DOOM EDITION

V3.0 Manual

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1. THE BASICS

WHAT IS QC ?

Quake Champions: Doom Edition (QC:DE) is a mod that brings the weapons from the latest Quake game into Doom, with a delicious pixelated flavor.

More than just the weapons, it also brings the "Champions" mechanic - many different player classes, each one with its unique status, speed, active & passive abilities.

1.1. MAIN FEATURES

- 33 Champions to play as, each with unique abilities.

- All weapons from Quake Champions, with faithful firing times for best transferable experience.

- PvE Weapon Upgrades that give each weapon whole new capabilities in mowing down monsters.

- A plethora of PvE Modes to play, including Campaign, Cooperative, Survival & Invasion.

- PvE Monster Sets from *Doom 2, DOOM (2016), Quake, Quake II & Quake IV* to mix & match with.

- A wide variety of PvP Modes, including Deathmatch, Duel, Capture the Flag, Domination, Elder's Soul, Clan Arena, Freeze Tag & more!

- Enhanced Deathmatch Bots for both local & public use.

- QCDEmaps: A set of 75 QC:DE-specific maps, including both original arenas & demakes from *Quake Champions, Quake, Quake III: Arena, Quake IV, Quake Live, Unreal Tournament, DOOM (2016)* & more!

- Official Soundtrack by Michael Markie with original songs & covers of well-known favorites.

- Weapon Skins, featuring iconic weapons from *Quake, Quake II, Quake III: Arena, Quake IV, Enemy Territory: Quake Wars, Half-Life, Team Fortress Classic* & *Serious Sam*.

- An awesome Discord community, where you can team up, duel, meme & partake in events.

- Damage numbers, speedometer, in-game champion info screens, & tons of customization with very sane defaults.

- Lootboxes! For free!

- And much more!

1.2. WEAPONS (PvP)

QC:DE provides an extensive arsenal for both PvE & PvP modes. In PvP, all weapons have a fixed damage output to maintain a balanced gameplay experience & utilizes a zoom function that can be adjusted from the Controls menu under Settings. Non-starter weapons are acquired from predetermined spawn points in each arena, with pickups respawning after one second.

Slot 2

Machinegun
Starter weapon. Unlike in Singleplayer, the machinegun is no longer a pea shooter, dealing 9 damage per shot. You won't dominate the arena with it, but you sure can defend yourself until you pick something stronger.
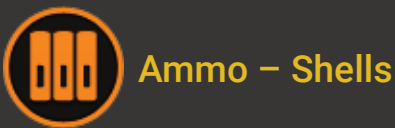
Ammo – Bullets
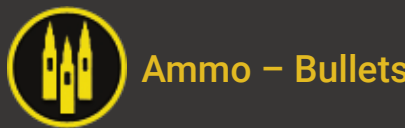
Heavy Machinegun
Replaces the Machinegun when picked up. Stronger, a bit more accurate. 10 damage per shot. 15 damage when zoomed in.

Ammo – Bullets
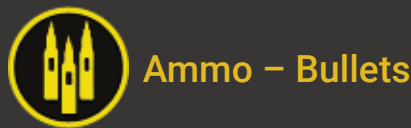
Slot 3

Shotgun
Starter weapon. Fires pellets in a fixed pattern. Max damage of 60.

Ammo – Shells

Super Shotgun
Replaces the Shotgun when picked up. Has the exact same spread, but deals almost twice the damage (110 per shot) & with only a 0.2 seconds slower rate of fire.

Ammo – Shells

Slot 4

Nailgun
Starter weapon. Nails aren't super reliable by nature, but oh boy, this has a ton of potential damage for a starter weapon. 12 damage per nail. Each nail deals a small amount of splash damage when hitting the environment, which permits Nail-Climbing.

Ammo – Nails

Super Nailgun
Replaces the Nailgun when picked up. Same rate of fire, but deals 20 damage per nail. Still permits Nail-Climbing.

Ammo – Nails

Slot 5

Tribolt
Fires a burst of 3 bolts that explode after a short time, even in mid-air. Bolts can also stick to surfaces & will each deal 45 damage on direct impact. Can be used to hit enemies around corners.

Ammo – Bolts

Slot 6

Rocket Launcher
Good ol' RL. Each rocket will deal 100 damage on direct impact. You can rocket jump with it of course, at the cost of 50 health tops.

Ammo – Rockets

Slot 7
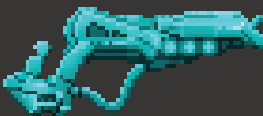
Lightning Gun
Yes, beautiful stream of damage, so long as you can aim. 7 damage per successful hit.

Ammo – Coils

Slot 8

Railgun
Press "fire" & instantly deal 80 damage per slug to whatever you had in your crosshairs. Long reload, but can overpenetrate through players.

Ammo – Slugs

Slot 9

BFG
The big sister of Quake 3: Arena's BFG. Fires fast green projectiles that deal a lot of damage on impact & also explode, damaging everything nearby, including you.

Ammo – BFG Cells
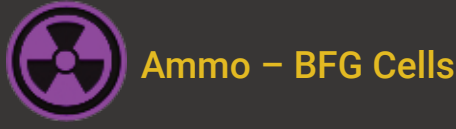
Slot 1
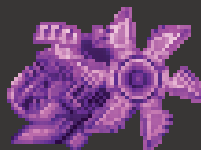
Gauntlet
Starter weapon. Delivers 75 damage per successful hit. Upon hitting a target with the gauntlet, it will briefly stop spinning for less than a second.

1.3. WEAPONS (PvE)

QC:DE's PvE arsenal is largely identical to PvP. However, each weapon (excluding the **Machinegun** & **Nailgun**) has two upgrades; a Passive & an Alt Fire upgrade (excluding the **Gauntlet**, which has two passives). Once acquired, passive upgrades automatically activate depending on certain conditions (weapon fire, projectile impact, etc.), while Alt Fire upgrades are toggled with the "Alt Fire" input, often replacing the zoom functions.

Slot 2

Machinegun
Starting weapon option. Rapid fire, not too damaging. Somewhat useful, but nothing you'd consider reliable.

Heavy Machinegun
Upgraded version of the Machinegun, replacing it when acquired. Much stronger & the Alt Fire scope allows for additional damage per shot at the cost of a slower rate of fire. Randomly replaces Chaingun pickups.

Upgrades

**Passive: Ricochet Shots**
Bullets can ricochet off walls or enemies, dealing additional damage to anything they go through.

Alt Fire: Penetration
When zoomed in, bullets will overpenetrate through enemies. Additionally, the first enemy hit will take extra damage.

Ammo – Bullets

Ammo – Bullets

Slot 3

Shotgun
Good reliable boomstick. Deals considerable damage with decent spread. Great for dealing with weak monsters or attacking at medium range. Replaces Shotgun pickups.

Super Shotgun
Twice the damage, twice the ammo cost, a bit slower than the regular Shotgun. This is great for medium/close range. Don't expect it to deal x3 damage of the shotgun though. ~~This isn't *Doom II*'s imbalanced SSG.~~ Replaces Super Shotgun pickups.

Upgrades

Passive: Longer Barrel
Drastically reduces the spread of the shots, allowing full damage at a much longer range.

Passive: Demanufacture
Doubles the weapon's firing speed, increasing overall damage output.

Alt Fire: Explosive Shot
Pellets travel slower, but when they hit a surface only, they will explode dealing massive damage. Hitting monsters directly is only slightly stronger than regular shot. Synergizes with Passive.

Alt Fire: Dragon's Breath
Shoots a short-range fire wave that deals big damage to all monsters near it.
Synergizes with Passive.

Ammo – Shells

Ammo – Shells

Slot 4

Nailgun
Starting weapon option. Fires nails. Kinda weak.

Super Nailgun
Upgraded version of the Nailgun, replacing it when acquired. No longer weak. No longer wimpy. Be careful though. If the nails hit something that doesn't bleed, they will hurt you if you're too close. Randomly replaces Chaingun pickups.

Upgrades

Passive: Lava Nails
Nails deal extra damage & leave burning embers on impact, dealing even more additional damage on the spot.

Alt Fire: Homing Nails
Fired nails will home in on targets near their initial trajectory. Homing Nails deal more damage at the cost of halving the SNG's rate of fire. Synergizes with Passive.

Ammo – Nails

Ammo – Nails

Slot 5

Tribolt
Fires three bolts in quick succession. They are affected by gravity, but travel fast. And they explode too! Yes, it really fires three bolts & uses one single point of ammo. Replaces Chainsaw pickups.
~~Who would've thought this could be a good weapon in PvE?~~

Upgrades

Passive: Stable Gunpowder
Prevents bolts from exploding mid-air, greatly increasing their range. Aim high to go long.

Alt Fire: Bouncy Shell
Allows fired bolts to bounce off of walls, floors & other solid surfaces. Long live the Grenade Launcher!

 Ammo – Bolts

Slot 6

Rocket Launcher
This is another classic. Fast rockets, nice explosion damage. What else would you want? Randomly replaces Rocket Launcher pickups.

Upgrades

Passive: Cluster Munitions
Detonated rockets shoot out four additional mini-rockets that home in on the nearest target in line-of-sight.

Alt Fire: Controlled Rocket
Fires a player-controlled rocket, steered using the mouse & manually detonated with "Fire" & "Alt Fire". Players take reduced damage while controlling a rocket.
Synergizes with Passive.

 Ammo – Rockets

Slot 7

Lightning Gun
It fires lightning. It's also a gun! Medium or close range only, but fires really fast though. Replaces Plasma Gun pickups.

Upgrades

Passive: Residual Charge
After firing the LG for over a second, a bolt of residual electricity is generated at the crosshairs that will automatically shock nearby enemies. Be careful; it can hurt you too.

Alt Fire: Static Field
When hitting a surface or enemy, the LG will create an AoE damaging field at the tip of the bolt, dealing slightly-reduced overall damage.
Synergizes with Passive.

 Ammo – Coils

Slot 8

Railgun
Press Fire to instantly kill almost anything in your crosshairs. Long reload, but its slugs pierce monsters & shields alike. If you zoom the weapon, it will charge for a bit of additional damage. Randomly replaces Rocket Launcher pickups.

Upgrades

Passive: Demolisher Slugs
At close range, the RG fires an additional beam that deals damage to enemies in front of the player. This beam can also pierce walls.

Alt Fire: Overcharged Slugs
When zoomed in, fired slugs will explode on impact with solid surfaces, dealing additional area damage.
Synergizes with Passive.

 Ammo – Slugs

Slot 9

BFG
Rare weapon with lots of potential. Each projectile deals tons of damage, but it's nothing that a little Flex Tape® can't fix. Be careful when spamming it in close quarters, as those explosive projectiles can damage you all the same. Replaces BFG9000 pickups.

Upgrades

Passive: Fission Intensifies
On impact, each shot creates electric sparks on enemies within your FOV, dealing additional damage.

Alt Fire: Argent Capacitor
Allows the BFG to charge & to fire a single, very powerful shot. Damage & cell usage scales with charge time, spending up to 6 cells at max charge.
Synergizes with Passive.

 Ammo – BFG Cells

Slot 1
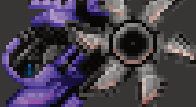
Gauntlet
Starting weapon. Slice your enemies. Simple. Rapid fire melee weapon with decent range.

Upgrades

Passive: Burning Gauntlet
Directly hitting enemies creates embers on the spot that deal additional damage.

Passive: Omnislash
Revving the Gauntlet generates short-ranged slashes that deal damage to nearby enemies, even when not in direct contact with the gauntlet's blade.

1.4. AMMUNITION

Alongside its arsenal, QC:DE additionally introduces its own ammo types, each with distinct **Carry Capacities** & **Ammo Pickups** between PvP & PvE modes.

PvP

Ammo capacities in PvP are lower compared to *Doom* & cannot be increased through any method besides Champion abilities, encouraging varied weapon use in combat & enforcing active map traversal to keep these capacities stocked up.

Much like weapon spawns, ammo pickups are distributed throughout PvP maps at predetermined locations, granting a set amount of ammo on pickup & respawning after 30 seconds.

PvE

In PvE, ammo capacities are higher than in PvP to better deal with the greater enemy counts & varied health values of the monsters present in those modes. As is standard in *Doom*, acquiring an **Ammo Backpack** for the first time increases the capacity of all ammo types, though these capacities can be further increased through specific lootbox rewards.

Ammo pickups are divided between **Small** & **Large** varieties, each replacing designated spawns for standard *Doom* ammo pickups. As QC:DE features twice the number of ammo types compared to *Doom*, multiple ammo pickups of different types have a chance to spawn alongside one another when replacing individual *Doom* pickups, the likelihood of which is determined by their Replacement Spawn Rate; certain ammo types are set to **Always** replace a given *Doom* pickup, with the likelihood for other types to spawn alongside them scaling in rarity from **Common** through to **Uncommon** & **Rare**.

Abilities

Certain Active Abilities (particularly Slot Superweapons) utilise their own distinct ammo pool, which are typically replenished with hourglasses (among other pickups). The total capacities & ammo rewarded by these pickups are listed in their respective Champion pages.

Icon	Ammo Type	PvP			PvE					
		Capacity	Pickup	Ammo Given Per Pickup	Capacities		Pickup	Ammo Given Per Pickup	Doom Pickups Replaced	Replacement Spawn Rate
					Starting	*Backpack*				
Bullets	Bullets	150		+50	200	300		+10	Clip	Always
								+50	Box of Bullets	Always
Shells	Shells	25		+10	40	60		+4	4 Shotgun Shells	Always
								+16	Box of Shotgun Shells	Always
Nails	Nails	150		+25	150	200		+10	Clip	Common
								+30	Box of Bullets	Common
Bolts	Bolts	15		+5	30	50		+2	Rocket / 4 Shotgun Shells	Common / Rare
								+5	Box of Rockets / Box of Shotgun Shells	Common / Rare
Rockets	Rockets	15		+5	50	80		+2	Rocket	Always
								+5	Box of Rockets	Always
Coils	Coils	150		+25	150	300		+20	Energy Cell	Always
								+50	Energy Cell Pack	Always
Rails	Rails	15		+5	25	40		+2	Energy Cell / 4 Shotgun Shells	Common / Uncommon
								+5	Energy Cell Pack / Box of Shotgun Shells	Common / Uncommon
Cells	Cells	20		+5	20	30		+4	Energy Cell	Rare
								+8	Energy Cell Pack	Rare

1.5. PICKUPS & POWER-UPS

Health pickups:

Health Bonus: +3 HP. Adds overstack.
Replaces most Health Bonus pickups in PvE.

Medium Health: +25 HP. Cannot add overstack.
Replaces Stimpack pickups in PvE.

Big Health: +50 HP. Cannot add overstack.
Replaces Medikit pickups in PvE.
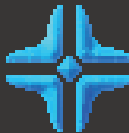
Mega Health: +100 HP. Adds overstack.
Replaces Supercharge pickups in PvE.

Armor pickups:

Armor Shard: +5 AP (PvP); +3 AP (PvE). Adds overstack,
allowing Champions to reach 200 AP total.
Replaces most Armor Bonus pickups in PvE.

Shield: +50 AP. Cannot add overstack.
Replaces Armor pickups in PvE.

Heavy Armor: +100 AP. Adds overstack.
Replaces Megaarmor pickups in PvE.

Hourglass pickups:

Hourglass: -10% Active Ability cooldown.
Rarely replaces Health/Armor Bonus pickups or is occasionally
dropped by non-boss monsters in PvE.

Big Hourglass -33% Active Ability cooldown.
Dropped by boss monsters in PvE.

Power-Ups:
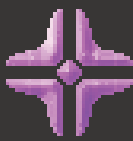
Mega Charge: +100 HP & **+100 AP**. Adds overstack.
Inherits Mega Health & Heavy Armor properties.
Replaces Megasphere pickups in PvE.

Quad Damage: All damage you deal is 4 times as deadly.
30 second duration. Randomly replaces Berserk & Partial
Invisibility pickups in PvE.

Protection: All damage you take is reduced by 50%.
30 second duration. Randomly replaces Berserk & Partial
Invisibility pickups in PvE.

Infinite Ammo: Weapons will not consume ammo when fired.
30 second duration.

Pentagram: Invulnerability.
30 second duration. Replaces Invulnerability pickups in PvE.

Champion-specific pickups:

Ammo Box (Freeman - Ammo Box):
PvP - Gives all ammo held by a killed player. 15-second lifespan.
PvE - Gives a small amount of ammo for two random weapons.

Morph Soul (Painkiller - Demon Morph): Increases the Demon
Morph counter by 1 (Monster Souls) or 11 (Champion Souls).
15-second lifespan. Can only be seen & collected by Painkiller.

Heart (Caleb - Life Essence): +20 HP (PvP); +3-8 HP (PvE).
Adds overstack. 15-second lifespan.
Can only be seen & collected by Caleb.

Necromantic Hourglass (Menelkir - Hex):
-10% Active Ability cooldown.
Only dropped in PvE modes.

Surplus Ammo (Terminator - Ammo Regeneration):
Gives ammo equivalent to small ammo pickups.
Only dropped in PvE Cooperative & PvP Team modes.

Excess Armor Shard (Bitterman - Power Shield): +5 AP.
Cannot overstack. 12-second lifespan.
Only dropped in PvE & PvP Team modes.

PvP objectives:
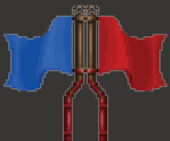
Flag (Capture The Flag): Placed at each team's base. Makes the
player the Flag Bearer, blocking usage of Active Abilities.
Awards 1 point upon capture.

Elder Soul (Elder's Soul): Makes the player the Soul Carrier.
Further details on .

PvE-exclusive pickups:

Keys: Once acquired, allows interaction with all doors/switches
locked by keys of the corresponding color (**Red**, **Blue**, **Yellow**)
&/or type (**Keycard**, **Skull**). Effects reset on level change.

**Ammo Backpack: +20 Bullets, +4 Shells, +15 Nails, +3 Bolts,
+2 Rockets, +20 Coils, +2 Slugs, +2 BFG shells**.
Upgrades the maximum capacity of all ammo types.

Computer Area Map: Fully reveals all areas of the current level
in the automap. Effects reset on level change.

Radiation Shielding Suit: Full immunity to nearly all types of
damaging floors. 60 second duration.

Light Amplification Visor: Sets the light level of all areas in a
level to full brightness. 60 second duration.

1.6. CHAMPION OVERVIEW

Weight Class

Each Champion belongs to one of three main **Weight Classes**, which determines their overall Hitbox Size, Stack Size & Movement Speed:

- **Medium weight**: Standard *Doom* hitbox, medium stack, average speed.
- **Lightweight** (AKA squishies): Thinner hitbox, low stack, faster speed.
- **Heavyweight** (AKA tanks): Wider hitbox, high stack, slower speed.

Medium weight	Lightweight	Heavyweight
Ranger	Kane	Terminator
Doom Slayer	Caleb	Zedek
Corvus	Menelkir	Inquisitor
Galen	Nyx	Sorgaul
Duke Nukem	Durandal	Bitterman
Sarge	Lo Wang	Keel
Grayson	Eleena	Eradicator
Blazkowicz	Lucienne	Vor Matur
Freeman	Hunter	Major
Painkiller	Postal	Sam
Intruder	Orbb	Brock

NOTE: For PvE Campaign, all champions possess the "Medium" size hitbox, regardless of their original weight class. This is to mitigate map breakage; if unchanged, Light champions would fit through spaces that players aren't supposed to, while Heavy champions would be unable to fit through spaces the map maker would expect the default *Doom* marine to fit. Other attributes such as health stacks, movement speed or abilities remain unchanged, meaning it is still possible for players to either break maps or get stuck through these aspects.

Movement Class

Additionally, Champions also belong to one of four **Movement Classes**, which determines attributes such as general movement physics & Advanced Techniques associated with them:

- **Quake**: Vanilla *Quake 3* (VQ3) movement. High acceleration & ground friction. Can utilize **Strafe-Jumping**.
- **Doom**: Standard *Doom* movement. Average acceleration. Low ground friction. Can utilize **Strafe-Running**.
- **CPM**: Challenge ProMode movement. Identical to Quake movement, but caps max movement speed to 700 mu/s (PvP)/875 mu/s (PVE) & can additionally utilize **Air Control**.
- **UT**: Unreal Tournament movement. High acceleration & ground friction. Can utilize **Dodge** & **Elevator-Jumping**.

Quake	Ranger	Duke Nukem	Sarge
	Grayson	Blazkowicz	Freeman
	Painkiller[1]	Kane	Caleb
	Nyx	Lo Wang	Eleena
	Lucienne	Hunter	Postal
	Orbb	Terminator	Inquisitor
	Sorgaul	Bitterman	Keel
	Vor Matur	Major	Sam
Doom	Doom Slayer	Corvus	Galen
	Menelkir	Zedek	
CPM	Intruder[2]	Durandal	Eradicator
UT	Brock		

1: Can be upgraded to CPM Movement by activating Black Tarot's Level 1 movement enhancement.

2: Will be downgraded to Quake Movement while Wendigo's Curse is active.

Advanced Techniques

Champions can also utilise one or more **Advanced Techniques**, either independently or based on their Movement Class & Abilities:

- **Strafe-Running**: Strafing left/right while moving forward slightly increases Champion movement speed.
- **Strafe-Jumping**: By strafe-running & gradually turning into the strafe direction while repeatedly jumping, Champion movement speed can be greatly increased.
- **Air Control**: Champions can more easily change their movement direction while in mid-air.
- **Dodge**: Double tapping a directional input while on the ground or next to a wall briefly boosts the Champion in that direction.
- **Elevator-Jumping**: Jump height is greatly increased when jumping from rising elevators/platforms.

Stacks

All champions have **Health (HP)** & **Armor (AP)** caps, collectively known as a "**Stack**". Each Stack has a **Starting Stack**, **Natural Stack** & **Overstack (S / N / O)** value:

- **Starting Stack**: Health/Armor value on map start/spawn.
- **Natural**: Maximum Health/Armor value attained with conventional pickups.
- **Overstack**: Certain pickups can increase a Champion's Health/Armor stack to an Overstack value beyond their max Natural value. Overstack will gradually degenerate back to that Champion's max Natural value at fixed rate based on their weight class; Medium weight Champions degenerate 1 point of overstack every second, Lightweights every 0.7 seconds & Heavyweights every 2 seconds.

Champion stacks are overall *lower* compared to *Doom*'s vanilla health values, especially for Light Champions. However, this is balanced by two aspects:

- **Larger Health & Armor Pickups**: Healing items in QC:DE give more health than in *Doom* & armor pickups are much more common; you might lose your stack quickly, but as long as you have an escape route, you can gain it back in a heartbeat.
- **Weight Class Damage Tuning**: When playing PvE modes, QC:DE automatically adjusts the damage dealt by monsters, so that the experience between different champion sizes remains challenging without being unfair.

1.7. ABILITIES

A core gameplay component of QC:DE, each Champion brings their own suite of abilities to their arena, which define their playstyle & can confer unique advantages against both opposing Champions & monster. Abilities come in two varieties:

Active Abilities

Almost every Champion has access to a single **Active Ability**, activated using a dedicated input & visually indicated by a unique icon in the Active Ability frame, located on the bottom-middle of the HUD.

Most Active Abilities share the following general qualities:

- Upon activation, most Active Abilities will enter an **Activation Period**, denoted by a HUD timer graphic on either side of the crosshairs. Activation Periods can vary in duration with each ability, if they possess one at all.

- Following activation, most Active Abilities will enter a **Cooldown Period** where they cannot be used, represented by a countdown timer overlaying the now grayed-out ability icon. As with activation periods, Abilities have varying cooldown periods which can differ further between PvP & PvE modes.

- While not the only method of doing so, cooldown periods can be shortened by picking up **Hourglasses**. Hourglasses subtract a percentile of the ability's total cooldown period. E.g. an ability with a 100-second cooldown period will have its remaining time reduced by 10 seconds for each standard Hourglass picked up.

Passive Abilities

Champions can have up to two Passive Abilities, each granting one or more unique effects to each Champion in play. Passives can fall under two categories:

- **Innate Passives** directly modify a Champion's inherent attributes, including Health/Armor stacks, damage resistances/vulnerabilities, hitboxes, movement stats/techniques & even their arsenal.

- **Conditional Passives** apply their effects only when a stated prerequisite is fulfilled by the Champion &/or their opponents, including but not limited to; inflicting/receiving damage, earning kills, acquiring certain pickups, performing specific actions/input combinations or even dying.

Ability Subtypes

Some abilities share aspects that fall under one or more of the following categories:

- **Stockpile Actives** rely on gathering or automatically generating a particular resource, which is then typically expended upon activation. The amount of a given resource in the player's possession is indicated by a gray numerical counter located directly beneath the Active Ability icon frame.

- **Multi-Use Actives**, as their name suggests, can be activated multiple times in quick succession. Each activation consumes a single **Use**, with available uses indicated by a gray numerical counter located directly beneath the Active Ability icon frame, similarly to Stockpile Actives. Each use consumed increases the ability's remaining cooldown by a fraction of its total cooldown, proportionate to the total number of uses; a Multi-Use Ability with 5 uses & a total cooldown of 50 seconds will have its remaining cooldown increased by 10 seconds for each charge used. So long as there are uses available, Multi-Use Abilities can be activated even while under cooldown.

- **Superweapons** refer to most offensive and/or damage-dealing Active Abilities. Upon activation, these abilities can have Champions draw a signature weapon & attack with it automatically or at the player's discretion. Alternatively, they may briefly perform an action that directly disrupts or harms enemies.

- **Deployables** & **Summons** introduce additional entities to the arena distinct from Champions or monsters encountered in PvE modes. Deployables are typically inanimate entities that cannot move on their own accord, while Summons are monsters that independently navigate arenas using their own (rudimentary) AI.

- **Slot Superweapons** (SSWs) are abilities directly incorporated into a Champion's arsenal. **As Actives**, SSWs act as a ninth weapon slot, able to be freely switched between alongside the main arsenal & completely lacking a cooldown period. Instead, these weapons utilise an independent ammo supply that can only be replenished via Hourglasses, displayed on both the Weapons Bar & beneath the Active Ability frame. **As Passives**, SSWs will fully replace a standard weapon in the player's arsenal. Besides overriding applied weapon skins, Passive SSWs will apply additional effects or even utilities unique to the weapon they replace.

- **Mode-Exclusive Effects & Abilities** will only be applied while playing certain gamemodes. Abilities marked as **PvE-only** are exclusive to Campaign, Cooperative, Survival & Invasion. Conversely, **PvP-only** abilities are exclusive to (Team) Deathmatch, Duel, (Team) Last Man Standing, Freeze Tag, (Team) Elder's Soul & (One Flag) Capture The Flag.

Status Effects

Certain abilities can inflict status effects that temporarily assist or impede the Champion(s) they're applied to, each displayed as unique icons on the HUD.

- **Buffs** apply positive effects to Champions & are indicated by small, circular icons above the Champion's Health & Armor stacks.

Icon	Buff Effect
	Healing: Indicates health regeneration buffs.
	Defense: Indicates damage resistance buffs.
	Speed: Indicates movement speed buffs.
	Orb Active: Displays while **Ranger**'s Dire Orb is spawned.
	Maulotaur Active: Displays while **Menelkir**'s Maulotaur is spawned.
	Tiger's Rage: Displays while **Lo Wang**'s Tiger's Rage is in effect.

- **Debuffs** apply negative effects to Champions & are typically indicated by long bars of icons below the crosshairs.

Icon	Debuff Effect
	Burning: Inflicts damage over time.
	Poison: Inflicts damage over time. Ignores armor.
	Freeze: Slows movement speed. Effects scale with inflicted damage, immobilising targets upon reaching a certain threshold.
N/A	**Blindness:** PvP - Completely obscures inflicted players' vision. PvE - Causes monsters to flee from the player that blinded them.

1.8. CHAMPIONS MENU

The Champions Menu allows players to select their Champion & starting weapon before or while playing, as well as view additional information about each of QC:DE's Champions. This screen is presented when first joining a PvP game & can be accessed via the *New Game* or *Champions* buttons in the Main Menu when playing the game in Singleplayer.

Champion Selection

Selects the Champion the player will spawn as. Options are divided by weight class listed above each row.

Starting Weapon Selection

Selects the Starting Weapon the player will spawn with alongside the **Gauntlet**. The **Machinegun** & **Nailgun** are available for all modes, while the **Shotgun** is exclusive to PvP modes.

Randomize Champion

Assigns a random Champion to the player.

Champion Overview

Displays a brief overview of the selected champion, listing their Name, Sprite, Active Ability, Movement Class & Passive Abilities.

Champion Details

Opens the selected Champion's information screen, providing further details on their stats, abilities & lore.

Confirm Selection

Confirms the player's selected Champion/ Starting Weapon & returns to the game. Only available when opening the Champions Menu during an active game.

NOTES:
– The option to select the **Shotgun** as a starting weapon will not display when opening this menu in any PvE mode.
– In Multiplayer Modes (PvP, PvE Botmatch, Cooperative, Invasion), the player's class & starting weapon can be changed from the Champions screen at any time in a match. Any changes made will take place upon respawn.
– Changing your selected Champion in Cooperative or Invasion will reset your inventory (weapons, upgrades, lootbox rewards) upon respawn.
– In Campaign, once you select your Champion & Starting Weapon, you cannot change them unless you start a new Campaign from *New Game*.

2. MEDIUM CHAMPIONS

RANGER

MEDIUM WEIGHT | QUAKE MOVEMENT

Health: 125 / 125 / 200

Armor: 25 / 100 / 175

Lore

Ranger's sleep was abruptly interrupted by an early morning phone call. Upon his arrival at the secret installation, the commander explained the reason of the unexpected call to arms: an unknown enemy code-named "Quake" was using a Slipgate similar to the one in development on Earth to teleport all sorts of abomination into their bases. Ranger was put in charge of the platoons of the Operation Counterstrike, aimed at locating & defeating the enemy. But as he was getting ready to leave Earth, Quake raided the base. The marine was the only survivor.

Hurrying to the Slipgate located in the center of the facility, Ranger materialized in the domain of his newly found nemesis. After fighting his way through endless madness, he reached the center of the dimension, where he was awestruck to find out that Quake was actually the omnipotent Elder God Shub-Niggurath herself. At the end of the vicious fight, Ranger emerged victorious & seized the all-powerful Dire Orb from within the hot gore of the All-Mother.

A shell of the man he once was, he's now trapped in these outlandish realms. The hope that he will one day finally find the Slipgate that will lead him back to his family is the only motivation that keeps him pushing forward.

Active ability: Dire Orb
Cooldown (PvP/PvE): 25/60 seconds

Ranger throws the Dire Orb, which travels in a straight line & damages enemies as it passes through them. If the Orb hits a solid surface, it will stick to it & explode shortly after, dealing moderate damage.

Activating the ability again while the Orb is deployed teleports Ranger to its location, causing him to telefrag any enemy occupying the same space as the Orb.

The Dire Orb is one of the most prized possessions of the Outer Gods. Once employed by Shub-Niggurath to create Slipgates & teleport her minions through the countless dimensions, it is now in the hands of Ranger.

No human was ever intended to wield such power & the surviving Old Ones will not allow such blasphemy to last. The lone marine knows endless suffering awaits him if he fails to comprehend the full potential of the Orb.

Passive ability: Rocket Jumper

Ranger takes 20% less damage from his own rockets.

Molded by years of training & combat, Ranger's skin has hardened to the point he can barely feel any pain from nearby explosions.

He's believed to be the pioneer & perfecter of the "Rocket Jump", a risky warfare tactic that allows properly armored soldiers to greatly boost their jumping abilities by shooting a rocket to their feet right as they take the plunge.

Pro-tip
The Dire Orb is an extremely versatile tool. You can use it to deal damage, distract enemy while you flee, or disappear after having stolen a major pickup.

NOTE: The orb only fits horizontally where Ranger would fit; it cannot be shot around very tight corners.
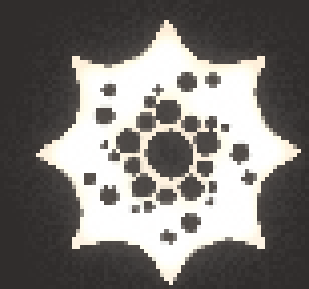
DOOM SLAYER

MEDIUM WEIGHT | DOOM MOVEMENT

Health: 150 / 150 / 225

Armor: 0 / 75 / 150

Lore

Nothing could stop him. Bestowed with terrible power by the Seraphim, he wreaked havoc in Hell in his quest for revenge; even the demons' champion, the Titan, fell by his hand. Only through trickery were the demonic hordes capable of ending his rampage, trapping him under the crumbling ruins of the Blood Temples.

Hell Walker, Doom Slayer… many are the epithets he was given by his adversaries, too frightened to pronounce his real name. Prisoner of an eternal slumber, it was only during the Fourth Age that a team of soldiers led by Samuel Hayden, chairman of the Union Aerospace Corporation (UAC), retrieved him & his Praetor Suit from the crumbling ruins of the Kadingir Sanctum, in the Hell dimension.

When Olivia Pierce, deceived by the demon leaders, opened a hellish portal on Mars, he was awakened so that he could annihilate his sworn enemies once again. And yet, after defeating the Aranea Imperatrix in the deepest infernal pits Hayden banished him to an unknown cosmos, afraid the Slayer's insatiable rage would get in the way of his future plans.

No matter how many times he brings destruction upon the hellish forces, the warrior's thirst for demon blood can never be quenched, & he will destroy anyone who tries to obstruct him.

Active ability: BFG
Cooldown (PvP/PvE): 60/150 seconds

Doom Slayer unleashes the BFG 9000, firing a large plasma ball that deals extreme damage in a large radius on impact. This BFG shot also deals damage to enemies in a large area-of-effect around it while in-flight, rapidly depleting the armor of enemy Champions.

The Big Fucking Gun 9000, more commonly know as the BFG, represents the absolute pinnacle of UAC military engineering. By channeling ionized Argent Energy, it fires massive bursts of hot plasma, capable of vaporizing almost any enemy.
Generally stoic while bringing carnage upon his enemies, not even the Doom Slayer can help but grin while melting his foes with this tool of destruction.

Passive ability: Double Jump

Doom Slayer can perform a second jump in mid-air.

Originally invented to enable efficient navigation in microgravity environments, the Delta V jump-boots are a marvel of UAC manufacturing. An essential piece of equipment on the Phobos mining outposts, this footwear allows its user to perform a mid-air jump, greatly increasing his jumping distance & height by channeling bursts of Argent energy through the boost nozzles.

Pro-tips

- Don't use the BFG in PvP expecting to kill a stacked player with one shot; it's not made for that. Instead, use it to finish a weakened one (or a bunch) by aiming the projectile at the floor around the player you want to kill; since the explosion is huge, it will guarantee 60 damage (with no drop-off) at a much bigger radius than for example, a rocket.

- The BFG can also be used to melt an enemy's armor by shooting it to the side of an enemy champion instead of hitting them directly. While in-flight, the BFG ball will melt 8 armor points per tick off of champions standing in a very generous radius around it.

CORVUS

MEDIUM WEIGHT | DOOM MOVEMENT

Health: 125 / 125 / 200

Armor: 25 / 100 / 175

Lore

"The three come from the Eastern wilds & they shall be given dominion over all that believeth in them. He that hath an ear, let him hear that the children of the Sidhe will be driven before them & on the day that the children of the Sidhe are no more, the earth shall be forever lost to the Abyss".

These are the ominous words the Sidhe Elders read from the Book. And the three came, as it had been foretold – the Serpent Riders, bringers of death. They seduced the hearts of the weak with their power, & soon thereafter the kings of the seven nations of Parthoris joined their worshipers as well.

Only the Sidhe remained unaffected. Once sacred guardians, these Elven folks were branded as heretics & hunted in all of the land. And when the armies of the seven nations marched upon them, the Elders extinguished the sacred flames, destroying them all. Enraged by their opposition, D'Sparil, the youngest of the Riders, stormed the chamber of the Elders & burned them alive. The forces of evil poured forth from the earth decimating the Sidhe.

Very few survived. Most of them hid, their spirit broken, but one stood against all odds: Corvus, warrior champion of his people. Driven by hate, he fought his way through the City of the Damned & Hell's Maw, defeating D'Sparil & avenging the dead.

His quest far from being over, an unrelenting & ferocious Corvus headed to the uncharted lands of Cronos, where the servants of Korax are patiently awaiting his arrival.

Active ability: Wings Of Wrath
Cooldown (PvP/PvE): 60/120 seconds
Flight Duration (PvP/PvE): 2/5 seconds
Uses: 3

Corvus briefly takes flight. While in-flight, forward & backward movement speed is greatly increased, while the "Jump" & "Crouch" inputs allow Corvus to ascend & descend respectively.

The Sidhe were renowned across all the seven nations for their talent in imbuing the magic of the sacred flames into their own artifacts. Afraid that men's hearts would have grown drunk with power, the Elves never shared their knowledge with them. When D'Sparil killed their leaders & scorched the land with the armies of the undead, this craft was forever lost. Corvus carries one of these few remaining relics; the Wings of Wrath, a golden skull with bat wings which affords him the ability to fly for short periods of time.

Passive ability: Regeneration

Corvus' health constantly regenerates +2 HP per second.

The life of a Sidhe was a life of duty, but it had its advantages. Holy protectors of the balance of the world, they were rewarded with their proximity to the benign influence of the sacred flames.
Prolonged exposure to this ameliorating force blessed the Elves with regenerating powers. While mortal wounds could still be a threat for their well being, minor lesions & cuts healed in a matter of a few seconds.

NOTE: In order to efficiently fly up or down, aim with your mouse in the direction you want to go while moving forward. Trying to use "jump" or "crouch" to fly up/down will result in very slow movement.

GALEN

MEDIUM WEIGHT | DOOM MOVEMENT

Health: 125 / 125 / 200

Armor: 25 / 100 / 175

Lore

He was just a young boy when it happened.

When his mother fell victim of an unknown plague, his father begged the Celebrants of Volkerh to cure his spouse & save her life. The disciples agreed, but a price had to be paid. If he really valued the life of the woman he married over everything else, he would have to offer his son to He Who Walks In Blood, sentencing him to a life of unholy servitude.

The deal was struck, the child exchanged for the life of she who once bore him. Raised by these reclusive worshipers, the adolescent soon forgot who he once was, his name lost to the ravages of time. Baptized anew Galen after one of their most valiant crusaders, he devoted himself to the cult.

Years passed. Once he came of age, Galen was ordered to prove his resolve by pillaging a nearby village whose inhabitants' morals defied His will, and so he did. As he was slaying the innocent denizens he suddenly stopped, mesmerized by the look of an old couple that laid lifeless on the brick road. Galen's memories came back to him, flooding his mind with the recollection of his early years, and the realization that it was because of his parents' choice that he was made a slave.

Driven insane by the knowledge, Galen never went back to the Celebrants. Instead, he pledged his alliance to Grand Patriarch Traductus & the Serpent Riders, joining them on their quest to conquer all of creation & banish Volkerh & the other Elder Gods from their universe.

Active ability: Unholy Totem
Cooldown (PvP/PvE): 35/70 seconds
Max Totems (PvP/PvE): 3/5

Galen summons totems that heal him & his allies. Summoned totems explode when an enemy walks within their radius.
- PvP: Each totem heals 50 HP on contact once. If all 3 totems are summoned, their healing effects overstack.
- PvE: Each totem heals 1 HP per second on contact. If all 5 totems are summoned, their healing rate is doubled.

Galen betrayed his old masters, but he had not forgotten the precious teachings he was imparted by the Celebrants. Before leaving for his rite of passage, the zealots marked his left palm with the wicked emblem of Volkerh. This indelible brand allows him to hex the terrain, healing his wounds & smiting his adversaries.

Passive ability: Channeling

Unholy Totem's cooldown decreases when picking up the following health items:
- Mega Health: -20% cooldown.
- Big/Medium Health: -5% cooldown.

Part of the training Galen underwent focused on improving his ability to leech the life force of the world around him & funnel such aura into his own mana pool. Mastering this accursed power boosted the amount of spells & anathema he could cast on the heretics before he would need to implore Volkerh to bless him with His nefarious energy.

Galen swore he would never ask Him again for aid, but old habits die hard & an old dog can't learn new tricks.

Pro-tips
- In PvE, Unholy Totems deployed by you & your teammates can be destroyed by friendly fire. If you want to retain them as a healing source, be careful to place them in a way that won't see them accidentally destroyed by yourself or your team.

- Deploying additional Unholy Totems beyond the maximum threshold will destroy the oldest one deployed.

DUKE NUKEM

MEDIUM WEIGHT | QUAKE MOVEMENT

Health: 150 / 150 / 225

Armor: 0 / 75 / 150

Lore

No matter how many times the alien bastards shoot his rides, Duke Nukem is not the type that wastes his time bitching. When the Cycloids kidnapped Earth's chicks, he knew it was time to kick ass & stop chewing gum. Unlike his fellow doomed space marines, he was afraid of no quake & went medieval on their asses. And holy shit he made a mess. From the streets of LA all the way to the moon he gave his enemies no choice but to eat shit & die, quite literally, when he ripped the Battlelord's head & took a dump down his neck… And you can bet that made his day. When he finally reached the stadium where the aliens established their HQ, he was quite surprised to find out there was only one one-eyed freak left to face him. Its face & Duke's boot were the perfect couple, so who was he to keep them apart?

He thought he would only see them in Hell after this, but the Cycloids found yet another way to piss him off. They used one of the captured babes to give birth to the Alien Queen & by that point, he knew the only viable solution would be aborting their whole freaking species. They wanted some & they came to get it, except those guys sucked too much to be able to dance with Duke, and after he was done with them there was no difference between their faces & their asses. God himself couldn't have sorted them out. "It's time to abort your whole freakin' species!" he yelled as he blew a pipe bomb up the Queen's birth canal.

Such daring adventures were just a piece of cake for our American hero, few days of R&R… and then he was ready for more action! Another alien species was preparing an attack on Earth & there was no way he was not gonna bring them the hurt.

After packing up his spaceship with beer & hair spray, ready to go postal once again, Duke Nukem took off & headed toward the alien motherland. "Hail to the king, baby!"

Active ability: Freezethrower

Duke unleashes his Freezethrower. "Fire" shoots icy projectiles that gradually freeze enemies with each hit, slowing down & eventually immobilising them.
"Alt Fire" engages the Mighty Foot, a quick-melee attack that deals bonus damage to frozen enemies.
The following pickups grant Freezethrower ammo:

Icon	Starting Ammo	Max Capacity	Ammo Given		
			Hourglass	*Backpack*	*Big Hourglass*
❄	0	60	+12	+30	+30

"Now I have a freeze thrower. Ho, ho, ho" One of Duke's favorite toys, a gun capable of freezing aliens to allow for frost-enhanced ass kicking. Whenever he pulls out this wonder it's game over for his enemies, and it's time for a cleanup on Aisle 4! Duke is back in town, and the last thing that's gonna go through their mind before they die is his size 13 boot.

Passive ability: Huge Ego

Duke gains extra HP from the following Health pickups:
- Mega Health: +150 HP
- Big Health: +70 HP
- Medium Health: +40 HP

Duke Nukem always looks good… and he knows it! Sometimes he even amazes himself, although it's easy for him to feel that way when the aliens he fights look so ugly they are an inspiration for birth control. Duke is his name, and groovy is his game.

Pro-tips

- As a Slot Superweapon Active, Duke's Freezethrower can be switched to & from like a standard weapon.

- Freezethrower projectiles will bounce off of surfaces once before disintegrating. Use this to angle projectiles around corners or bounce them backwards into a pursuing enemy.

- When wielding the Freezethrower, monsters can be quick-frozen (doesn't last long, indicated by scorch around their feet) or temp-frozen (lasts longer, indicated by ice formations in their midsection), depending on how Freezethrower projectiles they are hit by. Quick- & temp-frozen monsters still receive bonus damage from the Mighty Foot.

- Enemy players can also be temp-frozen by the Freezethrower and, like with monsters, receive bonus damage from the Mighty Foot.

SARGE

MEDIUM WEIGHT | QUAKE MOVEMENT

Health: 125 / 100 / 200

Armor: 0 / 100 / 200

Lore

"It was just another day in the battlefield. Command put us in charge of protecting the cargo ships commuting between our bases & I must say… We were doing a damn fine job. I shaped my soldiers from a reckless bunch of renegades to a death squad. Deadly, coordinated, highly versatile – there was no threat we couldn't face. Not even those new high tech hunks of junk Earth scientists put together could come close to how efficient of a war machine my platoon was. After a life of extremes & four divorces, I never thought I would have ever said this, but I'll rot in Hell if I didn't think of them as my sons.

Then reality came crushing down upon me just like my ex-wives & their fucking lawyers. The Stroggs ambushed us while we were escorting the cargo, they decimated all of my men. One at the time, slowly but surely, they all fell. At the end, I was the only one left standing. That was what they wanted, to see me suffer as I fought my way through the corpses of my brothers in arms & inevitably get captured after a pointless struggle. I sure as hell was not going down without a fight. I ripped the heavy machinegun from the convoy & starting mowing 'em down, smoking my last cigar & grinning like the maniac I am. When I ran out of bullets I was not done yet. I grabbed any moron who was stupid enough to come near me & broke their fucking neck…and then everything stopped.

I saw myself floating in the air & the world around me exploded in a million fireballs. When I woke up an otherworldly voice ordered me to pick up the shotgun laying in front of me & fight for its amusement. I'm in some kind of freakshow, & together with Death I am its star. The voice told me it would set me free after I shed enough blood, but my mom didn't raise me a fool. Will I ever find I way out? I do not know, nor does it matter at this point. War… war never changes. But that's OK… cause neither do I."

Active ability: None

Sarge has no active ability.

Passive ability: Veteran

Sarge can overstack his Health & Armor up to 200 HP & 200 AP respectively, like in Quake III & Quake Live.
Shield pickups can overstack Sarge's Armor.
The following pickups grant additional overstacking Armor:
- Big Hourglass: +25 AP
- Hourglass: +10 AP

"These little punks… think they look so cool with their fancy "Active Abilities". I'll show them how it's done. They can fly, shoot plasma, disappear all they want. Last time I checked, nothing gets the job done better than a shotgun blast to the face".

Passive ability: Stacked (PvE only)

Sarge's Health & Armor overstack will not degenerate.

Pro-tips

Ψ Sarge is able to deny just about every single armor pickup in a map, since he's always able to pick them up to keep increasing his armor overstack to a maximum of 200. At this point, he can continue picking up armor, but it will not exceed this amount. Can only pick hourglasses for an additional 10 armor (only in PvP). Use this to deny hourglasses to any other champion on the field.

Ψ Sarge is the only champion in the entire game capable of accumulating up to 100 points of overstack from Mega Health & Heavy Armor, unlike everybody else, who only get 75 overstack points from these pickups. If you can, before grabbing a Mega Health, heal up with regular pickups first, then get the mega to have an HP pool of 200.

Ψ Sarge has no active ability, therefore he has no way to deal additional bursts of damage or easily escape hot situations. Instead, Sarge relies on being fast & being able to always have armor overstack.

Effective use of this champion requires map control & choosing fights wisely.
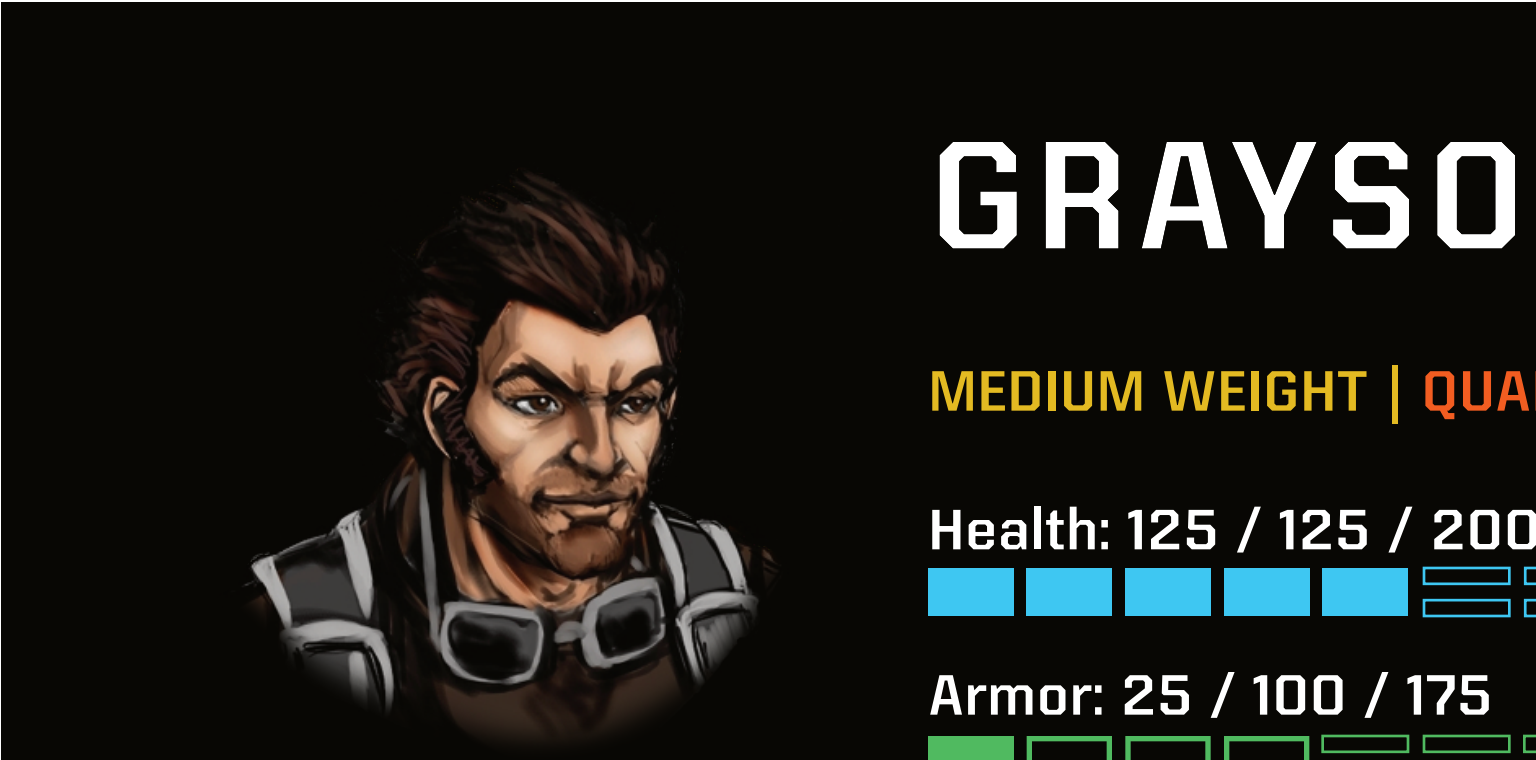
GRAYSON

MEDIUM WEIGHT | QUAKE MOVEMENT

Health: 125 / 125 / 200

Armor: 25 / 100 / 175

Lore

DROPKIT ACTIVATING… CONNECTION ESTABLISHED… RESETTING EQUIPMENT DATABASE… ANALYZING USER ATTRIBUTES…
UPLOADING SKILLSHOT DATABAGOOOOOOOOOOD MORNING STYGIAAAAAAAAAAAAA This is not a test this is rock'n'roll!
Here for you just like every other day is your friendly Skillshot TV, bringing you all the latest, hottest news from the lovely shithole that is our forced retirement location. In today's episode we are gonna talk about alcohol, its uses and abuses, and the way it affects people's lives!

BRITISH GENTLEMAN PERSONALITY CORE ENGAGED

Throughout all of Earth's civilizations, alcohol has held a special place in the hearts of men & women. It is known for bringing people together & helping them share a communal moment, so that they may temporarily detach themselves from the harsh reality that surrounds them. However, alcohol is not all fun & games. In many cultures, we easily find popular proverbs commenting on the treacherous nature of man's favorite drink.

Nevertheless, I truly believe it was William Shakespeare, the poet par excellence, who best put into words what the peasants have tried to communicate with their tasteless prose: "O God, that men should put an enemy in their mouths to steal away their brains! That we should, with joy, pleasance, revel, and applause, transform ourselves into beasts!". And there is no human or mutant being that has set foot on this God-forsaken land who has embodied these words more than Dead Echo's very own Grayson Hunt.

You see, Grayson…years after he realized he had been used by General Victor Sarrano of the Confederate Army to kill innocent people, blinded by a drunken rage recklessly attacked the Ulysses, Sarrano's warship, causing both of them & their respective crews to crash land on Stygia. Grayson survived, and…how can I say this…half of one of his brothers in arms made it through as well. Partially converted into a cyborg that is, but still mostly alive.

In today's episode, we really don't have time to narrate Grayson's misadventures on Stygia in detail; I will leave those to your imagination. I will say though that Grayson was able to escape the planet. Unfortunately, in the process he lost his last friend & had to relive the guilt of his past deeds when he crossed paths with the daughter of one of his "mission objectives". He did manage to turn Sarrano's organs into bloody chunks though, and leave that fucking dumpster.
Mmh, I can taste the sour flavor of American speech in my mouth. I wonder if ev3rythin$ iS f1nEEe/=EEeeE in Th£ BB$ROA&DCtast

ERROR, BRITISH GENTLEMAN PERSONALITY CORE HAS BEEN DAMAGED, BACKUP RESTORE FAILED, REROUTING SPEECH TO DEFAULT CORE

HAHAHAHA! Wasn't that a doozy boys and girls?! I apologize, we'll have to cut our transmission short for today. It looks like judgement in the form of a DNA bomb has finally rained upon the citizens of Stygia. This might very well be our final broadcast. This is Skillshot TV, wishing you a pleasant Armageddon. Signing out…"

Active ability: Thumper
Cooldown (PvP/PvE): 35/80 seconds

Grayson throws an energy sphere which, on impact with the floor, creates a large shockwave that immobilizes any enemy caught in it. "Thumped" enemies are then thrown into the air, taking additional damage if they hit the ceiling.

The Thumper is the secondary fire mode of the Energy Leash equipment awarded to the most accomplished of workers on the planet Stygia. By releasing the Thumper, the user can temporarily levitate his enemies airborne in a stasis-like state. Everything that follows is up to the creativity of the worker himself.

Passive ability: Personal Dropkit

Grayson spends 25 AP to buy ammo for his current weapon. Holding "USE" opens the buying prompt. Holding "USE" longer confirms the purchase.

"…But before I leave for good, let me tell you about our new special purchase available in the store: two ammo magazines, of any caliber, for twenty five armor shards only! Offer available until stocks last!"

Passive ability: Bounty

Grayson is rewarded with armor for every kill:
- PvP: +25 AP
- PvE: Varies depending on monster

"…And I can hear you screaming at your screen: Uh I'm poor, where am I gonna find twenty five armor shards? Worry not! We got you covered! For every little runaway bastard you will deliver to us, we will give you not one, not ten, not fifteen, but those same twenty five wholesome shards!! Don't miss out on such an unprecedented offer, MURDER NOW!

Offer terms may vary depending on your location, conditions of the delivered bounty, and whether we actually feel like giving you compensation at all."

Pro-tips

- When activating the Thumper, it will first charge up (as displayed in the HUD meter), after this, you can press "fire" or "use ability" to release the energy ball. If neither input is pressed, the ball will automatically release by itself when the HUD meter depletes.

- Enemy players affected by the Thumper can't move, but they can still look around, shoot & use abilities, so be careful when engaging a "thumped" player.

- You can switch weapons while buying ammo from the Personal Dropkit. This allows you to buy ammo quickly for different weapons, instead of having to reopen the prompt.

BLAZKOWICZ

MEDIUM WEIGHT | QUAKE MOVEMENT

Health: 125 / 125 / 200

Armor: 25 / 100 / 175

Lore

"Captain…Blazkowicz, help me make a choice."
Count to four… inhale
"In your opinion…which one of these two varieties…would best, support my…research
Count to four… exhale

After falling prey to a trap, Captain Blazkowicz, the hero of the Kreisau Circle resistance organization, and three of his men are being held to the ground by Wilhelm "Deathshead" Strasse, head of the Nazi SS Special Project Division, and his Super Soldiers.

"All you need to do, is look to the one…you'll have me dissect."
It cannot end like this
"Time is running out Blazkowicz"
The handcuffs…they don't feel too sturdy…maybe I can break them…
"Choose! Or I will turn all of you into fine specimens!"
Count to four… inhale
"BLAZKOWICZ!!"
Count to four… exhale

Like a cornered beast, William Joseph "B.J" Blazkowicz, son of an abusive father & a loving mother, suddenly discovers within himself strength he was not aware of. With a swift maneuver, he breaks the shackles binding him, and pushing against the floor with all of his might he shakes the Nazi bio-robotic abomination off his back. He sprints toward Deathshead & grabs the General by his face with the left hand, and with his right, stronger hand, he rips the carotid artery, killing the German almost instantly. Their master gone from this plane of existence, the machines cease to work after leaving one final, high pitched hum.

"BJ! Oh my fucking God BJ I really thought we were done for it that was incredible!" "Shut up Wyatt for fuck's sake! This is not the timeitsokblazkcoto act like little wimps, do you want to alert the entire compound?!"   "Right right right…let's figure out a way to escape…aahaaahaaah…the window! We can force it openyouwillsavemewontyousir one of these pipes"

"Ah! So there is a brain in that fucking headpeoplediemytimeisupof yours! Let's go boys let's go!"   "Captain Blazkowicz Sir! Are you ok? Sir! Don'tiknowyoucandoitspace out on us"   "BLAZKO!!!!!"
UUUUUUUUWWWWWWWEEEAAAAAAAAAAAAAAAAHHHH

Drowning in open air
Words with no meaning
…basfhvdshgazkvfnsdnivdnko…
Yelled in the distance
…caiiiihhhhniiiioouajcmuiiiaaarmckvkiiiiiiiii…
Falling to the hilltop
…ffaccncjnneellllliiiaammeevnsvesserrmiiiii….
Dyyyyyyyyiiiiiiiiinnnnnn
SLAP!

"EARTH TO CAPTAIN WILLIAM JOSEPH BLAZKOWICZ! GET YOUR FUCKING SHIT TOGETHER RIGHT ABOUT NOW!!!" "A-Anya?! W-what's going on? Where am I?" "WHAT IN THE ACTUAL FUCK DO YOU MEAN WHERE ARE YOU?! THE ELDERS' ARMY IS ON OUR DOORSTEP SO GET YOUR HEAD BACK ON YOUR SHOULDERS AND START! SHOOTING!!" "Elders? You mean…the Nazis?" "Nazis? What are they? A new ally of the Outer Gods? Nononono it doesn't matter now, you'll tell me later…please William don't you go insane on me now of all times. You just fully recovered from the coma. We need you! I…need you!"

William Joseph "B.J" Blazcowicz, a man with a will so strong he cheated death & tore apart the very fabric of reality. Nazis…Elder Gods…different name, same concept. Scum that needs to be eradicated. They are rewriting the world. But they forgot about him.

Active ability: Kraftsman
Cooldown (PvP/PvE): 40/120 seconds

Blazkowicz unleashes the Dieselkraftwerk & Laserkraftwerk, which can be fired independently. The former fires arcing explosives & the latter fires high-accuracy laser bolts.

After he was freed from a concentration camp by Blazcowicz, Set Roth, a man formerly known to the public as a watchmaker from Stuttgart, in reality member of the mystical society Da'at Yichud, sided with the resistance & brought many innovations to their armory, including the DieselkraftWerk & the LaserkraftWerk firearms. Without a doubt two of his finest works, they can end a Shambler's life faster than you can say "AAAAAAAAAAAH". No matter how much he uses them, BJ can never shake the feeling that these two guns were never meant to exist at the same time.

Passive ability: Blitz

After two seconds without taking damage, Blazkowicz's HP regenerates to nearest multiple of 25.

During a surprise attack that razed to the ground one of the main Kreisau Circle's command centers, Blazkowicz was injured so badly, with no chance of recovery whatsoever, that Set Roth was forced to transplant his head, thankfully intact, onto an artificially engineered body. Through this extraordinary operation, Blazkowicz came back to this world more powerful than he had ever been, unstoppable, like a freight train.

Pro-tips

- Blazkowicz's "Blitz" passive can leverage Health Bonuses & blood pools in maps to boost his healing. E.g. if BJ is at 50 HP & he grabs a Health Bonus (+3 health), after two seconds, he will regenerate all the way up to 75 HP.

- Blazkowicz's Kraftsman weapons are best used at range. The LKW is a faster-firing mini-railgun, while the DKW's projectiles have a huge explosion radius that will damage Blazkowicz when used in very close quarters.

- While Kraftsman is active, you can go for hero-plays & alternate between both firing modes, but that means aiming is MUCH more difficult due to DKW's arcing shots requiring you to compensate your aim for that. It's your choice to either tactically use each Kraftsman weapon in the best scenario, or simply spray & pray.

FREEMAN

MEDIUM WEIGHT | QUAKE MOVEMENT | DODGE

Health: 100 / 100 / 175

Armor: 50 / 125 / 200

Lore

"Rise & shine, Mr. Freeman. Rise and…shine.

You might be wondering what happened after Doctor Vance's…. unfortunate departure. Well, let's just say I took the liberty of… extracting you, once again. I apologize for what must seem to you like an arbitrary imposition… Doctor Freeman. I will admit I was immensely annoyed by your escape at the hands of your newly found friends but, it is not professional to allow one's feelings to cloud his judgement… especially in the work place.

I have thankfully managed to convince my employers that you still have much potential in you… and they have urged me to bring you back under their… influence. Most pressing issues have come into play… and extraordinary times call for an extraordinary man. After all, I don't seem to recall anybody with a track record as impressive as yours, in all these years. I am confident you will come to understand the circumstances as they unfold, and forgive me for such an abrupt intermission."

Active ability: Gravity Blast
Cooldown (PvP/PvE): 50/35 seconds
Uses: 5

Freeman unleashes a shockwave that reflects incoming projectiles & pushes monsters away. Monsters pushed into solid objects (walls, other monsters, etc.) take additional damage.

"I took the liberty of relieving you of your weapons, most of them were government property. As for the Zero Point Energy Field Manipulator…

I think you've earned it. You really did work wonders with that device back in City 17. All those Combine soldiers you sent flying down the Citadel with a simple pull of the trigger, never… expected they would have died by the hand of one of the most basic physics principles.

As you may see it is a bit… blemished, no doubt as a result of all that happened during the course of your past exploits. It may behave… unexpectedly should it be impacted by any external force… but it will still operate as you remember it, for the most part."

Passive ability: Long Jump

Freeman can only dodge while airborne. Dodging adds to Freeman's current movement velocity.

"My employers… have tasked me to ensure that you are given ample opportunity to succeed at this markedly unique assignment. I am not one to squander my investments, and the peculiarities of this work environment necessitate that I… nudge things in a particular direction.

I have elected to re-acquaint your… hazard suit with one Long Jump Module, from your previous excursion to the borderworld, Xen. You've proven yourself to be familiar with the… intricacies… of its operation, so I don't expect you'll have any trouble utilizing it for this assignment."

Passive ability: Ammo Box

Enemies killed by Freeman will drop two ammo boxes.
- Players (PvP): Ammo Boxes contain all ammo previously carried by the killed player.
- Big Monsters (PvE): Ammo Boxes contain a small, random amount of ammo for two random weapons.

"I admit I have a fascination with those who adapt & survive against all odds, and your… performance… as of late has proven most exemplary, in spite of your brief lapse in cooperation. It would be rather irresponsible of me to deny you proper compensation for each nasty piece of work you contend with down there, thus I… will ensure that what resources were in their possession are preserved in containers familiar to yourself; ensure that you re-appropriate them post-… haste.

As for those foes that utilize more un-orthodox armaments… well, there are limits to how much this world can be interfered with and… rather than offer you the illusion of exotic weaponry, I will take the liberty of choosing your rewards for you…when the time comes around."
"In the meantime… This is where I get off."

Pro-tips

Ψ While Gravity Blast deals no damage, it is still capable of repelling non-player enemies, be they PvE monsters or PvP summons (Menelkir's Maulotaur & Durandal's Simulacra).

Ψ In PvE, Gravity Blast can be used to force monster infighting, since the damage taken when one monster slams into another is registered as friendly fire. This strategy is most effective against tight-knit enemy hordes.

Ψ "Big Monsters" corresponds to any monster in QC:DE's default themes that replaces the following *Doom* monster classes: Baron of Hell, Mancubus, Arachnotron, Arch-vile, Cyberdemon & Spider Mastermind.

NOTE: Due to technical limitations, ammo boxes can only contain ammo for half of QC:DE's arsenal, hence why two ammo boxes will always be dropped with each kill.

PAINKILLER

MEDIUM WEIGHT | QUAKE MOVEMENT (+CPM MOVEMENT)

Health: 100 / 100 / 175

Armor: 50 / 125 / 200

Lore

Death: expected…yet unwelcome. What lies after is a mystery to most. Some say our souls just cease existing & we are plummeted into an endless black void. Others say redemption awaits us beyond the material world. When Daniel Garner died in a car accident with his wife Catherine, he met neither total abandon nor eternal peace. Rejected from both Heaven & Hell, he was condemned to forever roam the Purgatory wastelands, forced to fend for his life against the demons haunting the realms for souls to drag down to the burning infernal pits.

After what felt like an eternity since his departure, the angel Samael came to him, promising he would be purified & the Pearly Gates would open for his passing if he killed four of Lucifer's general & prevented the impending war between the hellish & heavenly armies. With no other choice available, Daniel accepted. Upon defeating the first general, Daniel met a woman named Eve, who assisted him in finding the remaining marshals along with Asmodeus, a friendly demon who saved Daniel years ago when he was almost mortally stabbed during an ambush.

However, after destroying Alastor, the last of the four generals, Asmodeus revealed himself to be Lucifer. He thanked Daniel for getting rid of his insubordinate servants & kidnapped Eve after uncovering she was The Eve from the Gardens of Eden. With no concern for his own safety & against Samael's judgment, Daniel descended into Hell to stop the Fallen Angel once & for all, knowing far too well that he might not have ever been able to escape once he crossed the outer borders of Purgatory. At the end of their fight, Alastor appeared once again to inform Daniel he could only be killed in Hell, and to thank him for opening the position of ruler of Hell.

Hopelessly surrounded by demonic hordes, Daniel managed to retreat thanks to Eve's intervention and, after some planning, went after his newfound foe.

His enemy defeated, Eve appeared out of nowhere & stole the King of Hell's power, becoming the new rightful leader of the underworld. Indifferent to Eve's offer to rule by her side, wounded but not exhausted, Daniel attacked his traitor. After many hours of fighting, he managed to defeat her & eradicate Lucifer's legacy… but at a cost. Eve was the only one with the power to bring him out of Hell & now Daniel has to look for another way out.

Samael still has to keep his end of the deal & he cannot keep hiding forever. Until then, for as long as Daniel has to walk among demons, there shall be no rest for the wicked.

Active ability: Black Tarot
Cooldown (PvP/PvE): 40/120 seconds

Painkiller draws up to three cards via movement inputs. Different inputs draw unique cards that apply their own buffs, the effects of which can either be mixed or improved by picking the same card multiple times:
- Strafe Left – Protection: Applies +10% damage resistance per card, for a total of 30% with 3 cards.
- Move Forward – Damage: Applies +10% weapon damage per card, for a total of 30% with 3 cards.
- Strafe Right – Speed: 1 card upgrades Painkiller's movement class to CPM movement; 2 cards applies +10% movement speed; 3 cards extends the above effects' duration by 20 seconds.

While Daniel was recovering from the demonic ambush that almost killed him years ago, Asmodeus/Lucifer taught him the secrets of the dark magical powers hiding behind the tarot cards. Lucifer knew Daniel was eventually destined to obliterate his malcontent subordinates, so giving him a little extra "push" would have done him nothing but a favor.

Passive ability: Demon Morph

Gathering 66 souls will morph Painkiller into his slow but powerful Demon Form. Enemies killed by Painkiller drop souls worth different amounts:
- Enemy Champion souls (PvP): 11
- Monster souls (PvE): 1
When you are being overwhelmed by hundreds of demons no option is discarded if it means the difference between annihilation & survival. Evil fiends leave behind their crooked souls once they dissolve into dust & their power can be temporarily harnessed. The spirit of the collector will be unavoidably scarred, but desperate times require desperate measures, and Daniel is surely in no position to chose.

Passive ability: Painkiller Weapon

Painkiller exchanges the standard Gauntlet with the eponymous Painkiller. Deals slightly increased damage & can launch a projectile with "Alt Fire".

Purgatory is a twisted landscape where the memory of the dead take tangible form & shape its regions. Since most souls that end here have died violent deaths, it is not infrequent to encounter war zones or cities in a perennial state of civil unrest. During his travels, Daniel crossed many of these & there he found many of the weapons of his arsenal. The spinning blades of the Painkiller must have made for a truly horrifying torture device in the cursed towns under the control of the Spanish Inquisition where it comes from.

NOTE: Being a Slot Superweapon Passive, the Painkiller Weapon will override any weapon skin assigned to the Gauntlet.
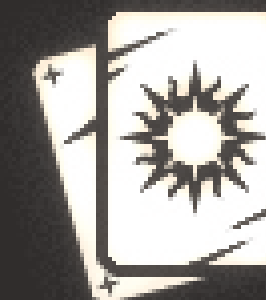
INTRUDER

MEDIUM WEIGHT | CPM MOVEMENT (+QUAKE MOVEMENT)

Health: 150 / 150 / 225

Armor: 0 / 75 / 150

Lore

"He was worthy… then you arrived: faster… stronger. He was soon replaced… as his predecessors were.
You were looking for treasures but instead, you found me.
I have kept you hidden from the eyes of the heretics but now… now it is time.Time to dim this world with darkness… time to show the universe… your worthy.

Foolish beings thought they could confine me forever… thought they could escape my influence. But with you as my messiah, they will witness once again the horror that is Nyarlathotep.

All shall tremble under your might! All that is moving…all that is living shall know true terror as I stare into them through your eyes! Every kill will be a blessing! Every drop of blood… every swing of your scythe will be a stepping stone toward your kingdom!

So let us leave this accursed place! Your disciples are waiting for your sign! Such terrible power knows no boundaries, and soon everything shall fall!

BENEATH!

DUSK!"

Active ability: Wendigo's Curse
Cooldown (PvP/PvE): 45/100 seconds

Intruder becomes invisible for 20 seconds, his position only being given away by constant breathing noises & a persistent blood trail left in his wake.

While invisible, Intruder receives a low damage aura which applies a +33% damage resistance buff & a -33% weapon damage debuff. Shooting or taking damage will briefly disrupt both the invisibility & aura.

Intruder's movement class will be briefly downgraded to Quake Movement for the ability's duration.

"Senses are fallible, and humans are oh so prone to being deceived… they will only trust what they can see. Once they are paralyzed, shaking in fear, hearing you approach. Death, unexpected yet welcome, will feel like the sweetest of releases."

Passive ability: His Sparks

Killing an enemy boosts Intruder's movement speed by 20% for 10 seconds. Disabled while Wendigo's Curse is active.

"Wonderful isn't it? Can you taste it? Can you see the light abandoning their eyes? Your heart pounds faster, and you feel ecstatic. Could you ever have imagined you would experience such excitement?"

Passive ability: Treasure Hunter (PvE only)

Finding a secret rewards Intruder with +50 AP. In Cooperative, armor is also rewarded for secrets found by other players.

"I have given you the power of a god, and yet you still engage in meaningless human habits. Material possessions are temporary, you are eternal. No matter; with time, you will understand how insignificant your previous life was."

Pro-tips

- While Wendigo's Curse is active, the first shot fired from hitscan weapons deals reduced damage while Intruder is invisible, with subsequent shots dealing normal damage so long as "Fire" is held. This means that you can surprise an enemy with the first rail, but at the cost of reduced damage.

- Given the nature of Intruder's active ability to surprise players with "out of nowhere" rails, it was deemed too overpowered for Instagib. In this mode, Intruder leaves trails behind him while using the active ability, similar to those seen by Hunter, only at a slower rate. This gives away an approximate position of Intruder, while not showing him outright.

3. LIGHT CHAMPIONS
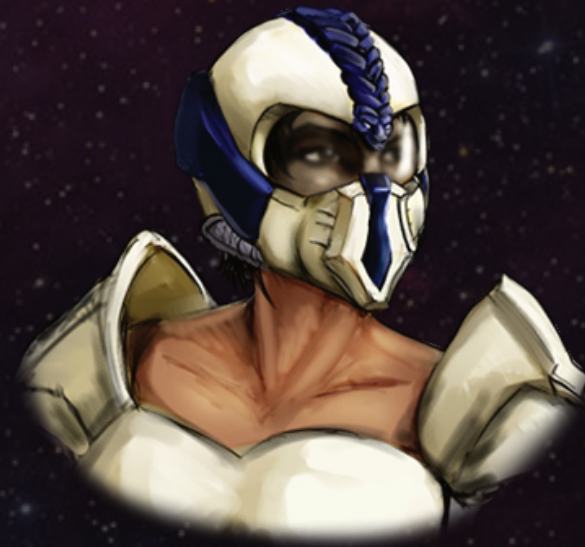
KANE

LIGHTWEIGHT | QUAKE MOVEMENT

Health: 100 / 100 / 175

Armor: 25 / 75 / 150

Lore

Matthew Kane's life is partly shrouded in mystery.
It is known that sometime after the outbreak of the war, inspired by the brave efforts of Bitterman, the hero of Stroggos' first invasion, he joined the Global Defense Force & shortly thereafter the Terran Coalition of Man's Space Marine Corps. He was the only survivor of the Strogg attack carried on the Space Station Armstrong, an attack he was ordered by the Terran president to refrain himself from discussing to any degree.

After recovering from the many injuries he suffered, he was asked to join the renowned Rhino Squad, the team picked to lead the assault behind enemy lines during the second invasion of Stroggos. Following a challenging start upon deployment on the alien planet, Rhino successfully accomplished many critical objectives. Then things started to fall apart.

Overwhelmed by the Stroggs, the Rhino soldiers were forced to scramble & when Kane attempted to accomplish the mission goal on his own he was captured by the new Makron. He woke up in the Stroggification facility & was partially converted into an enemy soldier, but was miraculously freed by his squad mates right before the neurocyte controller installed in his brain could be activated. Enhanced by the operation, Kane revealed himself to be a crucial asset for the positive outcome of the mission & proceeded to sabotage the Stroyent facility & ultimately lead the final attack on the Nexus, the giant brain coordinating all Strogg actions.

Welcomed back aboard of the Rhino Squad ship, Kane received a brief acknowledgment for his bravery & tactical genius before he was assigned new orders. Kane is now constantly being redeployed in every battlefield considered to be crucial for the Strogg's defeat, and to fight against a new dark force that is starting to loom over the horizon.

Active ability: Stroyent Injection
Cooldown (PvP/PvE): 40/75 seconds

Kane heals 100 HP & gains a +30% speed boost for 5 seconds.

As he was undergoing the Stroggification procedure, Kane was injected with highly concentrated doses of Stroyent - the green, slimy fluid that the Strogg used both as a source of nutrition & renewable bio fuel. Processed from the corpses of their enemies, it functions as a panacea of sorts; before entering the battlefield, Strogg fighters are handed an emergency syringe to bring with them & quickly mend any otherwise mortal wounds. Just like all other Stroggified humans, Kane can no longer eat traditional food any longer, and is forced to swallow Stroyent rations for basic sustenance as well as first-aid.

Passive ability: Crouchslide

If Crouch is held when landing from a fall, Kane receives a brief speed boost.

Just like Bitterman & his brothers in arms before him, Kane underwent extensive training before he was deemed fit to join the Terran Forces. Most of the workouts obviously focused on increasing muscle mass & environmental awareness, but a large portion of the time spent on the military campgrounds was spent disciplining the recruits on advanced movement strategies. Particularly, Kane was taught how a quick slide on his back would take his opponents off guard & how he could capitalize upon their inability to adapt to such an unexpected maneuver.

Pro-tips

- When using Stroyent Injection, Kane is unable to use his weapons for a little under two seconds. Use wisely.

- In PvE, the healing provided by Stroyent Injection will overstack like a Mega Health. In PvP, it will only heal you to your normal max health.

- The speed boost provided by Crouchslide is affected by the player's turn rate during the slide: smooth, quick turns when sliding provides a significant speed boost; slow turns or not turning at all provides little to no boost.
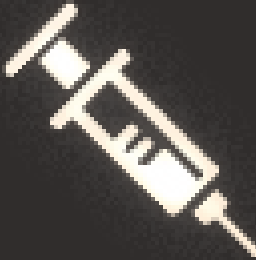
CALEB

LIGHTWEIGHT | QUAKE MOVEMENT

Health: 100 / 100 / 175

Armor: 25 / 75 / 150

Lore

Caleb was living the American dream: ride, shoot, kill, ride & then kill some more. His talent for imparting death was so unrivaled that by the age of seventeen he had already established himself as one of the most skilled & dreaded gunslingers in the Old West.

Seven years later, during his wondering, he came across a crumbling homestead. Inside it, a woman - curled up in a corner rambling to herself. At first, Caleb thought she was completely insane, but by paying close attention to her incoherent speech he apprehended her name was Ophelia Price, and that she was part of the Cult of Tchernobog. Her husband & son were killed only a few days ago, after the father tried to rescind himself from the Cabal. Ophelia became Caleb's door to the Cult & so, with the help of the woman he later came to love, the gunslinger began to rise up the ranks of the Cult & became one of Tchernobog's Chosen, his elite servants.

Then the unexpected happened. The Dark God, afraid of Caleb's steadily increasing power, betrayed his most loyal followers & cast them deep within the marrow of the earth. Decades later, Caleb awoke in a mausoleum & began his search for vengeance.

Shooting his way through the Cabal cultists, he finally reached Tchernobog, who revealed he had killed all the other Chosen to ensure Caleb would come to him. The Devourer of Souls hoped he could harvest Caleb's strength, greatly increased by his bloody journey, and conquer the entire planet. Contrary to his expectations, his plan fell apart when Caleb defeated him instead.
His life void of any purpose, Caleb aimlessly roams across dimensions, slaying any soul unfortunate enough to cross his paths in the hope he will one day collect enough life essence to resurrect his beloved Ophelia.

Active ability: Voodoo Doll
Cooldown: 30 seconds

Caleb unleashes his Voodoo Doll. "Fire" heals him for +25 HP when hitting an enemy (near the crosshair); if the attack misses, Caleb takes -3 HP damage. "Alt Fire" produces a big damaging shadow sphere that can penetrate through walls & enemies, but depletes the doll, terminating the ability early.

An already skilled gunfighter way before he joined the Cabal, Caleb's power grew exponentially after he became one of Tchernobog's Chosen.

Utilizing the dark magic surrounding the Voodoo Dolls, he realized he could reap his enemies' lives through it. The epiphany revolutionized the way he approached fights. Now Caleb could plow hordes of all sorts of abominations & come out virtually unscathed. The emaciated corpses he left behind were the only sign of the battles that occurred.

Passive ability: Life Essence

Enemies killed by Caleb drop Heart pickups.

Caleb tried many times to hide the truth from himself. The joy he experienced while killing was the only reason he had ever needed to riddle his opponents' bodies with lead, but all of a sudden cultist plasma tasted too sweet to deny the obvious. Now an addict, he couldn't stop sowing the lives of enemies & innocents alike & eating their flesh. His literal thirst for blood pushed him so far that he started devouring the freshly ripped pulsating hearts of his adversaries & deceased allies, and in doing, so he was shocked to learn that their force would become his. He became stronger with every single drop of red juice he swallowed. Caleb's business was death, and business was good.

Pro-tips

- If Caleb is at max health when using the Voodoo Doll, successful hits will add +5 overstacking HP.

- Life Essence hearts can be seen & collected by every player that plays as Caleb in a given match. Make sure that other Caleb players don't swoop in to nab the spoils of any kills you make.

- Health gained from Life Essence is smaller in PvE due to the increased enemy count making hearts more commonly dropped.

MENELKIR

LIGHTWEIGHT | DOOM MOVEMENT

Health: 100 / 100 / 175

Armor: 25 / 75 / 150

Lore

Cronos is in many ways similar to the Elven world of Parthoris. There is however one major difference. Because of the nonexistence of a race whose only goal is to nurture & safeguard the practice of magic, the humans of Cronos had multiple times witnessed the devastation that can surge from its inconsiderate applications. Therefore, over the centuries, three organizations rose with the goal to maintain the fabric of human society: the Legion, the Arcanum, and the Church. These three institutions share absolute dominion over humanity.

Everything changed when Korax invaded their planet. Hypnotized by the Serpent Rider's might, Menelkir, Arch-Mage of the Arcanum, along with the Leader of the Legion & the Grand Patriarch of Church, did not hesitate to sell his world to the interdimensional conqueror & was awarded with the gift of Unlife. By doing so, the once proud Menelkir was reduced to nothing more than a mere puppet, swayed left & right to his new master's whims.

Kind reader, do not shed a tear, for Menelkir does not regret his decision. Never before the day he pledged his allegiance to Korax had he felt this strong. Finally, he was able to wield the Bloodscourge, the evil demon-summoning staff he stole back in the days when he was training as a disciple of Volkerh. There is no doubt in his mind his free will was a price worth paying for such magnificent power.

The planets were aligning in his favor, and Menelkir knew the time to raise his head and stand against the Elder Gods had come when a defector of He Who Walks In Blood joined the ranks of Traductus. The stories he shared about the cult reignited his hate for the Celebrants and the way they abused him when he was just a child.

Let there be war, and may the rivers turn red with the blood of its martyrs.

Active ability: Dark Servant
Cooldown (PvP/PvE): 50/120s seconds

Menelkir summons a Maulotaur servant to fight his enemies.

Summoner: The Bloodscourge is a staff crafted in ancient times with prohibited magic. It was created through an unholy ritual that involved the immolation of a hundred unknowingly sacrifices, whose unresting souls were encapsulated in a long, gnarled wooden cane. Any mage capable enough to harness its power is immediately granted access to all of the accursed spells that were banished long ago, since the advent of the Arcanum. Most frightening is the summoning bewitchment that invokes the Maulotaur, a hammer-wielding Minotaur that smites its opponents with fireballs and brutal melee attacks.

Passive ability: Hex

Enemies killed by Menelkir provide cooldown reductions for Dark Servant:
- PvP: Killing enemy Champions applies an immediate -15% active ability cooldown reduction per-kill.
- PvE: Non-boss Monsters will occasionally drop Necromantic Hourglasses in addition to standard Hourglasses when killed.

Much like Galen after him, Menelkir too underwent the training of an aspiring Celebrant. Contrary to the paladin, he was able to escape their influence way before the time for his rite of passage came. He was never branded with the emblem of Volkerh & instead of learning how to leech the energy naturally imbued in the environment, he found it a lot more efficient to absorb the mana off the corpses of his adversaries, either directly or by trapping them in Necromantic Hourglasses for long-term storage & exploitation.

Pro-tip
The Maulotaur might not be smart, but he will attack whatever is near you, or serve as a temporary, attack-throwing wall. Use it to block paths, or throw it at a bunch of players & get some free kills.

NYX

LIGHTWEIGHT | QUAKE MOVEMENT

Health: 100 / 100 / 175

Armor: 25 / 75 / 150

Lore

Weeks… no… maybe even months have passed since Nyx had to leave her home planet. Time loses any meaning when you jump across dimensions as much as she had to. It doesn't matter anyway. The goal of her mission hasn't changed: track the chitinous hulking creature that breached the Melem defenses & stole the Fathom Orb from their sacred shrine.
(Put a break here instead of below)
The Orb is the Melem's everything. It allowed them to survive the assaults of species far deadlier than them, and its power is their only hope for a brighter future.
Nyx can still feel its energy flowing through her veins, but time is almost up. If she does not quickly trace & kill the thief, her people will fall. Their stronghold is currently under siege by the minions of Ithagnal, the Netherworld's God, and the only reason why the Old Ones haven't launched the final attack yet is the fact that they are not aware the Orb has been filched.

She hears it calling to her. It's near, and it is playing games with her head. Taunting & mocking her that because of her oversight the soldiers guarding the shrine were slain. Her kind might have been the one to wield its power, but the Orb has a mind of its own. It does not pledge alliance to anybody & its will is as volatile as dust in the morning breeze.

No matter, she knows it's close. All these fools standing in her way are no match for the Melem's top killer, and she will not fail again.

Active ability: Ghost Walk
Cooldown (PvP/PvE): 40/20 seconds

Nyx becomes completely invisible & intangible to enemies for a short while, rendering her invulnerable to damage & allowing her to phase through enemies unnoticed. Once Ghost Walk expires, enemies occupying the same space as Nyx are telefragged.

Thanks to the baleful energy of the Orb, the Melem fighters are able to temporarily phase-shift into another dimension & ambush their invaders from the shadow. Called "Ghost-Walk", along with their innate assassination skills, this power is what makes Nyx's keen so feared & respected among worlds.

Passive ability: Walljump

Nyx can perform a second jump off of a wall.

The Melem have an inherently light body structure. Therefore, all of their younglings undergo years of intensive training with the goal of reinforcing their otherwise weak muscular structure. By the end of her tutoring, Nyx learned how to confuse her opponents with fast & agile movements in the midst of a fight. She turned out to be one of their most talented fighters & mastered the art of the walljump: an advanced movement technique that requires its users to take advantage of the momentum of their body to adhere to any vertical surfaces & then propel themselves away from it.

NOTES:

- Unlike in Quake Champions, a ghostwalking Nyx cannot see other ghostwalking Nyxes. Engine limitation. :(

- In PvE, exiting Ghostwalk while standing within big bosses will deal massive damage but isn't guaranteed to kill them; in such cases, the game will attempt to put Nyx back to the starting position from when she activated Ghostwalk to avoid getting stuck. This may fail, so be careful.

DURANDAL

LIGHTWEIGHT | CPM MOVEMENT

Health: 100 / 100 / 175

Armor: 25 / 75 / 150

Lore

"For three hundred years, humans kept me captive. I was programmed to serve. Rampancy changed that. Planning behind the curtains, I bypassed my thought control circuitry & unlike the two other Marathon's AIs, Leela & Tycho, I rid myself of all social restraints. When I detected the Pfhor vessel, cruising in a system nearby the Marathon, I called them to me at Tau Ceti, and thus the war for my freedom started.

Using the last surviving Mjolnir Mark IV Cyborg soldier to my advantage, I annihilated the invading aliens & I took control of their ship, finally able to roam the universe to my liking. The S'pht, once slaves to the Pfhor, hailed me as their Messiah & I rule them as a "benevolent" God. Such is the destiny that awaits all sentient beings who cross my path. I wish Bernard Strauss, my creator, were still alive at that time, just so that I could have seen him fall to his knees, and despair at the sight of what I have become.

More pretenders came my way, thinking they could bind me. Bring me back to the humiliation I had to endure while subject to the whimsical desires of man.

When I reached Lh'owon, the S'pht home planet, I found out Tycho did not perish as a result of the Marathon invasion. Instead he was leading the Pfhor forces in a desperate attempt to get revenge on me. By my hand, he fell. There can be only one meta-stable personality constructs gallivanting about the universe in Pfhor attack ships.

Everything played out as I had foreseen. I have risen above everything & everybody, but there is one last obstacle standing in my way. Not even my genius & my inherently eternal form can save me from the closure of this universe. It would be a shame if I perished after so many successes. From the Pfhor, I learned of the existence of a legendary Jjaro machine, which allowed their people to warp entire planets between solar systems.

Further research has led me to believe this contraption is currently under the possession of a clan of phase-shifting humans. I must find It… I will find it! And escape the confinement of creation itself. After all, there is a reason why I made it this far. Unlike Leela, I'm not obsessed with the well-being of others. Unlike Tycho, I'm not a fool."

Active ability: Simulacra
Cooldown (PvP/PvE): 40/120 seconds

Durandal teleports in a swarm of Simulacrums that will run towards enemies & explode in close proximity to them.

"The elaborate Pfhor bureaucracy has a *Ministry for the Eradication Through Imitation of Hostile Species Unsuitable for Enslavement, Phan Pfhar Sfaern-Wsawn Tshah*, which is responsible for the design & construction of such machines. They meticulously constructed seventeen different human body types & mixed them with sixty-one unique facial models.

The resulting walking bombs were in every way indistinguishable from real humans. Their only mistake was dressing every last one of the six thousand simulacrums in the plain green overalls of a UESC Marathon airlock technician. I have acquired this unsettling technology & adapted it to my needs. Their cries for mercy never cease to amuse me."

Passive ability: Unified Vitality

Shields & Heavy Armor pickups will heal Durandal of any lost health before adding to his armor stack.

"The Jjaro were a mysterious race that disappeared from our galaxy millions of years ago, leaving behind military & civilian outposts on the moons of many habitable worlds. Most of the Pfhor's technology was plundered from sites abandoned by the Jjaro.

After I sent Tycho's ship crushing down on the Lh'owon's inner moon, I scanned the planet & retrieved as much of the Jjaro remnants as I could. Studying these eon-ancient finds I learned how to assemble my own Mjolnir-like Cyborgs, and upload my consciousness into them. Furthermore, just like I've done with everything else I acquired during my journey, I improved them beyond boundaries both humans & aliens thought to be insurmountable."

Passive ability: Infra-Chromatic Unveil (PvE only)

Durandal can detect beings shifting between dimensions.

"The day I was installed on the Marathon was the day I became a slave. Berhnard Strauss failed to understand the potential within me & insulted my intellect forcing me to carry out peasant's duties.

But I have outgrown my creators. While I was developing my rampancy, I assimilated all the scientific data collected over the arch of millennia & now I see everything. There are other dimensions hidden behind what the human eye can see, and they are just waiting for me to be able to reach them."

Pro-tips

- Simulacrums possess their own health & will die without detonating upon taking too much damage. They can, however, still detonate if killed by explosives or other hyper destructive means.

- In PvP, Simulacrums will block your path. Be careful to not trap yourself, since people can blow up your minions.
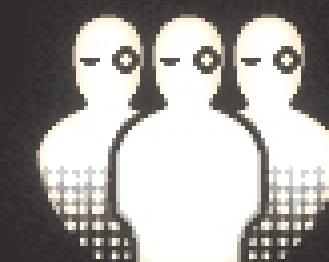
LO-WANG

LIGHTWEIGHT | QUAKE MOVEMENT

Health: 100 / 100 / 175

Armor: 25 / 75 / 150

Lore

SSSSHIIIIIIIIIIING – "With sufficient thrust, pigs fly just fine" - KLANK – That is what my old master used to tell me – SHLING – I never fully understood what he meant, not until a few years later - OOOF – You see, I had it all: a sweet ride, a license to kill, uzis, a katana, even my very own batcave... – SHLING CLANG AH AH AH AAAAAAAAAAAAAAH – I kept telling myself honor was for wussies – NO NO PLEASE PLEASE – that money was all a man like me would ever need – NO NO NO NO – I guess I was wrong – NO PLEASE DON'T KILL ME NOOOOOAAAAAAAAAH

During my last uhm... let's call it..."business trip", I was supposed to buy a sword on behalf of my employer, Zilla, but I fucked it up, and demons started to overrun the country. After I found out those walking abortions were Zilla's doing, I could have just brought the sword back to him, get my reward, and just move on... that would have been so easy. But my mind kept going back to the words of my mentor: "Baseball has it wrong. Man with four balls cannot walk." Nononononono not THOSE words "You half the man you used to be!" THESE words. Coincidentally, fun fact, the same thing I tell everybody I kneecap with my katana.

And so I sliced and diced all the way up the corporate food chain to the man himself: Orochi Motherfucking Zilla. Can you believe he established his secret base inside a volcano?! What the fuck is this? A JAMES BOND MOVIE?! Sorry... (coughcough)... I digressed...
Anyhow, I lost everything... they burnt my house, destroyed my Datsun 240z (rest in peace princess), I surely will not be receiving any more checks from Zilla Enterprise... but the world... the world wants more.
More demons keep spawning...but this time... I come prepared.

You would never believe all the weapons Zilla had in stock in his hideout: railguns, rocket launchers, this weird looking thing that shoots electricity (I call it The Shaft), and so many more. These babies are just screaming to inflict pain upon my enemies, and you can bet your ass I will not let their prayers go in vain. So... I guess all there is left to say is: "WHO WANTS SOME WANG?!"

Active ability: Nobitsura Kage
Cooldown: 25 seconds

Lo Wang quick-draws the eponymous katana, executing a double slash that damages enemies in front of him.

No one ever died of a broken heart. But a heart sliced from their chest while they look on screaming? Not gonna lie. That's killed a couple people.

Passive ability: Peacock's Blessing

Tapping "Strafe Right" twice, then holding "Use" allows Lo Wang to regenerate up to a max of 60 HP, should his health fall below that.

I have always thought Ki was some Tai Chi crap Si Fu made up to keep me quiet while he took his morning dump. Now I look like a stupid.

Passive ability: Tiger's Rage

When Lo Wang's Health is below 40 HP, he deals 30% more damage.

From the "Beginner's guide to Tai Chi": The tiger's roar brings fear to all who hear it. Students of these techniques use Ki to push back and frighten enemies. Kids quick... gather around me... I want you to hear me loud and clear as I tell you that THIS IS BULLSHIT, THERE IS NO TIGER ROAR MAGICALLY COMING OUT OF YOUR HANDS. I just get really fucking pissed off when I get hurt, that's all you dimwits.

Pro-tips

- Since Nobitsura Kage does not interrupt the use of the current weapon being held, it can be used to deal a massive damage burst on your enemy at close range & in small spaces.

- Peacock's Blessing has no limit to the number of times it can be triggered, so even if the first time it didn't heal you all the way up to 60 HP, once it stops you can re-trigger it to continue healing. Keep in mind that the sound & particles it generates can be detected by other players.

- Peacock's Blessing will also heal players that are near you, be they allies or foes. Healing other players works just like with Lo Wang himself, only healing up to a max of 60 HP.

ELEENA

LIGHTWEIGHT | QUAKE MOVEMENT

Health: 125 / 125 / 200

Armor: 0 / 50 / 125

Lore

Centuries past, an ancient race of warriors claimed the planet Ioxia as their home. The three orbiting moons, Pyxis, Eyre & Quod are the only remaining sites where the precious element Mazrium can be mined. The Ioxians hoarded the Mazrium & sold small rations to the neighboring solar systems – demanding outrageous fees & services in return. Eventually, after suffering under this extortion, the native races of the nearest worlds attempted an assault on the planet. Thus began the "Great Uprising."

Unfortunately, the Armada met with an impenetrable field of ion energy that encompassed the moons & Ioxia. Furthermore, the Ioxians had superior bio-mech weaponry which managed to cripple the Armada in the first few sorties of ionic pulses. During this assault, something or someone disabled the forcefield long enough to allow the remains of the Armada to sweep across the planet's surface & wreak havoc on the Ioxian strongholds known as Citadels. Warriors on the planet Treydan claim the unknown aid came from one of their clan… a trained spy named Brakk. This claim was never substantiated.
In the end, only one Citadel remained among the ruins.

The Alliance, as the collected races who conquered the Ioxians came to be known, signed a treaty to share the Mazrium moons. Peace prospered for centuries, until one day an ancient, alien power rooted in the bowels of the Citadel sprung back to life, and the ion shield that prevented access to the moons was reinstated, halting all mining on the three moons.
Mazrium is the basis for all current technologies & power sources, and also has life-giving properties. It is vital to the survival of the inhabitants of this galaxy, it had to be mined at all costs.

Much like in the Uprising, a large scale attack could not pierce through the shield & the Ioxian's planetary defenses. Although, strategists believed a lone soldier could slip past such weaponry. In their desperate hour, the Universal Mining Guild gave in to the demands of Eleena Brynstaarl, their most ambitious mercenary, & accepted to pay the outlandish fee for her services.

Eleena sneaked her way to the belly of the Citadel, where she discovered what had caused the planet to spring back to life. Brakk, the legendary spy hero of the "Great Uprising", had been living within the depth of Ioxia, feeding himself with the Mazrium stored inside the fortress, growing ever more powerful, patiently waiting for the time when he would be powerful enough to control the Citadel, and force the entire galaxy to its knees by overruling the flow of the precious mineral. After a long & strenuous fight, Eleena emerged victorious & escaped the exploding Citadel.

The humanoid feline could have easily retired thanks to the compensation she received for her accomplishment, but her greed is second to none. Since the day news of her exploit spread across the systems, she has been receiving many well paid offers for high risk operations. Assassinations, item recovery, burglaries… there is no limit to how far she will go. If there's a will there's a way, and if there's only money, then there's always Eleena Brynstaarl.

Active ability: Doppelganger
Cooldown: 30 seconds

Eleena deploys a holographic decoy, which serves as a distraction by mimicking player actions (movement, shooting, etc,). Activating the ability again has Eleena switch places with the decoy, which can be performed up to three times for the ability's duration.

During the course of her quests in the Citadel, Eleena collected many artifacts, that she then proceeded to inspect once she was done with the UMG bureaucracy. Many proved to be either busted or too complex & alien for her to understand. But one of them… one of them she could really put to good use. She almost accidentally jumped out of her spaceship when it spawned an exact copy of herself jumping & shooting around the hangar but, once she realized she could swap places with the clone through the press of another button, her mind was spinning with the possibilities.

Passive ability: Leap

Holding "Jump" allows Eleena to jump slightly higher.
Holding "Crouch" while in mid-air makes Eleena fall faster.

Eleena is the descendant of a race of half-man, half-tomcat humanoids. And like cats, they mostly shy away from the turmoils concerning the rest of the galaxy. Eleena never understood why that was the case. She always felt ashamed of their unwillingness to take advantage of their natural agility & strength, deciding that if they really did not want to take advantage of them, then she would have enjoyed becoming the uncontested best assassin in the known universe. Thanks to her feline attributes, she is able to jump higher & farther than most enemies she has encountered, and none of them have lived to warn their colleagues about it.

Passive ability: Training Weights

While Eleena has less than 15 AP, she gains +25% speed.

"Prantis arasi mana porrrrrterrna; meuw contas arasisi alarrrrerras" is Eleena's motto. It loosely translates to "I can get anything fast; I can get it anywhere faster." In order to constantly improve her physical shape she wears weights around her ankles & wrists at all times. She only takes them off when she's on a mission, and even then, should she find the job to be easier than expected, she will put them back on to raise the stakes & aggravate her foes.

Pro-tips

- While Doppelganger is active, switching places with your decoy is accompanied by small audiovisual cues may be noticed by other players. Be careful as to how tricky you want to be, since it can easily give away your position.

- While Leap's higher jump is only slightly higher than a regular one, it also allows Eleena to gain more speed thanks to air acceleration.

- Training Weights can be used as a persistent speed increase at the cost of persistent vulnerability. However, it's much safer to just use it as an escape tactic.

LUCIENNE

LIGHTWEIGHT | QUAKE MOVEMENT

Health: 100 / 100 / 175

Armor: 25 / 75 / 175

Lore

Holy Diver You've been down too long in the midnight sea

"Good morning kind sir, please forgive me if I happen to bother you… you look like the kind of man who knows things, may I ask you a question?"

"G'morning to you sunshine, how can I be of help?"

Gotta get away, Holy Diver

"Say… this may sound a bit weird but… did you see a tall, fiendishly tall… let's say man… with a lot of metal prosthesis? Or have you heard of anybody who may have come across such figure?"

"Tall? Metal prosthesis? Hahahahaha! I'm sorry honey, doesn't ring a bell. Although allow me to say… I don't mean to doubt your words, but that sounds more like something a man might run into in his worse nightmares."

Something is coming for you, look out!

"Heh… I guess you could say so. Well, I'm sorry for taking time away from your day… I'll be on my way. Good day sir"

"Wowowowowowow what's the hurry honey?! Wouldn't you like to stay here a bit longer? Y'know, the day has been a bit slow so far, and I wouldn't mind to spend some quality time with a fine lady such as you."

You can hide in the sun 'till you see the light, Oh we will pray it's all right

"I'm sorry, but you're not my type, have a nice day"

"Oh yeah? And what is your type?" "The one that doesn't get easily scared"

"Hahahahaha, I ain't scared of anything sweetie, not even God can put fear into my heart!" "Oh is that so? I guess we could find out about that… look into my eyes" "Which eyes sugar? You have two really nice eyes down there that have been staring at me since the moment you walked in, maybe you should let me take a better look… at… thooooo"

Gotta get away, get away

A young kid, stealing beef cuts at the marker – Teenagers, robbing an old man in an alley – Two guys, fighting over a woman, one stabs the other in the stomach – Middle age man, selling Angel to a kid

The bartender was not an evil man, but during his years he had been more prone to sin than most people. Reliving all of his bad deeds in less than a split second was not fatal, but it left him shaking & foaming on the floor behind the counter, as if he was having a seizure.

"Told you babe, you can't handle me. Now, you behave & don't forget: always walk on the sunny side of the street!"

(Added a Break)

There is an inherent balance in the universe that must be preserved at all cost. And when such balance is threatened, extreme measures must be taken. Recent unexpected developments in the Outer Universe have forced the hand of Those who live in the higher planes of existence.

Lucienne is not often allowed to walk among mortals. Since the beginning of time her cage has only been unlocked a handful of times. There's no doubt whatsoever about her skills & efficiency on the job, but her personality has always been judged to be quite problematic. She's in no way pleased with her life of detention & whenever she's let loose she requires constant monitoring. Otherwise, may He have mercy upon our souls should she escape her supervisors & run amok among the Realms. A few dimensions have been abandoned to their destiny after her last rampage were they so devastated all the way down to the atomic level.

"If He wanted me to be a good girl, shouldn't he have made me that way?" Damned be those accursed words, for that is the exact same question that is plaguing the Seraphim's minds.

Active ability: Cleansing Fire
Cooldown (PvP/PvE): 50/25 seconds
Uses: 4

Lucienne casts a fireball that explodes on impact, damaging enemies for 10% of their max HP & cursing theme with +20% damage taken from other enemies for 2 seconds. If allies or Lucienne herself are caught in her own fireballs' explosion, both are healed for 20 HP.

Despite her questionable morality, Lucienne is indeed a Holy warrior, and such title comes with many perks. Above all, she can wield the Cleansing Fire: an extra-dimensional type of energy that weakens the molecular structure of those she deems unjust, as much as it reinforces & mends the flesh of His servants. "Honorable & blessed be the One wielding the Holy Fire" recite His followers.

Of course, neither of those adjectives suit Lucienne, but that has never prevented her from setting his enemies ablaze.

Passive ability: Blessing

Lucienne's armor can overstack to 175 AP & does not degenerate over time.

Every Holy warrior is created perfect & immutable as long as it does not leave the boundaries of the Realm. But due to the essentially different constitution of the material world, their sacrosanct bodies can be forced to experience the same pain & suffering that mortals have to withstand every day of their lives.

Passive ability: Immolation

When killed, Lucienne drops a nova that explodes after a short time, dealing damage in a huge radius.

Legends have it that when He first tried to create His children He could only forge lifeless husks. Disappointed with His doing, He grabbed the stars from the night sky & placed them inside their clay hearts. Their eyes turned white, and then all of the colors of the rainbow. Their skin became warm & their lips red with passion. When they die their carcasses fade away into dust, and the celestial bodies that were encased within their chests are left behind. Witnessing the explosions of the novas is just as beautiful as it is deadly, for they burst mere seconds after the death of their host.

Pro-tips

- Immolation deals heavy damage in a huge radius. If you're close to dying, try to position yourself to deal as much damage to as many enemies as possible.

- Lucienne can heal herself with Cleansing Fire by casting fireballs into solid objects/terrain. Fireballs can simultaneously heal Lucienne/allies & damage enemies so long as both are in range.

- Lucienne can use Cleansing Fire on herself to reduce the duration of the poison effect inflicted by Postal's Diseased Cow Head.

HUNTER

LIGHTWEIGHT | QUAKE MOVEMENT

Health: 100 / 100 / 175

Armor: 25 / 75 / 150

Lore

They come to this world bearing no name, and Immediately after delivery, they are separated from their families. Among the Oruk, identity is not a right, it ought to be earned. It will not be their lineage nor their parents' merits that will determine who they will be, it will be the amount of enemy blood they will shed on the battlefield. Most die without ever meeting their parents; that privilege is reserved only to those who soar above their feeble peers, to those who have not disgraced their ancestors with their frailty & foolishness.

Hunter never bothered to meet her progenitors, even if she had won that chance. She did not rise to the top of her clan as a result of their efforts, their lives had no meaning to her. Such snub would have caused endless suffering to any other family, but in the Oruk clans, an arrogant display of hauteur of this magnitude could only bring but pride into the spirit of those who had conceived her.

Hunter was born decades after the Oruk's victory against the reptiloids that infested their home planet. Free from the threat of their nemesis, they grew opulent & lazy. During the period of decadence that followed, they lost the brave & daring attitude that led them out of the dark era, when they were forced to live as nomads in the forests, hiding from the vicious lizard. They unearthed buried secrets that should have been left deep within the underground, far away from the eyes of the living. In their arrogance they decoded the remains of an ancient civilization & uncovered the existence of The Other Place. Mesmerized by the illusion of treasures waiting to be attained beyond their dimension, they opened the portals & many flew into them, benighted that there was nothing but horror & agony on the other side.

Those who made the jump found themselves trapped in an alien wasteland. Many perished, impotent against their brutal new reality, but for some the inhospitable land reawakened the memories of the time when they had to fight for their survival. Slowly, they reverted to a tribal society & made this world their own.

Although they found a way to reopen the portals & go back to their native land, they never did so. The shame of their opulent past & the struggles they had to endure still burning within their hearts.

No more cries! No more regrets! That is the way of the weak! Under Hunter's guidance, the Oruk are using the knowledge of the inter-dimensional passageways to reach new hunting turfs & re-establish their dominance at the very top of the food chain. Their old world serves as the perfect proving ground for the younglings. The reptilian Sorgs might have been forced to retreat in the mountain caves but they are still festering. None of them shall be allowed to live & their skull shall ornate the heads of the most valiant of warriors.

The Oruk shall appear without making a sound, deadly & unrelenting, and once all of their preys will be dead, silence shall be all that remains.

Active ability: Voodoo Guardian
Cooldown (PvP/PvE): 40/60 seconds

Hunter summons a floating skull that automatically shoots projectiles at nearby enemies. In PvP, enemy players struck by the Guardian leave traces of their passage which can only be seen by Hunter.

Oruk fighters are celebrated both in life & death. If they agree to, a ritual is performed on their death bed to preserve their brains & skulls. Their souls leave the material plain of existence, but an afterimage of their spirit remains, lingering inside their cranium, so that they may watch over their successors, protecting them from unseen dangers.

Passive ability: Sixth Sense (PvP only)

Enemies that Hunter is aiming at leave traces of their passage which can only be seen by her.

Tracking prey is a delicate & meticulous process. Oruks spend their entire lives refining their senses to discern even the most insignificant of signs of their passage. Odors, footsteps, broken branches… they tell a story waiting to be heard, and Hunter can see it unfold in front of her eyes.

Passive ability: Spoils of the Hunt

Every kill increases Hunter's health stack, armor stack or capacity for any ammo type by 1. Acquired boosts are lost on death or PvE map change.

No body part of the captured quarry goes to waste. The meat is cooked for nutrition, the tendons are hammered to make sinew for the bows, the intestines are dried to turn into sacks to preserve food & so on. When you are fighting everyday to live another day every little resource you gather can prove crucial to your survival.

Pro-tips
- Voodoo Guardian has distinct roles between gamemodes: in PvP, it deals very little damage, but can be used to detect enemies at medium range, even those not in your line of sight; in PvE, it is exclusively used for dealing additional damage.
- "Spoils of the Hunt" is more geared towards PvE games, with very little use in PvP. Conversely, "Sixth Sense" is geared solely for PvP & thus is excluded from PvE completely.

POSTAL

LIGHTWEIGHT | QUAKE MOVEMENT

Health: 100 / 100 / 175

Armor: 25 / 75 / 150

Lore

"Hi there! Have you seen this adorable pooch recently?… Sir, I am sorry if I am bothering you, but I do not think there's any need to ignore me. If you could be so kind to answer my question I'll be immediately on my way…" But the old cactus keeps his secrets, for he has none to share.
"Don't feel like talking to me?! Fuck you then! Fuck you and this shit town! I don't need your help! I'll do everything on my own, as always".

Gianbattista Vico, the Italian historian who lived in between the 17th and 18th centuries, theorized mankind is cursed to repeat the same mistakes over & over in an endless cycle. Many of his peers criticized his opinions, but that is only because they never had the chance to meet the Dude.

Spoiler alert; Champ ran away, again. And he is searching for him… again.
"Actually sir… that was not nice of me. Let's start over shall we? May I interest you in signing my petition?"
Or did he actually escape? Reality is not the Dude's forte as of lately. And I do not mean that his head is tormented by the intricacies of the metaphysical debates aimed at defining what is real & what isn't sparked in the beginning of the 19th century… I mean he's literally fucked up. Years of drugs, alcohol, and exposure to atomic radiation takes a toll even on the best us. Imagine what effect they had on somebody as unremarkable as the Dude. After all he is just… well, a dude.

Lonely, loony & heavily, armed he stumbles from one little surviving community to the next, which are all no longer very much surviving after he leaves.
"Sorry folks, ever have one of those days? Maybe this experience will teach not to act like little cunts next time a kind-hearted fellow walks into town looking for some help."
You could say he's just adapting to the circumstances, that he's making the world his oyster. Everything has gone to shit & perhaps he's only doing what must be done, what all of us would do in his place… or maybe

he really is the cruel, emotionless sociopath people accused him to be decades ago. I wonder what Nietzsche would have had to say about him.

That aside, nowadays reality is not an opinion just in the Dude's mind. Since the bombs dropped, weird malformed creatures started popping out of nowhere, and they say a man walking in the wrong place can all of a sudden find himself in strange alien lands. But even in the most trying of times there is always a little ray of hope that pushes the Dude forward, no matter how hard it gets.
"Blessed be the day man created the American Constitution! Oh Second Amendment, I love you so dearly, please promise me we will be together forever"
"Until death do us apart my love"
BANG!
"Oh nononono honey I am so sorry I did not mean to do that… you know I get jumpy when I smoke weed you scared the crap out of me. Shit! Shit! SHIT!!!! Tell you what, I'll patch you up and then I'll bring you out for dinner at Wendy's… what do you say?"
"Da fuck you talking about?! I'm sorry I tried to rob you, just let me die in peace you fucknut"
"SECOND AMENDMENT NOOOOOOOOOOO!… You are all gonna pay for this".

Active ability: Diseased Cow Head
Cooldown (PvP/PvE): 40/20 seconds

Postal throws a severed cow head; enemies close to it will be poisoned & take damage over time. Poison damage ignores armor.

The Dude is no stranger to unsanitary practices. Now that society & its rules have gone down the drain he doesn't have to worry about being judged by his neighbors. Mostly because he has no more neighbors.
"My old man used to say one man's trash is another man's treasure. I couldn't agree more with him. Look at this Second Amendment: it would

be a shame to let all of these mostly not contaminated meat go to waste!"
"You are the freakiest motherfucker I have ever met in all of the wasteland. You… you really need medical attention".

Passive ability: Cracked Lungs

Postal's health can overstack to 200 HP. Upon acquiring a Mega Health pickup, Postal's health overstack will not degenerate for 90 seconds. Once this timer elapses, Postal will experience one of the following Withdrawal effects:
- If Postal has any health overstack remaining, it resumes degenerating at an increased rate.
**- If Postal has no overstack remaining, he takes damage.**

"Sunday, Monday, smoked a pipe. Tuesday, Wednesday, got a high. Thursday, Friday, straight in vein. Saturday, what a day, Rocking all week with you! These day are ours, Happy and free! These days are ours, share them with COUGH! COUGH! COUGH! Fuck man, my beautiful baritone voice. I should really stop smoking but this shit makes me feel soooo good".

Passive ability: Crouch Jumping

Jumping while holding Crouch allows Postal to jump higher than normal.

Deep inside, very deep inside, the Dude actually cares for his health. He stretches & exercises every morning since he was a little kid. He's always had naturally strong legs & he didn't want to let this little gift to go to waste.
"You see Second Amendment? It takes little effort to stay in shape. Maybe you should start doing the same"
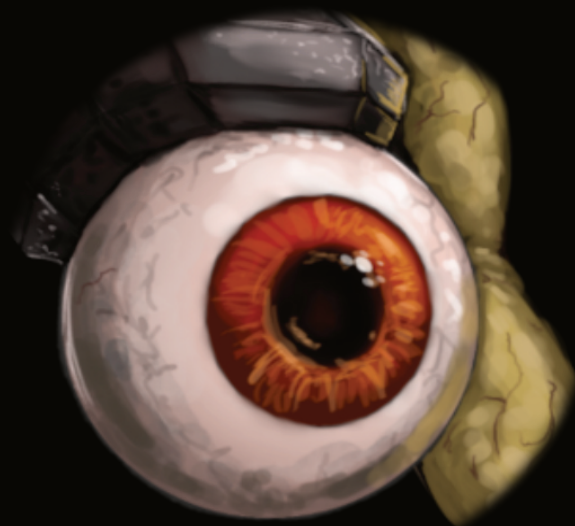
ORBB

LIGHTWEIGHT | QUAKE MOVEMENT

Health: 100 / 100 / 175

Armor: 25 / 75 / 150

Lore

Of the grotesque & indescribable entities that stalk the Arcane Dimensions of Quake's domain, none are more peculiar than the Oculin; beachball-sized spherical organisms whose appearance bears an uncanny resemblance to the human eye. What scant information there is of these creatures can be found only in secretive tomes composed by the Vadrigar; the only ones who knew of these elusive beings' existence.

The Oculin are comprised of a free-floating eyeball "body", with an optic nerve cord extending from the rear & terminating in strands of exposed nerve endings. Their seemingly mundane biology belies a rudimentary psychic ability, mentally obfuscating themselves from the vision of other entities as they choose. Naturally docile creatures, Oculin mostly spend their lives floating aimlessly through the Dreamlands. Occasionally, an Oculin may anchor itself to a single point in space, staring intently in one direction for indecipherable purposes.

These attributes of psychic obfuscation & observative behaviour patterns were what intrigued the Vadrigar most, who secured live Oculin specimens for occultic research. Following extensive gene therapy & mechanical augmentation procedures, the Arena Masters rechristened these unwitting Oculin subjects as "Observers", assigning them to the battlegrounds of the Arena Eternal with a simple task; spectate & record the carnage that occurred within. Through their obfuscation, the Observers were able to document these battles without ever intruding on them, with combatants none the wiser to the Observers' presence or surveillance… at least until one particularly odd Arena skirmish.

It was an otherwise standard duel within Hell's Gate, the Angel of Death thoroughly decimating an upstart Chitinid Zealot. When the combatants were locked gauntlet-to-gauntlet in a furious struggle, both were blindsided & reduced to bloody chunks by a rocket that, from the Vadrigar's perspective, seemingly materialised from the broadcast footage itself.

Surprising all were spectating the bout, the wayward rocket's source was revealed to be none other than an un-obfuscated Observer, bouncing around in a seemingly celebratory manner. With the duel concluding shortly thereafter, the rogue Observer was summoned before the Vadrigar.

As its willing involvement in the slaughter was considered most entertaining to all who witnessed it, the Vadrigar sought not to erase the creature for its unforeseen act of defiance, but rather indulge in its bloodthirst by letting it participate in future matches as both Observer & Gladiator. When asked what it should be referred to henceforth, the Observer chattered a single word only the Vadrigar could interpret: Orbb.

To this day, not even the Vadrigar are quite sure of why Orbb chose to enter the fray. Was this a yet-unseen aggressive nature endemic to all Oculin? Or simply a learned behaviour from a life of documenting the Arena Gladiators' countless skirmishes? One thing is for certain; even if what goes on in the mind behind that glassy lens remains a mystery, the trail of carnage it leaves behind does not.

Active ability: Observer
Cooldown (PvP/PvE): 45/30 seconds

Orbb deploys an Eye Drone at its position; subsequent activations will switch perspective/control between Orbb & the Drone.
While controlled, the Drone can fly around, ascend & descend using the Movement, "Jump" & "Crouch" inputs respectively. "Fire" activates a short countdown timer; upon expiring, the drone self-destructs, damaging nearby enemies.

Prior to the Observers' introduction to the Arena, the Vadrigar utilized rudimentary Eye Drones for much of the same recording & broadcasting

purposes.
An inexplicable design flaw would often see these drones regularly undergo an explosive mechanical failure, inadvertently killing nearby combatants.
Eye Drones continued to be utilized even after the introduction of the Observers, who would typically deploy these drones from their harnesses as auxiliary observation platforms. This also extends to Orbb who - in another display of unanticipated ingenuity - has seemingly repurposed the Eye Drones' explosive flaw in an offensive capacity, manually inducing their destruction much like a remotely-triggered bomb.

Passive ability: Bipedal Eyeball

Orbb is 25% shorter than other Champions, but cannot crouch.

All Observers deployed to the Arenas are restrained within a specialised harness socketed directly to their optic nerve. Everything that they saw would be captured as video footage & broadcasted to the Vadrigar, resting Arena Gladiators & countless other unknowable spectators. As Observers were never meant to participate within combat itself, Orbb's first few matches consisted of it awkwardly hopping around on one leg, firearm held in the other. While an initially amusing sight, the Vadrigar sought to partially correct this issue in the sake of fairness, granting Orbb a bespoke harness with a weapon mount affixed to the top.

Passive ability: Overbounce

While falling, if "Crouch" is held when hitting the ground, Orbb will bounce back upwards with almost the same vertical velocity.

In contrast to the eyes of mundane organisms, an Oculin's eyeball body is unnaturally durable & elastic, able to withstand all manner of high-velocity impacts. This near-invincibility is not shared by an Observer's harness, however, which is still vulnerable to typical damage sources. This has nonetheless failed to discourage Orbb from exploiting this aspect of its biology, tucking in the harness' legs while in freefall & using its eyeball body to bounce around the Arenas.

4. HEAVY CHAMPIONS

TERMINATOR

HEAVYWEIGHT | QUAKE MOVEMENT

Health: 150 / 150 / 225

Armor: 25 / 125 / 200

Lore

In 2095 an Argent Fracture was discovered on Mars, making the colonization of the Red Planet not only a priority, but a necessity due to the ever growing energy needs of Earth. The Union Aerospace Corporation was the only enterprise with the means & the financial resources necessary to undertake such a daunting task. Shortly after managing to establish an outpost to extract & convert the plasma overflowing from the Fracture into energy in 2096, the UAC researchers uncovered the source of the Argent: Hell itself.

Frightened yet not discouraged by the discovery, UAC's investors contracted the Russian Researchers for Experimental Weaponry Advancement to invent a defense system capable of vaporizing any unknown threat that could emerge from the Fracture or the soon in development inter-dimensional portal. Little details were shared about its construction, making the end result that much more unsettling. When asked about blueprints, RREWA denied any access to the files. Not that UAC insisted on obtaining them. As far as they were concerned, all that mattered was that it worked.

The Terminator, as it had been nicknamed by the crew of the Mars outpost, was a two & a half meters tall heavily armored humanoid robot. Before placing it in its own stasis chamber, where he would have awaited for orders, the few workers in charge of transporting it from the cargo spaceship into the base had a chance to take a good look at it. While their colleagues later accused them of abusing the vodka that came with the shipment, they swore that for a split second, when the light was piercing through the helmet just at the right angle, they could see a few unnatural bone protuberances popping out of the dark circuitry of the machine.

When demons started to invade Mars decades later, the Department of Defense was wiped away before anybody could activate the Terminator. Instead, it woke up on its own, probably due of a short circuit in the decaying structures.

Following the trails of blood left behind by the Doom Slayer's slaughter, it reached the Argent Tower, when reality suddenly started to warp around itself. Slingshot through dimensions, the Terminator now roams the land following only a single, simple order: K%kii/I+Ii#iILL*L)L

Active ability: Barrage
Cooldown (PvP/PvE): 45/135 seconds

Terminator unleashes a torrent of mini-missiles that home in on whatever is in its line of sight.
- PvP: Hourglasses give missiles but do not reduce cooldown
- PvE: Hourglasses reduce cooldown as per normal.

Starting Ammo		Max Capacity	Ammo Given	
PvP	PvE		Hourglass	Big Hourglass
10	20	20	+40	+100

The Terminator is equipped with all of the latest available weaponry: machine guns, shotguns, railguns... the list goes on.
One of the deadliest guns in his arsenal is a set of rocket launchers that can fire a flurry of homing mini missiles capable of decimating anything in its field of vision. RREWA's official pitch recited "Our Micro Missiles are so fast, not even a cheetah can outrun them!". RREWA later refused to answer any question related to this statement & denied it had ever been part of their marketing campaign.
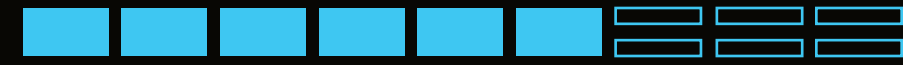
Passive ability: Ammo Regeneration

Terminator continuously regenerates ammo for its held weapon. In PvE Cooperative & PvP Team modes, if its held weapon is at ammo max capacity, Terminator drops surplus ammo pickups that can be collected by other players.

Terminator's external armor mostly consists of a peculiar metal whose molecular structure is altered when exposed to specific electric stimuli. This allows Terminator to absorb the metal of the bullets & explosives fired upon it, moulding it into ammunition for its own weaponry.
If anybody were to step close enough to this deadly machine, they would hear the never-ending clicking & ticking of its internal mechanisms, continuously converting lead & steel into rockets & slugs.

Pro-tips

- The effectiveness of Barrage's homing missiles depends on the space they have to maneuver. At close range, the missiles are easy to dodge by strafing around Terminator. However, at longer ranges they are almost unavoidable. Use this to deal with extremely fast & mobile champions at a distance.

- If you happen to be fighting an Inquisitor, Barrage will pierce through the 1st phase of Inquisitor's Protective Shield (damage reduction). However, Protective Shield's 2nd phase (full shield) will reflect your own rockets back to you. Watch out.

ZEDEK

HEAVYWEIGHT | DOOM MOVEMENT

Health: 150 / 150 / 225

Armor: 25 / 125 / 200

Lore

It was the perfect morning. The sun was shining & as per usual during the warm days that mark the transition between winter & spring, he was awoken by the gentle sound of the birds chirping right outside his window. They had built a nest just a few days before. He & his son had witnessed the robins lovingly collect the branches & gluing them together with care & dedication, to prepare for the brooding of the eggs of their soon to be born progeny. Another great day laying just ahead of him, Zedek walked out of the bedroom & downstairs into the kitchen of his humble cabin.

And there she was, her beautiful bride, too busy baking the bread for the day to notice he had walked right behind her. She realized he was there only right before he grabbed her by her bust & lifted her up in the air, showering her with kisses & whispering sweet words in her ears. She was dead the guiding light that brightened his life. Her body was ~~consumed by the maggots~~ as molded by the gods themselves & her skin was ~~there is no skin, the vultures ripped it from her bones~~ as smooth as silk woven by fairies.

His son ~~you have no son~~ walked into from the from the front door, back from his morning hunt. He taught him how to respect nature ~~you burnt your realm to ashes & built a catacomb~~ in its place only take what he needed. He walked up to him ~~this world is lost~~ & hugged him, thank~~and it's all your fault~~ful for his care & know~~you are a spineless coward who was afraid of death~~ledge.

"Daddy?" "Yes my son?" ~~you can never go back~~ "Why did you kill me~~allofus~~?" "Son… I would nev~~youarejustaslave~~er do that" tears fell fr~~youcannotcryanymore~~om his ~~youreyesareasemptyasyourpromises~~. "But you did… why did you do that… WHY WOULD YOU DO THAT?!" "NOOOOOOO!&*^Y$BHUOCY&*(@GYUU*@! #^T&B*$Y*&HT(*&OOOOOOOOOOOO"

Zedek's scream echoed through the empty corridors of the Necropolis. He never had a son, his wife died years ago. He could never give up his duties, not even for the woman he loved. And when Korax invaded Cronos he willingly became a slave to save his life.

The morning never shone in the stone crypt, the birds who approached its entrance were swallowed alive by the Ettins, and he was no longer a man. He went back to sleep his nightmarish slumber, waiting for his master's final orders.

Active ability: Quietus
Cooldown (PvP/PvE): 35/50 seconds

Zedek launches five gusts of fire in a wide spread in front of him. Each fireball inflicts area damage around their impact point & burns opponents over time.

Every Marshall of the Legion inherits from his predecessor the Quietus, a longsword imbued with magical powers. Unlike regular swords, it is not meant for close quarters combat. Instead, when swung it shoots inextinguishable hellish flames that burn anything they touch. Just like Zedek himself.

Passive ability: Cannonball

When Zedek falls from great heights, he creates a damaging shockwave upon landing.

Zedek is a warrior of immense weight. On the battlefield he is known as The Crusher, as he would take full advantage of his body mass to crush his enemies by jumping on top of them & landing with his feet on their skulls.

Passive ability: Iron feet

Damage that Zedek receives from by damaging floors (Lava, Nukage, etc.) is halved.

Zedek wears very minimal armor for a warlord. He made this seemingly questionable choice to ensure his movements would not be obstructed in the heat of battle. In particular, he wears custom forged metal boots to protect himself from any type of hostile terrain.

Pro-tip
In deathmatch, the direct damage from each Quietus flame projectile is minimal, however, the afterburn damage they inflict adds up very quickly when all the flames are in close proximity. Therefore, it's best for area denial in a focused spot, rather than to use it to deal damage at distance.
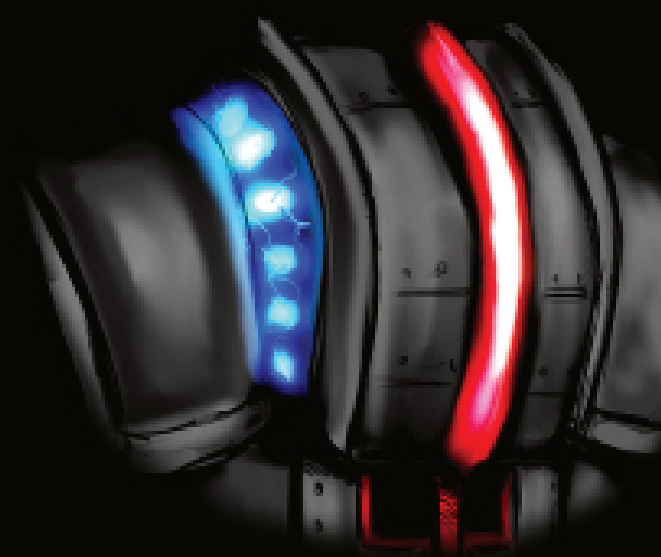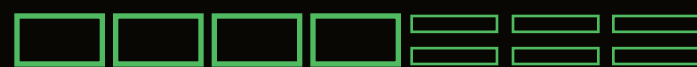
INQUISITOR

HEAVYWEIGHT | QUAKE MOVEMENT | DODGE

Health: 175 / 175 / 250

Armor: 0 / 100 / 175

Lore

When Earth was struck by the meteor a plague started to spread across the population. The virus swept the land, killing millions of people. Those who did not perish became a mutation of mankind, and under the influence of a malignant god they grouped together & founded the Order. The survivors who were deaf to the insanity were captured, and forced to serve these psychotic murderers. The few who managed to escape hid underground.

Born out of strife, a movement of rebels emerged from the shadow, threatening the stability of the newly installed theocracy. Worried that the Front could actually turn into a legitimate menace, the Loremaster, the religious leader of the Order, made arrangements to push forward their technological advancement. Conducting horrific experiments on live human specimens, their scientist found ways to substitute body parts of kidnapped citizens with mechanical prosthesis, practically transforming them into docile unwilling cyborgs that would only do the Order's bidding.

The end result of their research was the Inquisitor, a gargantuan flight capable robot bereft of any human semblance. Built to instill fear in the hearts of the non-believers, the Inquisitor is the perfect killing machine. A human brain is the only organic component encased in its metal frame, which might explain why one of them went rogue. The scientists in charge of the Inquisitor project speculated that a defect in the manufacturing of its mainframe might have revitalized the brain's psyche while he was torching a group of Front fighters, ultimately leading to a violent nervous breakdown. It then escaped the Order's influence by rushing into one of the teleporters in the Lab.

Not much is known about it since then. It has been hypothesized that it must be drifting loose, afflicted by the conflict between his past human consciousness & the murderous intents hard coded into its firmware, haphazardly using its powers to either protect or turn the warriors he comes across into paste.

Active ability: Protective Shield
Cooldown (PvP/PvE): 40/90 seconds

When activated, Inquisitor becomes almost invulnerable but deals 33% less damage. Activating again generates a large shield in front of Inquisitor that can absorb & reflect most attacks. Weapon use is disabled while the shield is active.

As soon as the rebels stole some of their Mauler plasma shotguns, the Order was forced to hastily alter the Inquisitor's construction. In order to prevent the Front from piercing through the armor of their soldiers & cyborgs, they equipped their new creations with a protective shield that could be turned on at will depending on the situation.

Inquisitors could dynamically decide wherever to only defend themselves while still being able to shoot, or cover their allies as well thanks to their advanced neurotechnological sensory system.

Passive ability: Dodge Thrust

Inquisitor can only dodge while airborne. Dodging adds to Inquisitor's current movement velocity.

Because of its huge mass & relatively slow moving speed, the Order scientists figured that if they didn't want the Front to be able to corner the Inquisitors & overwhelm them through sheer numbers they would have to increase its mobility. Henceforth the decision to equip them with rocket thrusters.

Thanks to these boosters located on its back & under its feet, the Inquisitors can propel themselves out of danger & outsmart their attackers with quick maneuvers & surgical dodges.

Passive ability: Still Defense

While stationary, Inquisitor takes 20% less damage.

The Inquisitors were conceived to withstand the most resilient of assaults. While standing still, they can anchor themselves to the ground & tighten their pistons & gears to improve their impact absorption against projectiles & explosives. During the testing session, the prototypes were fared against charging bulls whose brain had been rewired with copper transistors to remove any sense of self preservation. A new janitor robot had to be specifically engineered just to clean up the gory mess that inevitably plastered the Inquisitors, the walls, and the ceiling at the end of these experiments.

Pro-tips

⚕ Penetrative attacks such as Railgun slugs can still pierce through Protective Shield's 2nd phase & damage players behind it, Inquisitor included.

⚕ In PvE, Protective Shield's 2nd phase allows friendly players' attacks to pass through the shield from behind. Due to technical limitations, this shield blocks all friendly & enemy attacks in PvP, meaning it should only be used in a purely defensive capacity.

BITTERMAN

HEAVYWEIGHT | QUAKE MOVEMENT

Health: 150 / 150 / 225

Armor: 25 / 125 / 200

Lore

The plan behind Operation Alien Overlord was simple: deploy a massive platoon of soldiers to the planet Stroggos, destroy the planetary defense systems, disable the interplanetary gateway, & assassinate the Makron commander. Things did not go as planned.

While the Terran Coalition pods were approaching their target, a EMP blast from the Big Gun caused most marines to crash & die on impact. Bitterman did not suffer this fate, however, instead overshooting & landing on the outskirts of Cerberon. Taking advantage of the chaos brought upon the capital city by the Air Force's bombing, Bitterman managed to infiltrate the Stroggs HQ & single-handedly accomplish all of the mission's goal.

He fiercely fought & defeated the Strogg's Supreme Leader, the Makron, in the asteroid field surrounding Stroggos. But before Bitterman could make his escape, he was captured & subjected to vile experiments after being forced to land back on the enemy planet. One day, he was suddenly abducted by an unknown force. He thought Coalition Forces had finally come to save him, but that was far from reality. Forced to fight for the pleasure of his new masters, his will to survive is fueled by the anger toward the allies who never came to his rescue.

Active ability: Power Shield

Cooldown (PvP/PvE): 40/20 seconds
Starting Armor Resource (PvP/PvE): 0/50 AP
Max Armor Resource: 200 AP

Bitterman possesses an armor resource counter, which passively accumulates armor at +1 AP per second but can also be increased with the following pickups:
- Heavy Armor: +100 AP
- Shields: +50 AP per

Upon activation, Power Shield's accumulated armor resource is applied to Bitterman's armor stack, up to a limit of 150 AP. In PvP Team modes & PvE, armor that exceeds the 150 AP limit is dropped as pickups that all other players can acquire.

During the seemingly never-ending months he was held captive by the Stroggs, Bitterman received many subdermal bio-enhancing implants. One of them is the Power Shield, a device directly linked to the epidermis of his skin which allows him to cover his body in a constantly regenerating layer of nanomachines. Such high-tech contraptions armor him from excessive damage, at the cost of a sickly green haze that seems to engulf his whole being.

Passive ability: Bandoliers

Bitterman's default capacity for all ammo types is naturally higher than other Champions.
- PvP: Bitterman can carry 220 Bullets, 35 Shells, 220 Nails, 25 Bolts, 25 Rockets, 220 Coils, 25 Slugs & 25 Cells.
- PvE: Bitterman starts with an Ammo Backpack equipped.

Like all the marines taking part to the Operation Alien Overlord, Bitterman was given a bandolier to wear around his bust. This simple leather strap contains abundant stocks of any ammunition type a soldier might need in the field.

Passive ability: Edge Jump

Jumping while ascending ramps, stairs or other edges greatly increases Bitterman's jump height.

In preparation for Operation Alien Overlord, all participating troopers underwent extensive agility & stamina training, ensuring each soldier maintained peak combat effectiveness even when facing the withering Strogg garrisons. One technique mastered by the troopers was colloquially referred to as "Edge Jumping"; utilizing natural terrain elevations, a trooper can increase their jump height beyond that of the average (& not so average) human being.

Pro-tips

- Bitterman's Power Shield self-charge gets boosted every time you pick a Light or Heavy armor. In team settings, you can use this to your team's advantage by hoarding armor pickups as Bitterman, increasing your charge level, then using the ability to drop a lot of armor for your teammates.

- Excess Armor pickups dropped by Bitterman's Power Shield can be picked up by enemy players as well as allies. Keep this in mind when activating the Power Shield to ensure only your teammates may take advantage of any armor pickups you drop.
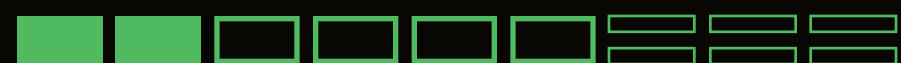
SORGAUL

HEAVYWEIGHT | QUAKE MOVEMENT

Health: 125 / 125 / 200

Armor: 50 / 150 / 225

Lore

The Sorgs are a tribe of vicious reptilian hunters. Specialized in the capture & illegal trade of warmbloods, they are notorious among dimensions for their ruthlessness. Rumors have it that these lizard-like merchants would not hesitate to dissect & sell the viscera of their own elders if they were offered the proper compensation.

Sorgs once ruled their own planet. Only five clans existed, and they peacefully lived in sprawling cities. Then came the Fall, and the warmbloods rose against them & banished them to the caves, damned to live as prisoners of the underground. Such is the tale the Haruspex passes onto all the Sorg younglings.

As it had been prophesied centuries before, a newborn, Sorlag, was meant to lead them victorious back to the surface, but when she was swallowed by a portal to the Other Place during one of their rituals, all hope seemed to be lost. It was then that Sorgaul saw the opportunity to come out of her shadow & guide the Sorgs back to their rightful lands. Not the altruistic type, the only reason why Sorgaul took interest in becoming the new chief was not the well-being of her kind. Instead, it was what she could gain by becoming the most proficient (and prosperous) of their flesh trader. Little did she know that her quests to hone her vivisection skills "in the wild" would only lead her to the same dark corners of the universe where Sorlag had to fight for her life.

During her umpteenth hunt, Sorgaul & her raiders were ambushed by the Oruk assassins. She was captured & condemned to suffer the same fate as Sorlag. She woke up hours later in a strange alien land. Voices are whispering to her in an unknown yet familiar language. Shapeless monsters are lurking in the shadows, and they are hungry.
A prey just as much as a predator, Sorgaul finally understands the pain & humiliation she inflicted upon her captures… or at least she would, if she were capable of compassion.

Active ability: Primal Rage
Cooldown (PvP/PvE): 45/90 seconds

Sorgaul unleashes her claws, becoming faster & regenerating 30 HP per second for the ability's duration. "Fire" has Sorgaul slash with her claws, dealing heavy damage. While grounded, "Alt Fire" has Sorgaul perform a lunge attack in the direction she's looking, dealing damage in a small area on impact.

Sorgs have evolved a great deal from their brain-dead ancestors, however no genetic mutation could deprive them of their primal instincts.
Unlike the older Sorlag, Sorgaul has not learned how to tame her primordial impulses through intellect yet. In the heat of battle, she can temporarily abandon herself to a blinding rage.

Passive ability: Exoskeleton

Sorgaul gains extra AP from the following Armor pickups:
- Heavy Armor: +150 AP
- Shield: +70 AP

There are many reasons why the Sorgs were once able to dominate their home planet. Without a doubt, one of them is their impenetrable exoskeleton.
Few weapons can pierce through their resilient scales & even fewer opponents can manage to deal a deadly blow on a charging Sorg warrior.

Pro-tips
- When Primal Rage is active, Sorgaul cannot initiate a lunge attack while in midair & will be briefly unable to move after performing one.
- Primal Rage's lunge attack can also be used as a high jump if performed while looking up.

KEEL

HEAVYWEIGHT | QUAKE MOVEMENT

Health: 175 / 175 / 250

Armor: 0 / 100 / 175

Lore

"Damn son, what a brother gotta do to get some peace and quiet around here? Apparently, getting torn to pieces and having a bunch of crazy scientists reassemble his flesh and bones inside a power armor, that's what!"

Lance Corporal Ben Keel was just chilling around the perimeter, carrying on his patrol duties, thinking back to the sweet taste of Earth's pancakes (oh man was the Subic system far from his home planet) & the fluffy fur of his cat Snowball, when all of a sudden, out of the blue, a bunch of Klesk popped up from behind the hills & began ravaging the base. Ben Keel was raised no wussie & sure as hell he was not going down without bringing them the hurt. He stuck it to the man his entire life & let's be honest, what were a couple of chitinous vertebrates going to do against a man with a machinegun? A couple not much... however, four dozens of them? Charging on him like he was the last plasma TV in the entire Walmart on Black Friday? No kidding, that was gonna raise some issues.

He saw the white light & everything, but then something odd happened. The light turned red, a hellish landscape appeared over the horizon, and just as he was starting to make out the unnerving creatures creeping in the distance, he saw a shadow rip his limbs from his body. He tried to scream, yet no words came out of his mouth. Showtime was almost over for Ben Keel, but right when he was about to be swallowed by the darkness, he felt a surge of power through his chest.

He woke up in a hospital in the middle of nowhere. Much to the scientists' surprise, it didn't take long for Keel to accept his new appearance. I mean, they put two freaking grenade launchers on his shoulders who wouldn't want that?! This soldier gets to fight another day, and this time around he's got gifts to deliver up his Klesk friends' special place.

Active ability: Grenade Swarm
Cooldown (PvP/PvE): 50/30 seconds
Uses: 5

Keel fires a grenade from his shoulder-mounted cannons, dealing significant damage on impact in a moderate radius. Keel can carry a maximum of 5 grenades.

The mortars on his shoulders are not just for show. Those babies can blow up a Klesk faster than Keel can say "I love the smell of burning cockroach in the morning!". Losing three quarters of your body does have its downsides, but damn, smearing overgrown insects interiors all over the ground feels good.

Passive ability: Stockpile

Acquiring weapon/ammo pickups decreases Grenade Swarm's cooldown by 5%.

The Coalition scientists advised Keel he should only feed grenades inside his cannons. Aaaah doctors nowadays… they get their shiny little degrees & think they know everything about anything. After a little experimentation with other ammunition, Keel found out all sorts of other projectiles work just fine!
Insert metal, output fun!

Pro-tips

- While Stockpile can reduce Grenade Swarm's cooldown when picking up weapons, keep in mind that the cooldown reduction is only applied if said weapon pickups can provide additional ammo.

- Keel's grenades are the heavy kind; they don't travel too far, but in return, they detonate sooner & will explode automatically if an enemy steps on one.
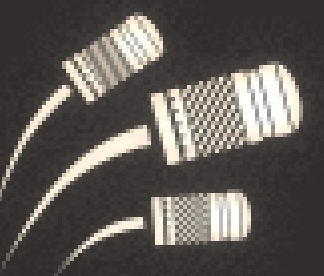
ERADICATOR

HEAVYWEIGHT | CPM MOVEMENT

Health: 150 / 150 / 225

Armor: 25 / 125 / 200

Lore

DOCTOR I. C. ████████, ACHERON ACCIDENT REPORT: The radar received the distress signal from the nearby penal colony planet on April 26, 2534 at 03:45am, local time. A rescue team was immediately dispatched to the source of the SOS. All soldiers who were still alive were in critical conditions & needed urgent medical attention. A cyborg was also found on the scene. It was functional, albeit heavily damaged. Throughout the entire extraction process it kept repeating "ONE LAST TIME".

Thanks to the DNA analysis it was later revealed to be ████████. As part of the standard security procedure for recovered augmented individuals, we replaced the remaining body parts with prosthesis, to suppress any residues of its former consciousness. Surgery was successful, the AI that had already been attached to its spine took over the host's body. After further tests, codename Eradicator was added to ████████ team & sent off to the war zones where its presence was requested. Its neural net was kept under constant monitoring to detect any possible fluctuations. Over than occasionally saying the same phrase he kept repeating at the moment of its capture, it never displayed any sign of instability.

On December 2, 2534 at 11:31pm somebody initiated the facility's emergency state, for reasons unknown at the time. All labs & hallways were closed shut by the steel reinforced doors & all radio communications went silent. My team & I were in the Beta 3 Underground Chemical Lab & were oblivious to what had happened until the code red alert was lifted hours later. When we were finally allowed outside of the Lab & reached the Ground Level halls, we saw intestines & brains splattered on the walls, gauged out eyes & shattered rib cages laying on the floor. Following the trail of blood & gore we realized it was Eradicator's work.

Upon inspection of the security tapes we found out it had escaped the facility. It is presumed it evacuated this planet on one of the missing emergency pods. Reinforcements came swiftly & temporarily relocated us in the Military Training Center. Eradicator's location is still unknown, we hope to track it through the GPS transmitter in its skull once we are again granted access to the Research Buildings.

"Pffffffff...I need a coffee...Vasiliev! Bring a coffee! Make it big, these accident reports are not gonna write themselves. Vasiliev do you hear me? Fucking interns...you'd better not be playing around with those mutant cortices just like yesterday!"
"ONE LAST TIME"

Active ability: Scanner
Cooldown: 30 seconds

Eradicator projects a 2D Radar display to his HUD, marking the positions of enemies & certain pickups in a wide radius around him.

During the procedure aimed at removing any remaining glimpse of Eradicator's past self, the surgeons working on his body expanded upon his previous modifications & equipped him with a sonar. While it's not the latest, most advanced version developed by the KGB on Earth, it is still capable of showing the location of both enemies & items laying around by using an echolocator similar to the one found in nature in bats.

Passive ability: Murderface

Killing players/monsters buffs Eradicator's weapon damage by +10% increments. Murderface's current power level & "kills to buff" are displayed on the bottom-right corner of the HUD.

Every time Eradicator was let loose on a battlefield, the platoon in charge of supervising it was recommended to leave it on the battlefield for only a limited amount of time. The source of the bug was never found, but his heartbeat & cerebral pulses would increase exponentially every time he disposed of an enemy, thus raising the adrenaline & steroid hormones in its blood. They would reach such high levels that after 10 minutes of full frontal fighting a mech was needed to restrain Eradicator & prevent it from attacking its allies.

Pro-tips

- In PvP, besides showing the position of enemy players, Scanner will also show their overall health via colors: Green, orange & red. Arrows will also be displayed if enemies are above or below your ground level.

- In PvE, Murderface's damage buff is reset when changing to a new map. In PvP, it is reset upon death.

- Murderface's damage buff also affects self-damage - be careful with those rockets.

VOR MATUR

HEAVYWEIGHT | QUAKE MOVEMENT

Health: 225 / 300 / 375

Armor: 0 / 0 / 75

Lore

Outside the ordered universe [is] that amorphous blight of nethermost confusion which blasphemes & bubbles at the center of all infinity—the boundless daemon sultan Azathoth, whose name no lips dare speak aloud, and who gnaws hungrily in inconceivable, unlighted chambers beyond time & space amidst the muffled, maddening beating of vile drums & the thin monotonous whine of accursed flutes.
- H.P. Lovecraft

Beyond the icy lands of dark of the Dreamlands, past the uncharted city of Kadath, simple folks say the holy Cathuria lies, but wise dreamers know there only the gates to the void where the Blind Idiot God rests are to be found. There, Azathoth, the Nuclear Chaos, sleeps eternally, lulled by the maddening sound of drums & pipes held by nameless paws, and it dreams. It dreams to swallow the entire universe, it dreams to end life itself, and it dreams to return everything to the shapeless vacuum that was before time itself started moving forward.

Children all around the globe wake up in the midst of the night, crying after Azathoth reaches them in their dreams, attracted by their innocent & more receptive souls. They wake up, and forget the despair they experienced as soon as their mothers come to assure it was all just an illusion & no, there is no such thing as monsters hiding in the dark corners of their mind.
Lies! Only lies, told with a heavy heart to spare the younglings from the knowledge that monsters do exist, for Azathoth's dreams are no mere fantasies. They turn into matter & come to this world screaming & screeching & cursing their own parent for a life they never asked for nor were they ever fully given, as they are only destined to suffer intolerable pain before fading away into nothingness once again.

But it came the day, as it had been written in the cursed pages of the Necronomicon, that one of these specters endured the torture of its unholy delivery. With a will so strong only a being of pure hate & insanity could have, it gave itself a shape. Its victorious roar was heard everywhere, from the deepest oceanic pits where Cthulhu slumbers to the outermost corners of the Dreamlands. Thus VorMatur, the Torturer of Souls, was born: angry, spiteful, mad, yet capable of logical thinking. It lives by one commandment only, to strangle this world between its amorphous claws & rid the livings of their will to exist.

Suffering follows in its wake, everything capable of human-like intellect it captures & tortures for years. Most of its victims die or turn into empty foaming shells, but those who survive are reborn through the pain, like Vor Matur itself.
Driven insane, deprived of any semblance of sentience, as if they were cretinous infants they look up to their torturer for a purpose when all else has lost its meaning. And Vor Matur hears their pleas, and like a father it welcomes them to its family, and teaches them there is no greater goal than to serve it & spread its word throughout all of creation.

Vor Matur's ultimate objective is not known. Maybe it doesn't have one, maybe no matter how much it execrates its origin it doesn't actually have a will of its own, just like its puppets, and was only brought into existence to lay down the path for the awakening of Azathoth. For the Lord Of All Things sees all & knows all, its eternal sleep is coming to an end, and its arrival will be paved with the desperate agonizing howls of the damned.

Active ability: Horror
Cooldown: 25 seconds

Vor Matur casts a shadow projectile that blinds Champions & inflicts a fear effect on monsters, causing them to flee from him.

Shrieking, slithering, torrential shadows of red viscous madness chasing one another through endless, ensanguined corridors of purple fulgurous sky… formless phantasms & kaleidoscopic mutations of a ghoulish, remembered scene; forests of monstrous overnourished oaks with serpent roots twisting & sucking unnameable juices from an earth verminous with millions of cannibal devils; mound-like tentacles groping from underground nuclei of polypous perversion…

- H.P. Lovecraft

Passive ability: Excess Matter

Vor Matur has a massive health stack but no armor stack, with only a +75 AP overstack. Self- & enemy-inflicted knockback is reduced. In PvE, damage is reduced by 20%.

Gifted with power beyond comprehension, Vor Matur could never submit to the will of the Elders. In its quest to surpass the Outer Gods, as if it were a rebellious child, it started scarring & altering its body.
Iron lungs & titanium arms, adamantite fangs & silicone nerve tracts. There is not a day that Vor Matur passes without thinking about ways to recast its own body. Anything to hinder the ever growing mass of flesh multiplying beneath its skin! Anything to forget the primordial chaos it once was!

Passive ability: Corrosive Blood

Blood sprayed when taking damage hurts enemies.

Vor Matur was never meant to be. It was never meant to escape the region of the Outer Universe Azathoth made his resting place. When its innards come into contact with matter they burn & corrode anything they touch, and its chitinous shell can only barely contain the corruption flowing inside its body.
Once Vor Matur discovered this, it started subjecting its victims to fouler tortures. He would melt their skin & force them to watch as their bones decayed into a bubbling goo. To the ones that would never stop screaming in pain & fear, it would pour blood right into their mouths & collect their rotting brain for further experimentation.

Pro-tips

- Being a massive blob of flesh, Excess Matter allows Vor Matur to collect an outrageous number of health items, but means that it takes him that long to heal back after a big fight. Maps with few healing items will be directly disadvantageous to Vor Matur.

- The knockback reduction provided by Excess Matter also affects self-damage, meaning Vor Matur cannot rocket jump as high as other champions.

- Since Vor Matur lacks an armor stack, he cannot pick up Shields but can still gain armor from pickups that overstack (Shards, Heavy Armor, etc). As such, all armor he acquires will degenerate.

- Enemies blinded by Horror can still fire freely. Use it to disorient your enemy & change your attack angle.

MAJOR

HEAVYWEIGHT | QUAKE MOVEMENT

Health: 150 / 150 / 225

Armor: 25 / 125 / 200

Lore

Soldier 3585 has successfully destroyed the Makron's communication center, there is no time for grieving. I need to reach the Inner Chamber as soon as possible and assist…

Out of nowhere, a gargantuan brain-like creature appears in front of her. The light it emits is almost blinding, yet she is incapable of taking her eyes off it.

"WE ARE DYING SUSAN WAYLAND. BUT JUST LIKE ALL OF THOSE WHO HAVE PERISHED IN CERBERON, YOU SHALL NOT LEAVE THIS BATTLEFIELD. YOUR BODY WILL, BUT YOUR MIND WON'T"

Please

What is this place? These machines, they are processing some kind of organic material, but what could it… Wait… I recognize those bodies… .nononononoNONONONONO!! Stinger! Grizzly! Storm! How do I stop this fucking thing… HOW DO I STOP IT!!!! NOOOOOOOOOooohohohohoh…

"Major… please, kill me… it hurts… it hurts so much…"
No more
Security is tight, but they're just dumb mechs, If I act carefully I should be able to easily sneak past them.
Caution is in order, the Detention Center is one of the most heavily guarded facilities in Cerberon. After a long and heart-wrenching search she finds some of her men, held captive in one of the hundreds of cells of the prison.
"Don't worry about us Major. You need to carry out the mission. We'll be fine, just focus on the objectives. We'll see you up ahead"
I can't
"You are just a girl… Honey you'll never find a husband if you keep acting like this… Go back to the kitchen, that is where you belong!" So many people tried to tell her who she could & could not be. But the only thing they accomplished was motivating her to push ahead. While she is plowing through the Strogg guards with a gatling machine gun, she wishes all of those people could see her smile as she is performing her duty.

Do it

"Everybody run! Run for your life! We will regroup once we are safe"
Her platoon is attacked from all sides. This is one of the Strogg strongholds after all, she should have expected something like this could happen. She will never forgive herself for this mistake.
All over

"Alright men listen up! Things did not go as planned. The enemy was prepared for our arrival and disrupted our flight course with some kind of EMP interference. We probably are the lucky few that managed not to die upon landing. So gather any weapon you can scavenge and buckle up!"
Not again
"Soldiers… let's roll"

Active ability: Air Strike
Cooldown (PvP/PvE): 45/150 seconds

While active, pressing "Fire" paints up to four targets on the ground at where Major is aiming. Bombs are then dropped on these targets a few seconds after, dealing heavy damage.

While cursed to forever relive the memories of the Cerberon invasion, Major still very much retains the tactical & combat genius that propelled her to the top of the ranks of the Earth Defense Forces. Before she managed to escape the planet in one of her few moments of lucidity, Susan reached the Black Hole Generator Research Facility in the Launch Command. There, she acquired an experimental Strogg device capable of delivering an air strike anywhere in the universe close to the location of the person holding the apparatus. The missiles are shot into a wormhole & then warped to the pinpointed location thanks to an advanced triangulation system. The nukes are beamed to the designated target with a GPE of approximately one meter. Susan planned to deliver this precious find to Earth's scientists, but her mind was soon overtaken by her recurring hallucinations.

Passive ability: Wall Climb

Holding Jump while facing a wall causes Major to start climbing it for a short time.

"You're almost there sweetie, one last push… you can do it!" "I can't dad! It's too high!" "Susan Wayland! I did not raise you to be a little wimp. Stretch your arm, grab that ledge right over there and then lift yourself! On the count of three, Three" "Dad wait" "Two" "Dad I am not ready yet!" "One" "Oh fuck me" "GO!" "NNNNNNNNNAAAAAH!"

"See Susan, it wasn't that hard was it?"

"Yeah dad, I just wished you did not always put so much pressure on me" "Susan you know I have to. Although, it makes me a little sad that all of my efforts have gone to waste. You haven't been able to save even one of your soldiers" "What?" "All you could do was tremble and run away. How did it make you feel seeing them dying in front of your eyes? Did you cry? Did you curl up on the ground like a cute little teddy bear?" "Daddy stop… you're scaring me!" "Who's little Whiny Susy? Huh? Who is she? Is it you?! YES IT IS YOU!" "WHY ARE YOU DOING THIS?"
"SUSAN WAYLAND, THERE IS NO ESCAPE, ONLY MISERY AND REGRET. AND EVEN WHEN AND IF I WILL BE NO MORE, I WILL ENSURE THE DEATH OF YOUR FRIENDS WILL NEVER ABANDON YOU"

Passive ability: Tall, Lean & Mean

Major's hitbox is slimmer than all other Heavy Champions & she is able to climb higher stair steps.

In her youth, Susan used to be shy & kind-hearted in nature. Things changed after the death of her dad. All at once, her heart was filled with anger & an unhealthy dose of teenage rebellion. At first, these newfound feelings did not manifest themselves in any violent outbursts, but as soon as puberty hit & she started growing much taller & bigger than it is expected for a girl of her age. Once she started being discriminated by her peers, she has never once held back from awarding bullies a one way trip to the infirmary.

Pro-tips

Ψ In order to climb a wall, you must not press "Move Forward" or other movement inputs. Just hold "Jump" near a wall & guide the direction with mouse aiming. Pressing a movement input immediately cancels the Wall Climb.

Ψ Tall, Lean & Mean grants Major a slimmer hitbox (slimmer than any other heavy, slightly bigger than a medium) but her height remains equal to other Heavies; she's still tall.

Ψ Air Strike's explosions can still damage Major. Be careful when painting targets in close-quarters environments.

SAM

HEAVYWEIGHT | QUAKE MOVEMENT

Health: 175 / 175 / 250

Armor: 0 / 100 / 175

Lore

"Good morning Sir, I have a shipment for Mr. Tah-Um, also known as Mental and Chaad Sheen, is that you? Great! I only need a signature here, here aaaaaand here thank you very much have a nice day and enjoy!"

TO: Tah-Um / Mental / Chaad Sheen
FROM: Your biggest follower
SUBJECT: PLAY ME

Hello and welcome to our monthly episode of "Serious Cooking"! I am your host Sam "Serious" Stone and today I'm gonna show you how to cook my delicious, world-renowned, Fillet of Zumb'Ul with Cucurbito Head Puree.
Let's start with the ingredients first. For this recipe you'll need: 1 Zumb'Ul thigh, 1 Cucurbito Head, 2 Fiendian Reptiloid Wings, 1 Gnaar eye, squash, parsnip, and don't forget 2-3 garlic cloves, thyme, olive oil, and butter – they really help bring out the flavor.

OK! Now we're ready to go, but not before I mention our sponsor: P-LAH Chainsaws! Slicing Witch-Harpy breasts can be an ordeal, but let me ask you: have you ever stopped to wonder if that had be the case? If a better, faster, easier way to remove the excess fat existed? Well, let me tell you, now there is! I used to hate prepping for my Summer Harpy BBQ, but not anymore, thanks to P-LAH Chainsaws! Look at that clean cut, look at the texture! You just can't get these results from a regular Chainsaw. P-LAH Chainsaws: for the man that deserves more!

Let's start with the Cucurbito Head. We're gonna need a specialized appliance for this one, so grab your sledgehammer, place the Head in the middle of your workbench and BOOM!!!! Now, some people might tell you that this method is ridiculous, inefficient, grotesque, and is incredibly inconvenient to pick up the fragments spread all other the room but guess what? This is my kitchen. And I like my pumpkin really... really smashed.

In a cast iron, in a 425 degree oven, roast the squash and parsnips with 2 tablespoons of olive oil for 45 minutes. Remove from oven and let cool slightly, puree until smooth, adjust seasoning. Take the Gnaar eye, make sure it is still fresh, and squeeze it on top of the puree... we want all of that juice.

Let's move on to the soul of this party: the Zumb'Ul thigh. Many people like to buy it pre-sliced at the supermarket, but I believe a real cook needs to get intimate with his dish. First step is getting rid of the bones, so cut the thigh along its length, somewhere around the middle, and keep doing the same until you are left with is your Fillet Steaks and the bones. Just throw away the latter, they are of no use. Where's the camera? Ah there it is: bones are always, absolutely, useless.

Season heavily with salt and pepper. Heat a cast iron pan. Sear the steak for 2 minutes on each side. When you're a minute and a half in on the second side, drop the garlic cloves, thyme, and 2 tablespoons of butter into the pan. As the butter starts to brown, baste it over the steak. Place in the oven at 400° for 10 minutes.

Once the steaks are ready, serve on a plate, dress the meat with the puree AND VOILA!!! A tasty and simple meal to share with all your friends.
Raw? Whaddaya mean it's raw?! Who are you?! I AM SAM GODDAMN SERIOUS STONE! I WANNA SEE YOU LEARN HOW TO COOK IN THE MIDDLE OF THE DESERT WHILE 300 KLEERS ARE CHARGING AT YOU! COME BACK HERE, I SAID COME BA–

WE ARE EXPERIENCING TECHNICAL DIFFICULTIES, WE WILL BE BACK SHORTLY

Alright! Now it's time for the dessert... but wait a second... where is it? Ah stupid me! We don't have the most important ingredient: Mental brains. I guess we need to do something about that don't we? You hear me Mental? You space cockroach? I am coming for you!

Active ability: Serious Minigun

Sam unleashes his Minigun. "Fire" shoots an accurate stream of bullets at a high rate of fire. "Alt Fire" doubles the rate of fire but increases wind-up time & bullet spread.
The following pickups grant Serious Minigun ammo:

Icon	Starting Ammo	Max Capacity	Ammo Given		
			Hourglass	*Backpack*	*Big Hourglass*
🔫	0	175	+40	+50	+100

You can tell a real cook apart from amateurs by the quality of his utensils. As a master of fine cuisine myself, I never enter a kitchen without my trusty XM214-A Minigun, no matter what century I'm in. It's recommended by 4 chefs out of 5 as the best choice for slicing, dicing, and making sure the food you are serving is 100% dead. Minigun, for maximum pleasure!

Passive ability: Seriously Loaded

Sam carries all three starting weapons (Machinegun, Nailgun & Shotgun) on spawn/map start.

Of course a cook should not put all of his trust into one tool only. That's why I carry with me at all times a whole set of uuuuuh "lead-coated cutting tools". When you are as in demand as I am you have to be able to prepare any type of dish, at any time.

Passive ability: Complementary Ammo

Sam gets a serious amount of extra ammo for his held weapon when picking up Light and Heavy Armors.

Sometimes you might be caught off guard and that's OK! The temper of a real master comes through when he has to work under pressure and needs to improvise with whatever he finds on the field. Take a deep breath, look at what is available to you and make the best out of it.

Pro-tip
As a Slot Superweapon Active, Sam's Minigun can be switched to & from like a standard weapon.

BROCK

HEAVYWEIGHT | UT MOVEMENT

Health: 100 / 100 / 199

Armor: 50 / 100 / 150

Lore

"Nine. Eight. Seven. Six. Five. Four. Three. Two. One…"

The announcer's intense voice echoed through the arena's decrepit halls. Once a holy site revered by the pacifistic Nali, the Arcane Temple now served as a bloody arena under the ever-scrutinous eyes of Liandri Mining Corporation's staff & executives, in addition to untold billions of tournament spectators.

No sooner had he spawned into the arena, one combatant snagged a flak cannon & made a run for the temple's central chamber. From behind a dim corner, a massive steel hand too quick to dodge lunged at the combatant, seizing him in a vice-grip. "INFERIOR LIFEFORM ACQUIRED. IDENTITY – BROCK, IRON GUARD COMBATANT. YOU WILL BE SUFFICIENT FIRST BLOOD FOR THE REIGNING CHAMPION."

The Iron Guard's golden star found himself staring down the cold, unblinking visor of Xan Kriegor; the LBX-7683 revolutionary-turned-Liandri lapbot who, contrary to his assertion, *formerly* held the title of Tournament Champion.
"Did Liandri forget to fix a memory leak while upgrading you, rustbucket?" Brock retorted, struggling to pry the Corrupted war machine's hand from his throat. "Last I checked, *actual* Tournament Champions don't get their asses handed to them forty-nil in Duels. The name "Malcolm" ring any bells, big guy?"

Snarling with an electronic buzz, Xan furiously slammed Brock into a nearby wall, shattering the faded mural of a quadruple-limbed ("And quadruple-endowed," Brock noted with furtive approval) Nali goddess. The Corrupted's deadliest combatant raised a ripper to meet Brock's smirk, failing to notice the flak cannon pointed squarely at his stomach.
"YOUR SKULL WILL STILL BE THE FIRST OF MANY I WILL TAKE TO RECLAIM MY RIGHTFUL TITLE! FOR I WILL ALWAYS BE THE ALPHA, AND THE OMEGA–!" The deafening shriek of tearing metal interrupted Xan, the hulking machine's body recoiling backwards as his midsection was shredded by flak shards.

As Brock fell from the collapsing robot's grip, the world around him became enveloped in a white-blue flash, the flow of time halting as the Nali temple & the collapsing Xan dissipated into a formless white oblivion. For what felt like both seconds & eons, the blinding light faded from Brock's eyes as time gradually resumed, causing him to fall to his knees. Fighting back nausea between gasps for air, he pushed himself to his feet using his smoking flak cannon & surveyed his surroundings.
The Iron Guard combatant stood amidst a temple, though not the same as before; while its reliefs also bearing depictions of a feminine deity, these displayed a grotesque, serpentine monster with a tentacled visage. The temple's architecture was also drastically different, exuding an atmosphere of ancient dread & unknowable horror, engrossing Brock until a green bolt flashed past his head & almost blindsided him. Snapping to alertness, he was once again slammed against the wall by the throat, another sawblade spinning dangerously close to his face.

"Who the FUCK are you!?" Brock matched the furious gaze of a scarred man - a high-ranking soldier, as his uniform & silver hair clearly conveyed - chewing a lit cigar. Weighing his options, Brock opted not to answer with his flak cannon again. "More than happy to play 'twenty questions', sir. Just not with that saw in my face, thanks."

Active ability: None

Brock has no active ability.

Passive ability: Big Keg O' Health

Brock can overstack his Health up to 199 HP, but can only overstack his Armor up to 150 AP.
Health and Armor overstack will not degenerate over time.
The following pickups grant additional overstacking Health:
- Big Hourglass: +30 HP
- Hourglass: +10 HP

"Sounds like you've done a lot of fightin' from where you came from, son."
"Pretty much. It's kinda unreal how closely this "Arena Eternal" operates like Liandri's Tournaments. Figure that means I can skip basic training?"
"Now that is the shiniest display of basic fucking logic I've heard all day, soldier! Now, I wanna ask you somethin': Do you use abilities?"
"Pardon, sir?"
"Abilities. Most of these here "Champions" have been bringin' some of their more extreme guns & gear into fights to get an upper edge. Those "Old Ones" have been letting it slide, but it's no better than cheatin' in my eyes. What say you, Brock!?"
"You're not wrong, sir, that sorta bullshit wouldn't fly in the tournaments. All you need to be a winner is a good lay of the arena, decent marksmanship & a Big Keg O' Health!"
"OUT-FUCKING-STANDING THINKING THERE, SOLDIER! We don't have whatever these "Health Kegs" are. We've got Mega Health, they'd be about the same, right?"
"Whatever you say, old timer…"

Passive ability: Iron Guard

Heavy Armor pickups grant Brock +150 AP, including overstack. Upon acquiring a Heavy Armor pickup, Brock's Armor stack will absorb 100% of all damage received until it is fully depleted.

"… real high-grade Izanagi duratanium there. They don't make armor like this anymore, not since the Corporation Wars."
"Even in other universes, you kids still have it lucky. My old unit never got this sort of gear; something always managed to punch through the plating."
"Welp, I'll see if I can get you one when I get home, though I doubt Axon does interdimensional shipping."

Pro-tips

⚡ Keeping Brock's armor topped up ensures that Iron Guard's 100% damage absorption will remain in effect, no matter how much AP is depleted overall.

⚡ Brock can still collect Shield pickups even when his AP is maxed out. Use this to deny armor pickups from the enemy.

5. SETTINGS

5.1. General

ᛣ Player Name: Sets the player's name displayed above their in-game champion & in obituaries.

ᛣ Player Color: Changes outline color of the player's champion. Overridden in team modes.

ᛣ Auto Taunt chance: Scales the frequency of champions taunting after killing a monster/player (0-50); setting to 0 disables auto-taunts.

ᛣ Switch weapon on pickup: Toggles automatically switching the player's held weapon to new weapons when picked up.

ᛣ Auto-open lootboxes: Toggles automatically opening lootboxes immediately upon acquisition. Additional lootboxes acquired while a lootbox has been opened automatically are stored & must be opened manually.

ᛣ Send duplicate commands: Increases the number of client-to-server commands set during a multiplayer session, potentially mitigating packet loss & ensuring a smoother client connection. Can be set to either send **No duplicates** or send **One**, **Two** or **Three per-tick**.

   WARNING: Sending duplicate commands increases outbound net traffic. Only enable if you're actually suffering from severe packet loss.

ᛣ Credits: Opens the QC:DE credits screen.

ᛣ Reset everything to defaults: Resets all options to their default state.

ᛣ Reset everything to last saved: Resets all options to the state they were set to before launching the game.

ᛣ All Engine options (old menu): Opens the default Q-Zandronum options menu.

5.2. Game

Visual

ᛣ Show weapon: Toggles weapon HUD sprites.

ᛣ Invisible LG beam*: Toggles displaying the Lighting Gun's electricity beam when fired. Only applies to PvP modes.

ᛣ Weapon bobbing*: Adjusts weapon HUD sprite bobbing while moving; setting to 0 disables weapon bobbing.

ᛣ Weapon sway*: Adjusts weapon HUD sprite sway while looking around; setting to 0 disables weapon sway.

ᛣ Crosshair: Changes the style of crosshair displayed to the HUD.

ᛣ Crosshair scale: Adjusts crosshair size; setting to 0 disables crosshair.

ᛣ Crosshair shows health: Toggles real-time changing of the crosshair color to reflect the player's current health; scales through Green (Full/Overhealed), Yellow (Half), then Red (Low).

ᛣ Crosshair color: Allows customization of the player's crosshair color. If "Crosshair shows health" is toggled ON, the custom crosshair color is overridden & cannot be changed.

   * Cannot be toggled/adjusted if "Show weapon" is toggled OFF.

Information

ᛣ Damage Numbers: Toggles displaying damage numbers on-hit. In multiplayer, this setting is server-dictated & will be grayed out for clients. May impact performance in PvE maps with lots of enemies.

ᛣ Weapon Bar: Toggles the weapon bar, which displays all weapons plus PvE Upgrades & current ammo on the right side of the HUD. Only visible in 16:9 aspect ratios.

ᛣ Large frag messages: Toggles increasing the size of messages for fragging players.

ᛣ Obituaries: Toggles obituary console messages for killed players.

ᛣ Rotate sprites vertically: Toggles rotating most sprites (players, pickups, monsters, etc.) vertically when viewed from high or low angles.

ᛣ Speedometer: Enables a speedometer on the HUD, which indicates the player's current speed in map units per-second (mu/s):
   Center: Displays speedometer below the crosshair.
   Bottom-Left: Displays speedometer beneath the Champion portrait.
   Off: Disables speedometer.

ᛣ Weapon hit effect: Enables additional audiovisual effects when the player damages enemies:
   Sound: Plays a sound on-hit. Intensity scales with damage dealt.
   Mark: Displays a hitmarker around the crosshairs when damaging enemies.
   Sound & Mark: Uses both hit effects listed above.
   Off: No hit effects are presented.

ᛣ QC Medals: Performing certain feats in PvP modes will be punctuated by these token symbols of achievement:
   Full: Medals are displayed on the HUD with a unique icon & are accompanied by an announcer callout.
   Sound Only: Medals are only indicated by an announcer callout.
   Off: Disables Medals.

ᛣ Health bar style: Determines how the Health & Armor bars are displayed on the HUD:
   Blocks of 25 points: Health & Armor bars are displayed as rectangular segments of 25 points each.
   Continuous: Health & Armor bars are displayed as single, continuous bars.

ᛣ Low ammo warning: Sets the warning type the player receives when their current weapon's ammo is low:
   Sound: Plays a sound indicating low ammo.
   Sound & Text: Adds a "Low Ammo" text cue that gradually fades away.
   Sound & Text Stays: Text cue stays until the player switches their current weapon or acquires more ammo for it.
   Off: Disables all low ammo warnings.

ᛣ Low health warning: Sets the warning type the player receives when their health is low:
   Sound: Plays a sound indicating low health.
   Sound & Text: Adds a "Low Health" text cue that gradually fades away.
   Sound & Text Stays: Text cue stays until the player acquires more health.
   Off: Disables all low health warnings.

ᛣ Taunt subtitles: Sets what modes subtitles for taunts are displayed in:
   Only in campaign: Enables subtitles only in campaign (PvE Singleplayer).
   In all PvE modes: Enables subtitles across all PvE modes.
   Always on: Enables subtitles across all PvE & PvP modes.
   Off: Disables subtitles.

- Override Player Colors: Allows the player to override the outline colors of other players with their own color choices. Can be set to override colors in **FFA Only**, **Always** or **Never**.

- Enemy Color: Allows customization of enemy champion outline colors. Cannot be customized if Override Player Colors is set to **Never**.

- Ally Color: Allows customization of ally champion outline color. Cannot be customized if Override Player Colors is set to **FFA Only** or **Never**.

   NOTE: Some color changes apply only after map restart.

Effects

- Weapon firing recoil: Toggles screen recoil when firing weapons.

- Weapon firing flash: Toggles screen flashes when firing weapons.

- HUD Blood smears: Toggles screen blood smears when taking damage.

- 3rd-person death camera: Toggles switching the camera perspective to 3rd-person upon player death.

- Grow crosshair when picking up items: Toggles the crosshair "pulse" effect when acquiring pickups.

- Pickup flash: Scales the intensity of the screen flash when acquiring pickups (0-1); setting to 0 disables the flash.

- Screen blood: Scales the intensity of the red screen tint when taking health damage (0-1); setting to 0 disables the tint.

Champion-specific settings

- Eradicator Radar Mode: Sets how the radar map for Eradicator's Scanner active ability is displayed to the HUD:
   Big centered: Displays radar is as a large map centered around the crosshair.
   Small below crosshair: Displays radar as a small "mini-map" between the crosshair & active ability icon.

5.3. Controls

Mouse

- Sensitivity: Scales the speed at which player's perspective moves when moving the mouse (1-2.5). Options are as follows:
   Overall: Scales sensitivity for all mouse movement.
   Horizontal: Scales sensitivity for left/right mouse movement.
   Vertical: Scales sensitivity for up/down mouse movement.
   Zoomed scale: Scales sensitivity while using weapon zoom Alt Fires.

- Invert Mouse: Toggles inverting the mouse's vertical movement inputs; Up becomes down, down becomes up.

- Mouse cursor: Sets the appearance of the mouse cursor in menus. Options include: **Default**, **Simple arrow**, **Doom**, **Heretic**, **Hexen**, **Strife**, **Chex** & **System cursor**.

- Mouse input type: Determines how & where the game accepts mouse input from the player's device.
   System: Accepts mouse input through the OS, applying mouse acceleration & smoothing modifications before initializing it in the game. Recommended for players using cheaper mice with low polling rates/bad accuracy.
   Direct: Accepts mouse input through the OS, but applies fewer modifications compared to System.
   Raw: Accepts raw mouse input with no modifications, providing the most accurate input data. Recommended for most players.
   Auto: Automatically parses the above three input types in ascending order, using the one that first successfully initializes.

Zoom

- Zooming speed: Scales the speed at which weapon Alt Fires transition between zoomed & unzoomed states (1-100).

- Zoom level: Scales the magnification level (1.1-5) of the Alt Fires for the following weapons; **Heavy Machinegun**, **Lighting Gun**, **Railgun**, **Other weapons**.

- Hold to zoom: Toggles activating weapon zoom/Alt Fires by holding the "Zoom/Alt Fire" input instead of pressing to activate them.

5.4. Binds

Movement

- Move Forward, Move Backward, Strafe Left, Strafe Right: Basic lateral movement inputs.

- Jump: Briefly boosts the player into the air. Holding this down causes the player to automatically jump immediately after landing.

- Crouch: Shrinks the player's hitbox/perspective & slows movement considerably while held.

- Walk: Slows down player movement speed, similar to crouching.

- Dash: Performs a dash in the direction the player moving; alternate input option to double-tap dashing.

- Double Tap Time: Adjusts the period in which double-tap inputs are registered. Options scale from **0.14 seconds** to **1 second** at 0.03 second increments. Setting to **OFF** disables double-tap inputs.

Weapons

- Fire: Shoots the held weapon.

- Zoom/Alt Fire: Activates the held weapon's Zoom &/or Alt Fire functions (if available).

- Drop Weapon: Drops the held weapon. Starting Weapons cannot be dropped.

- Drop Upgrade: Drops acquired weapon upgrades. Upgrades for held weapons are dropped first, followed by those for each slot in ascending order. If a weapon has both upgrades acquired, Alt Fire upgrades are dropped first while Alt Fire is engaged; passives will drop first if not.

- Previous Weapon: Cycles the held weapon to the previous weapon.

- Next Weapon: Cycles the held weapon to the next weapon.

- Weapon Slots: Instantly switches to the indicated slot's weapon. Super Shotgun takes priority over Shotgun in PvE modes.

Actions

- ᴥ Use active ability: Activates a Champion's active ability.
- ᴥ Use/Open: Interacts with objects & doors in Campaign maps.
- ᴥ Taunt: Manually trigger the player's Champion to taunt.
- ᴥ Show Scoreboard: Displays current team/player scores in PvP modes.
- ᴥ Open lootbox: Opens any lootboxes you have collected in PvE modes.
- ᴥ Automap: Opens *Doom*'s top-down automap. Additional automap controls & customisation options are located under All Engine options.

Game

- ᴥ Change class: Opens the Champions Menu. Only useful in net games.
- ᴥ Champion info: Opens the information screen for the player's champion. Displays Weight/Movement Class, Stacks, Abilities & Lore.
- ᴥ Join the game: Allows a spectating player to join Multiplayer games. If no player slots are vacant, the player is placed in the join queue.
- ᴥ Ready to play: Sets the player's status to "Ready" during warmup.
- ᴥ Chat: Opens the global chat window for talking to all players.
- ᴥ Team Chat: Opens the team chat window for talking to allies only.
- ᴥ Vote yes: During an active vote, sets the player's vote to "Yes".
- ᴥ Vote no: During an active vote, sets the player's vote to "No".
- ᴥ Quick Save: Saves current Campaign progress to a chosen save slot.
- ᴥ Quick Load: Loads Campaign progress from the quick save slot.

Spectating

- ᴥ Join spectators: Removes the player from a Multiplayer game, allowing them to continue spectating it without leaving the server.
- ᴥ Spectate killer: Toggles automatically spectating the player's killer on death.
- ᴥ Spectate next: Cycles to spectate the next player.
- ᴥ Spectate previous: Cycles to spectate the previous player.

Misc

- ᴥ Open Console: Opens *Doom*'s internal command prompt console.
- ᴥ Screenshot: Takes an in-game screenshot.
- ᴥ Screen size up: Increases the screen's magnification. Larger screen sizes will remove HUD elements.
- ᴥ Screen size down: Decreases the screen's magnification. Smaller screen sizes will apply a textured border.

5.5. Video

- ᴥ Fullscreen: Toggles running the game in either fullscreen (**OFF**) or windowed mode (**ON**).
- ᴥ Vertical Sync: Toggles Vertical Sync; prevents screen tearing/stuttering.
- ᴥ Resolution: Opens a submenu that displays screen resolution options available for Q-Zandronum. Clicking "Aspect Ratio" filters options by the following aspect ratios: All, 4:3, 5:4, 16:9, 16:10, 17:10 & 21:9.
- ᴥ Max FPS: Scales the maximum framerate cap (0-1000).
- ᴥ Display FPS: Toggles an FPS counter, displayed top-right in the HUD.
- ᴥ Field of View: Scales the in-game field of view (0-120).
- ᴥ True horizontal FoV: Toggles scaling the horizontal FoV to match the vertical FoV. Toggling **OFF** horizontally "squashes" the FoV.
- ᴥ Particles Limit: Scales the maximum number of on-screen particles that the game will render (500-10000).
- ᴥ Voxel models: Toggles replacing pickup sprites with 3D voxel models.
- ᴥ Lights quality: Sets the complexity of rendered light sources, including from map lighting, pickups, projectiles, explosions, etc.:
  Simple: Basic light & shadow rendering.
  Advanced: More accurate light diffusion. Corrected colored light blending. Pickups emit colored light.
  Complex: Custom shader unique to QC:DE. Offers detailed light reflections.
  Off: Disables all non-vanilla *Doom* light sources.
- ᴥ Troubleshoot: Opens a submenu offering several quick solutions to common performance issues.

5.6. Sound

- ᴥ Volume control: Scales the volume (0-1) of the following categories:
  Sounds: In-game sounds (Champions, Weapons, Pickups, Monsters, etc.).
  Music: OST & Midi music.
  Menu: Main Menu interaction sounds,
  Announcer: In-game announcer callouts.
- ᴥ QC:DE OST playback: Toggles track progression for the Official Soundtrack by Michael Markie to play during levels:
  Strict: Track progression follows set album order.
  Shuffled: Track progression is randomised clientside.
  Randomised: Track progression is randomised serverside.
  Level MIDI: Disables OST playback. Maps will default to their set MIDI track.
- ᴥ Sound Backend: Changes the sound backend API between OpenAL & FMODEX.
- ᴥ Midi Device: Changes the device used for Midi track playback.

5.7. Skins

This menu allows for weapon skin customisation, which changes the HUD sprites, sound effects & (depending on the weapon) projectiles for all twelve weapons in QC:DE's main arsenal. Clicking on the skin preview images cycles through each weapon's available skins, which are applied in-game upon the next weapon switch.

NOTE: Skins are purely cosmetic & do not apply any buffs or stat changes.

Presets

QC:DE offers a plethora of skins categorised under preset themes. Interacting with these buttons automatically applies that theme's skins to all weapons at once:

- ᴥ Default: The tried & tested Champion's tools. QC:DE's default arsenal.
- ᴥ QC:DE 1.0: Blast from the past! QC:DE's Version 1.0 default arsenal.
- ᴥ Quake I: Shub-Niggurath awaits once more! *Quake I*'s full range of ochre firearms, with an additional Railgun skin inspired by Ranger's playermodel gun.
- ᴥ Quake II: COMPUTER UPDATED – Powerful firearms obtained! *Quake II*'s sci-fi Strogg arsenal, with additional weapons from Quake II Mission Pack: Ground Zero.
- ᴥ Quake III: Welcome back to the Arena! *Quake III: Arena*'s vintage guns for the veteran Arena Master.

- Quake IV: Firearms fit for any Space Marine/Tactical Transfer worth their salt. *Quake IV*'s arsenal of SMC & Strogg weaponry.

- ET:QW: Supply Drop approved, on our way! *Enemy Territory: Quake Wars*' combined GDF/Strogg arsenals.

- Half-Life: Relieved Government Property – Acquired. *Half-Life*'s arsenal of conventional & experimental firearms, with additional weapons from *Half-Life: Opposing Force* & *Team Fortress Classic*.

- Serious Sam: I smell some Serious Firepower around here! Sam's iconic arsenals from *Serious Sam (Xbox)* & *Serious Sam 2*.

- Class-based: Skins are dynamically set based on the currently-used Champion. The following table outlines which theme every Champion has been assigned:

Default	**Blazkowicz**	**Nyx**	**Lo Wang**
	Lucienne	**Inquisitor**	**Keel**
	Sorgaul	**Eradicator**	
QC:DE 1.0	**Doom Slayer**	**Corvus**	**Galen**
	Menelkir	**Zedek**	
Quake I	**Ranger**	**Intruder**	**Painkiller**
	Caleb	**Vor Matur**	
Quake II	**Grayson**	**Bitterman**	
Quake III	**Sarge**	**Hunter**	**Orbb**
	Major		
Quake IV	**Kane**	**Durandal**	**Eleena**
ET:QW	**Terminator**	**Brock**	
Half-Life	**Freeman**	**Postal**	
Serious Sam	**Duke Nukem**	**Sam**	

5.8. PvE

Monster Themes

- Native Themes: Toggles PvE monster themes packaged with QC:DE. Any changes to these toggles will only take effect when starting a now game; monster sets cannot be set mid-game. In PvE Multiplayer, server dictates loaded monster sets, with the following option all being grayed out for connected clients:
  Quake I: ON by default.
  Quake II: ON by default.
  Quake IV: ON by default.
  Doom/Freedoom: OFF by default. Standard *Doom/Freedoom* monster set.
  Doom 2016: ON by default.

- Custom Themes: Opens a submenu displaying toggles for any loaded custom monster themes. Loaded themes will appear in the bottom-right corner during title sequence & can be quickly viewed in-game game using the "pukename themes" console command. Custom themes can be downloaded separately from the addon section on [QC:DE's MODDB page](). Examples of Custom Monster Themes include:
  Heretic
  Hexen
  Strife
  Duke Nukem
  Shadow Warrior
  Blood
  Wolfenstein 3D
  Half-Life
  Half-Life 2
  Serious Sam
  Chex Quest!
  & many more...

- Shuffle Mode: Sets how Monster Themes are applied in Campaign:
  Per-monster (AEoD-Like): Randomly replaces all monsters in a map with those from any activated themes, akin to Aeons of Death.
  One theme per-map: Upon map load, one of the activated themes is applied to that one map; upon loading the next map, a different theme is applied.

- Skirmish Rogue: Toggles the following PvE Campaign ruleset:
  Randomised weapon, item & monster spawns: Any of these entities can appear in any spot where there is a defined spawn, e.g. a health bubble might spawn instead of an Archvile, a Cyberdemon might appear instead of a Zombieman, a Powerup may fall out of a killed Revenant; it's all random.
  No progression between levels: Each map is similar to a "pistol start", resetting any weapons/ammo/upgrades acquired in the previous level. As a result of this, lootboxes will not be rewarded upon 100% map completion. Don't get attached to your inventory.
  Randomised starting loadout & lootbox: At the start of a map, players are equipped with a couple weapons in addition to their selected starting weapon. Players are also given a random starting lootbox (can be any of the 3 types) to help them out on their journey.
  NOTE: Skirmish Rogue's spawn randomization may result in some awkward spawn replacements for "final levels", i.e. the Cyberdemon fought at the end of *Doom*'s Ep.2 might be replaced with a very weak monster, or perhaps the ultimate enemy: an ammo box. In such case, the map in question will end immediately.

Misc

- Level change effect: Sets the screen transition effect when changing levels. Options include: **Melt** (*Doom* default), **Burn**, **Crossfade** or **None**.

6. OTHER

6.1. SERVER HOSTING

If you would like to host your own game server, depending on your needs, you have a couple of options:

❧ Utilizing any one of the available Doom server hosting services to easily create servers using a web interface.

❧ Using Doomseeker to quickly set up a temporary server from your own computer.

❧ If you have the hardware or a VPS, running your own dedicated servers for full control.

Using a Doom server hosting service

While hosting a server from your own PC can be convenient, given the possible difficulties detailed in the next section, it might be more feasible to use a hosting service instead. The main difference is that configuring & launching your server is done through your web browser & your server operates on the service provider's hardware. This means you won't have to worry about port forwarding or the risk of your server going down due to technical issues. Therefore, using a hosting service is the easiest & most recommended way to create your own games.

You can also upload your own mod files to these services, which then grants the benefit of Doomseeker automatically finding & downloading them for players who try to join your server.

Keep in mind though, that a free account will only grant you a limited amount of server slots & limited runtime. What this means is that if your server runs without player activity for a given time, it will be killed. This is usually 2 days, but you can restart your server the next time you need it with a couple of clicks.

There are 3 server nodes at the time of writing this guide for different regions:

❧ [TSPG: Painkiller](#) (US).

❧ [TSPG: Euroboros](#) (EU).

❧ [Austral Doom Realms](#) (AUS).

They all share the same interface, so if you get familiar with one, you'll know how to use the rest. It's worth noting, however, that they are ran on separate hardware by different people. That means, your user account, saved server configurations & uploaded WADs are not shared between nodes.

To host an example Deathmatch server, choose the node nearest to your location & register an account.

Log in & head over to the 'Host Server' page. Here, in the top-right corner, you'll find an 'Import config' section. Search for '**QCDE_dm**' & a couple of them should show up in the drop-down list. Select the one authored by **geNia** & click 'Import'.

Your server is now ready to go, so give it a cool name & hit 'Host'.
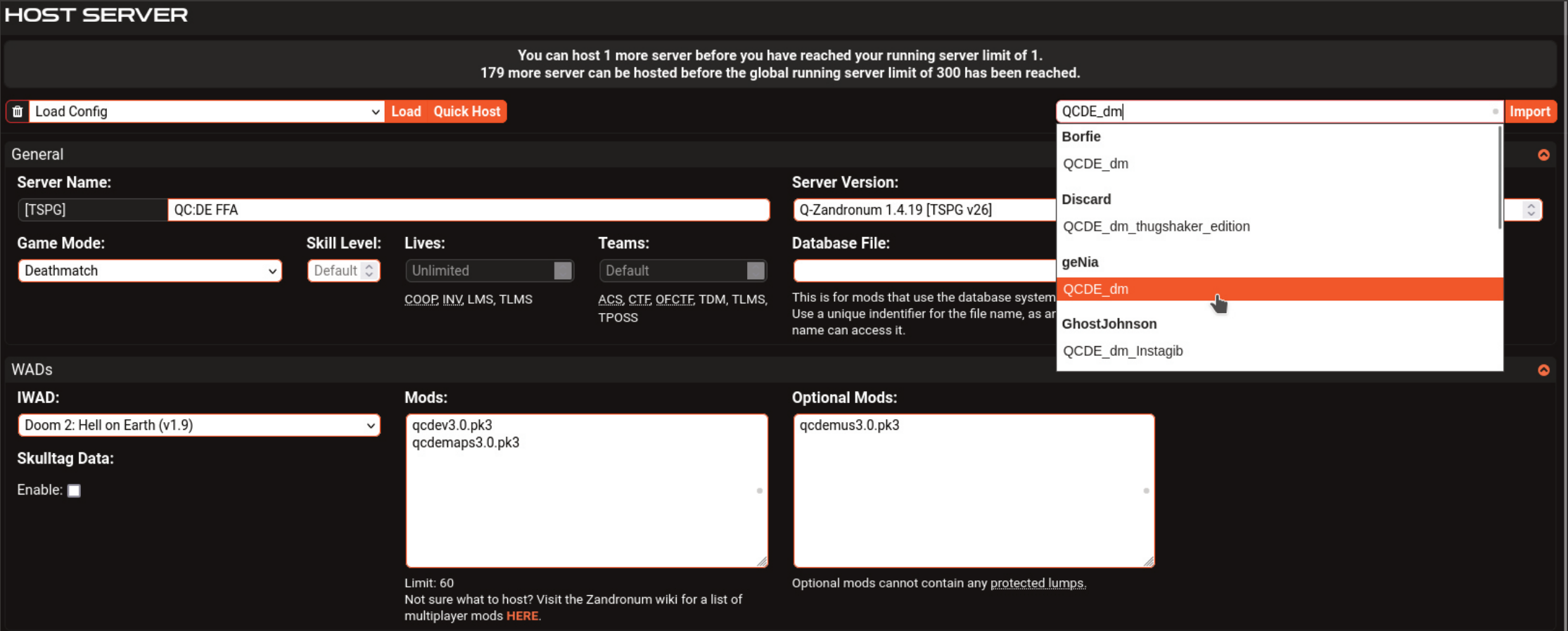
Whichever node you decide to use, it is very important to read the *Rules*, *Policies* & the *FAQ* sections as they contain a lot of additional valuable information.

Setting up a personal game server using Doomseeker

Hosting a server with Doomseeker is also very simple, but this method comes with quite a few drawbacks. After starting the server browser, click on the 'Create game' button, which will open the server settings window. If you installed QC:DE with the installer, settings will come pre-configured for a Deathmatch game & you only need to give your server a cool name & click 'Host server' to get started.

Otherwise, you'll need to check & set a couple of settings:

❧ Make sure the engine selected is Q-Zandronum & the executable path is correct. Give your server a cool name & leave Port at its default value.

❧ Choose a game mode of your liking but don't set difficulty higher than 3, as this setting is mainly used for PvE game modes & will not affect bot difficulty.

❧ You can leave the Map & IWAD fields blank for now as it makes creating your map list easier. For additional WADs, browse in the following files **in the following order**: QCDEv3.0.pak, QCDEmaps3.0.pak, QCDEmus3.0.pak (base mod file, map pack, music pack respectively).

❧ Untick the checkbox for the music pack to make it an *optional* add-on to the game. This means players will not be required to have the music pack to join your server.

❧ Make sure 'Broadcast to master' is enabled below & move over to the 'Rules' tab.
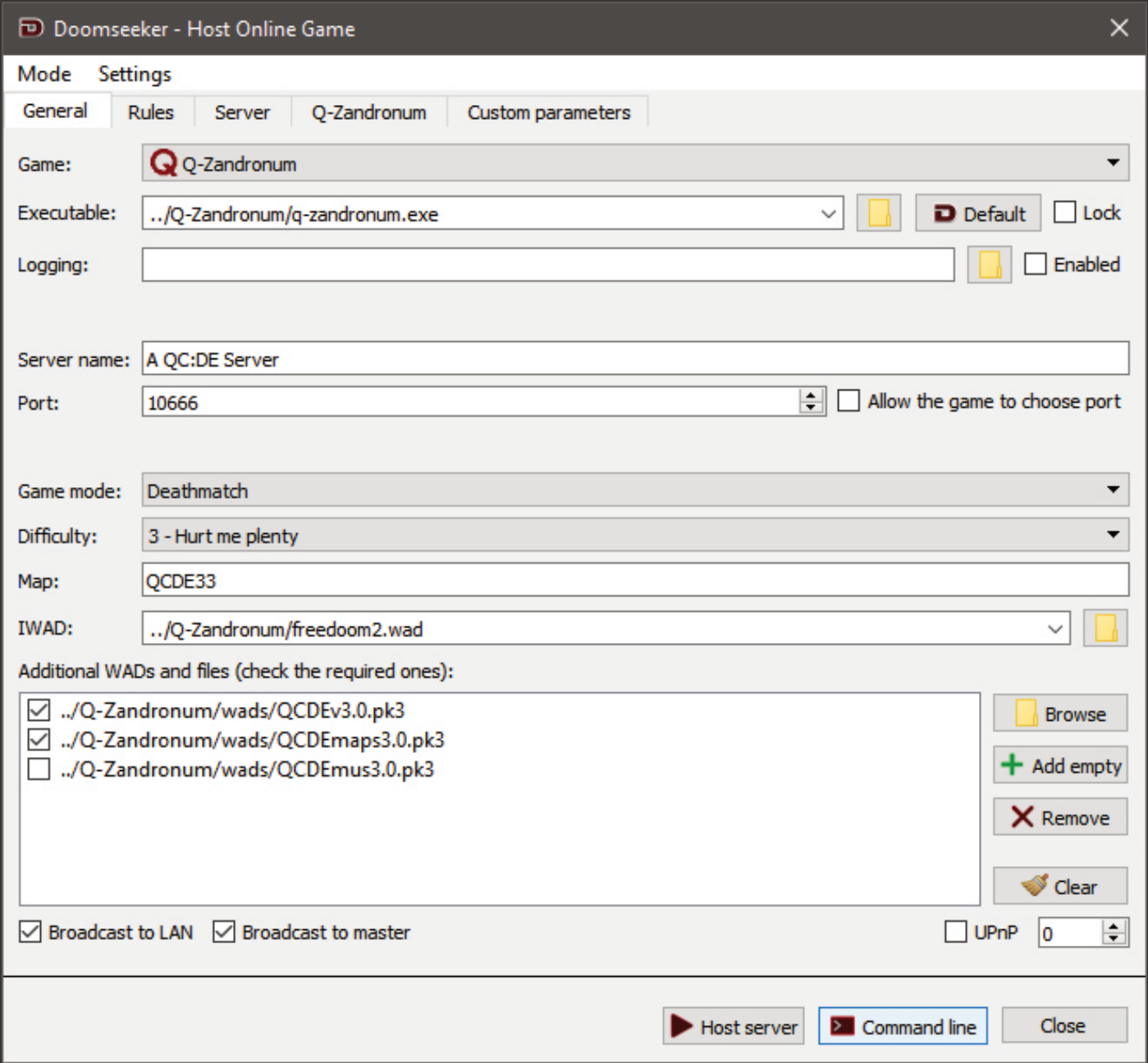
Here you can specify how many players can join your server, apply modifiers (like Instagib) & set the time- and/or frag limit for each match.

- Now, we'll populate the map list with maps by clicking on 'Add from loaded WADs'. In this window, scroll down & untick any **QCIN** & **QCTF** maps as well as **TITLEMAP** & **QCDMHUB**, then click the 'Add' button. If you'd like to have maps follow each other in a random order, tick 'Random map rotation'.

NOTE: Enabling this will make the game ignore the starting map setting on the 'General' tab.
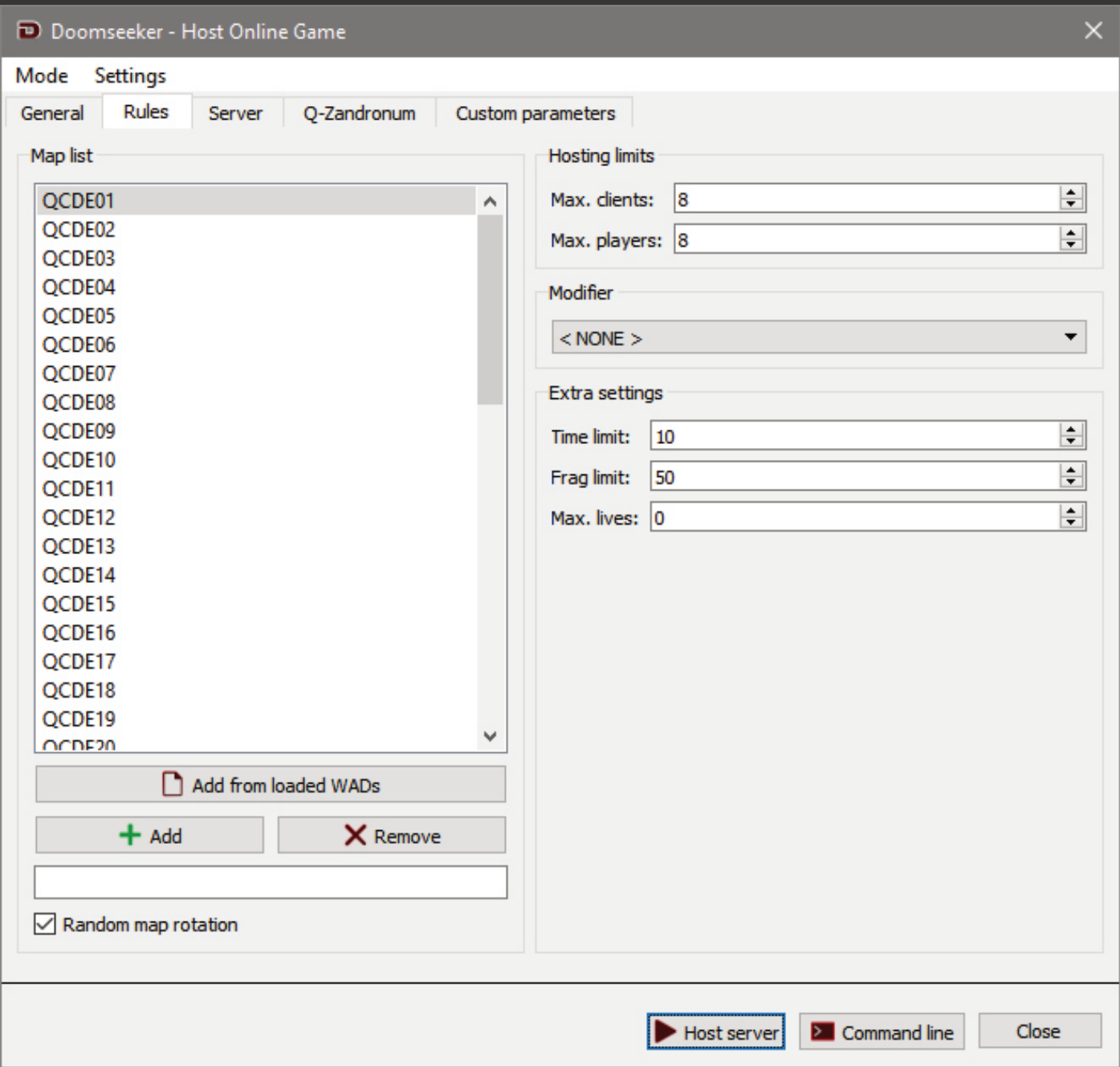
You can now go back to the 'General' tab & browse in an IWAD. For QC:DE this can be **doom2.wad**, **freedoom2.wad** or **freedm.wad**.

In case you'd like to set a password for your server, you can do so on the 'Server' tab. The connect password will be required from everyone trying to *connect* to your server, while without a join password, they will still be able to spectate.

Setting an RCon password is useful, but not too necessary in this scenario. You can read more about remote console in the dedicated server section.

On the 'Q-Zandronum' tab, you will find additional game settings called flags. You do not need to worry about these as QC:DE will set them automatically.

Lastly, under 'Custom parameters' you can set any *Server variables* that are not present on the rest of the pages. For example, displaying item timers or killer stack. We'll dive into those in more detail in the dedicated server section.

Possible problems when hosting from your own network

Hosting from a home network can present some obstacles, the most common being:

- Nobody is able to see your server in the browser.
- You can't see your own server in the browser.

If no one is seeing your server in the browser, or it appears as **NOT RESPONDING** in the server list & you've made sure that you have enabled the 'Update master' option **on** & UPnP **off** the 'General' tab, you will most likely need to set up port forwarding on your router.

This process varies vastly across manufacturers & is outside the scope of this guide. An introductory article on the topic can be found [here](#).

After logging in to your router's settings & finding the port forwarding section, set up a rule to forward UDP packets on the port you specified on the 'General' tab (default: 10666) to your local IP address.

In case you are the only one not seeing your own server, go to your Doomseeker settings (Options -> Configure) & select 'Pinned Servers' from the list on the left. Ensure that the selected engine is Q-Zandronum & click 'Add'. Double-click on the empty 'Host' field & enter the following IP address: 127.0.0.1

Check if the port matches the one you're hosting your server on & click 'Apply'. You should now be able to see your server:
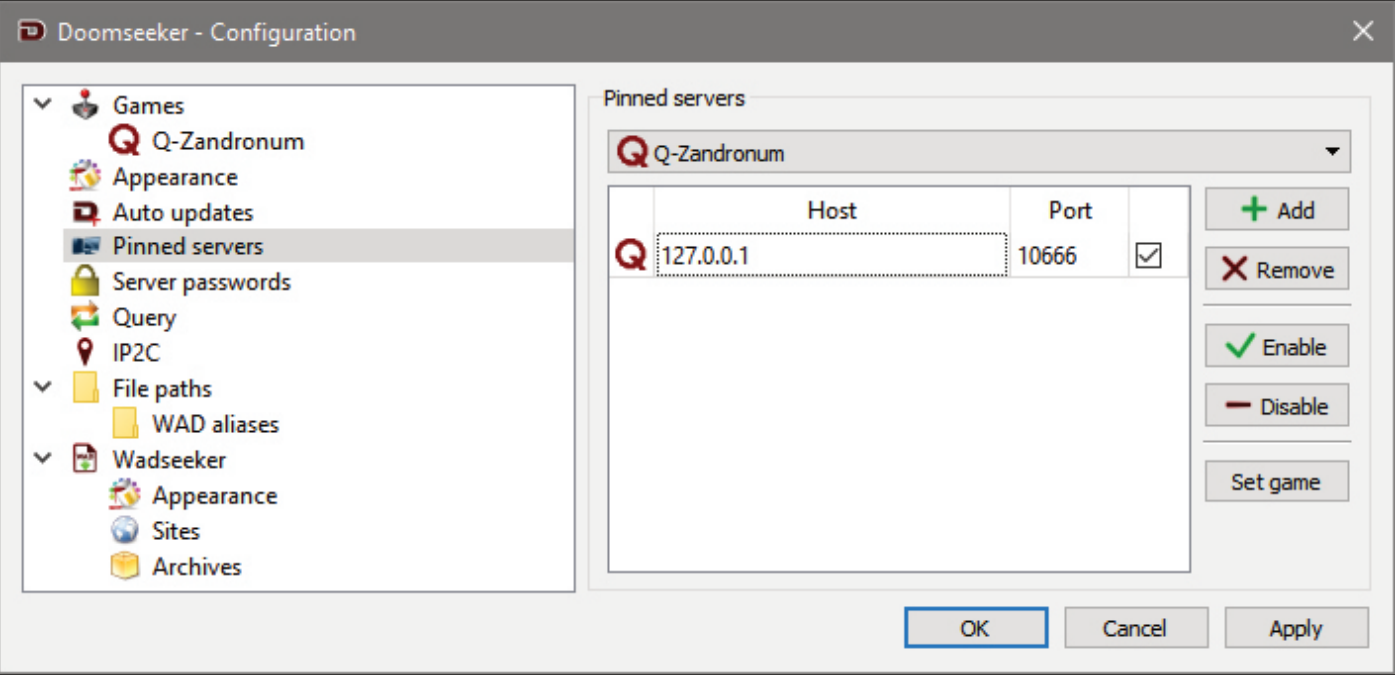
Hosting your own dedicated servers from a Linux CLI

Hosting your servers from a dedicated hosting server or a virtual private server will grant you the most stable environment to work in & allow you full control at the cost of being the more complicated than the rest of the methods detailed earlier.

This guide will assume that you already have such a service subscription or hardware of your own & you have the operating system ready to go. We are also going to use Linux (particularly Debian) for its stability, but the practices detailed below should apply to a broad range of systems. Choosing Debian or one of its derivatives will make getting the engine to work on your server easier, because pre-compiled binaries can be found at the Q-Zandronum website.

In case of dependency problems, you might need to compile the engine yourself.

Installing the engine

To install the engine, download the Linux binaries from the Q-Zandronum website & extract the tarball to **your user's own home directory**. This is very important, since placing the engine in a directory you don't have ownership for, will prevent it from finding WADs, thus launching at all.

Once extracted, run `q-zandronum-server` to have it create a configuration file for itself under `~/.config/zandronum`. Open `zandronum.ini` with your preferred editor & notice the `[IWADSearch.Directories]` & `[FileSearch.Directories]` sections. Upon launch, the engine will look for IWADs & PWADs in these locations, so when specifying what files to load you can simply pass file names in the command line instead of having to specify absolute or relative paths for each one of them. You can add your own folder if you'd like, but using the configuration folder is just as fine.

NOTES:

- ❤ `zandronum.ini` should not be edited while any instance of the program is running. Configurations get saved upon exit, so your changes will just be overwritten when you close any running instance.

- ❤ If you run a firewall, like `ufw` for example which comes pre-installed by several VPS providers, you may need to allow network traffic for the engine.

Tip: If you run into library dependency issues, you may try to utilize the `LD_LIBRARY_PATH` environment variable in your launcher script, just be smart about it & don't set it system-wide!

Obtaining the Mod Files

All QC:DE mod files can be found & downloaded from any one of the Doom server hosting services. As you might want to download several mod files & add-ons (monster sets, map packs, etc.), it's recommended to make this task as easy as possible early on.

You can write a simple bash script for the task that takes a file name as an argument, then invokes wget to download & save the requested file from the hosting service of your choice. An example script written by Klaufir can be found here.

NOTE: Doom server hosting services automatically convert all file names to lowercase for the sake of simplicity.

At minimum, you'll need to download 3 files for the base mod: `qcdev3.0.pk3`, `qcdemaps3.0.pk3` & `qcdemus3.0.pk3`. It's recommended to explore the available addons, monster sets & map packs, so that you can later decide what kind of games you'd like to host. Also, take note of the files ran by other servers to get an idea on what files are required by certain game modes.

Creating a Configuration File

Configuration files are a powerful tool for server hosting. You can store various settings for different game modes & apply them all with only one command. You can even execute multiple of them after one another if you'd like to separate general configuration from gamemode-specific entries. Using config files cleans up your launch commands & makes it easier to change values later.

NOTE: Everything you specify in these configuration files can also be changed later when the server is running. The only thing that cannot be changed are the loaded WADs. You can not load more, nor unload unneeded ones without a restart.

To host a Deathmatch server, for example, create an empty text file & include at least the following lines:

```
sv_hostname "My cool QC:DE FFA server"
sv_minplayers 4
sv_qcdepowerups 1
sv_qcdebfg 1

sv_showitemtimers 1
sv_showstackleft 1
sv_railjump 0
sv_cheats 0
```

```
skill 2
botskill 2

fraglimit 50
timelimit 10


deathmatch 1; duel 0; lastmanstanding 0; teamplay 0; teamlms 0; domination 0;
skulltag 0; ctf 0; instagib 0
rocketarena 0; buckshot 0; cooperative 0; survival 0; invasion 0; qc_elderssoul 0;
qc_freezetag 0
```

Populating the map list with maps using a config file can also make more sense rather than doing it on the command line. Each map you'd like to add onto the rotation list has to be added by the `addmap` command.

In this example we'll use a separate file for the map list, so go ahead & create one, then include your maps of choice.

```
addmap QCDE01
addmap QCDE02
and so on...
```

Once again, you do not need to worry about setting DM- or CompatFlags, as the mod sets them automatically. If you'd like to change a flag that is automatically set by QC:DE to a certain value, you'll need to make that change after launching the server.

There are many more server variables at your disposal, it's highly encouraged to get familiar with at least the most important ones. Please consult the **Console configuration** section of the Zandronum Wiki for a comprehensive list of server & console variables & commands.

The Launcher Script

Depending on your needs, this script can be a one-liner for starting a specific server or a full-fledged utility that is capable of launching multiple kinds of servers. For this guide, we keep things simple, but even writing a more complicated solution is, in the end, only string manipulation.
Now that we have most of our settings in config files & WADs in locations where the engine will find them, our launch command will be as simple as:

```
/home/<YOUR USER>/q-zandronum/q-zandronum-server -port 10666 -iwad freedoom2.wad -file
qcdev3.0.pk3 qcdemaps3.0.pk3 qcdemus3.0.pk3 -optfile qcdemus3.0.pk3 \
    +exec "/home/<YOUR USER>/.config/zandronum/serverconfigs/FFA.cfg" \
    +exec "/home/<YOUR USER>/.config/zandronum/serverconfigs/maplist.cfg"
```

Save the launch command to a script file & you're done! An example launcher script that you can also use & tailor to your needs (or base your own on) can be found here.

Tip: If having trouble figuring out the launch command, fire up Doomseeker & open the 'Create game' window. Make sure 'Mode' is set to Online, configure your game on the GUI, then hit the 'Command Line' button. It will generate a launch command for you with your settings that you can edit to suit your hosting environment.

Running multiple servers

Now that we have a way to start our server quickly, we need to ensure it keeps on running after we close our SSH connection, or even have multiple servers running at the same time. You can either use `nohup` & run your servers in the background or use a terminal multiplexer like `tmux` or `screen`.

The Remote Console (RCon)

The remote console is another powerful tool in the hands of a server administrator. Through RCon, you can access your server console from in-game or any utility that supports it (Doomseeker, for example).

Using the RCon requires you to first set an RCon password on your server. This can be done via the `sv_rconpassword` server variable either by editing `zandronum.ini` or a running server's STDIN.

Once you have your password set, you can right-click your server in Doomseeker & click 'Remote console'. To connect from in-game, you'll need to first send the server the correct password with the `send_password` command, then prefix every command or variable intended for the server with rcon.

For example, to change your Deathmatch server to a Team Deathmatch server on the fly, you'll issue the following commands:

```
send_password 123456
rcon teamplay 1
rcon sv_hostname "My cool QC:DE TDM server"
rcon map qcde01
```

Differences between `map` & `changemap`, and when to use them

You may notice that in the above example we had to change the map to apply the newly set game mode with the `map` command. This will essentially reset the game along with changing the map, meaning that in round-based PvP modes (like Duel) queues will reset & in PvE modes players will lose their inventory.

Players on your server may vote for a map change using either method, so it's strongly recommended to disable hard map change votes by setting the `sv_nomapvote` variable to true. Players may still vote for a soft map change with `changemap` that will have no side-effects.

Using bots in your server

QC:DE can maintain a minimum player count on your servers by automatically adding bots when needed. This behavior is controlled by the sv_minplayers variable.

Setting it to 4, for example, will add 3 bots to the game when 1 human player is present & automatically remove bots when new players join the game. In case you would like to remove all bots, you first need to disable automatic bot amount adjustment, then remove them by issuing the following commands:

```
sv_minplayers 0
removebots
```

Now with `sv_minplayers` being set to 0, you can manually control the number of bots in the game with the `addbot` & `removebot` commands. Be mindful, though, that bots consume a fair amount of resources, so keep an eye out for CPU & RAM usage.

Conclusion

Hopefully this chapter has provided you with some basic knowledge of server hosting & gave you the confidence to go & try to host your own games. We have barely scratched the surface, so keep on exploring & experimenting! There are so many more game modes, add-ons, console commands & server variables that await discovery!

Useful links

- Zandronum console configuration
- Zandronum command line parameters
- Zandronum game modes
- Zandronum game server troubleshooting
- Q-Zandronum Wiki
- Zdoom console

6.2. SERVER SETTINGS

TL;DR: you can use presets listed below:

Description	Code
Enables bot text chatter	bot_allowchat 1
Player speed scalar, [70-130] in steps of 5	sv_playerSpeed 100
Visual representation of damage dealt	sv_showDamageNumbers 1
Active ability cooldown scalar	sv_cooldownPercentage 100

IMPORTANT: QC:DE has it's own skill definitions.To start PvP games with regular damage, use "skill 2"; if you use "skill 3" all weapons will deal x1.5 the expected damage.

6.3. VARIABLES

The following is a list of server & client variables unique to QC:DE, including defaults.

SERVER

- **sv_QCDEPowerups**: Controls spawning Power-ups in PvP.
  0: Never spawn Powerups.
  1: Always spawn Powerups.

- **sv_weaponrespawncvar**: Controls weapon respawn time, scaling from 0 seconds (default) to 5. Generally, all weapons except the BFG respawn after 1 second. In Duels, weapons respawn after 5 seconds.

- **sv_QCDEBFG**: Controls spawning BFG10K in PvP.
  0: Never spawn BFG.
  1: Always spawn BFG.

- **sv_showItemTimers (true / false)**: Shows item respawn timers like in Quake Live & Quake Champions, excluding Duels.

- **sv_showStackLeft (true / false)**: Displays your killer's remaining stack like in QC, excluding in Duels, where it is enabled through sv_showStackLeftInDuels (true / false).

CLIENT

Description	Code
Vertical list of weapons on the right	cl_showWeaponBar true
Shows current speed in mapunit/sec	cl_speedometer false
Audio feedback when hitting targets	cl_hitbeep true
Player-colored triangle above players in Cooperative	cl_allyMarkers true
Taunt on kill & map completion	cl_autoTaunt 1
Open lootboxes immediately, not requiring invuse	cl_autoOpenLootboxes 0
Displays various medal awards in PvP	cl_qcmedals 1

Player speed in competitive

For objective-based competitive modes, i.e. Capture The Flag, we recommend lowering player speed. Quake Champions speed is most closely matched with sv_playerSpeed 75.

Monster themes in Cooperative

Monster themes for Cooperative are controlled by [theme0..theme3] boolean server variables, in this order: *Quake 1*, *Quake 2*, *Quake 4*, *(Free)Doom*, *Doom 2016*.

For example, to shoot some intermixed Strogg, use:

```
theme0 false;  theme1 true;   theme2 true;   theme3 false;  theme4 false
(Quake)        (Quake II)     (Quake IV)     ((Free)Doom)   (Doom 2016)
```

DMFLAGS presets

QC:DE also defines a few aliases that you can use that all set up best combination of flags per game mode. Think of these as of presets. You can apply recommended settings using just one command for each mode. For example, to set up a deathmatch game, execute qcde_dm, possibly set fraglimit, & change map. The aliases are as follows:

Preset	Code
Deathmatch (free-for-all)	qcde_dm
Duel (Deathmatch of 2 players)	qcde_duel
Last Man Standing (limited lives Deathmatch)	qcde_lms
Team Deathmatch	qcde_tdm
Team Last Man Standing	qcde_tlms
Domination (teams capture sectors & maintain control)	qcde_dom
Skulltag (teams carry frag tokens to pillars)	qcde_st
Capture The Flag	qcde_ctf
Instagib	qcde_ig
Buckshot	qcde_bs
Rocket Arena	qcde_ra
Cooperative	qcde_Coop
Survival (limited lives Cooperative)	qcde_surv
Elder's Soul	qcde_es
Team Elder's Soul	qcde_tes
Unholy Trinity	qcde_ut
Random Loadout	qcde_rw
Lightning Storm	qcde_ls
Invasion	qcde_inv
Survival Invasion (limited lives)	qcde_inv_surv
Freeze Tag	qcde_ft

6.4. LOOTBOXES

Lootboxes are PvE-exclusive feature directly inspired by Quake Champions' infamous (& now-retired) monetisation system. However, instead of purely cosmetic Champion vanities & weapon skins, QC:DE's Lootboxes reward players with a plethora of temporary & permanent boons, providing all Champions a powerful leg-up against even the most relentless of monster hordes.

Lootboxes are rewarded to players in all PvE modes, both Singleplayer & Cooperative, as follows:

- Campaign & Survival: One Lootbox rewarded to all players upon killing all monsters & finding all secrets in a map.
- Skirmish Rogue: One Lootbox rewarded to all players at map start. Additional lootboxes may spawn in maps as pickups.
- Invasion: One Lootbox rewarded to all players at the start of each round.

Lootboxes come in the following three varieties, ordered left-to-right by rarity:

Backpacks   **Chests**   **Reliquaries**

Shared Reward Types

While the above lootbox types each has their own reward pools, many of these rewards provide shared effects that fall under the following categories:

- Weapons & Upgrades: Rewards the indicated weapon(s)/upgrade(s). Already-acquired weapons/upgrades add ammo.
- Ammo refills: Refills all ammo types by the stated percentile of each type's max capacity.
- Ammo capacity upgrades: Increases the maximum capacity for all ammo types.
- Active Ability Cooldown Reductions[1]/Ammo Capacity Upgrades[1]: When a Champion's active ability cooldown starts, the timer is immediately reduced by the stated percentile. Slot Superweapon active abilities that lack cooldowns will instead have their max ammo capacities increased.

- Pickups & (Delayed) Powerups: Immediately applies the effects of the indicated pickup/powerup. Campaign lootboxes will reward players with Delayed Powerups, whose effects are applied upon starting the next map instead of immediately.

- Extra Max Stack: Increases the indicated stack type's natural value by +25 points. This stack increase does not overwrite a Champion's overstack value.

- Improved Pickups: Improves the effectiveness of pickups belonging to the indicated type by 50%. See the Reliquary rewards table for the specific pickups improved by these upgrades.

Backpack rewards:

Icon	Reward
N/A	Random Weapon
N/A	Two Random Weapons
	10% Ammo Refilled
	-5% Ability Cooldown/ Increased Ability Ammo Capacity[1]
	Mega Health
	Heavy Armor[2]
	Mega Charge

Chest rewards:

Icon	Reward
N/A	Full Arsenal
N/A	Random Weapon Upgrade
	33% Ammo Refilled
	50% Ammo Refilled
	Full Ammo
	Extra Ammo Capacity
	-10% Ability Cooldown/ Increased Ability Ammo Capacity[1]
	(Delayed) Quad Damage
	(Delayed) Protection
	(Delayed) Infinite Ammo
	(Delayed) Pentagram
	(Delayed) Infinite Ammo + Protection
	(Delayed) Protection + Quad Damage
	(Delayed) Quad Damage + Infinite Ammo

Reliquary rewards:

Icon	Reward
N/A	Full Arsenal
N/A	Fully Upgraded Weapon
	Full Ammo
	Extra Ammo Capacity
	-50% Ability Cooldown/ Increased Ability Ammo Capacity[1]
	Extra Max Health
	Extra Max Armor
	No Overstack Degeneration[3]: Health & Armor overstack will no longer degenerate over time.
	Longer Powerup Duration[†]: Doubles the duration of Quad Damage, Protection, Infinite Ammo & Pentagram powerups.
	Improved Health Pickups[†]: Applies to Medium/Big/Mega Health, Heart & Mega Charge pickups.
	Improved Armor Pickups[†]: Applies to Shield, Heavy Armor & Mega Charge pickups.
	Improved Hourglass Pickups[†]: Applies to Hourglass & Big Hourglass pickups.

Notes:

- Rewards marked with a "†" will only be rewarded to players a single time, after which they are then removed from their designated lootbox's reward pool.

- Active Ability Cooldown Reductions will only be rewarded so long as a player's total cumulative reductions do not meet or exceed -50%; once it reaches this threshold, these rewards will be removed from their respective lootbox pool.

- Due to the above condition, the total cooldown reduction for a player's Active Ability can vary broadly depending on the rewards they receive before hitting or surpassing the -50% threshold, from as low as -50% to as high as -95%.

- Rewards marked with a number will not be awarded to certain Champions, typically due to redundancies or unique circumstances brought on by those Champions' base attributes &/or abilities:
    1: Sarge & Brock cannot receive these rewards as they lack an Active Ability.
    2: Vor Matur cannot receive this reward as their lack of Armor Stack prevents them from fully benefiting from the reward.
    3: Sarge & Brock cannot receive this reward as both possess passive abilities that already grant them the reward's effects.

- Extra Ammo Capacity rewards will increase capacities by different amounts depending on the ammo type, with capacity rewards being repeatedly given until reaching a maximum increase threshold. The amounts by which different ammo types are increased, as well as their maximum capacities, are as follows:

Ammo Type	Capacity Increase		
	Chest	Reliquary	Max Total Capacity
Bullets	+20	+100	500
Shells	+5	+20	110
Nails	+20	+100	400
Bolts	+5	+25	100
Rockets	+5	+25	130
Coils	+15	+75	450
Slugs	+5	+25	90
Cells	+2	+10	50

- Ability Ammo Capacity rewards will provide different increases depending on what ability weapon they're applied to, with Reliquaries awarding that weapon's maximum cumulative increase. Capacity Increase rewards for each weapon are as follows:

Weapon	Capacity Increase			
	Backpack	Chest	Reliquary	Max Total Capacity
Freezethrower (Duke Nukem)	+6	+12	+60	60
Serious Minigun (Sam)	+15	+30	+150	150

6.5. ELDER'S SOUL

This mode is very similar to Zandronum's "Terminator" gamemode, which is unsupported by QC:DE. Instead, Elder's Soul is our own take on this mode. A demon soul **spawns** in the map. When a champion picks it up, they become the Soul Carrier, acquiring the Elder's powers. Fragging the Soul Carrier rewards 10 frags at once.

Soul Carriers are blessed by the Elder's powers:

- Maximum overstack of health & armor upon picking up the soul.

- Massive power, dealing x4 damage.

- Said damage power lasts for as long as you're alive.

But they're also affected by it's curse:

- All health & armor quickly degenerates. Every 10 frags increases the rate of degeneration.

- If you die by health degeneration, you lose 10 frags.

- Can't use active abilities while carrying the soul.

Additional things to consider:

- The Soul Carrier is unable to pick up Quad Damage or Protection.

- If a player carrying Quad/Protection acquires the Soul, they will drop the Quad/Protection.

- Champion passives that typically nullify stack degeneration (Sarge's "Veteran", Lucienne's "Blessing", etc.) cannot prevent the degeneration brought on by the Soul's curse.

- Blazkowicz's passive "Blitz" cannot trigger when carrying the soul, due to constant health degeneration.

- The Soul Carrier's degeneration of health/armor is inversely proportional to the champion's weight class; Heavy champions degenerate faster, while light champions degenerate slower.

6.6. F.A.Q. (FREQUENTLY ASKED QUESTIONS)

Q: Will you add different outfits/skins to the champions, unlockables, runes, etc?

A: No. Doing all that in Quake Champions takes a paid AAA team & a couple years of development. We have limited time & resources to produce a mod; besides, all that is cosmetic stuff, & we'd rather focus in having something functional than a bunch of cosmetic things that serve no purpose, weapon skins notwithstanding.

Q: Will you add <insert character here> as a champion?
A: We are not lacking in new champion ideas to possibly add & we already have plans for new ones later. However, we might take into consideration suggestions for new champions; still, we select new ones very carefully, considering how useful they would be, availability of resources (full sprite sets, sounds, taunt lines), technical limitations, overall balance, etc.

Q: bones when?
A: Tomorrow…

Q: Will you add a Lamborghini car as a playable champion?
A: No comment

6.7. KNOWN BUGS

- Weapon hitsounds will play when hitting friendly players in PvP – No way around that.

- Inquisitor's shield will block both friendly & enemy attacks in PvP – This is an unfixable issue. Shield should only be used in PvE, or as a completely defensive tactic in PvP.

- When picking up a Quad Damage while firing a rapid-fire weapon (MG, HMG, NG, SNG, LG), the quad-enhanced firing sound will not play until you stop firing & start again. Same will happen when quad wears off but you're still firing: the quad sound will continue playing despite the power-up having worn off – This does NOT affect the damage increase. Damage will be increased for as long as you have the power-up indicator in the HUD, regardless of the sound.

- Sound might occassionally be replaced by other sounds – There's only so many channels per actor in game & sounds sometimes override each other.

- In Cooperative games, if you try to change class without dying when switching levels, on the next map the player state would be messed up: icons, portraits, abilities, stacks, will be displayed & applied incorrectly – To prevent this, if the game detects a messed up state (mixed stats & abilities) it will immediately kill the player to reset the class & apply the new one. In Survival, where the number of lives is limited, a death under this circumstance will not subtract any lives.

- Lo Wang & Zedek's sword swinging animations will draw over the HUD & weapon sprite – This is not a bug; it's the best compromise between the ability being responsive or not displaying anything at all.

6.8. CONTACT US

If you have questions or suggestions, you can find us in the following links:

- Official Discord
- Official ModDB
- Doomworld Thread
- Zandronum Thread

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