BULLSMUN IV

Mortal Kombat: War of the Two Souls

Letters from the Chair/CD

Jayna Marshall - CD

Hey guys! My name is Jayna Marshall and I will be your Crisis Director for this JCC. I am currently a senior at USF. I will be graduating with a Bachelors in Political Science and a Minor in Criminology. In my free time, I play my instruments, create earrings, or hang out with my friends. After college I would like any government/legislative position. My dream job would be to be a diplomat or the Secretary of Defense. I am so excited to see you guys bring the committee to life and I hope you guys enjoy your time at Bullsmun!!

Adrian Alvarez-Garcia - Chair

How's it going everyone! My name is Adrian Alvarez-Garcia and I will be your Chair for this JCC. I am currently a sophomore at USF and I will be graduating with a Bachelors in Political Science and International Relations and a Minor in Biology. In my free time, I love to write poetry, go to the gym, play pickleball, and watch sports. I hope to one day become an international criminal prosecutor or medical malpractice attorney, and even further than that potentially one day the President. I cannot wait to see how you guys do in committee!

This background guide takes precedence over all official Mortal Kombat lore

Kommittee Introduction

Greetings, distinguished delegates of the Joint Krisis Kommittee!

We are excited to welcome you to this unique and action-packed committee experience. The realms stand at a critical crossroads. While periods of peace have existed since the last Mortal Kombat tournament, tensions between Earthrealm, Outworld, Netherrealm, Edenia, and other realms remain fragile. Ancient rivalries, political ambitions, and hidden threats continue to jeopardize the balance of the universe. As representatives of some of the most influential leaders, warriors, sorcerers, and factions in the realms, it is your responsibility to determine the future of Mortal Kombat's world. Whether through diplomacy, strategy, deception, or outright conquest, the fate of entire realms may rest in your hands. As well as complete your fighter's secret mission assigned to you before the committee began.

Although this committee is based on the *Mortal Kombat* universe, extensive knowledge of the franchise is not required to succeed. Familiarity with major realms, key characters, and the general lore surrounding Mortal Kombat will certainly be helpful. To prepare for the committee, we encourage delegates to carefully review this background guide and

familiarize themselves with their assigned character's history, motivations, alliances, and rivalries. Deep knowledge of every game, movie, comic, or timeline is not necessary and will not provide a significant advantage during committee.

As this is a character-driven crisis committee, delegates should strive to represent their assigned characters as accurately as possible. Every character enters a committee with unique goals, loyalties, strengths, and ambitions that should shape their decisions throughout the simulation. We encourage delegates to form alliances based on shared interests, strategic objectives, and personal relationships rather than simply aligning themselves with members of the same realm. In a universe defined by shifting loyalties and unexpected betrayals, today's allies may become tomorrow's enemies.

Above all, be creative, remain engaged, and embrace the unpredictability of crisis. The choices you make will shape the destiny of the realms and determine whether peace, chaos, or domination prevails. We look forward to seeing the alliances you forge, the conflicts you ignite, and the legends you create.

Good luck, delegates. The fate of the realms is now in your hands.

Krisis Directives & Joint Operations

The krisis operates on a dynamic system shaped by the actions, strategies, and decisions of delegates across both rooms. Every directive, alliance, betrayal, and kombat choice influences the evolving narrative of the fractured realms. Delegates must understand that the Krisis is not static; it responds to their choices, adapts to their strategies, and escalates as the War of the Two Souls intensifies.

*Delegates may submit **private directives** to advance their character's personal goals, acquire new abilities, influence the realms, or sabotage their enemies. These actions may involve diplomacy, magic, espionage, political maneuvering, or realm-specific strategies. Each directive is evaluated by the Krisis Director based on creativity, feasibility, lore consistency, and its impact on the broader storyline.*

*In addition to individual actions, delegates may collaborate on **joint private directives** that combine the strengths of multiple characters or entire factions. These coordinated efforts can reshape alliances, alter the political landscape of the realms, or create powerful kombined effects that influence the Kombat Ladder or the Krisis narrative.*

*The Krisis also allows for **room-wide actions**, where an entire faction may mobilize its kollective power. These actions can include realm defenses, mass corruption attempts, divine rituals, or koordinated assaults. Room-wide actions karry significant weight and may provoke responses from the opposing room or the Elder Gods themselves.*

*Kommunication between rooms is limited and kontrolled. Delegates may send **envoys**, negotiate temporary alliances, or attempt covert operations. However, all kross-room interactions are subject to the laws of Mortal Kombat and the oversight of the Elder Gods. Attempts to manipulate or deceive the opposing room may succeed, but they may also trigger konsequences if they violate kosmic law.*

Krisis Mechanics

*The Krisis escalates through **updates** delivered by the krisis Director. Each update introduces new events, challenges, opportunities, and threats that reflect the konsequences of delegate actions. Updates may alter the political balance, introduce new kharacters or artifacts, shift the Kombat Ladder, or unleash realm-wide effects that force delegates to adapt their strategies.*

*Throughout the krisis, the Elder Gods remain vigilant. Their intervention is rare but decisive. If delegates violate the sacred laws of Mortal Kombat, destabilize reality, or threaten the Kosmic balance, the Elder Gods may impose **divine consequences** that reshape the direction of the crisis. Their presence ensures that the War of the Two Souls remains governed by ancient law, even as khaos spreads across the realms.*

The krisis mechanics are designed to reward kreativity, bold decision-making, and strategic thinking. Delegates who embrace the lore, take risks, and shape the narrative will find themselves at the center of the unfolding war. Those who hesitate may be swept aside by the momentum of the realms.

Special Mechanics

Kombat Ladder The Tournament That Decides the Fate of the Realms

*At the heart of the War of the Two Souls lies the **Kombat Ladder**, the sacred tournament that determines the balance of power between the Earthrealm Champions and the Netherrealm Revenants. The Kombat Ladder is more than a series of battles; it is the engine of the crisis, the mechanism through which victories are earned, alliances are tested, and the fate of the realms is decided.*

*Each round of the krisis introduces a new **1v1 tournament match**. Both rooms must select a delegate to represent their faction in combat. These fighters step into the arena not only as warriors, but as embodiments of their realm's strategy, preparation, and political maneuvering. The outcome of each match is determined by a combination of delegate directives, room-wide actions, cross-room interference, and the narrative judgment of the krisis Director.*

*The Kombat Ladder is influenced by the actions delegates take before, during, and after each match. Fighters may train, acquire new abilities, forge alliances, or sabotage their opponents through **pre-kombat directives**. Rooms may attempt to manipulate the bracket, weaken opposing fighters, or empower their own champions through rituals, artifacts, or realm-specific abilities. Every choice shapes the battlefield long before the first strike is thrown.*

Victory in a match grants significant advantages. A winning fighter may gain new powers, political leverage, or influence over the next stage of the tournament. Their room may receive

realm-wide benefits, divine favor, or opportunities to reshape the bracket. These ***post-kombat rewards*** *strengthen the victorious faction and push the krisis narrative forward.*

Defeat karries konsequences. A losing fighter may be injured, korrupted, kaptured, or stripped of abilities. Their room may suffer penalties, lose influence, or face new threats introduced by the krisis Director. These ***post-kombat konsequences*** *ensure that every match has a lasting impact on the War of the Two Souls.*

The Kombat Ladder kontinues until only two fighters remain. One from each room. The final match determines not only the winner of the tournament, but the ultimate victor of the crisis. The room whose fighter triumphs in the final battle gains the power to ***reshape the realms****, klaim kontrol over both realities, and determine the fate of the fractured universe.*

The Kombat Ladder is the beating heart of this JCC. It is where strategy meets kombat, where diplomacy meets destiny, and where the War of the Two Souls reaches its most dramatic moments. Delegates who understand its importance and who use it wisely will shape the future of Mortal Kombat.

Fighters and Abilities

As a character-based crisis committee, each fighter will possess a unique set of abilities, resources, and influence that reflect their role within the Mortal Kombat universe. These abilities may range from supernatural powers and martial arts mastery to political authority, military command, sorcery, or technological expertise. The specific powers, skills, and assets available to your character are outlined in your individual dossier.

For the purposes of this committee, fighters may only utilize abilities that are explicitly established within the committee's timeline and source material. Any powers, feats, transformations, or equipment that originate exclusively from alternate timelines, non-canon sources, fan interpretations, or alternate versions of a character will not be permitted unless specifically stated in your dossier.

Because Mortal Kombat features multiple timelines and realities, delegates should refrain from introducing multiversal elements, timeline manipulation, or other related concepts into directives unless they are explicitly incorporated into kommittee canon. Such actions will not be recognized by the dais.

As stated previously, extensive knowledge of the entire Mortal Kombat franchise is not required. Delegates will benefit most from understanding their kharacter's background, motivations, alliances, rivalries, and the geopolitical relationships between the realms involved in kommittee. Success will depend less on encyclopedic lore knowledge and more on strategic thinking, diplomacy, creativity, and effective krisis management.

Attribute System

Although the Kombat Ladder will serve as the official tournament that determines the fate of the two realms, much of the War of the Two Souls is fought beyond the arena.

Delegates will engage in diplomacy, espionage, sabotage, military campaigns, artifact acquisition, political maneuvering, etc. all of which may influence the outcome of future Kombat Ladder matches.

To represent the unique strengths and weakness of every warrior, each delegate is assigned four core attributes:

Offense ~** Offense represents a delegates combat capability and ability to successfully carry out hostile actions outside of official Kombat Ladder matches. Hostile actions may include ambushes, assassinations (within reason), raids, sabotage, theft of powerful artifacts, attacks on military forces, or other aggressive directives **AS APPROVED BY CRISIS STAFF.** A delegate may only successfully carry out a hostile action if their Offense exceeds the target's Defense. Because attributes remain hidden, every offensive action carries risk. **If an attack succeeds, the Crisis Staff will determine the narrative consequences based upon the circumstances of the directive, however; if it fails…. The delegate will lose one point of offense and one point of intelligence as a consequence. Failed attacks may become known through future crisis updates.

Defense ~** Defense represents preparation and resilience on the battlefield. In addition to protecting themselves, delegates possessing high Defense may choose to **defend another character from hostile actions. If the defending delegate's defense exceeds the attacker's Offense, the attack is successfully intercepted.** Delegates with exceptional Defense also possess heightened situational awareness. Characters with Defense of six or greater may, once per crisis update, privately ask the Crisis Staff whether they are currently **the target of a hostile directive**. Characters with Defense of seven or greater may instead **determine WHICH delegate is

responsible for the hostile action*. Delegates possessing the highest levels of Defense may receive additional information regarding incoming threats at the discretion of the Crisis Staff. The best offense, is defense….*

Intelligence ~ *A delegate's ability to coordinate increasingly complex operations is intelligence. Delegates with lower intelligence are generally* ***limited to personal actions,*** *small operations, or localized objectives, while those possessing greater intelligence may command armies, create espionage networks, negotiate alliances, influence governments, and even manipulate politics across entire realms. Crisis staff may deny or reduce the effectiveness of directives that exceed a delegate's intelligence capabilities. Likewise,* ***Joint Personal Directives (JPDs),*** *room-wide directives and large-scale operations may* ***require the combined Intelligence of multiple delegates working together*** *and will only be approved if the participating delegates collectively demonstrate sufficient intelligence to realistically plan and execute said operations.*

Essence ~ *Essence is the soul manifestation of each character's innate supernatural abilities and signature powers unique to Mortal Kombat. Unlike the other attributes,* ***Essence functions differently for EVERY delegate.*** *As a delegate's Essence increases, more advanced abilities may become available, allowing characters to further distinguish themselves throughout the crisis.* ***Each delegate's unique Essence abilities are outlined within their individual character dossier.***

Throughout the crisis, delegates may earn Power Points, through exceptional directives, successful operations, major accomplishments, or victories that significantly influence the War of the Two Souls. Power Points may be used to increase an attribute by one point, restore attributes points previously lost through failed actions, or unlock stronger tiers of a delegate's Essence

abilities. Unless otherwise specified by the Crisis Staff, no attribute may exceed its designated maximum.

The Attribute System governs every action taken beyond the sacred Kombat Ladder. While the official tournament ultimately determines the fate of the realms, success within the arena often depends on the decisions made outside of it. Delegates who can effectively balance their strength, resilience, influence, and supernatural force will possess the greatest opportunity to lead their realm to victory and decide the future of the fractured universe….

As the realms tremble beneath the fallout of the Shattered Sigil, alliances fracture, loyalties twist, and warriors find themselves standing on opposite sides of a cosmic divide they never chose. The Living fight to restore balance and preserve what remains of order, while the Revenants rise from the ashes of corruption, seeking to reshape the realms in their own image. The tournament that once served as a sacred contest has become a battleground of unstable magic, political deception, and ancient grudges awakened by the Sigil's collapse. Every fighter now carries a burden heavier than victory alone — the fate of their realm, their identity, and their very soul hangs in the balance. As you enter this crisis, remember: the Elder Gods are watching, the realms are shifting, and the path ahead is shrouded in danger. ***May the Elder Gods protect you.***

The Sigil lies in ruins, its fragments scattering instability across every realm. Warriors now stand at the edge of a tournament transformed by corruption, prophecy, and ancient power. Their choices will shape the future, their battles will define the realms, and their destinies are bound to the krisis now unfolding.

The Fighters Secret Tasks

On the day of the first Kommittee session, Delegates will be given a secret mission they must komplete by the end of the conference. This task is to remain ***Secret & Untold*** *to your fellow delegates. Although the kompletion of this task is optional, we suggest that all delegates participate in completing the task as it will be considered when awards are being finalized.*

Kommittee Premise

The Shattered Sigil

For thousands of years, Mortal Kombat has been governed by a single ancient artifact: the ***Tournament Sigil****, a divine seal forged by the Elder Gods to maintain balance between the realms. It is the Sigil that prevents open war, stabilizes magic, and ensures that Mortal Kombat remains a controlled contest rather than a catastrophic collision of worlds. As long as the Sigil remains whole, the realms remain in fragile harmony. But 2 weeks ago, on the eve of the newest tournament, everything changed. Without warning, the Sigil* ***fractured****.*

A violent shockwave tore across every realm at once. Netherrealm fire erupted through the cracks of reality. Edenian light flashed like a dying star. Earthrealm technology short-circuited in a burst of unstable energy. Outworld trembled as if struck by an unseen titan. When the surge finally faded, the Tournament Sigil lay in ruins—its pieces scattered, its magic unstable, its purpose korrupted. And the realms felt the konsequences immediately.

*Warriors across the realms found themselves **split in two**, their souls divided into **Living** and **Revenant** forms. Time stuttered. Magic flickered. Alliances shifted without warning. The Elder Gods themselves appeared in a state of alarm, declaring that the Sigil had not broken naturally. The Sigil has been **sabotaged**. Yet even they could not identify the kulprit.*

Fragments of evidence surfaced in the khaos: a shard of the Sigil koated in Netherrealm ash, a scroll written in ancient Edenian script, a bloodstain matching Outworld DNA, and a faint trace of Earthrealm technological interference. Every realm had a motive. Every faction had an opportunity. Every fighter had secrets worth killing for.

*With the Sigil shattered, Mortal Kombat is no longer stable. The rules can bend. The bracket can be manipulated. **Magical anomalies have appeared throughout the universe.** Corruption can spread. Blessings kan be stolen. And the tournament that we all know, has now become a battlefield of politics, deception, and survival.*

*The Elder Gods have decreed that the tournament **must kontinue**, but the broken Sigil means that every decision, every alliance, every act of sabotage will shape the fate of the realms. As the Living and Revenant factions rise, each claiming legitimacy, the question looms over all:*

Who shattered the Sigil? And what do they intend to unleash?

*The realms stand on the edge of chaos. The fighters prepare for battle. And your committee enters a tournament where victory is no longer the only goal. **Restoring balance, uncovering the saboteur, and kontrolling the unstable magic of the Sigil may determine the fate of every world.***

*The **Elder Gods** are the highest divine beings in Mortal Kombat, responsible for **kreating the realms**, **establishing the Mortal Kombat tournament**, and **maintaining cosmic balance**. They possess **near-omnipotent power** across all realms, including control over **life, death, and elemental forces**. However the Elder Gods must follow a strict code of **non-interference**, only acting when the universe itself is threatened. Outworld's leadership is unstable, Edenia's alliances are strained, and the Netherrealm senses opportunity in the konfusion. Rumors spread of armies mobilizing, sorcerers awakening, and ancient prophecies resurfacing. Every realm understands the same truth: **whoever controls the next Mortal Kombat Tournament will control the fate of all existence.***

*As the tournament approaches, the **Earthrealm Champions** and the **Netherrealm Revenants** scramble to prepare their fighters. But this is no ordinary tournament. The rupture in reality has altered the rules, allowing each realm to influence the bracket, manipulate outcomes, and interfere with the opposing side. Delegates must navigate diplomacy, sabotage, alliances, betrayals, and the ever-shifting political landscape of the realms.*

*At the center of this crisis lies the **Kombat Ladder**, a brutal series of one-on-one battles that determine the flow of power. Each room will select a delegate to fight in these matches, using directives, strategy, and realm abilities to influence the outcome. Every victory strengthens a realm's position, giving them a clue to who tampered with the Sacred Sigil; every defeat opens the door to corruption, injury, or political collapse. The Kombat Ladder is not just a tournament. It is the battlefield where the fate of the realms will be decided.*

The stakes are absolute. The Earthrealm Champions fight to preserve balance, protect humanity, and prevent the spread of Netherrealm corruption. The Netherrealm Revenants fight to conquer, corrupt, and reshape reality in their image. Both sides seek not only to win the Mortal Kombat Tournament and find the Sigil Saboteur. But the ultimate goal is to ***seize control of both realms*** *and determine the future of the fractured universe.*

In this Joint Krisis Kommittee, delegates must think like warriors, strategists, diplomats, and sorcerers. They must kommand their fighters, manipulate the realms, and outmaneuver their kounterparts across the divide. The tournament is coming. The realms are watching. And only one side will emerge victorious.

The Ancient Realms Divide

Since the dawn of recorded history, the realms have been locked in a cycle of rivalry, conquest, and uneasy peace. Ambitious rulers, power-hungry warlords, and ancient sorcerers have repeatedly sought to expand their influence beyond their own borders, often at the expense of balance itself. From Outworld's campaigns of domination to Netherrealm's eternal pursuit of corruption and power, conflict has become deeply ingrained in the political fabric of the realms. Alliances have risen and fallen as quickly as blades are drawn, leaving generations of warriors to inherit grudges forged long before their births. Even in times of peace, distrust remains, and the scars of previous conflicts continue to shape the decisions of every realm's leaders.

Among the forces standing against this chaos is ***Earthrealm's Special Forces****, a military organization dedicated to defending Earthrealm from both external invasions and supernatural threats. Under the leadership of figures such as Sonya Blade, Jax Briggs, and later Cassie Cage,*

the Special Forces have evolved into the first line of defense against threats originating from Outworld, Netherrealm, and beyond. Their efforts have repeatedly prevented the collapse of Earthrealm, but constant warfare has also fostered suspicion toward other realms and fueled a mentality of perpetual vigilance. For many Earthrealm defenders, peace is not a guarantee but a temporary pause before the next battle.

In stark contrast stands ***Netherrealm****, a realm built upon suffering, vengeance, and ambition. Its most infamous servants are the* ***Revenants****, fallen warriors whose souls were twisted and resurrected through dark sorcery. Once noble defenders of Earthrealm, these revenants were reborn as instruments of hatred, driven by resentment and manipulated by those seeking power. Their existence serves as a reminder of the devastating consequences of endless conflict. Consumed by desires for revenge, dominance, or redemption, many revenants blur the line between victim and villain. They embody the cycle that has trapped the realms for centuries: violence creating more violence, and power inspiring an endless thirst for more power.*

A Chance for Balance

Yet for perhaps the first time in generations, the realms stand before an opportunity unlike any other. While the traditions of Mortal Kombat remain a cornerstone of interrealm relations, many now question whether endless combat can truly preserve peace. The tournament system was originally designed to regulate conflict and prevent outright conquest, but centuries of manipulation, corruption, and political maneuvering have tested its effectiveness. As leaders,

warriors, and representatives gather, the future of the realms may depend on finding a balance between honoring these ancient traditions and forging a new path forward.

This summit presents a rare chance to redefine what cooperation between the realms can look like. Will old rivalries continue to dictate the future, or can diplomacy succeed where countless battles have failed? Can warriors summoned to fight for their realms also become architects of lasting peace? The answers to these questions may determine whether the realms remain divided by ancient grudges or united by a shared vision of stability. In a universe where every konflict risks escalating into catastrophe, the decisions made here will shape the fate of all realms for generations to come.

Rules of the Mortal Kombat: War of Two Souls

The Elder Gods oversee the fractured realms and enforce the ancient laws that govern Mortal Kombat. Their intervention is rare, but when the balance of existence is threatened, their judgment is absolute. ***Delegates must operate within these sacred boundaries or risk divine punishment that can alter the course of the krisis entirely****.*

The Elder Gods will intervene whenever delegates ***break a rule of Mortal Kombat****. This includes any attempt to manipulate the tournament outside its sacred structure, violate the honor of sanctioned combat, or merge realms without rightful victory. Mortal Kombat exists to prevent reckless conquest, and any action that undermines its purpose invites immediate divine response.*

The Elder Gods do not tolerate unauthorized realm interference. If a faction attempts to ***invade another realm****, deploy armies, or force a realm merger outside the rules of Mortal Kombat, divine intervention becomes inevitable. The realms may only shift through victory, not through brute force or deception.*

The existence of two versions of each fighter is protected by the Elder Gods. Any attempt to ***destroy, merge, or rewrite the soul-split*** *violates the Kosmic laws that hold this Krisis together. Delegates who attempt to erase their kounterpart or collapse the duality of souls risk catastrophic consequences.*

Resurrection is another sacred boundary. Delegates may revive fighters only through approved mechanics. Any attempt at ***unsanctioned resurrection****, immortality rituals, or soul-binding magic will trigger Elder God punishment. Life and death are not tools to be manipulated freely.*

The Elder Gods also guard their artifacts. Items such as the Kamidogu, the Amulet of Shinnok, or the Dragon Medallion may only be used through directive-approved pathways. Unauthorized attempts to ***wield Elder God artifacts*** *or harness their power will provoke immediate intervention.*

Time and destiny are sacred. Delegates may not attempt to ***alter time, rewrite fate, or manipulate prophecy****. Any attempt to mimic Kronika's power, create time loops, or erase events from existence violates the kosmic order and will be stopped by the Elder Gods.*

*Even the Elder Gods demand respect. If a delegate attempts to **challenge, insult, or threaten the Elder Gods**, they may respond with realm-wide penalties, power removal, or forced narrative consequences. Their authority is absolute.*

*The dual-room structure is also protected. If one room attempts to kollapse, absorb, or annihilate the other, the Elder Gods will intervene to preserve **inter-realm balance**. The War of the Two Souls depends on the existence of both factions.*

*Forbidden magic is closely monitored. Excessive use of soul magic, blood magic, shadow corruption, necromancy, or realm-breaking spells without proper mechanics will result in the Elder Gods **stripping powers or punishing the realm**. Magic must be used with discipline, not recklessness.*

*Finally, no delegate may attempt to **ascend to Elder God status** unless the krisis explicitly allows it. Unauthorized ascension attempts violate the Kosmic hierarchy and will be met with immediate divine force.*

Questions to Consider

In this time of disarray, decisions must be taken and battles must be fought. The future rests in your hands. You are encouraged to use the following questions as guidelines before and during committee.

- Should the Tournament Sigil be restored, or is it time for the creation of a new system?
- How should the realms respond to the instability caused by the shattered Sigil?
- Is the surge in unstable magic something to be addressed? Or is it inevitable?
- How should the threat of corruption and unstable magic be assessed within the realms?
- How can disputes be contained within individual realms without outside interference?
- What would it take for lasting peace between Earthrealm, Outworld, Edenia, and the Netherrealm?
- Should earth pursue offensive or defensive measures in the efforts of peace?
- Do Revenant's have a legitimate claim to their power and authority?

Dossier

~Choose your character~

Earthrealm

Liu Kang | Earthrealms Champion | Earthrealm's chosen champion, a disciplined Shaolin monk who channels fire and dragon energy through nunchucks and rapid close-range strikes. Loyal to earthrealm. Previous Earthrealm Champion. Proves to be one of the most promising fighters in Mortal Kombat. **Strengths:** Fire manipulation, close-range dominance, leadership, discipline. His past as Earthrealm's champion places immense pressure on him to restore balance after the Sigil shatters.

Kitana | Princess of Edenia & Kahn of Outworld | Trained to be an assassin, Kitana brings elegance and lethality through her steel fans, excelling in quick mid-range combat. She commands respect across realms. Her access to Outworld's armies and political networks makes her a crucial ally to Earthrealm. **Strengths:** Mid-range combat, diplomacy, realm influence. Her divided loyalties between Edenia and Outworld complicate her role in the unstable tournament.

Kung Lao |Shaolin Warrior| Proud Shaolin warrior whose iconic razor-edged hat and acrobatic combat style make him a fast, unpredictable close-range fighter. He uses teleportation, rapid combos, and mid-range hat throws to control the pace of battle. **Strengths:** Speed, teleportation, precision, Shaolin discipline. His rivalry with Liu Kang and his desire to prove himself intensifies under the broken Sigil.

Jade | Royal Assassin of Edenia | swift assassin who wields a bo staff and razor-sharp glaives with unmatched precision. She excels at long-range pokes, evasive movement, and punishing counterattacks that disrupt enemy momentum. As Kitana's closest friend and advisor, she carries both political and personal weight. **Strengths:** Long-range control, agility, loyalty. Jade's protective nature may clash with Edenian politics as the Sigil crisis deepens.

Cassie Cage | Commander of the Special Forces | relying on tactical skill, firearms, drones, and expert hand-to-hand combat. **Strengths:** excels at close-range pressure and mid-range tools, compensating for her lack of supernatural powers with discipline and precision. Earthrealm's military infrastructure becomes unstable after the Sigil shatters. Commander Cage must hold it together.

Raiden | God of Thunder| Commands lightning, teleportation, and divine martial arts. As Earthrealm's protector, he carries centuries of responsibility, but the Sigil's destruction has shaken even him. **Strengths:** Lightning manipulation, divine insight, realm authority. His connection to the Sigil is deeper than he admits, and the crisis threatens his very identity.

Sub Zero | Grandmaster of the Lin Kuei | wields cryomancy to create ice weapons, traps, and defensive barriers. His calm precision makes him a master of mid-range control. **Strengths:** Ice manipulation, discipline, tactical defense. The Sigil's shattering awakens echoes of his fallen brother and threatens to destabilize his clan.

Night Wolf | Matoka Warrior | Channels ancestral magic, spirit animals, and energy weapons. His balanced combat style and spiritual insight make him a stabilizing force. **Strengths:** Ancestral magic, defensive counters, spiritual guidance. The Sigil's corruption disrupts the spirit world, forcing Nightwolf into a leadership role.

Kenshi Takashi | The Blind Swordsman | Relying on telekinesis, spiritual perception, and masterful katana technique, Kenshi fights through intuition rather than sight. **Strengths:** mid-range control, psychic counters, and precise blade work, compensating for his blindness with supernatural clarity and disciplined focus. Earthrealm's spiritual equilibrium begins to fracture. Kenshi must restore the balance before the unrest spreads.

Jax Briggs | Special Forces Veteran | A decorated warrior equipped with powerful cybernetic arms. Jax balances physical strength with decades of military experience and remains one of Earthrealm's most dependable protectors. **Strengths:** Raw power, military strategy, close-range combat, leadership. Strange energy surges from the shattered Sigil begin affecting his cybernetics, revealing clues about the source of the anomalies.

Scorpion | Grandmaster of the Shirai Ryu | Once consumed by vengeance, Hanzo Hasashi now seeks to guide the Shirai Ryu toward a more honorable future. His hellfire and combat mastery make him one of the deadliest fighters in any realm. **Strengths:** Hellfire manipulation, weapon mastery, teleportation, leadership. The collapse of the Sigil threatens to reopen wounds between the Shirai Ryu and Lin Kuei.

Johnny Cage | Earthrealm Cultural Ambassador | Combining Green Energy, martial arts expertise, and unmatched public influence. **Strengths:** excels at adaptability, crowd

engagement, and maintaining morale during times of crisis; his reputation gives him access to leaders and fighters across every realm. Following the Sigil's destruction, Johnny becomes Earthrealm's public face during interrealm negotiations. While other delegates debate policy, he works to prevent panic, expose corruption, and keep the tournament from descending into chaos.

Fuijin | God of Wind | Raiden's brother and one of the realm's most patient protectors. Fujin commands the winds themselves and often acts as a mediator between mortals and divine beings. **Strengths:** Wind manipulation, mobility, diplomacy, divine knowledge. Ancient energies released by the Sigil resonate with powers only Fujin can sense.

Bo' Rai Cho | Master Trainer | An eccentric but highly respected martial arts master responsible for training numerous champions from Earthrealm and Outworld. **Strengths:** Wisdom, mentorship, unconventional fighting styles, political neutrality. His broad relationships across realms make him a valuable mediator during council discussions.

Stryker | Earthrealm Law Enforcement Officer | On the surface, Stryker is one of Earthrealm's most ordinary defenders, yet repeatedly willing to stand against gods, demons, and monsters. **Strengths:** Resourcefulness, firearms, resilience, investigation. Stryker focuses on protecting civilians endangered by magical anomalies. He seems very intrigued by the anomalies.

Kai | Shaolin Warrior| A talented monk who represents the next generation of Shaolin leadership. **Strengths:** Martial arts mastery, spiritual discipline, diplomacy. Kai believes

repairing the Sigil may require cooperation between all realms rather than another tournament victory.

Kira | Black Dragon Operative | A dangerous criminal associated with the Black Dragon organization. While technically from Earthrealm, her loyalties lie with profit rather than morality. **Strengths:** Criminal networks, weapons expertise, intelligence gathering. She may know more about the Sigil's destruction than she publicly admits.

Rocky Balboa | Earthrealm Underdog Champion | pure boxing fundamentals, iron endurance, and relentless forward pressure. **Strengths:** excels at close-range attrition, counter-punching, and wearing opponents down; his durability lets him survive magical anomalies longer than expected. Rocky is pulled into Earthrealm through a temporal anomaly caused by the Broken Sigil. With no magic and no realm allegiance, he becomes a symbol of human resilience and Earthrealm claims him as an honorary representative.

Robocop | Cybernetic Peace Officer | precision firearm control, reinforced armor, and calculated crowd-suppression tactics. **Strengths*:*** excels at mid-range zoning, damage mitigation, and punishing reckless aggression; his targeting systems remain stable even inside anomaly-warped arenas. Robocop is pulled into Earthrealm when the Broken Sigil destabilizes cybernetic timelines. Earthrealm claims him as a “law enforcement reinforcement” during the crisis.

Detective Maren Holt | Lead Investigator for Interrealm Crimes | tactical grappling, baton strikes, and anti-magic tech. **Strengths:** excels at reading opponents, disrupting spellcasters, and exploiting openings; his anomaly scanner gives him brief clarity inside

magical distortions. When the Sigil shatters, Holt becomes Earthrealm's primary anomaly profiler. He is the only investigator who can navigate collapsing reality without losing his mind.

Netherrealm

Revenant Liu Kang | Nether Dragon | Fueled by Netherrealm corruption, wielding darker flames and more aggressive techniques that reflect his twisted resurrection. Acts as Empress Kitana's consort. **Strengths:** Brutal close-range offense, corrupted dragon fire, relentless combo pressure, and explosive mobility driven by Netherrealm fury. The shattered Sigil amplifies the corruption in Liu Kang's soul, pushing him toward claiming the unstable tournament as a path to total Netherrealm domination.

Revenant Kitana | Empress of the Netherrealm | Her fans radiate corrupted energy, her movements sharpen into predatory precision. **Strengths:** Oppressive mid-range pressure, corrupted fan magic, lethal finishing blows, and precise, predatory movement enhanced by Netherrealm energy. The Sigil's collapse weakens the barriers between realms, granting

Empress Kitana a rare opportunity to expand her Netherrealm empire and permanently sever Edenian ties.

***Revenant Kung Lao* | *The Forsaken* |** Driven by bitterness and vengeance. His hat attacks become infused with Netherrealm energy, his teleportation becomes more erratic, and his fighting style shifts toward violent, punishing strikes that reflect his corrupted spirit. **Strengths:** Corrupted Shaolin techniques, volatile mid-to-close-range aggression, shadow-infused hat attacks, and erratic teleportation fueled by dark magic that makes his movements unpredictable and brutally punishing. The Sigil's instability infects Kung Lao's hat and teleportation with volatile Netherrealm energy, fueling his obsession with punishing Earthrealm for failing to save him.

***Revenant Jade* | Corrupted Gem |** Merciless enforcer of the Netherrealm. Her staff and glaives radiate corrupted magic, her movement becomes sharper and more aggressive, and her fighting style emphasizes relentless pressure and lethal finishing techniques. **Strengths:** Aggressive long-range control, corrupted staff and glaive attacks, relentless rushdown pressure, and enhanced speed fueled by dark magic. The broken Sigil twists Jade's corrupted magic, intensifying her aggression and driving her to eliminate anyone who threatens Empress Kitana's rise during the chaos.

***Dark Raiden* | *The Fallen* |** *Is he still the protector he once was, or something far more unpredictable?* No one knows his true intentions; not the revenants, not the gods, and perhaps not even Raiden himself. **Strengths:** Unstable corrupted lightning, explosive mid-to-long-range power, unpredictable teleportation, and overwhelming divine force

that surges without warning. He walks the line between savior and destroyer, and the question lingers like distant thunder: can he be trusted?

Noob Saibot | The Void Walker | The shadowy remains of Sub-Zero, transformed into a being of darkness after death and resurrection. **Strengths:** essence manifests through darkness itself, granting him control over shadows and Netherrealm energy. This powerful trace of a man has become but a mere servant of the Netherrealm, stripped from his humanity. All that is left is vengeance and the ever-spread of corruption. Will he succeed in his path of destruction? The shattered Sigil weakens the boundaries between realms, allowing Noob Saibot's shadow corruption to spread farther and faster than ever, threatening to engulf entire factions in darkness.

Kano | Leader of the Black Dragon | Kano stands as a mercenary driven by greed and power. **Strengths:** technology and brutal efficiency rather than traditional combat. His cybernetic eye grants him devastating energy attacks, while his influence over the Black Dragon provides all of the worst imaginable. He seeks to weaponize the Sigil's fragments for total domination. Who can stop a man willing to sacrifice anything and anyone to achieve his ambitions?

Scarlet | Blood Sorceress | Wields blood magic that allows her to create weapons, heal herself, and amplify her power through the chaos of battle, **Strengths:** lethal mid-to-long-range sorceress whose strength grows with every drop of spilled blood. . Corruption enhances her hunger for power.The Sigil's instability amplifies her magic, making her a volatile asset.

Ermac | Legion of Souls | The fusion of thousands of souls bound by dark magic.Ermac commands telekinesis and soul manipulation, **Strengths:** using the combined awareness of thousands of fused spirits to adapt mid-combat, resist corruption, and unleash unpredictable psychic force that destabilizes enemies and magical structures alike. The shattered Sigil disrupts the souls within him, threatening to tear him apart….or make him stronger.

D'Vorah | Kytinn Emissary | A ruthless insectoid assassin whose loyalty belongs only to herself and the survival of the Kytinn hive.**Strengths:** Stealth, poison, infiltration, biological warfare. The magical anomalies have begun mutating her hive, threatening to create an uncontrollable swarm.

Kabal | Black Dragon Enforcer | Known for incredible speed and deadly hook swords, Kabal serves his own interests while remaining deeply tied to the Black Dragon organization. **Strengths:** Extreme speed, assassinations, smuggling networks, combat versatility. Chaos created by the Sigil's collapse creates countless opportunities for profit.

Sindel (Revenant) | Corrupted Queen of Edinia | Once Edenia's beloved queen, now a powerful revenant ruler empowered by dark magic and overwhelming ambition. **Strengths:** Sonic powers, political influence, magical dominance, manipulation. The shattered Sigil presents a chance to reshape reality in her own image.

Smoke (Revenant) | The Lost Ninja | A tragic soul transformed into an undead servant. His smoke-based abilities make him difficult to track and even harder to defeat. **Strengths:**

Invisibility, mobility, infiltration, assassination. The Sigil's instability amplifies his connection to the spirit world and threatens to erase what remains of his humanity.

Frost | Cyber Lin Kuei Renegade | Obsessed with proving herself superior to Sub-Zero, Frost embraces cybernetic augmentation and ruthless ambition. **Strengths:** Cryomancy, technology, aggression, innovation. She seeks to reverse-engineer fragments of the Sigil into a weapon capable of surpassing the gods themselves.

Moloch | Brute of the Netherrealm | A towering demon feared even within Netherrealm. Though lacking subtlety, his strength makes him a terrifying battlefield presence. **Strengths:** Raw power, durability, intimidation, siege warfare. The magical anomalies have made him stronger than ever, but also increasingly difficult to control.

Ashrah | Demon Hunter | A Netherrealm demon seeking redemption through the destruction of evil. Few trust her, yet she stands apart from Netherrealm's traditional ambitions. **Strengths:** Holy magic, swordsmanship, anti-corruption abilities, independence. Ashrah may become a key ally in repairing the Sigil, if the other realms choose to trust her.

The Joker | Chaotic Interloper | unpredictable knife rushdowns, improvised explosives, and psychological warfare. ***Strengths:*** excels at mental disruption, erratic pressure, and punishing hesitation; his unpredictability makes him extremely dangerous in anomaly-warped arenas. Joker slips through a reality tear created by the Broken Sigil. Netherrealm immediately claims him as a diplomatic asset, mostly because no other realm wants to deal with him.

***Terminator T-800* | *Cybernetic Hunter* |** shotgun blasts, mechanical grappling, and unstoppable forward momentum. **Strengths:** excels at tanking damage, breaking guards, and forcing opponents into panic; his endoskeleton is nearly immune to anomaly backlash.The T-800 arrives through a temporal fracture caused by the Sigil's collapse. Netherrealm claims him as a "mechanized executioner," though he operates on his own directive.

***Draxa Voidbane* | *Netherrealm Rift Marshal* |** void-lash strikes, anti-light magic, and precision disruption. **Strengths:** excels at mid-range punishes, anomaly manipulation, and shutting down chi-based fighters; her void-lash can sever temporary magical constructs. When the Sigil shatters, Draxa is appointed to "marshal" the unstable rifts forming across Netherrealm. She enters the tournament to prove Netherrealm can weaponize the anomalies instead of being consumed by them.

***General Mor'Rath Keldrin* | *Commander of the Netherrealm War Legions* |** heavy armored rushdowns, brutal gauntlet strikes, and battlefield intimidation. **Strengths:** excels at close-quarters dominance, guard breaks, and relentless pressure; his war-gauntlets are forged from condemned revenant armor, giving him unmatched durability. Mor'Rath is the military backbone of Netherrealm. He is feared even by revenants. After the Sigil collapses, he enters the tournament to demonstrate Netherrealm's military readiness and to intimidate Earthrealm's champions into submission.

References

Mortal Kombat Wiki. "Elder Gods." *Fandom,*

https://mortalkombat.fandom.com/wiki/Elder_Gods (mortalkombat.fandom.com in Bing).

Information on the Elder Gods' powers, hierarchy, non-interference rules, and their role in maintaining balance across the realms.

Monster Wiki. "Elder Gods." *Fandom, https://monster.fandom.com/wiki/Elder_Gods.*

Details on the creation of the realms, the Kamidogu, Shinnok's rebellion, and the Elder Gods' enforcement of Mortal Kombat's sacred laws.

Mortal Kombat Wiki. "Mortal Kombat (Lore Overview)." *Fandom,*

https://mortalkombat.fandom.com/wiki/Mortal_Kombat (mortalkombat.fandom.com in Bing).

General timeline information on the tournament, realm conflicts, and divine intervention across multiple eras.

Video Game History Wiki. "Elder Gods."

Context on the Elder Gods' origins, their war against the One Being, and their establishment of Mortal Kombat as a stabilizing mechanism.