# 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.