

# MORTAL KOMBAT d10 SYSTEM

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## I

MORTAL KOMBAT HAS ALWAYS BEEN ONE OF MY FAVORITE FIGHTING GAMES, ALONG WITH SOULGALIBUR, BUT I ALWAYS FELT IT LACKED SOMETHING-PLAYER CREATIVITY. THERE HAS ON;Y BEEN 1 GAME TO DATE WITH A CHARACTER CREATION SYSTEM, AND WHILE I HAVEN'T USED IT, I'VE HEARD IT WASN'T VERY GOOD. THIS D10SYSTEM GIVES GREAT FREEDOM IN CREATING YOUR KARACTER/KOMBATANT, AND I HOPE THAT WITH HELP IT CAN BE IMPROVED AND USED WDELY. NOW, ONTO THE GAME!

# II

IN THIS D10 SYSTEM, YOUR CHARACTER IS COMPLETELY UP TO YOU. WHAT THEY LOOK LIKE, HOW THEY FIGHT, THEIR PERSONALITY, EVEN THEIR SPECIAL MOVES. ALL OF THESE ARE EITHER CREATED WITH THE CHARACTER, OR PERHAPS CREATED IN-GAME WHEN THE TIME ARISES. USE THE FOLLOWING TEMPLATE TO CREATE YOUR CHARACTER.

**NAME-**

**AGE-**

**GENDER-**

**RACE-**

**STATS**

**FIGHTING ABILITY-**

**DEFENSIVE ABILITY-**

**AGILITY-**

**SPECIAL ABILITY-**

**HEALTH-**

**FIGHTING STYLE-**GIVE A SHORT DESCRIPTION OF HOW YOUR CHARACTER FIGHTS, AND THE NAME OF THEIR FIGHTING STYLE IF THERE IS ONE. THIS CAN INCLUDE WHAT YOUR KOMBOS LOOK LIKE, THEIR BATTLE STANCE, AND ANY OTHER FLUFF DETAIL.

**SPECIAL MOVES-**LIST YOUR SPECIAL MOVES HERE. GIVE A NAME, DESCRIBE WHAT THEY ARE, AND WHAT IT LOOKS LIKE. ALSO LIST IT'S EFFECT(S).

**X-RAY MOVES-**DESCRIBE YOUR X-RAY MOVES HERE.

**FATALITIES-** HERE, DESCRIBE YOUR FATALITIES IN AS MUCH OR AS LITTLE DETAIL YOU WANT.

## III

MORTAL KOMBAT HAS MANY RAGES, BOTH IN AND OUT OF GAME. HERE THEY ARE LISTED (ALL FROM THE MK WIKI) WITH STAT BONUSES AND DECREASES.

**GENTAUR-** A RAGE OF BEINGS WHOSE BODIES RESEMBLE HYBRIDS OF HUMANS, HORSES, BULLS, AND RAMS.

FA+1 AG+1 DA-2

**CHAOSREALMER-** CHAOSREALMERS ARE HUMANOID IN FORM AND COME ACROSS AS WILD, PRIMITIVE AND MENACING. THEY LIVE IN CHAOSREALM. SOME BEAR TATTOOS, STRANGE MARKINGS OR EVEN MORE EXTREME EXPRESSIONS OF THEIR ULTIMATE INDIVIDUALISM.

AG+1 SP+1 DA-2

**CYBORG-** A CYBORG CHARACTER IS ONE WHO HAS BEEN ENHANCED THROUGH CYBERNETIC ENHANCEMENTS. THEY ARE USUALLY HUMAN, BUT THEY CAN BE TEMPLATE FROM ANY RAGE.

TEMPLATE RAGE STATS WITH FA+1 SP+1 AG-2

**DEMON-** A RACE THAT HIDE THEIR APPEARANCE UNDERNEATH A HUMAN FAÇADE, BUT OTHERWISE SEEM TO BE THE SAME AS ONI.

SP+2 AG-1 FA-1

**EDENIAN-** A RACE THAT SPEARS TO BE HUMAN, BUT LIVE FOR MILLENNIA AND POSSESS MAGICAL ABILITIES

FA+1 SP+1 DA-2

**ELEMENTAL-** CREATURES WHO HAVE MASTERED ABILITIES WITH ONE PARTICULAR ELEMENT SUCH AS WIND, EARTH, FIRE AND WATER. THEIR APPEARANCE DIFFERS DEPENDING ON WHICH ELEMENT THEY HAVE MASTERED.

DA+1 SP+1 AG-2

**ENENRA-** CREATURES OF SMOKE AND VAPOR WHO POSSESS A SHAPELESS FORM. THEY ARE AT TIMES CREATED FROM THE SOULS OF SLAIN MORTALS, AND CAN RETURN TO THEIR PHYSICAL FORMS.

DA+1 AG+1 FA-2

**HALF-GOD-** OR DEMI GODS, ARE THE OFFSPRING OF A GOD OR GODDESS AND MALE OR FEMALE MORTAL OF ANY SPECIES.

TEMPLATE RAGE ABILITIES WITH SP+1 DA+1 FA-1 AG-1

**HUMAN-** MANY OF THE *MORTAL KOMBAT* CHARACTERS BELONG TO THE HUMAN RACE, ALTHOUGH MANY OF THEM POSSESS SUPERHUMAN QUALITIES, SUCH AS THE ABILITY TO CONTROL FIRE OR TELEPORT.

+2 TO ANY ABILITY, OR +1/+1 TO TWO ABILITIES -2 TO ONE ANY ABILITY OR -1/-1 TO TWO ABILITIES.

**OUTWORLDER-** OUTWORLDERS LOOK LIKE HUMANS, BUT THEY SEEM TO HAVE A GREATER TALENT FOR MAGIC. ALL OUTWORLDERS SEEN SO FAR RESEMBLE EAST ASIAN PEOPLE FROM EARTHREALM.

**SP+2 FA-2**

**SHOKAN-** A RACE OF HALF-DRAGON WARRIORS WITH UP TO 6 ARMS. THEY ARE STRONG, BUT MALES ARE NOT VERY NIMBLE.

**MALE: FA+2 DA+1 AG-3**

**FEMALE: FG+2 AG-1 SP-1**

**TARKATAN-** THEY ARE HUMANOID IN FORM WITH GLOWING YELLOW EYES, AND SHARP TEETH, WITH BONEY SPIKES ON THEIR FORE-ARMS. THEIR MOST NOTABLE COMBAT ASPECT IS THEIR RAZOR SHARP SILVER COLORED "RETRACTABLE-GLAWS" THAT EXTEND FROM THE TOP OF EACH FORE-ARM.

**FA+1 SP+1 DA-2**

**VAMPIRE-** HUMAN IN APPEARANCE BUT POSSESSED SHARP FANGS AS WELL AS WINGS. THEY ARE NOT AN EVIL RACE BUT NEUTRAL, AS THEY REQUIRE THE BLOOD OF LIVING BEINGS IN ORDER TO SURVIVE.

**AG+2 FA-1 DA-1**

**WRAITH-** OR SPECTRE (ALSO SPELLED SPECTER) ARE BEINGS WHO HAVE PREVIOUSLY DIED ONLY TO BE RESURRECTED IN THE NETHERREALM AS AN UNDEAD WARRIOR.

**FA+1 AG+1 SP-2**

## IV

YOUR STATS CAN EITHER BE ROLLED WITH 4 D10'S OR BE BOUGHT.

WHEN ROLLING, 1-5=1-5 AND 6-10= -1 THROUGH -5.

WHEN BUYING STATS, YOU HAVE 5 POINTS TO SPEND.

(STAT-COST)

1-0, 2-1, 3-3, 4-4, 5-5

-1=+1,-2=+2,-3=+4, -4/-5=+5

HEALTH FOR ALL CHARACTERS IS 25.

## V

SPECIAL MOVES ARE WHAT REALLY DEFINE YOUR CHARACTER. DO YOU SHOOT LASER BEAMS? OR MAYBE THEY JUST HAVE A REALLY POWERFUL PUNCH. THAT'S ALL UP TO YOU.

THERE ARE 4 TYPES OF SPECIAL MOVES, AND 1 EXTRA CALLED YOUR SIGNATURE MOVE.

EACH MOVE YOU HAVE COSTS POINTS. WHICH YOU HAVE 10 TO SPEND. EACH NORMAL MOVE COSTS 1 POINT. A MOVE WITH 2 TYPES COSTS 3, AND A MOVE WITH 3 TYPES COSTS 5.

YOUR FIRST SIGNATURE MOVE IS FREE, AND THE NEXT COSTS 5. IT DEALS ANOTHER DIE OF DAMAGE, AND ADDS AN EFFECT.

### TYPES OF EFFECTS

STOP/FREEZE- YOUR OPPONENT CANNOT ACT ON THEIR NEXT ROUND, AND YOUR NEXT ATTACK ON THEM CANNOT MISS. (EX. SUB ZERO'S FREEZE)

STUN- YOUR OPPONENT CANNOT ACT ON THEIR NEXT ROUND, AND THEIR AGILITY SCORE IS NOT FACTORED INTO THEIR AG FOR YOUR NEXT 3 ATTACKS. (EX. KABAL'S RUSH)

JUGGLE- YOU CAN START A NEW KOMBO CHAIN. IT DEALS ATTACK DAMAGE + HOWEVER MANY CHAINS YOU'VE MADE BEFORE USING IT. (EX. IDK...)

RANGED- DEALS ATTACK DAMAGE TO AN OPPONENT, AND THEY CANNOT ATTACK YOU NEXT ROUND. (EX. RAIDEN'S BOLT)

SIGNATURE- A MOVE THAT DOESN'T REALLY FIT INTO THE OTHER CATEGORY, LIKE SCORIPION'S TELEPORT, OR RAIDEN'S FLYING GIBBERISH.

# VI

KOMBAT. IT'S IN THE NAME, SO IT BETTER BE GOOD RIGHT?

KOMBAT IS USUALLY BETWEEN 2 CHARACTERS, BUT THE RULES CAN BE MODIFIED TO ALLOW MORE.

IT STARTS WITH AN INITIATIVE, WHERE A  $D10+YOUR\ AG$  DETERMINES WHO GOES FIRST.

AN ATTACK IS MADE UP OF A  $D10+YOUR\ FA$  VS  $5+YOUR$  OPPONENTS  $DA$  AND  $AG$ .

DAMAGE IS ROLLED WITH  $D6$ 'S

IF IT HITS, YOU MAKE ANOTHER ATTACK ROLL, IF IT HITS, YOU HAVE STARTED A KOMBO.

UNTIL YOUR ATTACK MISSES, YOUR OPPONENT'S TURN IS SKIPPED.

KOMBOS CAN BE ENDED AT ANY TIME WITH A SPECIAL MOVE, BUT THE LONGER THEY GO ON, THE MORE DAMAGE IS DEALT.

CHAINS ARE THE NUMBER OF ATTACKS THAT HAVE HIT.

IF YOU EVER ROLL A NATURAL 10, YOU DO AN X-RAY MOVE. X-RAY MOVES DEAL  $2D6$  DAMAGE.

IF YOU GET UP TO 10 KOMBOS, YOU DO A FATALITY.

YOU CAN CHOOSE NOT TO DAMAGE THE OPPONENT WITH A NORMAL KOMBO, BUT NOT WITH AN X-RAY MOVE OR FATALITY.

# III

THANKS FOR READING THIS. IF YOU HAVE ANY QUESTIONS, FEEDBACK, OR ADVICE, YOU CAN EMAIL ME AT [THE.ONE.WINGED.ANGEL999@GMAIL.COM](mailto:THE.ONE.WINGED.ANGEL999@GMAIL.COM) OR FIND ME ON THE TANGLED WEB UNDER THE NAME OWA666.