

Mortal Kombat (1995)

The fate of worlds is decided not by armies or treaties, but by a tournament. Every generation, chosen warriors are gathered to fight in Mortal Kombat, a contest where victory determines the survival of realms. For nine straight tournaments, Earthrealm has lost. Now, one more defeat will mean its fall to the dark empire of Outworld. Its people enslaved. Its lands consumed. Its future erased. You arrive at a ship bound for the tournament island, and champions from all across Earth have been called. Looming over them all is Shang Tsung, sorcerer and manipulator, whose power feeds on the souls of the defeated. The rules are simple: fight with all you have, and save Earth. Here, take these **1000 Kombat Points**, and prepare yourself for **Mortal Kombat**.

Origins



Any origin can be taken as a drop-in

Chosen One

Some are born into destiny, but few are chosen as completely as you. Your life has been shaped by discipline and training, and now it is your burden to follow the path ahead to your destiny, no matter the trials you will face.

Special Forces

Your life is built on discipline, precision, and an iron will. You are someone whose life has been tempered through surviving gunfire and relentless training. You know weapons, you know missions and you know sacrifice. Retreat is not in your vocabulary.

Celebrity

Fame is the essence of your life. From flashing cameras to roaring crowds of fans, your life has been bathed in the spotlight. Maybe you are an actor, a rising influencer or a household name, either way, doors open with your smile, and you are never overlooked.

Mentor

Wisdom carries weight, and yours is the voice that echoes through ages. You are a guardian and guide, balancing the burden of foresight with the duty to teach. Your presence commands respect, not just for the powers you wield, but for the knowledge you impart. Your students may struggle, but your guidance illuminates their path, steering towards their destiny.

Villain

Ambition defines you, and power answers your call. Whether you were born from vengeance, anger, greed or pure vision, you stand as the adversary others measure themselves against. Power is the only truth that endures, and you always understand this better than most. You are the master of your own destiny.



General Perks

Kung Fu Fighting [Free]

Possibly everyone in this movie knows how to fight. Even the children. And now you do too. You are trained in close quarters combat to a level where fighting is second nature. You can handle multiple opponents at once, including armed ones, with ease. For 200 CP, you gain the experience of someone who has already fought in the Mortal Kombat tournament.

Fatality [Free]

A battle is not just about fighting your enemies and winning against them. It's about the catharsis of executing them and proving you are superior. When your battle ends and your enemies are defeated, you can finish them with extreme efficiency, brutality and gore, such as ripping spines, tearing out hearts and breaking heads open. Not for the faint of heart.

Soundtrack [Free]

You have a mental soundtrack with all the Mortal Kombat tracks, from the entire franchise. It will play at opportune moments, and you have the ability to make others hear it too. You can toggle this on or off.

You guys received an invite? [100]

No matter where you go, exclusive events seem to know your name. Whether it’s the most secretive martial arts tournaments, elite gatherings, or high-profile social occasions, you are guaranteed an invitation.

Descendant of Kung Lao [100]

Some weapons are ordinary, others... not so much. You have a natural affinity for a particular gimmick or unusual weapon. A chain whip, arm blades, perhaps even a bladed hat. Either way, you wield it with particular skill and precision, despite how actually awkward it would be to wield such a weapon. Well, at least you will be looking quite cool by wielding it.

True Sight [200]

Deception holds no sway over you. Tricks of light, shadows, and sorcery might hide others from the eyes of the world, but not from yours. Invisibility, disguises or shapeshifting, you see them for what they are.

Mortal Kombat [300]

The world is getting invaded by aliens? Demons? Perhaps world war? Either way, when the world is facing a threat, you can call forth a Mortal Kombat to decide the fate of the planet. You will be able to choose where the tournament happens, and you will have access to a list with the best warriors from your realm to choose from.

Chosen One



Shaolin Prowess [100]

Your training in the quiet halls of the Shaolin temple have improved your agility and flexibility to the apex of what a human can do. Your body moves with the grace and speed of a Shaolin warrior, letting you do incredible acrobatics. In the middle of a fight, you can easily dodge blows, vault over opponents or flip and twist midair to reposition yourself in a battle.

Calm Within The Storm [200]

Years of meditation and self-reflection have honed your mind to the point where your emotions no longer dictate your actions. Even in the middle of a battle, you will remain composed, aware of every detail around you and attuned to harmony. Anger, fear, and doubt may rise in others, but they will never cloud your judgment.

Future Glimpse [400]

A portent has begun to reach you in fleeting visions. In dreams or in times of meditation, you will see the faces of those who will one day seek your life. Alongside each image comes a faint sense of their abilities, such as a power or a weapon in their hands.

Chosen One [600]

A prophecy has bound you to protect Earthrealm, and you are its chosen one. Every challenge, every fight, every conflict tied to its purpose will sharpen you as the world guides your growth. Your skills and abilities will improve in real time, making you more capable as you fight new enemies. The rate of improvement is based on the level of danger, and post-jump if you go to a planet that needs saving, it will create a prophecy for you to be the chosen one.

Special Forces



Operator [100]

You are trained in the full spectrum of Special Forces operations. You have experience with all types of firearms and can easily shoot, aim and reload under pressure. On the battlefield, your mind works as fast as your reflexes. You can assess enemy positions, plan coordinated strikes and navigate hostile terrain with focus.

Snake [200]

You are a master of stealth and reconnaissance, being knowledgeable in all matters related to it. Controlling your breath, footwork and the use of shadows and angles are completely natural to you, and you know when you are in the best position to observe without being detected and what to observe.

Princess Sonya [400]

No matter how dire a situation becomes, fate ensures you are never completely alone. Whenever you are taken against your will, such as ambushed, imprisoned or restrained, your captors will choose containment instead of killing you, giving time for someone to intervene. And eventually, someone will. It may be an ally, a friend or even a mysterious stranger, but their arrival will ensure that your captivity is not permanent.

My Vision is Augmented [600]

Your body has received advanced cyberware with the purpose of improving your abilities. Choose a pair of limbs or a specific organ. They will be improved massively, beyond the level of ordinary humans, increasing your effectiveness beyond mortality. Eyes will become sharper, arms will become mightier and the brain will become smarter.

Celebrity



Hollywood Smile [100]

Lights, cameras, action. You were born to stand in the spotlight and be a celebrity, and no circumstance can diminish that. Not only are you beautiful, nothing will leave a mark on your appearance, be it wounds, scars, dirt or even falling in a ridiculous position. You always have a flawless image.

Nose For Women [200]

As a superstar, you know what it's like to be surrounded by women and the smell of their perfume. In fact, after so many years, your nose has become finely tuned not just to their presence but to other smells in general. You have the nose of a bloodhound, easily detecting faint scents that would escape anyone else. You also process this sensory information perfectly, with no smells ever overpowering you.

Prop Artist [400]

The world around you is never just scenery, it's a toolbox for you. You instinctively see opportunities in your surroundings that others overlook. Could be bamboo railings, could be furniture, maybe even a cliff. Your mind constantly improvises, finding new uses for the environment around you and how to best use them, even in the middle of battle.

Plot Armor [600]

You took a decision in the heat of the moment, and now you have to fight a 9-foot tall monster? Luckily for you, No one is immune to a punch in the balls. In fact, you are quite lucky. Situations that should be unsurvivable for you somehow always have a way for you to survive. Fighting a giant monster? Good for you, there is a cliff nearby. You also will have an intuition telling you where you need to go and what you need to do for this luck to best help you.

Mentor



Soul Sight [100]

As the guardian of Earthrealm, your vision extends beyond the material world. You perceive the souls of those around you, feeling the currents of their essence. You see who is righteous, who is corrupted, and who carries hidden potential within themselves, waiting to be awakened. Beyond morality, you sense the strength each soul wields and the power they can summon if pushed to its limits.

Crouching Tiger, Hidden Master [200]

You have the ability to teach without teaching. You might say quotes, phrases or musings that seem completely meaningless at first, but those who listen will absorb lessons without realizing. Even a trivial utterance will guide anyone who hears it to insights and small flashes of wisdom, though a Hollywood actor might need more than a Shaolin monk.

Dream Journey [400]

Sometimes the chosen ones struggle to see the path ahead, weighed down by doubt, fear, or uncertainty. In these times, they need more than shared wisdom. He needs a vision. You can force others into a dream journey, designed to illuminate the path of their lives. Within this dreamscape, every decision of their lives will speak directly to their spirit, and they will find enlightenment on their purpose in life.

God Of The Earthrealm [600]

You exist beyond the reach of time. Your body no longer ages, it is untouched by illness, and the march of years has no effect on you or your mind. You are a being apart, witnessing the flow of history with patience, possessing endurance few can imagine. Beyond your immortality, you possess a connection to the elder gods themselves. Once per jump, you may ask three questions, and they will be answered by the wisdom of beings who have watched the universe being formed. Even the future can be known through their answers and knowledge.

Villain



Chilling Presence [100]

You radiate an aura of power and menace that unsettles all who face you. Your mere presence is enough to make anyone hesitate, falter, or second-guess their actions. Your gaze, your posture, and the cadence of your voice always carries an unspoken authority. You never have to repeat yourself.

Black Dragon [200]

Despite being feared for your power, it is your schemes that truly define you. Strategy, cunning, and the careful orchestration of events are just as vital as sorcery. You have a natural talent for strategy and planning, being able to anticipate challenges and orchestrate complex schemes with ease. Additionally, you possess a talent for criminal endeavours, such as setting criminal enterprises and administrating a criminal organization. Every villain needs a power base, after all.

Woe Of The Conquered [400]

Victory is more than a triumph. It's a bond. An assertion of dominion. The lesser should submit to their betters, and who is better to all if not a sorcerer? Those who fall to your power in combat find themselves subtly bound to your will, giving their loyalty and obedience to you. Those that are pure of heart cannot be affected by this.

Born To Rule [600]

Power is not granted. It is seized. But to hold on to this power, you need foresight. You mastered a dark sorcery that stretches your awareness beyond the present, attuning to threats to your plans before they take shape. Whether it is a chosen one blessed by fate, secret alliances forming in shadow or schemes to thwart your rule, no one can escape your perception. And eventually, all of them will fall before you.

Powers

You have a 300 CP Stipend for this section



Johnny Cage [Free]

You can do a nut punch, causing extreme pain to someone that stays for 30 seconds. This doesn't cause physical damage.

Baraka [100]

You can manifest sharp sword blades from your forearms.

Nightwolf [200]

You can change into any animal form you wish that weighs less than 100 kilos, from wolves to eagles. You also have great affinity with animals

Reptile [200]

You can vanish from sight, turning invisible, along with your clothes.

Sindel [400]

Your hair is as durable as metal and can be controlled as a whip. You also have a sonic scream capable of destroying walls.

Subzero [400]

You can generate ice from your body, from bolts capable of freezing a person instantly to even bridges made completely out of ice.

Goro [400]

You turn into a Shokan, an Outworld race with four arms along with increased strength. For 400, you get five times the normal strength of a human. For 600, you have ten times the normal strength of a human. For 800, you have twenty times the strength of a normal human, on the level of Goro.

Raiden [600]

Choose a natural element such as lightning, fire or wind. You are capable of manifesting this element in high quantities from your body. You can also transform into your element for high speed travel. You can also gain the ability to make portals to anywhere in the world.

Scorpion [600]

You can manifest demon snakes from your hands that can extend to dozens of meters to attack and bind your enemies, breathe fire from your mouth and teleport you and someone else to anywhere in a radius of 10 kilometers.

Cyrax [600]

Your body is extremely durable, being made of metal, and you have a refilling collection of weapons inside your chest such as missiles, flame grenades and nanobots capable of devouring flesh in seconds. This will become an alt-form post-jump.

Shang Tsung [800]

You are capable of stealing the souls of those who fell in battle, adding them to your body. Once inside you, you can shapeshift into their forms and acquire their memories, or summon them as warriors that follow your command.

Items

You have a 300 CP stipend here

Mortal Kombat Collection [Free]

A complete set of all the games, comics, movies and animations of the Mortal Kombat franchise. Comes with a DVD player and a console.

Combat Finder [Free]

You can use this to find a fight with anyone, anywhere. Fights found through this will be non-lethal and always convenient to do.

Title Belt [Free]

Completely worthless, this belt changes if you win in the Mortal Kombat, improving to a highly detailed gold belt showing everyone that you won the most dangerous tournament in the realms.

Velosphere Network [Free]

A marvel of Earthrealm engineering, the Velosphere Network is a network made for travel that uses the hot air created by magma to propel Velospheres all across the world at supersonic speeds, even between continents and the oceans. For free, you have a network that connects all properties. For **200 CP**, your velosphere network is connected to anywhere in the world, no matter the distance.

Training Ground [Free]

A vast and versatile combat arena, capable of replicating every environment a warrior could face. From crumbling temples, icy mountains, high-tech bases and urban streets, you can customize it to look like any environment you want. Also integrates with the **Combat Finder** to teleport you directly here for your fight.

Army [400]

You have your own army of one thousand well-equipped and well-armed soldiers connected to your origin. They also have their own transport and do not suffer from hunger and other needs.

Chosen One Items

Shaolin Red Band [100]

A simple strip of red cloth that carries the weight of all your efforts in martial arts. Whoever looks at it will know how much you trained in your life.

Incense Sticks [200]

A bundle of carefully prepared incense sticks. When burned, they improve meditation, relaxation and spiritual enlightenment. Restocks each day.

Apartment [400]

Your own modest apartment that exists as a sanctuary from the world. Rent, bills and upkeep are all taken care of automatically. Beyond these little conveniences, no ordinary problem will find you there such as cops, criminals or similar.

Shaolin Warrior Robes [600]

A set of traditional Shaolin robes, given out to warriors that achieved internal unity. Wearing these robes helps the body move naturally, improving posture, flexibility and precision of motion. Additionally, they accelerate your learning of martial arts by three times.

Special Forces Items

Bulletproof Vest [100]

A lightweight vest designed for maximum ballistic protection. It can withstand the impact of high caliber rounds with ease, and it's quite comfortable.

Surveillance Tools [200]

A comprehensive set of devices designed to monitor, record, and track activity in any environment, such as cameras, microphones, sensors, and other portable monitoring tools. All of them have perfect resolution, no matter the distance.

Shotgun Case [400]

A reinforced case that holds a curated collection of shotguns suited for different needs, such as compact, tactical and automatic ones, along with refilling ammo. All weapons are in top condition, and if one shotgun is lost or destroyed, another will appear here.

Cybernetic Strength Enhancers [600]

A pair of advanced cybernetic implants developed in a secret military lab designed to augment physical strength. Once installed, these enhancers amplify your natural strength to up to four times of a natural human.

Celebrity Items

Shades [100]

A sleek pair of black sunglasses. You can choose to look mysterious or impossibly cool with this.

Paparazzi [200]

A network of photographers and reporters who seem to appear wherever you go. They capture everything you do in a good light, always enhancing your reputation and image.

Personal Butler [400]

Your own personal butler, who performs the work of ten men. Be it cooking, cleaning, managing schedules, handling errands, and maintaining your home, all are done extremely fast and as conveniently as possible to you. He is also immortal and can handle even administrative duties for you, being an excellent agent for your Hollywood career.

Hollywood [600]

You have the entirety of Hollywood, with its vast networks of studios, talent agencies, media outlets, production crews and influencers. It runs by itself, and you have access to its entire machinery of movies and stars, with all the industry following your orders.

Mentor Items

Hat [100]

A traditional conical Asian hat that is older than it looks. Wearing it gives you an aura of serenity.

Medallions [200]

A set of finely crafted medallions, each imbued with an invisible aura that inspires bravery and confidence in those who wear them. Whenever you give one, another one appears in your hand.

Mystical Scroll [400]

A mystical scroll designed to teach your own skills to another. You can choose any skill of yours, such as martial arts or a mastery of sorcery, and once someone reads it, the skill will be taught instantly.

Temple of the Order Of The Light [600]

A serene and majestic sanctuary, the Temple of the Order of the Light serves as a center of learning, training, and spiritual growth. Its halls are filled with centuries of knowledge, sacred artifacts, and meditative spaces designed to refine body, mind, and spirit. Warriors can train within its walls, gaining discipline, insight and strength under the tutelage of the order. Comes with many monks who take care of the temple and train there.

Villain Items

Dragon Coat [100]

A long, black leather coat adorned with dragon motifs etched into its design, such as a coiling dragon emblazoned across the back. The coat radiates presence, and improves your aura the moment you enter a room. Quite comfortable.

Ghost Vessel [200]

At first glance, it’s nothing more than an old, weathered boat. But this vessel hides a secret: no sensor, satellite or spell will ever find it. No method of surveillance can pierce its veil. It's also as fast as modern boats, and moves despite having no sails.

Demon Island [400]

A hidden fortress perfect for a tournament, this island is completely undetectable to sensors, satellites, or magical scrying. To the outside world, it does not exist. Within it are hundreds of indigenous inhabitants who pledge their loyalty to you, trained to follow orders without question. The island has abundant natural resources, fertile lands, stocked storerooms and an endless supply of food. And in the middle of the island, above the clouds, stands a majestic temple with a portal to Outworld or to any dimension that you have ever travelled.

Black Dragon Syndicate [600]

Your own personal empire. You hold the reins of a sprawling criminal network that spans the globe, its roots running deep into drug trade, weapon smuggling, and other shadow markets. Warehouses, ports, hidden factories, and safehouses already stand prepared, each staffed with loyal operatives who keep the machinery of profit and secrecy running smoothly.

Companions

Recruit Anyone [Free]

Anyone you want to recruit in this world is free to join you as a companion if they agree.

Create/Import [50 for 1, 200 for 8]

You can create new Companions or import existing Companions. They get an Origin, with all freebies and discounts, along with 600 Kombat Points to spend. You can also import any companion you bought here for a Kombat Points stipend.

Liu Kang [50]

The Chosen One destined to protect Earthrealm, Liu Kang is a martial artist of incredible skill and a heart clouded with vengeance. He seeks to find what happened to his brother, and kill the man who took his life.

Johnny Cage [50]

A famous Hollywood actor and secretly a martial artist, Johnny Cage is a cocky and self-centered man who seeks to prove his talent for the media. Behind his humorous façade, there is a potential for him to be one of the strongest fighters of a generation.

Sonya [50]

A tough and skilled Special Forces officer, Sonya is a relentless woman on a path to vengeance against Kano for the death of her partner, which brought her to the Mortal Kombat tournament. Years of operations have honed her mind and body into a weapon, and she's not afraid to use it.

Raiden [50]

The God of Thunder and protector of Earthrealm, Raiden is a figure of immense power and wisdom. Set on not interfering in mortal affairs, Raiden has seen Earthrealm lose nine times in the Mortal Kombat tournament, and now seeks only to guide the Earthrealm fighters and the Chosen One to victory so Outworld doesn't conquer all.

Kitana [50]

The rightful heir to the throne of Outworld and an extremely beautiful woman, princess Kitana is someone who has lived through ten thousand years and seen much, including the fall of Outworld to the forces of Shao Khan. Shao Khan killed her father after her realm lost 10 Mortal Kombat tournaments and adopted her to lay claim to the throne, forcing her to be at the side of her enemy. Despite that, she is actually pure of heart, and will do anything to stop Shang Tsung from claiming another world to the Shao Khan's empire.

Shang Tsung [50]

A cunning and manipulative sorcerer, Shang Tsung is one of the most dangerous men alive. He is the leader of the Black Dragon and the man behind the successes of the Outworld against Earthrealm during the Mortal Kombat tournament. He is infamous for his ability to steal the souls of the dead and enslave warriors who lost against him.



Scenarios

Mortal Kombat



You will fight the Mortal Kombat tournament same as the main plot, but with two differences:
One, you will not have metaknowledge
Two, Liu Kang isn't the chosen one.
Three, there are now different fighters both in the side of Earthrealm and in the side of Outworld.

Win against this challenge and your reward will be Mortal Kombat itself, gaining the ability to invoke a Mortal Kombat challenge for extremely serious matters such as wars, conquest and planetary matters.

Drawbacks

Main Protagonist [Free]

Leave when the plot of the first movie ends. I do not blame you for not staying for the second movie.

Gauntlet Mode [Free]

Instead of jumping this as a jump, you can jump this as a Gauntlet, following all standard rules.

Prequel [Free]

Instead of your jump starting at the beginning of the movie, you can instead start at any date from before, as long as you still enter the Tournament later.

Visual Toggle [Free]

You can make the setting look like the games instead of real people. The events will be the same as the original live-action movie, but the characters will look like they do in the games.

Minions, Attack! [+100]

Each time you take a walk in Shang Tsung's island, you will be forced to defeat dozens of minions. They will never be strong enough to win against you, but they will tire you of your precious stamina.

Bad CGI [+100]

Prepare for some horrible effects during your stay here. Everything will look like bad CGI and cheap effects.

Echoes of Fallen Generations [+100]

The souls of those fallen in the tournament linger around you, with their constant whispers reminding you of the weight you hold in your shoulders. They will not let you forget the cost of losing the Mortal Kombat.

Dark Promises [+100]

The dark energies of Outworld will constantly tempt you with promises of strength, and each time you accept them, you will lose a little bit of humanity. Lose enough, and you will betray Earthrealm.

Shitty Sequel [+100]

You will be forced to stay here for the second movie. My condolences.

Dimensional Shift [+200]

The boundaries between Earthrealm and Outworld have thinned, and during your stay here the surrounding environment will be constantly shifting between plains, cold peaks, ashy wastelands and anything in between whenever you enter into a fight. It will be up to you to adapt to these changes.

Marked for Mortal Kombat [+200]

Your skill and reputation haven't gone unnoticed. In the tournament, everyone will know of your abilities, and you will become a target for those seeking glory.

No Honor Among Fighters [+200]

You will be dealing with a lot of sneak attacks during your stay here, and the only time you will not need to fear a stab through your back will be when you are sleeping. Every other time is fair game.

No Powers [+200]

No out of context powers or items here.

Podcaster [+200]

Shang Tsung has a connection to your mind, and will be constantly trying to humiliate you or show his superiority.

Reptiles [+400]

During your stay, there will be a lot of invisible enemies. They will hiss a lot and make you paranoid.

Evil Sorcerer [+400]

Shao Khan has killed someone dear to you, and now he holds their soul. He will try to tempt you by fooling you into thinking the person you love is alive, and that you can still save them. Your heart will be broken when you discover the truth. You will not remember you took this drawback.

Descendant of Kung Lao [+400]

The history of Mortal Kombat is filled with tales of fallen heroes and tragic sacrifices. You will discover that your lineage is tied to a past champion who fell in a Mortal Kombat, and their unfinished business is your own. You will have to fight the person who killed your ancestor, and he will have complete knowledge of your abilities and its weaknesses.

Hax [+400]

Any enemy you fight here cannot be won by pure power. Instead, you will need to find something in the environment to help you against their powers.

Our Only Hope [+600]

Everyone else has lost against Shang Tsung and his minions, now it is up to you to fight all the other tournament warriors and save Earthrealm.

Grand Theft Kombat [+600]

Forget martial arts, now everyone fights with guns! Fuck yeah! You didn't bring a gun to the tournament? Tough luck, punk.

Ending

You did it! Outworld has witnessed your fury, and you have saved Earthrealm from conquest. Now it is up to you to decide what your future will be. Will the realms remember you as a champion? Or will you go on a new journey?

Stay in the Tournament: Keep fighting in Mortal Kombat. Hone your skills, challenge the champions, and shape your legacy as a hero, villain, or something far more dangerous. Here, take these **500 Kombat Points to cement your victory.**

Return to Your Realm: Perhaps the tournament isn't your destiny. Go back to your home, where mortal life offers simpler challenges, such as family, honor, or survival without bloodshed.

Step Beyond the Realms: Move into new worlds, carrying your skills, powers and the victory you earned. Fight new battles, discover new experiences and see where your abilities can bring you to.

Changelog and Notes

V 1.0 - First Version.
V 1.1 - Small changes, added Kitana as a companion, added visual toggle as a drawback.

The Mystical Scroll does not consume your skill, it only copies it to other people.