gadgets.

The Krypt (**400 KP**, **discount Drop In**)- The Krypt is a strange place; located inside of your Warehouse is the entrance to a graveyard filled with graves and tombstones. When you near one, an image of a certain amount of money appears in your mind; when you have that much money available, you gain the ability to break the grave open, gaining unique rewards such as a new Kostume, an idea for a new and creative way to kill your opponents, exquisite works of art, life-sized statues of people you've met, and even special conditions you can invoke in Kombat if both parties agree to it, such as preventing both Kombatants from blocking attacks, making attacks do double damage, or even making the world appear to tilt back and fourth. New areas of the Krypt themed off of the world's you've been to appear as you visit them, ensuring that you'll always have new items to unlock.

Living Towers (**400 KP**, **discount Drop In**)- The Living Towers are another addition to your Warehouse where you will find three towers. The first changes every hour, the other every day, and the last every week, with each one increasing in length and difficulty. Each floor of the tower will

take you to an arena of some sort, where you will face an opponent, possibly with special conditions like the ones described above active. These places and opponents are drawn from both this world and the world's you've visited, but the only thing you can gain from the Living Towers is the reward you get for completing the top floor- a large surplus of golden Koins. In addition, you will learn much quicker in these towers, making training a breeze, and being killed will merely place you back in your Warehouse, unharmed.

Faction Hideout (600 KP, discount Drop In)- Perfect for the person who wishes to forge their own path, or perhaps you just want to further the goals of the Faction you joined? Either way, you have a large building of your description- it could be anything from a military base to an opulent palace, with appropriate furnishings for both- that is staffed by soldiers who are also of your design. Within reason, of course; the stronger they are, the fewer there are. If you want a temple filled with Lin Kuei, an Outworld outpost guarded by a few elite Shokan warriors, or a Texan compound run by revolver wielding desperadoes and chainsaw wielding maniacs, this is the choice for you.

Shang Tsung's Island (600 KP, discount Drop In)- This island belongs to Shang Tsung! …or does it? It seems that there's been a bit of a mix-up, and the host of the Mortal Kombat tournament is now you. This would surely be ripe for exploitation, if you wished for things to go one way or another. The island itself is very large, and has a courtyard for fighting in, a garden, as well as a palatial fortress with a throne room. Although Shang Tsung has moved his prized Flesh Pits away from this place, in anticipation of you taking it over, the island's most notable feature remains- namely, it serves to connect Earthrealm and Outworld. In any world you go to, travel between other dimensions will be possible from this place (so long as both dimensions have suitable amounts of water for the island to appear in) just by willing it to appear in both at the same time. The island will also retain any modifications you've done to it.

Earthrealm Items

Sunglasses and Photographs (100 KP, free Earthrealm)- Johnny Cage could do with something like this; you have a very stylish set of sunglasses, as well as a nice pen that will never run out of ink. If either of those are lost or broken, a new one will show up on your person shortly. You will also always have a picture of yourself on hand, for signing autographs.

Walkie Talkies (100 KP, free Earthrealm)- A set of nine walkie talkies with a very special property, allowing them to be used across Realms- though strangely, when in the same Realm they have about the same range as a normal set would have.

L.A.W. Blaster (200 KP, discount Earthrealm)- A portable rocket launcher that can be fired one handed; it's explosions aren't as big as a normal rocket, but this just allows it to be used in Kombat. Powerful, but needs to reloaded after each shot; used missiles will replenish.

High-Tech Gauntlets (200 KP, discount Earthrealm)- Three sets of high-tech gauntlets that enhance the wearer's strength and provide some protection and have various ranged weapons built into them. The first has shotguns, the second has full-auto machine guns and rockets, while the last one has shoots plasma and can be charged to deal greater melee damage, at the cost of requiring more charging then the other sets between uses. Ammunition replenishes.

Refugee Kamp (400 KP, discount Earthrealm)- A kamp specialized in taking in refugees, particularly those from other worlds. Although the kamps set up later in the timeline are the result of Outworld refugees coming to Earthrealm to escape a civil war, this camp is equipped with a portal generating device enabling you to travel to other worlds. The trade-off is that the guards here are pretty much just average Joes who have experience in firearms. If other worlds or planes exist in the places you go, then if you wish refugees from those dimensions may also be found here, along with your guards- though their willingness to fight your enemies for you is unlikely. The Refugee Kamp will follow you and retain modifications.

Ancestral Blade (400 KP, discount Earthrealm)- A weapon of your choice that once belonged to your ancient ancestors, who were a line of warrior-kings, reminiscent of Sento, Kenshi's weapon. These spirits will help guide you, teaching you how to use the weapon as well as helping guide you in the literal sense of giving you directions as to where you

should go. In addition, your ancestors can partially possess you in Kombat; still letting you retain control of your body, but causing the weapon to superficially 'crack' and allowing you to summon one of them to aid you in battle. In future worlds, any warrior ancestors you may have will be able to guide or aid you in the same way through this weapon.

Prophetic Amulet (600 KP, discount Earthrealm)- You have an amulet similar to Raiden's that will aid you not only in protecting yourself, but in anything else you wish to protect, as well. Whenever one of those things would be endangered, the amulet will show you prophetic visions of the events surrounding whatever harmful thing is coming; they'll be obscure and hard to decipher at first, but as the final hour draws nearer they'll become clearer until you should have a good idea of what is going to happen. In addition, once per Jump when you are on the cusp of defeat or death, you can send a short message back in time to your past self- altering the timeline accordingly. Let's just hope that you'll be able to stop or avoid whatever happened that required the amulet in the first place…

Sky Temple (600 KP, discount Earthrealm)- You have a temple, located on top of a mountain that is over 1,500 feet in height. If you wish it to be, the temple will be shrouded by clouds to help conceal it's presence. Inside are numerous relics of mostly sentimental value, but also some more valuable items, if that is what you desire. Whether it's humble in nature or extravagant and golden, it's true treasure is found within it's deepest chamber- an access to Earthrealm's Jinsei, which is capable of healing those who are on the cusp of death and even strengthening them greatly for a few days. The Jinsei is also protected from corruption here, and even the likes of Shinnok could not harm it if he tried.

Outworld Items

Outworld Treasures (100 KP, free Outworld)- A large bounty of golden koins, Blood Rubies, and other various Outworld currencies that should be enough to allow you to live comfortably, or like Shao Kahn for a month or two.

Living Tree Sapling (100 KP, free Outworld)- You have a sapling of a Living Tree; a strange tree found in Outworld that has a face. Most moan, scream, and shout, and attempt to devour those foolish enough to stand close to them, but this one seems friendly enough. If you grow more of them with it, who knows how they might turn out…

Texan Revolvers (200 KP, discount Outworld)- A pair of revolvers used by Erron Black, as well as a special set of twelve bullets for them. Although the revolvers are relatively normal, the bullets- when inscribed with a person's name- will travel throughout their body if you shoot them, changing direction twice and shattering bone and perforating organs along the way. The bullets will replenish after they are used.

Tarkatan Blade (200 KP, discount Outworld)- This sword was made from the arm blade of a Tarkatan, giving it a patchwork appearance that belies how deadly it is. When impaled in someone, it can be broken off to make them bleed profusely for a few seconds; after which, the blade will slowly begin to regenerate, regaining its sharpness once fully grown.

Outworld Marketplace (400 KP, discount Outworld)- The Outworld Marketplace is a strange consequence of Shao Kahn's konquest, for here it is possible to find goods from all the Realms he has has konquered, as well as black market items from smugglers like the Black Dragon. If you wish, you will have a permanent stall in this strange place, and the entire location will be able to follow you in some form; in most worlds it will likely be hidden away, seeing as many of those who habit it will look unusual, but in some worlds it might do open trade with the rest of the world. And if all else fails- the people around here are surprisingly throwable.

Kove (400 KP, discount Outworld)- One of the many ports that can be found near the vast oceans of Outworld; the Kove is a center of commerece, much like the Outworld Marketplace. Here, you will find a fine ship belonging to you, as well as a building such as a store or warehouse that you might be able to use as a home. In addition, the strange tentacled beast that lurks in the Kove is unusually friendly towards you, and will follow your ship to help protect it; it will even help

you try and kill your enemies, or bring you gifts (which are mostly dead bodies and random crates, but it's the thought that counts).

Outworld Royalty (600 KP, discount Outworld)- Although Shao Kahn is the defacto ruler of Outworld, he often leaves the governing of its provinces to the former rulers, so long as they bend their knee and offer him proper tribute. This is how Outworld is run, and why Goro is still a prince despite his Realm having been merged with Outworld long ago. You can be Outworld royalty, too; a relative to someone like Rain, Kitana, Goro, or even Shao Kahn himself (essentially acting as a free purchase of Second Generation for this person, including the discount on getting them as a Kompanion). Not only will you have increased power and privilege in Outworld, you will also be able to take a large amount of territory from it with you as your own, small Realm. Although you won't be able to take a city with this, you could take a village and its surrounding landscape, a portion of the Tarkatan wastes, or even the Kuatan Jungle which is home to the ruins of an ancient civilization.

Outworld Palace (600 KP, discount Outworld)- This palace, surrounded by high stone walls to keep out intruders, is a grand estate belonging to you. Rivaling Shao Kahn's own home in size and splendor, this fortress-like structure is home to numerous servants and guards; mostly Outworlders, but a good portion of them can be Shokan, Tarkatan, Centaurian, or even Edenian. You may even have a few servants among the Saurian, or strange symbiotes like Ferra and Torr. This palace will follow you and retain any modifications.

Netherrealm Items

Moloch's Severed Head (100 KP, free Netherrealm)- The severed head of the demon Moloch; the sight of one of their greatest champion's decapitated head will aid you greatly in intimidating and cowing the unruly demons of the Netherrealm, or will serve as a reminder of what will happen if they step out of line. If Moloch is still alive, showing him this will likely give even him pause. Or drive him into a rage; he's unpredictable like that.

The Pit (100 KP, free Netherrealm)- It's unusual how many pits have spikes at the bottom of them; or perhaps it's unusual that not more pits have spikes in them? Either way, any suitably long drop as to kill will have something sharp and pointy at the bottom waiting for anyone you fight from now on.

Demon Spawn (200 KP, discount Netherrealm)- This bat-like beast from the Netherrealm is a potent aid in kombat; it can be summoned or dismissed with a thought, and is strong enough to grapple with even the most powerful of opponents. It can also spit balls of fire for additional range, and it is a swift flyer, as well.

Drahmin's Mask (200 KP, discount Netherrealm)- A strange artifact that some call the Face of Kun-Lo; this mask- which resembles a demon's face (somewhat ironically, considering its owner)- allows the warlord Drahmin to channel his rage with precision; not lessening it, but allowing him to direct it as he wishes instead of mindlessly, as other Oni are prone to doing. Even in the height of madness, the wearer will not attack those he does not wish to, nor will he hold back against his hated opponent.

Bottled Souls (400 KP, discount Netherrealm)- A large collection of souls, trapped in bottles; hundreds of souls belonging to nameless warriors, assassins, bandits, and others of little consequence. They are yours to do with as you wish, and each Jump your collection will restock itself.

The Devil's Crown (400 KP, discount Netherrealm)- This headpiece is quite similar to Shinnok's own horned crown, and it commands the same respect among all-demon kind. Any demon who lays eyes on it will feel instinctively subservient towards the wearer, either out of fear or respect of what the crown represents. This will work best if you are a demon- or at least evil- yourself, and while they may seem timid and tame at first you should still beware the true desires and intentions of any demon. Demons that are stronger than you are unlikely to be affected by this.

Dark Amulet (600 KP, discount Netherrealm)- This amulet is similar to Shinnok's, only for yourself; a vessel that can channel and amplify your magical power. When in the hands of others, they can use it to evoke the magics that you possess; if they are wielding it against your will, the effects will be chaotic, random, and likely harmful to them, while those who wield it with your permission will find that the amulet does as it is told. When you wield the amulet yourself, however, is when its true power is unlocked- using it as a means of channeling your magical power, you can increase the potency of your spells and sorceries tremendously. At the very least , you could probably give a sorcerer like Shang Tsung pause with this, to say nothing of how an ordinary Kombatant might react to your amplified mystic powers.

Slice of Hell (600 KP, discount Netherrealm)- Ah, the Netherrealm. Most would say it's a horrible place to visit… and they'd be right. But for you, the Netherrealm is home. Although it's not infinite in size like the actual Netherrealm, this huge section of the hellish dimension is yours to do with as you please. And being the overlord of the underworld has its perks; the demons here have already sworn fealty to you, and although there's nothing of note right now there are more than a few locations where one might put a demonic castle or tower, or something along those lines.

Lin Kuei Items

Lin Kuei Uniform and Katana (**100 KP**, **free Lin Kuei**)- A traditional Lin Kuei unifrom, black and rimmed with light blue and featuring a hood and facial mask to conceal your identity, as well as a katana.

Cyber Initiative Prototype (**200**, **KP**, **discount Lin Kuei**)- This strange, cybernetic head holds a few of the secrets of the Lin Kuei's Cyber Initiative. Although the designs for cybernetic bodies/body parts are something you'll have to figure out yourself, with this you'll learn how to preserve a person's soul even in a cybernetic form, as well as how to preserve any supernatural powers they might possess.

Sektor's and Cyrax's Equipment (**400 KP**, **discount Lin Kuei**)- Even before their conversion into cyborgs, the Lin Kuei's technological prowess was on full display in the equipment wielded by Sektor and Cyrax, which was later integrated into their cybernetic bodies. Sektor wields a special arm-held weapon capable of firing missiles of both the normal and heat-seeking variety, as well as using rocket thrusters to strike harder; it also has a flamethrower. Cyrax wields a variety of gadgets, including energy nets, bombs, and expanding saw blades that grind through the ground. Both also have devices that allow them to teleport short distances through some sort of smoke.

Lin Kuei Temple (**600 KP**, **discount Lin Kuei**)- A temple belonging to the Lin Kuei, located on a snowy mountaintop somewhere in Earthrealm- not necessarily just in China, where the Lin Kuei hail from. The temple is well hidden, and well stocked with both weapons and armor, as well as access to other necessities such as food and water. The temple is home to a little under a hundred, including warriors, assassins, guards, and trainees. The temple is primarily under your command, and those who reside here are loyal to you- even if you aren't Lin Kuei, or if you go against the words of the Grandmaster. Finally, locked away in the deepest parts of the temple is a laboratory where it is possible to convert people into Lin Kuei cyborgs; even programming them to alter or erase all aspects of their personality. If you wish, it's possible for this process to already have happened to some or all of those that reside here. The temple will also follow you, and retain all modifications done to it.

Shirai Ryu Items

Shirai Ryu Ninja Outfit and Katana (100 KP, free Shirai Ryu)- A traditional Shirai Ryu unifrom, black and rimmed with orange and featuring a hood and facial mask to conceal your identity, as well as a katana.

Hellfire Spears (200 KP, discount Shirai Ryu)- A pair of 'spears' (actually kunai on chains, or a) that has absorbed some of the energies of the Netherrealm somehow, allowing it to be thrown with great accuracy as well as giving you the ability to set them alight, dealing greater damage.

Spec Ops. Armor and Weapons (400 KP, discount Shirai Ryu)- Special equipment created for Takeda Takahashi, son of Kenshi and Chujin of the Shirai Ryu. Incorporating principals of the Shirai Ryu and the advanced technology of the Special Forces, the armor is very high quality, as are the weapons- two bladed whips, and two 'pulse blades'. Pulse blades are beams of super heated plasma, capable of cutting through steel and flesh with ease. They're also not copyrighted.

Shirai Ryu Temple (600 KP, discount Shirai Ryu)- A temple belonging to the Shirai Ryu, located on a sunny mountaintop somewhere in Earthrealm- not necessarily just in Japan, where the Shirai Ryu hail from. The temple is well hidden, and well stocked with both weapons and armor, as well as access to other necessities such as food and water. The temple is home to a little under a hundred, including warriors, assassins, guards, and trainees. With the rest of the Shirai Ryu dead, and Scorpion an undead Wraith under Quan-Chi's command, the Shirai Ryu here primarily look up to you. Perhaps due to the tragedy that has befallen their clan, some of the Shirai Ryu have developed an inner fire that gives them abilities reminiscent of Scorpion. They are far below his level, but a small group have awakened the ability to throw small fireballs, engulf their weapons in flame, or even short range teleportation through a burst of flame. The temple follows you and retains modifications.

White Lotus Items

Monk Robes and Quarterstaff (100 KP, free White Lotus)- These light robes, emblazoned with the insignia of the White Lotus, are perfect for training or fighting in for those disciplined in the way of the Shaolin. Included is a quarterstaff, which is good for training or busting heads.

Razor Rimmed Hat (200 KP, discount White Lotus)- A hat with a razor sharp brim, similar to the type worn by Kung Lao. Although you may lack his particular skill with the weapon, it should serve you well none the less as it is easy to throw and sharp enough to split a man's skull in two.

Ancestral Bow (400 KP, discount White Lotus)- A bow with several peculiar- and deadly- abilities. It is sturdy enough to be used as a staff, but at the same time fast enough to fire off multiple arrows in a small amount of time; the dragon's head on the top of the bow can be lit at will, allowing you to shoot fireballs from it as well as empowering your strikes, as well. It comes with a quiver of arrows that will replenish after each combat; the arrows themselves can be empowered with ancestral spirits, which will grant a variety of effects. The first will increase the damage they do greatly and make them knock your opponent to the ground, the second will drain your opponent's vitality and make them weaker, while the final one will cause them to enter a stunned, helpless state.

Shaolin Academy (600 KP, discount White Lotus)- A Shaolin academy, located somewhere where it will be hidden, and safe. The students here will see you as a great teacher, and although not all of them will have the potential to become like the Great Kung Lao, there are a few among them that could be the next Kung Lao or Liu Kang. The temple has access to all the necessities, as well as a sizeable armory of weapons from a variety of cultures (though most are from Asia). The academy will follow you and retain modifications.

Special Forces Items

Kombat Armor and Assault Rifle (100 KP, free Special Forces)- A set of bulletproof armor, as well as a face concealing helmet for added protection. Also included is an assault rifle and a few spare magazines that will replenish it's ammo every day.

Training Room (200 KP, discount Special Forces)- A state of the art training room that has been added onto your Warehouse; it's expansive, and lined with monitors and cameras for analyzing fights from every angle. Holograms made of hard light can be generated inside of here to create simple interactable objects, and you can collect kombat data on the styles of anyone who fights in here, including yourself, telling you their strengths and weaknesses.

Special Forces Armory (400 KP, discount Special Forces)- A whole buncha guns, as well as a few very special toys. First up is a pair of rings worn around the wrists that causes a wave of energy to emanate from them when they are clanged together. Next up is a special type of powder that causes irritation of the eyes when blown into them. The third and final one is a Kombat Drone capable of doing a variety of attacks, such as exploding or sending out blasts of energy. Notably, after it is destroyed another drone will be available for use after a couple of seconds, regardless of where you are. Ammunition will replenish.

Military Base (600 KP, discount Special Forces)- A military staging ground; while your soldiers aren't as special as some of the members of other Factions, they've got one thing going for them- a shit ton of guns, as well as the base's state of the art defense systems, and vehicles like helicopters, tanks, and trucks with yet more guns on them. They're also loyal to you first, and Earthrealm second. And as luck would have it, guns are still the great equalizer here in spite of all the fancy magic getting thrown around, God bless.

Black Dragon Items

Black Dragon Suit and Kombat Knife (100 KP, free Black Dragon)- A Black Dragon mercenary get-up, lightly armored with a helmet; it's- you guessed it- black, and has the Black Dragon logo across the front of the chest. Also included is a Kombat Knife, or a Butterfly Knife as some pansies might call it.

Bionic Eye (200 KP, discount Black Dragon)- An eye that can shoot laser beams that'll burn through flesh and can see in infrared, just like Kano's. If you're still attacked to your real eye, this can also come in an eye patch form.

Kill Sat (400 KP, discount Black Dragon)- Like the above eye, but a whoooooole lot bigger. You've got a satelite following you around- it'll even show up if you decide to hop over to Outworld or the Netherrealm- that can cut a man in two from orbit, or reduce him to just a skeleton if you really want him to feel the hurt. It's flashy, and needs time to aim and fire, but if you want to kill your foes in style then look no further.

Black Dragon Base (600 KP, discount Black Dragon)- The Black Dragon may be a bunch of murderous thieves and weapons dealers, but they've got standards, too. That's why this base is all but invisible, and decked out with traps of all types- perfect for keeping out riffraff and nosy Special Forces operatives. What's more, the Black Dragon are completely loyal to you, even if you don't pay em'- crazy, right? They're scoundrels through and through, and won't hesitate to commit any crime or do anything you tell them to do, even if it means stabbing their mate in the back. Besides that, they're also skilled in firearms and many melee weapons, so even if they lack special powers they're still deadly in their own right.

Brotherhood of Shadows Items

Demonic Armor and Sword (100 KP, free Brotherhood of Shadows)- Traditional equipment of the Netherrealm's demons, forged out of black metal and menacing with spikes and jagged edges of the same. Both are of slightly higher quality than armor made of mundane materials.

Nightmare (200 KP, discount Brotherhood of Shadows)- A demonic horse from the Netherrealm; it's strong, and will never tire due to partially being undead, the flesh on its face nearly being flayed back to reveal it's skull. It has horns like a ram's, the points of which glow red with heat.

Soul Pit (400 KP, discount Brotherhood of Shadows)- A swirling green vortex contained within a well has been added into your Warehouse with the power to trap souls inside of it. Whenever you slay someone you may choose for their soul to go to the vortex instead of wherever they would go normally; from there, you can use them as you see fit. Use their soul to revive them as your slave, eat it for a power boost, torment them… the hellish, ash choked sky is the limit.

Netherrealm Fortress (600 KP, discount Brotherhood of Shadows)- A fortress in the Netherrealm, situated near a sea of lava. A nice view, for a demon- demons which you will have an abundance of, seeing as the fortress is practically overrun with all manner of foul creatures, from massive, ogre-like oni to more minor demons, each one of whom will serve you loyally and without fail. If you wish, the Netherrealm Fortress can start out in either the world's equivalent of the Netherrealm, or in it's Earthrealm equivalent where it will be located over a volcano, or perhaps deep underground. Either way, it will follow you and retain modifications done to it.

Brotherhood of Blood Items

Red Dragon Suit and Electric Tonfa (100 KP, free Brotherhood of Blood)- A suit belonging to a member of the Red Dragon; although they're not really a part of Havik's group, they were nearly wiped out while aiding him. Similar to the Black Dragon suit, the Red Dragon Suit fully conceals the body. Rather than armoring the body, the Red Dragon Suit focuses on protecting the face with a metal helmet. Members of the Red Dragon wield dual electric tonfa in battle, which can deliver powerful electric shocks capable of disabling or killing a person with repeated blows.

Ritual Chamber (200 KP, discount Brotherhood of Blood)- Havik conducts many profane rituals in the service of Chaos, some of which may have been performed in this very chamber. Now located in your Warehouse, the room's architecture and strange energies make it slightly better for magical workings of all types. Also found in the room are several golden chalices, with a thought, they can be filled with the blood of any being you have personally killed before.

Red Dragon Contract (400 KP, discount Brotherhood of Blood)- The Brotherhood of Blood are a small cabal, and not one that's much open to recruiting unless it's as Havik's mind-controlled slave. However, they still bought the use of the Red Dragon from Daegon, nearly leading to the clan's destruction over the period of only a few days. Well, now you can send even more Red Dragon to their deaths- in each world, you will start out with the knowledge of a Red Dragon safe house, with a large number of mercenaries already bought and paid for. They're just as ruthless as the Black Dragon, only more disciplined, and better equipped- however, while they'll still follow your orders, you can't modify their hideout or equipment and have it stick.

Seventh Kamidogu (600 KP, discount Brotherhood of Blood)- A ritual dagger used by the Elder Gods themselves to seal the One Being, a god-like creature of tremendous power who preyed on them. It's essence dwells within the seven Kamidogu, and when they are used in Blood Magik rituals they will increase the ritual's power tremendously, having tasted the blood of one of the most powerful beings to ever exist. When enhanced by Blood Magik using one of the Kamidogu, the younger Sub-Zero was capable of freezing several city blocks near instantly. The drawback is that once the Blood Magik wears off, the user will be left severely weakened and near defenceless, having exhausted more than their own power- something which can be Fatal if you are at the mercy of your foe.

Shao Kahn Loyalist Items

Outworld Veil and Sai (**100 KP**, **free Shao Kahn Loyalist**)- A peculiar veil, with a matching outfit; when worn, the veil helps conceal the unsightly features of the wearer. Unfortunately, it's pretty much useless as armor. Comes with two sai that are needle sharp.

Intimidating Armor (**200 KP**, **discount Shao Kahn Loyalist**)- An imposing set of armor that could rival that worn by Shao Kahn himself. It's of your design, and makes you much more intimidating in Kombat; not only that, but if you utilize it in your attacks you'll find that it's great at dealing damage as well as protecting you, too.

Wrath Hammer (**400 KP**, **discount Shao Kahn Loyalist**)- Shao Kahn's Wrath Hammer is a weapon feared throughout the Realms; regardless of your strength you'll be able to wield this massive maul with ease. The weapon's magic is strong enough to send nearly any fighter flying with one blow, and if thrown it will disappear in a puff of smoke, returning to your side. It can also be summoned and dismissed at will, and will retain all the weight it appears to have when used against others, or when they try to lift it's tremendous weight.

Flesh Pits (**600 KP**, **discount Shao Kahn Loyalist**)- Shang Tsung's Flesh Pits; maybe not the most flattering name, but make no mistake- this dark, dungeon-like place has given rise to many unsightly abominations. And slightly less unsightly abominations, as it turns out; many of the pods used to grow the sorcerer's genetic experiments are occupied with half-Tarkatan, half-Edenian Klones, similar enough in appearance to princess Kitana that they might be mistaken for her were it not for their massive teeth. Numbering at around six dozen, these Klones are wholly dedicated to you and your cause- although not without some of the haughtiness of their elder sister, Mileena. They are also linked together telepathically, capable of instant communication, and are wild, feral fighters even as unarmed and scantily clad as they are. If you had the know how, you might be able to make even more of them, or perhaps some other Kreatures… The Flesh Pits will follow you and retain modifications.

Edenian Resistance Items

Edenian Outfit and Knight Sword (100 KP, free Edenian Resistance)- A traditional Edenian outfit, paired with the sword of an Edenian Knight, the protectors of the realm. Although the outfit won't protect you much, the sword may serve as a symbol of status to your fellow Edenians.

Symbol of Rebellion (200 KP, discount Edenian Resistance)- It could be a flag, a particular item, or even a literal symbol or marking- whatever it is, it's symbol that your people haven't been broken, and that they're willing to fight to tear off the shackles placed on them by their Konquerors. Those who share your cause will see it and be reinvigorated, their resolve strengthened and fortified to kombat their enemy.

Jade's Weapons (400 KP, discount Edenian Resistance)- These are the weapons wielded by the warrior, Jade, bodyguard and friend to Princess Kitana of Edenia. The first is her staff, which is magical and capable of shrinking down to a more manageable size, and extending when she wants to lay down a beating; it trails purple magic energy, which also increases the damage it is capable of doing. The other are her glaives, which are highly accurate and incredibly sharp, and can have their trajectory changed at will, allowing them to be used like boomerangs.

Resistance Hideout (600 KP, discount Edenian Resistance)- A building that, by all it's appearance would suggest, is average and ordinary. Inside, however, is a different story, for in this building you will find members of the Edenian Resistance, numbering at around fifty strong. Each one is highly skilled, and possesses a unique fighting style that is augmented by their own unique magical abilities, which range from minor to around the strength displayed by Princess Kitana's control over the winds. The hideout will follow you to other worlds, and will retain the modifications done to it.

KOMPANIONS

KOMPANION IMPORT/KREATION (100 KP)- For 100 KP, you may import or create a new Kompanion to aid you in your fights and adventures, granting them 800 KP of their own to spend, as well as a Background and Faction. If they share your Faction, or are Factionless (they will not recieve the bonus KP) they instead cost 50 KP. If you are a member of Ferra and Torr's symbiotic race, you may have another member of your race as a Kompanion for free; if you are a 'brute' they will be smart, and vice versa.

KANON KOMPANION (VARIABLE)- If you wish to take a Kanon Kharacter with you, you may do so if you can convince them to come with you and purchase this option. If a Kanon Kharacter shares your Faction (for example, Sub-Zero with the Lin Kuei, Scorpion with the Shirai Ryu or Raiden with the White Lotus) or Background, then you get a discount on purchasing them.

Mostly normal humans or Outworlders, such as Stryker, Sonya Blade, or Jacqui Briggs can be taken for 100 KP.

Humans or those of races with powers such as Scorpion, Sub-Zero, Johnny Cage, Kabal, Reptile, Kano, Jax, Mileena, Kitana, Ferra/Torr (they're a package deal), Goro, and Sheeva can be taken for 200 KP.

Kombatants of exceptional power such as Raiden, Kotal Kahn, Shao Kahn, Shang Tsung, or Shinnok can be taken for 300 KP. Gods such as Raiden, Fujin, and Shinnok will be limited to their mortal forms such as it is described under God in the Race section, and Shinnok will no longer be unkillable so long as he is your Kompanion.

Drawbacks

If you wish to have more KP to spend, you may take up to +800 KP worth of drawbacks. You may take more if you'd like, but you will not gain any more KP from them.

Mortal Kombat X (**+0 KP**)- You can extend your stay in the Jump up until the end of Mortal Kombat X's story mode. If you'd like, you can also skip ahead in this new timeline a bit until the time of Mortal Kombat X, starting your ten year stay from there.

Guest Kharacters (**+0 KP**)- Wait, is that Kratos over there eyeing Raiden? What is a Predator doing here? Why is Freddy Kreuger fighting Jason Voorhees; haven't they already done that enough already? And- what's that up in the sky? That's right; all the Guest Kharacters from Mortal Kombat 9 and 10 are now present in this world, and while they may not all enter the tournament they're sure to cause mayhem in one way or another. Not only that, but the crossover game, Mortal Kombat vs DC Universe, is now Kanon, and you can bet that there's going to be some interaction with their heroes and villains. Taking this drawback will allow you to take Kratos, Freddy Krueger, Jason Voorhees, a Predator, Leatherface, and an Alien as Kompanions with the appropriate purchase; note that these are 'Mortal Kombat' versions of them, and they won't remember you even if you've encountered people like them before. Drop Ins get discounts on purchasing Guest Kharacters, but DC Kharacters cannot be purchased as Kompanions.

Alt Timeline (**+0 KP**)- Perhaps you'd prefer the classics? Very well; rather than starting in the timeline as it has been altered by Raiden's vision, you will start in the original Mortal Kombat timeline. Alternatively, you may go to the universe of Mortal Kombat: Legacy or Rebirth.

Street Fighter (**+100 KP**)- It's strange how willing others are to fight their family and friends, and even inflict crippling injuries on them. Maybe they're just angry, or maybe Kombat Rage is getting to them? In any case, whenever you meet someone it usually results in you two throwing down for one reason or another, even if the reason is dumb.

Killer Instinct (**+100 KP**)- You have a thirst for blood that leads you to Kombat; not for any real reason, other than killing. You have a desire to kill others that is hard to ignore. If you go too long without killing someone, you risk going into a rage and attacking anyone and anything within reach. This can be sated, but never quelled. When your opponent is helpless before you, it can be hard to resist the urge to FINISH HIM.

Fatal Fury (**+100 KP**)- Whenever someone wrongs you- even accidentally- you can't help but pay them back, with interest if possible. If they killed someone you cared about, you would do your best to slaughter their entire family or clan; if they injure you, you will want to cripple or kill them in return.

Dead or Alive (**+200 KP**)- A powerful Faction wishes to see you dead. Perhaps the Special Forces have decided it is time for you to pay for your crimes, or maybe Shao Kahn sees you as a threat for his plans for Earthrealm. Either way, you can expect assassination attempts and other trouble from that Faction for your time here, as everyone in that Faction does their best to see you dead.

King of Fighters (**+200 KP**)- You have a Johnny Cage-sized ego, as well as a desperate need to affirm yourself in the eyes of others that will cause you to put yourself in dangerous situations and seek out dangerous opponents. You won't rest until you're the best- and everyone else knows it, too.

Injustice (**+200 KP**)- There is something in your past that haunts you, still. Perhaps it is the death of a loved one, or the massacre of your clan; whatever it is, you will be haunted by the weight of its presence in your mind constantly. Even vengeance won't quell the turmoil inside your soul. Drop Ins may remember an event from a past world, or else feel depressed and despondent for no reason at all.

Flawless Victory (**+300 KP**)- The Flawless Victory is something that all fighter's strive for; there is no greater achievement than to defeat a dangerous opponent without taking a scratch in return. This is now a requirement for you, as taking any damage at all in a fight will instantly end your Chain as if you had died. Self-inflicted damage does not count for this, nor will damage sustained outside of battle.

The Krypt (**+300 KP**)- Your Warehouse has been replaced with an entrance to an ancient graveyard, which is strangely filled with a variety of locations. The reason for this is that your Warehouse- as well as every item and perk from outside of this Jump, including things like property or Warehouse attachments- has been sealed away within strange coffins, chests, and other containers. There is a way to regain what you have lost while you are still here, however; by defeating others in Kombat, you will recieve special Koins which can be used to 'unlock' the containers found in the Krypt. What they contain is random, as is the price, but the stronger the thing they contain, the higher the price will be. Imported Kompanions will have their own section of the Krypt to unlock.

Revenant (**+300 KP**)- Oh, dear, it seems you've died. While normally this would mean the end of your chain, it seems that Quan Chi (or a rival sorcerer, if you're a member of the Brotherhood of Shadows) has taken your soul and revived you as a Revenant. As their undead minion, you will be forced to carry out their will to the best of your ability. It is possible that you could be revived… but it would take something extremely unlikely for that to happen, or outside intervention.

Palette Swapped Jumper (**+400 KP**)- There's someone out there who looks suspiciously like you; a rival, someone who has a grudge against you. They will seek you out at every turn, hoping to kill you. Their powers are equal, but opposite yours; where you might be a being of ice, they are one of fire, and so on with order/chaos. If your powers have no opposite, they will simply possess them. Despite your best attempts, you will be unable to keep your rival down for long- but for good reason. In the last days of your stay here, if you seek them out you will be able to Kombat them one last time. Win, and you will earn their camaraderie and they will join you on your adventures, if you wish. Not only that, but you'll earn a special perk, detailed in the Notes down below.

Konqueror of the Multiverse (**+400 KP**)- Shao Kahn has somehow been empowered by the One Being, the primordial force that opposed the Elder God at the beginning of time. It has increased him in might and personal sorceries, as well as the strength of his Wrath Hammer and armor, until he is a fair match for you; not only that, but he believes that if he kills you he will take your place as the Jumper, stealing your power and leaving the Multiverse ripe for Konquering. If you can defeat him, the power that the One Being has granted him will flow into you, and post-Chain it will let you become something that could rival the Elder Gods. If you succeed in your ultimate battle, however, and unlock the power of your Spark… you could become something that preys on Elder Gods. In addition, success here will give you a special perk, detailed in the Notes down below.

Battle of Armageddon (**+400 KP**)- Despite Raiden's best efforts, the Battle of Armageddon will come to pass. The Forces of Light and Darkness will clash, and you will be in the middle of it- caught not only between all of the original fighters of the war, but any others who have since joined the fields of conflict. Only by defeating each other fighter, and climbing to the top of the Pyramid to defeat the fire elemental Blaze, can the destruction of yourself and all the Realms be averted. Victory here will allow you to absorb Blaze's essence, granting you a wish post-Chain- anything you could desire. It will also grant you a special perk, found in the Notes section down below.

NOTES

-YJ_Anon

-Thanks to everyone who offered suggestions while I was making the Jump!

-Item options all have free imports.

-Companions cannot purchase property or Warehouse attachments.

-The special perks rewarded for completing the +400 KP drawbacks are as follows:

FRIENDSHIP!- By making friends with your rival, you have unlocked part of an ancient power that has been forgotten- until now. After defeating an opponent, rather than killing them or doing something silly like turning them into a baby, you can make friends with them- turning what might've been a hated opponent into someone who could call you friend. This won't change who they are as a person, however; merely their relationship with you.

KONQUEROR OF KONQUERORS- By defeating the empowered Shao Kahn and saving the Multiverse from being crushed beneath his yoke, you have earned the title of 'Konqueror of Konquerors'. Should you wish, all who hear your name will understand the weight of this achievement.

BLAZE'S LIFEFORCE- By defeating the fire elemental Blaze, you have absorbed some of the cosmic fire that makes up his being- and in Kombat, you can turn that fire outwards. For a few brief seconds, any opponent you face in Kombat will be lit on fire at the start of your fight. This fire does not seem to burn the skin, so much as it deals damage to their lifeforce and stamina; this will never kill an opponent outright, but is effective even against those who would normally shrug off flames.

Ending Options
Effects of Drawbacks Disappear

Stay Here

Go Home

Kontinue Jumping

Kostume Supplement

You have +500 Kostume Points to spend. You may convert Kombat Points to Kostume Points at a ratio of 50:300 if you wish to purchase additional Kostumes. Kostumes are essentially kosmetic "skins" that change the appearance of your clothing, your body, or even your weapons or abilities, and can be activated at any time before entering a fight. Purchasing a Kostume will also unlock it for any of your Kompanions.

Standard (Free)- This is your Standard outfit; other Kostumes might be based off of this one. You may import the appearance of any clothing, armor, etc. you own as your Standard Kostume for free. You may purchase additional standard Kostumes for 50 KP, which will also give additional variants of Kostumes that are based off of your standard Kostume.

Kosplay (50 KP)- This Kostume is based off of another fighter; for instance, you may choose to have robes and a hat similar to Raidens. Can be purchased multiple times. Your attacks may take on a similar theme to theirs.

Klassic (50 KP)- A Kostume that is, essentially, a simplified version of your Standard Kostume. Old school fighters might give you more respect for this choice.

Brazil (50 KP)- Either some sort of sports uniform bearing the colors of Brazil's flag (green, yellow, and blue) or a version of your Standard Kostume inspired by Brazilian culture.

Chromatic (50 KP)- Essentially the same as your Standard Kostume, this variant gives its primary colors a metallic, eye-catching sheen. Pre-order now!

Dark (50 KP)- Your Standard Kostume gets a dark spin, as your entire appearance takes on a more sinister, evil appearance.

Farmer (50 KP)- Trading armor in for the simple clothes of a Farmer, you're no less dangerous than your appearance would suggest.

Ninja Mime (50 KP)- The clothes and makeup of a mime. Even if you're not one of the few fans of Johnny Cage's "Ninja Mime", this might have some value for psychological warfare.

Shirai Ryu (50 KP)- Represent the Shirai Ryu clan of Ninjas by giving your Standard Kostume the aesthetics of their uniform. Toasty!

Lin Kuei (50 KP)- Represent the Lin Kuei clan of ninjas by giving your Standard Kostume the aesthetics of their uniform. Very cool!

Osh-Tekk (50 KP)- Represent the fallen Osh-Tekk by giving your armor the aesthetics of their garb, which inspired the Aztecs.

Spec Ops (50 KP)- Gives your Standard Kostume a tactical appearance, with kevlar, armor, pouches, and other cool military stuff like that. Lots of black, too.

Mileena's Teddy Bear (50 KP)- While some may mock you for this choice, there's something oddly sweet and romantic about this Kostume, which resembles a hand-stitched teddy bear.

Big Head (50 KP)- This is a strange one; it doesn't change the appearance of your Kostume at all, instead increasing the size of your head to ludicrous proportions.

Kold War (100 KP)- Based off of your Standard Kostume, this Kostume is apparently adapted towards Kold Warfare. Gas masks, Ushankas, heavy furs, old military uniforms and the like are common here.

Apocalypse (100 KP)- Whether you're Master or Blaster, this apocalyptic, cobbled together Kostume will give you the appearance of a true survivor of the end of the world. Scrap metal, tires, and other things you can find lying about in the wastes are common features.

Medieval (100 KP)- A Kostume that would let you fit in at certain parts of Outworld, or maybe a renaissance fair. Plate mail, chain mail, tunics, robes, basically anything you'd expect to see in Europe 800-1000 years ago.

Samurai (100 KP)- Pretty much the same as Medieval, only this time for Japan. Samurai armor, Oni costumes, and yes, even ninja outfits.

Future (100 KP)- A more futuristic take on your Standard Kostume; glowing lines, and an appearance similar to power armor are possibilities.

Klassy (100 KP)- Suit. Tie. Even a dress, because dress clothes are the perfect clothes for kicking ass in style.

Infrared (100 KP)- This is peculiar. The overall shape of this Kostume is the same as your Standard one, but it changes your appearance to appear as if you were sighted through an Infrared scope.

Injustice (**100 KP**)- Another weird Kostume. While still obviously based off your standard Kostume, this Kostume wouldn't be out of place in a Komic Book… or a Video Game. Boob windows for both men and women are optional.

"**Flesh Pits**" (**100 KP**)- This barely counts as a Kostume. It's essentially bandages placed strategically over your body to cover up your naughty bits.

Horror (**100 KP**)- This Kostume is partially inspired by a Klassic movie monster; vampires, mummies, creatures from the black lagoon, wolf men, and more.

Skinless (**100 KP**)- This is a rather disturbing one, giving you a naked, skinned alive appearance similar to Meat, one of Shang Tsung's failed experiments.

Regal (**200 KP**)- While Klass can sometimes be a matter of taste, there's no disputing the looks of this Kostume. Fit for the richest of Outworld's rulers, this Kostume covers you head to toe in all manner of riches. Gold, diamonds, rubies, and other valuable materials.

Revenant (**200 KP**)- Gives you the appearance of one of Quan-Chi's revenants, with pale skin and glowing yellow eyes. Your Standard Kostume takes on a demonic appearance, and your attacks seem to glow with fell energy.

Cyber (**200 KP**)- Gives you a fully Cybernetic appearance, similar to the Lin Kuei's Cyborg warriors. Your attacks and weapons can gain the appearance of technological equivalents- magic missiles to actual missiles, fireballs to grenades, swords with plasma blades.

Inferno (**200 KP**)- Gives you the appearance of a Netherrealm Wraith, with a fully exposed skeleton burning with demonic fire. Your attacks will trail unholy looking flames. Motorcycle not included.

Zombie (**200 KP**)- Sickly green skin and open wounds mark you as a member of the undead... except not really, because you aren't dead.

Godly (**200 KP**)- With an appearance rivaling the Elder Gods, you gain stark white hair, glowing blue eyes, and a version of your Standard Kostume that can only be described as godly. Wielded weapons will receive a similar effect.

Immortal Slayer (**200 KP**)- A jacket, shirt, pants, and shoes… And a very iconic hockey mask. Any melee weapons you wield can also take on the appearance of a machete.

Chainsaw Murderer (**200 KP**)- A human face, worn as a leather mask as well as an apron worn over simplistic clothing, for the simplistic cannibalistic murderer in you. Any melee weapons you wield can also take on the appearance of a chainsaw.

Dream Demon (**200 KP**)- One, two, Jumper's coming for you… A striped red and black sweater, pants, and a fedora are worn over your now leathery, burned hide. Any melee weapons you wield can take on the appearance of a clawed glove.

Ugly Motherfucker (**200 KP**)- The armor and mask of a Yaut'ja warrior. If skulls are your thing, than here you go. Any melee weapons you wield can take on the appearance of a Yaut'ja wristblade, and any ranged weapons can take on the appearance of their shoulder mounted Plasma-Caster.

Alien Bug (**200 KP**)- This costume causes the most dramatic change yet, giving you the appearance of a Xenomorph born from a Tarkatan. Any melee weapons you wield can take on the appearance of the Xenomorph's tail and wrist blades.

War God's Tattoos (**200 KP**)- Gives your body an ashen white appearance, marked with red tattoos. Your various weapons and abilities can take on the appearances of the items wielded by Kratos; your melee weapons might take on the appearance of the Blade of Olympus, or the Nemean Cestus, while a shield or bow might take on the appearance of the Golden Fleece or the Bow of Apollo. A magical attack might be preceded by you producing the head of the god Helios, or the Gorgon Medusa.