

V 2.7 Manual

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1. WHAT IS THIS?

QC: Doom Edition" 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 and passive abilities.

2. MAIN FEATURES

- **All weapons from Quake Champions**, with faithful firing times for best transferable experience.
- **Weapon upgrades** that give each weapon a whole new role.
- **31 champions** to play, each with unique abilities.
- Play **Singleplayer, Coop**, Survival Coop.
- Monster sets to mix and match: **Doom, Doom 4, Quake, Quake 2, Quake 4**.
- Play **Deathmatch, Duel, Capture the Flag, Domination, Elder's Soul** (and more!)
- Compatible with **GZDoom** from 1.9.1 to 4.x+ (for Singleplayer + fancy effects)
- Compatible with **Zandronum 3.0** (for SP and all types of multiplayer)
- Compatible with **Delta Touch** and (for Quakin' on the go!)
- Enhanced Deathmatch bots for both local and public use.
- **AeonQCDE**: a dedicated version of AeonDM (33 maps, Cacoward) with custom spawn points for a better Quake-like experience.
- **QCDEmaps**: a set of 43 QCDE-specific maps, including both original and demakes from QC, Q1, Q3, Q4, QL and Doom 4.
- **Optional soundtrack** by Michael Markie with original songs and covers of well-known favorites.
- More Official addons like **Voxels** and **HD Portraits** all of which can be found here
- An awesome Discord community, were you team up, duel, meme and partake in events.
- Damage numbers, speedometer, in-game champion info screens, and tons of customization with very sane defaults.
- Lootboxes! For free!
- And more!

3. CHAMPIONS OVERVIEW

There are three main types of champions:
Light (AKA squishies): Smaller than average hitbox, low stack, generally fast.
Medium Standard Doom hitbox, medium stack, medium speed.
Heavy (AKA tanks): Big hitbox, large stack, slower movement.

All champions have health/armor caps (stack). The stacks are "lower" compared to Doom, and light champions seem rather fragile, since they have low caps for health and armor. However, this is balanced by their abilities. Light champions have ways of healing or escaping dangerous situations (as opposed to tanks which are more about dealing with danger face to face).

The fact that stacks are relatively low overall, is compensated by the fact that healing items give more health than in Doom, and armor is much more common. Therefore, you might lose health quickly, but as long as you have an escape route, you can gain it back in a heartbeat.

Light	Medium	Heavy
Kane	**Ranger**	**Terminator**
Caleb	**Doomslayer**	**Zedek**
Menelkir	**Corvus**	**Inquisitor**
Nyx	**Bitterman**	**Sorgaul**
Durandal	**Galen**	**Keel**
Lo Wang	**Duke Nukem**	**Eradicator**
Eleena	**Sarge**	**Vormatur**
Lucienne	**Grayson**	**Major**
Hunter	**Blazkowicz**	**Serious Sam**
Postal Dude	**Freeman**	
	Intruder	

DISCLAIMERS
For Singleplayer, "Medium" champs are recommended. Light champs are very small and can sometimes fit through places players aren't supposed to fit. Heavy champs are considerably bigger and won't fit in places you'd expect the default Doom marine to fit. You can play with any class, but keep in mind that you may break maps or get stuck.

Despite the difference in stacks between light/medium /heavy champions, the game automatically adjusts the damage dealt by monsters, so that the experience between different champion sizes remains challenging without being unfair.

If you're playing with GZDoom 4.x (Zscript capable), the game will automatically make all champions the same size as a regular doom player to prevent breaking maps as mentioned above.

4. HEALTH, ARMOR AND POWERUPS

Health pickups exist in 4 varieties:


Green: "Health Bonus", +3 hp, overstacks.


Yellow: Medium health, +25 hp, doesn't overstack.


Orange: Big health, +50 hp, doesn't overstack.


Mega Health: +100 hp, overstacks to a max of health cap +75.

Armor exists in 4 varieties:


Shard (SP/Coop only): +2 armor, overstacks.


Shard (DM only): +5 armor, overstacks.


Shield: +50 armor, doesn't overstack.


Heavy Armor: +100 armor, overstacks to a max of armor cap +75.

Powerups:


Mega Sphere: +100 hp and **+100** ap, overstacks to a max of health/ap cap +75.


Pentagram: Invulnerability.


Quad Damage: All damage you do is **4 times** as deadly.


Protection: All damage you take is reduced by 50%.


Elder Soul: Makes the player the terminator, details are on page 39.

Hourglass: Decreases your ability cooldown by 10%.

MenelkirHourglass: Decreases your ability cooldown by 15%.


Big Hourglass Decreases your ability cooldown by 33%.


Heart(Caleb only): Restores health


Morph Souls: Collecting 6 in PvP or 66 in PvE will transform painkiller into his powerful demon form.

5. STARTING WEAPONS

When you start a game, you'll see a message about pressing a key to select your starting weapon. You can bind a key to change starting weapon in game under **QCDE OPTIONS > QCDE Specific Bindings > Select Starting Weapon**. The opportunity to select a starting weapon is only available in the following scenarios:
- Singleplayer: At the beginning of a new game. Once you select your starting weapon, you can't change it.
- Multiplayer: Every time you join a game, or respawn after death.

The starting weapons for Singleplayer / Coop are a **Machinegun** or **Nailgun**.
The starting weapons for Deathmatch or other DM-derived modes are either a **Machinegun**, **Shotgun** or **Nailgun**.

When you press the "Select Starting Weapon" key, you'll get a popup with the available starting weapons, represented by cardinal directions. Press "forward" to select the weapon on top, "strafe left" or "strafe right" to select the weapon in the corresponding side.

The starting weapons will be automatically upgraded by their upgraded versions when those weapons are picked up.

You can also directly select the starting weapons in **QCDE OPTIONS > Starting weapon** and this will be applied in all subsequent games.

6. WEAPONS IN SINGLEPLAYER /Coop

In singleplayer and Coop you have access to an extensive arsenal. While playing some enemies will drop upgrades for your weapons, an active one and a passive. One for each firearm which has them available. Once picked up, the passive upgrades are automatically activated whenever you use the weapons. The active upgrades can be toggled on/off with the "alt fire" key. The following pages contain an overview of all the ingame weapons.

6. WEAPONS IN SINGLEPLAYER / COOP



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

Slot 2



Shotgun
Good reliable boomstick. Deals a considerable amount of damage with decent spread. Great for dealing with weak monsters or to attack at medium range.

Upgrades



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



Altfire: Explosive Shot
Pellets move slower, but when they hit a surface only, they will explode dealing massive damage. Hitting monsters directly is only slightly stronger than regular shot. Upgrades boost each other's benefits.

Slot 3



Nailgun
Starter weapon. Fires nails. Kinda weak.

Slot 4



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 and uses one single point of ammo. ~~Who would've thought this could be a good weapon in Singleplayer.~~

Upgrades



Passive: Stable Gunpowder
prevents the bolt from exploding mid-air, giving them a very long range of effectiveness.



Altfire: Bouncy Shell
Allows the bolts to bounce around walls and surfaces. Long live the grenade launcher.

Slot 5



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

Upgrades



Passive: Cluster Munitions
When detonating the rocket shoots four additional rockets that slightly home toward the nearest target.



Altfire: Controlled Rocket
Fires a user-controlled rocket. Each rocket deals massive damage. The user takes much less damage while controlling the rocket. Upgrades boost each other's benefits.

Slot 5



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

Upgrades



Passive: Residual Charge
After firing the LG for about a second, it leaves a bolt of residual electricity on the spot. It will automatically damage nearby enemies. Be careful, it can hurt you too.



Altfire: Static Field
When hitting a surface or enemy, it will create a AoE damaging field.

Slot 6

6. WEAPONS IN SINGLEPLAYER / COOP



Heavy Machinegun
Upgraded version of the Machinegun. Much stronger, and the alt fire scope allows for additional damage per bullet at the cost of a slower rate of fire. Picking up this weapon will replace the regular Machinegun.

Upgrades

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

Altfire: Penetration
When zoomed in, bullets will go through enemies. Additionally, the first enemy hit will take extra damage. Upgrades do not boost each other's benefits.

Slot 2



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 vanilla Doom with an imbalanced SSG.~~

Upgrades

Passive: Fastshot
Increases reload speed as well as overall damage dealt by the weapon.

Altfire: Dragon's Breath
Shoots a short range fire wave that deals big damage to all monsters near it. Upgrades boost each other's benefits.

Slot 3



Super Nailgun
Upgraded version of the Nailgun. 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.

Upgrades

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

Altfire: Homing Nails
Rate of fire is decreased, but each nail deals more damage and they seek targets within your field of view. Upgrades boost each other's benefits.

Slot 4



Railgun
Press "fire" and things instantaneously die where your crosshair is. Long reload, but it pierces monsters and shields alike. If you zoom the weapon, it will charge for a bit of additional damage.

Upgrades

Passive: Demolisher Slugs
In close range, rail shots have an additional beam that deals damage to enemies near it. This beam also pierces walls.

Altfire: Overcharged Slugs
When zoomed in, rail hitting surfaces will explode for additional damage. Upgrades boost each other's benefits.

Slot 7



BFG
Rare weapon, tons of potential damage. Each projectile deals a lot of damage, but it's nothing that a little flextape can't fix. So be careful when spamming it in close quarters, as you will take damage from the explosion of the projectiles.

Upgrades

Passive: Fission Intensifies
Every shot will create additional electric sparks on enemies within your FOV, dealing additional damage.

Altfire: Argent Capacitor
Allows the BFG to spend more cells to fire a single, very powerful shot. Upgrades boost each other's benefits.

Slot 8



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

Upgrades

Passive: Burning Gauntlet
When directly hitting a target, it will create embers on the spot that deal additional damage.

Passive: Omnislash
When firing, it will generate short range slashes that will deal damage to anything nearby even if not touched directly by the gauntlet blade.

Slot 1

7. WEAPONS IN DEATHMATCH



Machinegun
Starter weapon. Unlike in Singleplayer, the machinegun is no longer a pea shooter, dealing 9 dmg per shot. You won't dominate the arena with it, but you sure can defend yourself until you pick something stronger.



Shotgun
Starter weapon. Not much to explain. Max damage of 60.



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 dmg per nail. Allows Nail-Climbing.



Tribolt
Fires a burst of 3 bolts that explode in mid air after a short distance, deals 45dmg per bolt. Can be used to hit enemies around corners.

Slot 5



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

Slot 5



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

Slot 6



Heavy Machinegun
Stronger, a bit more accurate. 10 dmg per shot. 20 dmg when zoomed in. Picking up this weapon will replace the regular Machinegun.

Slot 2



Super Shotgun
Has the exact same spread than the shotgun, but deals over twice as much damage (110 per shot) and only 0.2 seconds slower fire. Picking up this weapon will replace the regular Shotgun.

Slot 3



Super Nailgun
Same rate of fire as the Nailgun, but twice the damage (20 dmg per nail). Still allows Nail-Climbing thanks to the explosion damage when it hits non-bleeding stuff. Picking up this weapon will replace the regular Nailgun.

Slot 4



Railgun
What is there to explain? 80 dmg per shot. Charged shot deals 100 dmg.

Slot 7



BFG
The big sister of the BFG in Quake 3. Fires fast green projectiles that deal a lot of damage on impact, and they also explode, damaging nearby things, including you.

Slot 8



Gauntlet
Once you hit a target with the gauntlet, it will stop damaging for less than a second, before it starts slashing again. This delivers 75 dmg per successful hit.

Slot 1



RANGER

MEDIUM

Health: 125 / 125

Armor: 25 / 100

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 and defeating the enemy. But as he was getting ready to leave Earth Quake raided the base. The earth soldier was the only survivor.
Hurrying to the Slipgate located in the center of the facility he materialized in the domain of his newly found nemesis. After fighting his way through endless madness, Ranger 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 and 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

The orb damages opponents it passes through. Ranger can activate the orb a second time to teleport to its location, telefragging any enemy unfortunate enough to be in his range. The orb will explode after it hits any surface.

The Dire Orb is one of the most prized possessions of the Elder Gods. Once employed by Shub-Niggurath to create Slipgates and teleport his minions through the countless dimensions, it is now in the hands of Ranger.
No human was ever intended to wield such power and 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 Resilience

Ranger takes 20% less damage from all rockets and grenades.

Molded by years of training and combat, Ranger's skin has hardened to the point he can barely feel any pain from nearby explosion.
He's believed to be the inventor and 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.

Protip: The Dire Orb is an extremely versatile tool. You can use it to deal ripper damage, distract enemy while you flee, or disappear after having stolen a major item.

NOTE: The orb only fits horizontally where Ranger would fit. You can't shoot the orb around very tight corners.



DOOM SLAYER

MEDIUM

Health: 150 / 150

Armor: 0 / 75

Lore

Nothing could stop him. Bestowed with terrible power by the Seraphim, when he invaded Hell in his quest for revenge even the demons' champion, the Titan, fell by his hand. Only through trickery were the 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 UAC, retrieved him and 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, and he will destroy anyone who tries to obstruct him.

Active ability: BFG

Doom Slayer fires a BFG round which causes extreme area-of-effect damage upon impact and quickly depletes the armor of any opponent near its trajectory.

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

Doomslayer 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 and height by channeling bursts of Argent energy through the boost nozzles.

Protips

- Don't use the BFG in DM 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 dropoff) at a much bigger radius than for example, a rocket.
- Or you can use it to melt enemy's armor by shooting it to fly by the enemy champion (not necessarily hitting them directly), and while the ball is flying, it will melt 8 armor points per tick at a very rapid rate to champions in a very generous distance.



CORVUS

MEDIUM

Health: 125 / 125

Armor: 25 / 100

Lore

The three come from the Eastern wilds and 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 and 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, and 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 and 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 Elder and 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 and Hell's Maw, and defeated D'Sparil, avenging the dead.

His quest far from being over, unrelenting and ferocious Corvus headed to the uncharted lands of Cronos, where the servant of Korax are patiently waiting for his arrival.

Active ability: Wings Of Wrath:

Corvus carries one of the very few remaining Wings of Wraith, a relic in the shape of a golden skull with bat wings which affords him the ability to fly for a short period of time.

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 men's hearts would have grown drunk with power, the Elves never shared their knowledge with them. That is why, when D'Sparil killed their leaders and scorched the land with the armies of the undead, this craft was forever lost.

Passive ability: Regeneration

Corvus's health constantly regenerates.

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 and 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.

PAINKILLER



MEDIUM

Health: 100 / 100

Armor: 50 / 125

Lore

Death: expected...yet unwelcome. What lies after is a mystery to most. Some say our souls just cease existing and 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 Cathrine he met neither total abandon nor eternal peace. Rejected from both Heaven and Hell he was condemned to forever roam the Purgatory wastelands, forced to fend for his life against the demons haunting the realms, looking for souls to drag down the burning infernal pits.
After what felt like an eternity since his departure an angel, Samael, came to him, promising he would be purified and the Pearly Gates would open for his passing if he killed four of Lucifer's general and prevented the impending war between the hellish and heavenly armies. With no other choice available, he accepted.

Once he defeated the first general, Daniel met a woman named Eve, who decides to assist 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 and kidnapped Eve after uncovering she was The Eve from the Gardens of Eden. With no concerns for his own safety and against Samael's judgment, Daniel descended into Hell to stop the Fallen Angel once and 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 appears 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 and 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 and eradicate Lucifer's legacy...but at what cost. Eve was the only one with the power to bring him out of Hell and now Daniel has to look for another way out.

Samael still has to keep his end of the deal and 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

Allows to select up to three effects through the directional keys. Picking the same effect provides a stronger version of it.

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 morphs Daniel in his Demon Form. Powerful, but slow. In PvP, enemy souls are worth 11.

When you are being overwhelmed by hundreds of demons no option is discarded if it means the difference between annihilation and survival. Evil fiends leave behind their crooked souls once they dissolve into dust and 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

Replaced the standard Gauntlet with the eponymous weapon. Which is slightly stronger and has an alt fire.

Purgatory is a twisted landscape where the memory of the dead take tangible form and 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 and 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.



GALEN

MEDIUM

Health: 125 / 125

Armor: 25 / 100

Lore

He was just a young boy when it happened.
When his mother fell victim of an unknown plague, father begged the Celebrants of Volkerh to cure his spouse and 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 Traductus and the Serpent Riders, joining them on their quest to conquer all of creation and banish Volkerh and the other Elder Gods from their universe.

Active ability: Unholy Totem

Galen places a totem that heals him and his allies over time, and explodes when an enemy walks into its radius.

Galen betrayed his old masters, but he has 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 and smiting his adversaries.

Passive ability: Channeling

Active Ability cooldown decreases when picking up health items.

Part of the training Galen underwent focused on improving his ability to leech the life force of the world around him, and funnel such aura into his own mana pool. Mastering this accursed power boosted the amount of spells and 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 habits are hard to die and an old dog can't learn new tricks.

Protips

- You and your teammates can shoot your own totems down. Be careful where you place them not to destroy them yourself if you want them for healing.
- At any point, you can only have a maximum of 5 active totems; any new one will replace the oldest. At this point, totems will heal much more and much faster, as well as dealing more damage.



DUKE NUKEM

MEDIUM

Health: 150 / 150

Armor: 0 / 75

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 and stop chewing gum. Unlike his fellow doomed space marines, he was afraid of no quake and 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 and die, quite literally, when he ripped the Battlelord's head and 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 and 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 Cycloid found yet another way to piss him off. They used one of the captured babes to give birth to the Alien Queen and by that point, he knew the only viable solution would be aborting their whole freaking species. They wanted some and 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 and 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 and there was no way he was not gonna bring them the hurt.
After packing up his spaceship with beer and hair spray, ready to go postal once again Duke Nukem took off and headed toward the alien motherland. "Hail to the king, baby!"

Active ability: Freeze Thrower

The Freeze Thrower fires projectiles that can freeze enemies. Use Alt Fire to kick frozen enemies for extra damage.

"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 health from medium and big health pickups.

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.

Protips

- Monsters can be quick-frozen (doesn't last long, displayed by scorch around their feet) or temp-frozen (lasts longer, displayed by ice formation in their mid-body region. When in either state, using the alt fire (boot) will deal much more damage than when they're not frozen.
- Enemy players can also be temp-frozen,and as with monsters, the mighty boot will deal extra damage while in this state.



SARGE

MEDIUM

Health: 125 / 100

Armor: 0 / 100

Lore

"It was just another day in the battlefield. Command put us in charge of protecting the cargo ships commuting between our bases and 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 and 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 and 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 and 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 and starting mowing 'em down, smoking my last cigar and 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 and broke their fucking neck...and then everything stopped.

I saw myself floating in the air and 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 and fight for its amusement. I'm in some kind of freakshow, and 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 has no active ability; he overstacks health and armor in a similar fashion to Quake 3 and Quake Live.
- Mega Health and Heavy Armor: +100
- Light Armor: +50
- Hourglass: +12 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)

Health and armor overstacks will not degenerate overtime. PvE only

Protips

- Sarge is able to deny just about every single armor in the map, since he's able to always pick them up to keep increasing his armor overstack to a maximum of 200. At this point he can continue to pick armor, but it will not go over this amount. Can only pick hourglasses for an additional 12 armor (only in PvP). Use this to deny hourglasses to any other champion on the field.
- Sarge is the only champion in the entire game capable of accumulating up to 100 points of overstack from Mega Health and Heavy Armor, unlike everybody else, who only gets 75 overstack points from these items. If you can, before picking a Mega Health, heal up with regular pickups first, then get the mega to have an HP pool of 200.
- 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, and being able to always have armor overstack, **Effective use of this champion requires map control and choosing fights wisely.**



GRAYSON

MEDIUM

Health: 125 / 125

Armor: 25 / 100

Lore

DROPKIT ACTIVATING... CONNECTION ESTABLISHED... RESETTING EQUIPMENT DATABASE... ANALYZING USER ATTRIBUTES...
UPLOADING SKILLSHOT DATABAGOOOOOOOOOD MORNING STYGIAAAAAAAAAAAA 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 and women. It is known for bringing people together and 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 and 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 and 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 in details Grayson's misadventures on Stygia, 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 and 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 COR

HAHAHAHA! Wasn't that a doozy boys and girls?!
I apologize, we will 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. Here is Skillshot TV, wishing you a pleasant Armageddon. Signing out..."

Active ability: Thumper

After it charges, releases an energy sphere that upon bouncing back to the floor will create a big shockwave, sending enemies up in the air in stasis. If the affected enemies hit the ceiling when they were thrown upwards, they will take damage.

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

Passive ability: Personal Dropkit

Spend 25 Armor Points to buy ammo for the current weapon. Hold "USE" to open buying prompt. Hold the button longer to confirm 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

For every kill Grayson makes, he is rewarded with armor

"...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!

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

Protips

- Upon pressing "use ability", the thumper 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 you don't press the button, it 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 and use abilities, so be careful when engaging a "thumped" player.
- You can switch weapons while buying ammo with the passive ability. This is to allow you to buy ammo quickly for different weapons, instead of having to reset the prompt.

BLAZKOWICZ



MEDIUM

Health: 125 / 125

Armor: 25 / 100

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 specimen!”
Count to four...inhale
“BLAZKOWICZ!!”
Count to four...exhale

Just like a cornered beast, William Joseph “B.J” Blazkowicz, son of an abusive father and 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 and he 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 timeitsokblazcoto 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 headpeopleдiemytimeisupof yours! Let’s go boys let’s go!” “Captain Blazkowicz Sir! Are you ok? Sir! Don’tiknowyoucandoitspace out on us”
“BLAZKO!!!!!”
UUUUUUUUWWWWWWWEEEAAAAAAAAAAAAAAHHHH

Drowning in open air
Words with no meaning
…basfhvdshgazkvfnsdnivdnko…
Yelled in the distance
…caiiiihhhhniiiiioouajcmuiiiaaarmckvkiiiiiiii…
Falling to the hilltop
…ffaccncjnneellllliiiaammeevnsvesserrmiiiii….
Dyyyyyyyyiiiiiiiinnnnnn
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 time. 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 and 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

Pulls out the Diesel and Laserkraftwerk which can be fired independently.

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 and brought many innovations to their armory, including the DieselkraftWerk and the LaserkraftWerk firearms. Without a doubt two of his finest works, they can end a Shambler’s life faster than you can say “AAAAAAAAAAH”. 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 damage, 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.

Protips

- When badly hurt, BJ can make big use of small health bubbles and blood pools in maps to boost his healing. For example, if you’re at 50 health, pick one bubble (+3 health), after two seconds, BJ will regen all the way up to 75.
- BJ’s ability weapons are best used at range. The LaserKraftWerk is a quicker semi-railgun, but the DieselKraftWerk has a huge explosion that will damage BJ when used in very close quarters.
- When using the ability, you can go for the hero-plays and use both firing modes alternating, but that means aiming is MUCH more difficult due to the napalm shots being affected by gravity and having to compensate your aim for that. Use each weapon firing mode tactically in the best scenario, or pray and spray.



FREEMAN

MEDIUM

Health: 100 / 100

Armor: 50 / 100

Lore

"Rise and 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 on 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: Kinetic Blast

Pushes away projectiles and monsters. Multiple uses.

"I have relieved you of your weapons, most of them were government property anyway. As for the Zero Point Energy Field Manipulator…I think you have earned it. You really did work wonders with that gun 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: Extraction

When near death, Freeman is forcibly extracted and placed into starting location by his overseer. This has an unmodifiable internal cooldown of one minute. Extraction will not work if Freeman is carrying a flag in CTF. One extraction is granted per life.

"As you know, I am not the type of man that likes to squander his investments. My employers…have tasked me with making sure you don't endanger yourself more than is strictly necessary. I will be watching over you and displace you to another location should death come knocking at your doorstep. Still Dr. Freeman…I encourage caution. There are limits to how much I can interfere with this world and who knows…it might even happen that I drop my watchful eye at the worst possible moment."

Passive ability: HEV Suit

Immune to environmental damage. Gains armor when picking LG coils. Reduces cooldown with BFG cells.

Welcome to the HEV Mark VI protective system, for use in hazardous environment conditions.
High impact reactive armor activated.
TO KILL OR TO BE KILLED.
Atmospheric contaminant sensors activated.
Vital sign monitoring activated.
THERE IS NO ACTUAL CHOICE.
Automatic medical systems engaged.
Defensive weapon selection system activated.
ONLY THE ILLUSION OF FREEDOM.
Communications interface online.
Have a safe day!
TIME TO CHOOSE.

"Wisely done Mr. Freeman! I will see you up ahead".

Protips

- The amount of armor Freeman gets from LG coils (or by picking the weapon) depends on the amount of ammo acquired. The more ammo obtained, the more armor.
- When freeman gets "Extracted", his health will be reset to 25 without armor. It may get you out of sticky situations, but you still need to restack ASAP.
- While dealing no damage, you can use this ability to push away projectiles and even enemy minions, be that monsters in PvE or summons in PvP (Durandal's Simulacra or Menelkir's Maulotaur)



INTRUDER

MEDIUM

Health: 150 / 150

Armor: 0 / 75

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

Intruder becomes invisible when not shooting nor taking damage. While fully invisible, you leave blood trails and make noises, you have low damage aura, you take and deal less damage. As soon as you become visible, all the buffs/debuffs no longer take effect.

“Senses are fallible, and humans are oh so prone to being deceived...they will only trust what they can see. Once they’re 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 your speed for a short period of time. Does not apply when using an active ability.

“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 will reward you with +50 armor. This bonus also applies when secrets are 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.

Protips

- While using the active ability, the first shot of hitscan weapons deals reduced damage while you’re invisible, then subsequent ones will deal normal damage so long as you are holding the fire button. This means that you can surprise an enemy with the first rail, but at the cost of reduced damage.
- Given the nature of the Intruder’s active ability to surprise players with “out of nowhere” rails, it was deemed too overpowered for Instagib. In this mode, the 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 the intruder, while not showing him outright.



KANE

LIGHT

Health: 100 / 100

Armor: 25 / 50

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 and 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 and 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 and 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 and proceeded to sabotage the Stroyent facility and 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 and 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

When using the Stroyent Injection, Kane heals back to 100hp and gets a temporary speed boost.

As he was undergoing the Stroggification procedure, Kane was injected with highly concentrated doses of Stroyent. Stroyent is a green slimy fluid that Stroggs use both as a source of nutrition and renewable bio fuel. It is processed from the corpses of their enemies and it functions as a panacea of sorts. Before entering the battlefield, Strogg fighters are handed an emergency syringe to bring with them and quickly mend any otherwise mortal wounds. Just like all other Stroggified humans, Kane cannot eat traditional food any longer, and has to swallow Stroyent rations not to die of starvation and heal his body.

Passive ability: Crouchslide

Press and hold crouch when landing on the floor to gain a speed boost and keep mobility.

The crouchsliding speed boost will vary depending on the player's turn rate during the slide. Smooth quick turns when sliding will boost speed greatly, while slow turns or none at all will provide little to no boost.

Passive ability: Slidekick

Crouchsliding towards an enemy will cause them to be lifted in the air and remain staggered for a few seconds. During this time, dealing damage to the enemy will make them drop armor shards

Just like Bitterman and his brothers in arms before him, Kane underwent extensive training before he was deemed to be fit to join the Terran Forces. Most of the workouts obviously focused on increasing muscle mass and 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 and how he could capitalize upon their inability to adapt to such an unexpected maneuver.

Protips

- When using the injection, Kane is unable to use his weapons for a little under two seconds. Use wisely.
- In PvE, active ability healing will allow overstacking like a megahealth, while in PvP, it will only heal you to your normal max health.



CALEB

LIGHT

Health: 100 / 100

Armor: 25 / 50

Lore

Caleb was living the American dream: ride, shoot, kill, ride and 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 and 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 and 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 and so, with the help of the woman he later came to love, the gunslinger began to rise up the ranks of the Cult and became one of Tchernobog's Chosens, his elite servants.
Then the unexpected happened. The Dark God, afraid of Caleb's constantly increasing power, betrayed his most loyal followers and cast him deep within the marrow of the earth. Decades later, Caleb awoke in a mausoleum and commenced 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

Pulls out a Voodoo Doll. Primary fire will heal Caleb if it hits something (near your crosshair); if the attack misses, Caleb takes damage. Alt fire produces a big energy sphere that goes through walls damaging enemies, but depletes the doll, terminating the ability.

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 and come out virtually unscathed. The corpses he left behind were the only sign of the battles that ensued.

Passive ability: Life Essence

Enemies killed by Caleb drop a hearth that will grant health to Caleb. It does overstack and is also consumable by other calebs.

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.Turned into an addict, he couldn't stop sowing the lives of enemies and innocents alike and eating their flesh. His literal thirst for blood pushed him so far that he started devouring the freshly ripped pulsating hearts of his adversaries and deceased allies, and in doing so he was shocked to learn that their force would become his, and he would become stronger with every single drop of red juice he swallowed. Caleb's business is death, and business is good. Caleb gains a small amount of health every time he kills an enemy.

Protips

- When using the Voodoo doll, if Caleb is at max health, he'll be able to overheal but by a smaller amount.
- Health gained by Life Essence is smaller in PvE due to the amount of enemies around.



MENELKIR

LIGHT

Health: 100 / 100

Armor: 25 / 50

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 and safeguard the practice of magic, the humans of Cronos have 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 heads of the Legion and the Church, did not hesitate to sell his world to the interdimensional conqueror and 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 and 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

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.
Menelkir summons a Maulotaur servant to fight his enemies.

Passive ability: Hex

Killed enemies can drop additional hourglasses. Killed champions always drop them.

Much like Galen after him, Menelkir too underwent the training of any 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 and 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.

Protip
The Maulotaur might not be smart, but he will attack whatever is near you, or serve as an attacking door with health. Use it to block paths, or throw it at a bunch of players and get some free kills.



NYX

LIGHT

Health: 100 / 100

Armor: 25 / 50

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 and 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 and 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 and 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 and 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

Nyx briefly disappears, becoming completely invisible and invulnerable.

Thanks to the baleful energy of the Orb, the Melem fighters are able to temporarily phase-shift into another dimension and 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 and respected among worlds.

Passive ability: Walljump

Nyx can perform a second jump off 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 and agile movements in the midst of a fight. She turned out to be one of their most talented fighters and 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 and then propel themselves away from it.

Notes:

- Unlike in Quake Champions, a Nyx that is ghostwalking cannot see other ghostwalking Nyx. Engine limitation. :(
- In PvE, exiting ghostwalk on big bosses will deal massive damage but doesn't guarantee killing it; in such cases, the game will attempt to put Nyx back to the starting position when she used the Ghostwalk to avoid getting stuck. It may fail, so be careful



DURANDAL

LIGHT

Health: 100 / 100

Armor: 25 / 50

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 and unlike the two other Marathon’s AIs, Leela and 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 on 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 and 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 and I rule them as a “benevolent” God. Such is the destiny that awaits all sentient beings who cross my path. I wish Bernhard 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.
(Added a break)
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 and everybody, but there is one last obstacle standing in my way. Not even my genius and 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

Durandal can teleport in a number of Simulacrums that will run towards enemies and explode.

“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 and construction of such machines. They meticulously constructed seventeen different human body types and 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 Marathon airlock technician.
I have acquired this unsettling technology and adapted it to my needs. Their cries for mercy never cease to amuse me.“

Passive ability: Unified Vitality

Medium and Big armor pickups will first fill up health, then armor.

“The Jjaro were a mysterious race that disappeared from our galaxy millions of years ago, leaving behind military and 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 and 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 and aliens thought to be insurmountable.”

Passive ability: Infra-chromatic unveil

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 and 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 millenia and 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.”

Protips

- In deathmatch, Simulacrums will block your path. Be careful to not trap yourself, since people can blow up your minions (see Protip 2).
- Simulacrums that are shot down will just “die” instead of detonating, unless they’re killed by explosives or other hyper destructive means, in which case they will explode.
- Durandal is able to see traces of a Ghostwalking Nyx, a cloaked Intruder and identify Eleena’s doppelganger.



LO-WANG

LIGHT

Health: 100 / 100

Armor: 25 / 50

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 AAAAAAAAAAAAAH – 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 umh…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.” nonononononono 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

Lo Wang quickly executes a double slash with the katana.

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

Tap RIGHT, RIGHT then hold USE to heal up to heal up to 60HP whenever your health is lower than 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 Health goes below 40HP, Lo Wang deals 30% more damage.

From the “Beginner’s guide to Tai Chi”: The tigers 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.

Protips

- Since the active ability does not interrupt the use of the current weapon being held, it can be used to get a massive damage burst on your enemy at close range and in small spaces.
- His healing passive can be triggered a limitless amount of times, so even if the first time it didn’t heal you all the way up to 60hp, once it stops you can re-trigger it to continue healing. Keep in mind that the sound and Chinese symbols it generates can be detected by other players.
- Peacock’s Blessing will also heal players that are near you, be them allies or foes. Healing other players works just like in Lo Wang himself, it will heal up to 60hp only.



Eleena

LIGHT

Health: 125 / 125

Armor: 0 / 25

Lore

Centuries past, an ancient race of warriors claimed the planet Ioxia as their home. The three orbiting moons, Pyxis, Eyre, and Quod are the only remaining sites where the precious element Mazrium can be mined. The Ioxians hoarded the Mazrium and sold small rations to the neighboring solar systems – demanding outrageous fees and 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 and 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 and 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 and 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 and 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, and 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 and strenuous fight, Eleena emerged victorious and 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

Deploys a Doppelganger as a distraction that she can trade places with.

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 and 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 and 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 the jump key allows Eleena to jump slightly higher.
Holding crouch while mid-air makes her drop faster.

Eleena is the descendant of a race of half-man, half-tomcat humanoids. In a similar fashion to cats, they mostly shy away from the turmoils concerning the rest galaxy. Eleena never understood why that was the case. She always felt ashamed of their unwillingness to take advantage of their natural agility and strength, and decided 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 and farther than most enemies she has encountered, and none of them have lived to warn their colleagues about it.

Passive ability: Training Weights

When Eleena has no armor, 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 and 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 and aggravate her foes.

Protips

- While the 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 to gain speed at the price of being vulnerable. However, it's much more safe to just use it as an escape tactic.
- With the active ability, every time you switch places with your decoy, there's a small visual and audio FX that other players can notice. Be careful as to how tricky you want to be, since it can be a big tell on your position.

LUCIENNE



LIGHT

Health: 100 / 100

Armor: 50 / 50

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 and 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 and 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 and 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 and whenever she's let loose she requires constant monitoring. Otherwise, may He have mercy upon our souls should she escape her supervisors and 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

Casts a fireball that deals 10% of max HP damage and curses enemies with +20% damage taken for 2 seconds against enemies. She can also use it to heal herself and her allies with 20hp.

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 and mends the flesh of His servants. "Honorable and 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 overstack does not degenerate over time.

Every Holy warrior is created perfect and 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 and suffering that mortals have to withstand every day of their lives.

Passive ability: Immolation

When killed, Lucienne drops a nova that explodes after a bit of 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 and placed them inside their clay hearts. Their eyes turned white, and then all of the colors of the rainbow. Their skin became warm and 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.

Protips

- Damage dealt by "Immolation" is big, and the radius is huge. If you know you'll die soon, you can try to position yourself to attempt to deal as much damage to as many enemies as possible.
- Lucienne can heal herself with her active ability by hitting the fireballs in nearby walls or the floor. The ability does healing to self/allies and damage enemies at the same time so long as they are within range.
- Using her active on herself reduces the poisoning time inflicted by Postal's cow head gas.



HUNTER

LIGHT

Health: 100 / 100

Armor: 25 / 50

Lore

They come to this world bearing no name, and Immediately after delivery, they are separated from their families. Among the Oruks, 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 privileged is only reserved to those who soar above their feeble peers, to those who have not disgraced their ancestors with their frailty and 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 and lazy. During the period of decadence that followed, they lost the brave and 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 and uncovered the existence of The Other Place. Mesmerized by the illusion of treasures waiting to be attained beyond their dimension, they opened the portals and many flew into them, benighted that there was nothing but horror and 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 and made this world their own. Although they found a way to reopen the portals and go back to their native land, they never did so. The shame of their opulent past and 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 interdimensional passageways to reach new hunting turfs and 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 and their skull shall ornate the heads of the most valiant of warriors.
The Oruk shall appear without making a sound, deadly and unrelenting, and once all of their preys will be dead, silence shall be all that remains.

Active ability: Voodoo Guardian

Summons a floating skulls that shoots projectiles.

Oruk fighters are celebrated both in life and death. If they agree to, a ritual is performed on their death bed to preserve their brains and 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

Enemies you are aiming at leave traces of their passage that can only be seen by Hunter.

Tracking preys is a delicate and 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 will increase Hunter's maximum health, armor or ammo by 1.

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 and so on. When you are fighting everyday to live another day every little resource you gather can prove crucial to your survival.

Protips

- All the gained stats from her "Spoil of the hunt" passive, are lost on death. This passive ability is more geared towards PvE games, with very little use for PvE. Conversely, her "Sixth sense" passive does not work in PvE games at all. That one is geared for PvP only.
- In PvP, her active ability deals very little damage, but can be used to detect enemies at medium range, even if you're looking the wrong way. Successful impact of the Skull's fireball on a player will make the player leave a trace, much like "Sixth sense".
- In PvE, her active is exclusively for damage.



POSTALDUDE

LIGHT

Health: 100 / 100

Armor: 25 / 50

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 and 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 and what isn’t sparked in the beginning of the 19th century...I mean he’s literally fucked up.
Years of drugs, alcohol, an exposure to atomic radiations take 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, lunatic, and 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 and 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 NOOOOOOOOOO!...You are all gonna pay for this”.

Diseased Cow Head:

Throws a severed cow head; anyone close to it will be contaminated and take damage over time. This damage ignored the victim’s armor.

The Dude is not a stranger to unsanitary practices. And now that society and 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”.
Throws a severed cow head; anyone close to it will be contaminated and take damage over time. This damage ignored the victim’s armor.

Passive ability: Cracked Lungs

Picking up a Mega Health provides additional overstack, which will only degenerate after some time passed. If there is no overstack left after that time, you will take damage instead.

“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

Holding crouch and then pressing jump allows for a higher than regular jump.

Deep inside, very deep inside, the Dude actually cares for his health. He stretches and exercises every morning since he was a little kid. He’s always had naturally strong legs and 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”

TERMINATOR



HEAVY

Health: 150 / 150

Armor: 25 / 150

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 and the financial resources necessary to undertake such a daunting task. Shortly after managing to establish an outpost to extract and 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 interdimensional 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 and 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 Doomslayer'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 one and one only simple order: K%kii/I+li#ilLL*L)L

Active ability: Barrage

Terminator fires mini missiles that home on whatever is in its line of sight.

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 and denied it had ever been part of their marketing campaign.

Passive ability: Ammo Regeneration

Terminator permanently regenerates ammo for the selected weapon.

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 bullets and explosives fired at it, and mold it into ammunition for its own weaponry.
If anybody were to step close enough to this deadly machine, they would hear the neverending clicking and ticking of its internal mechanisms, continuously converting lead and steel into rockets and slugs.

Protips

- The missile's efficiency depends on the space they have to maneuver. At close range, the missiles are easy to dodge by strafing around the shooter. However, at longer ranges they are almost unavoidable. Use this to deal with extremely fast and mobile champions at distance.
- If you happen to be fighting an Inquisitor, the rocket barrage will pierce through the Inquisitor 1st stage of damage protection. However, an Inquisitor with the full shield on (2nd stage of protection) will reflect said rockets back to you. Watch out.



ZEDEK

HEAVY

Health: 150 / 150

Armor: 25 / 150

Lore

It was the perfect morning. The sun was shining and as per usual during the warm days that mark the transition between winter and 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. His son and he had witnessed the robins lovingly collect the branches and gluing them together with care and 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 and 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 and lifted her up in the air, showering her with kisses and 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 and 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~~ and ~~built a catacomb~~ in its place only take what he needed. He walked up to him this world is lost and hugged him, thank ~~and it's all your faultful~~ for his care and 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 nevyouarejustaslaveer do that” tears fell fryoucannotcryanymoreom 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 these 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

Zedek launches five gusts of fire that cause area damage around the impact point and burn 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

Falling from great heights causes a damaging shockwave.

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 and landing with his feet on their skulls.

Passive ability: Iron feet

Impervious to damaging floors (except in DM).

Zedek wears a 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.

Protip

In deathmatch, the direct damage of each flame-projectile is minimal, however, the burning effect is the one that adds up very quickly when all the flames are close, therefore, it’s best for area denial in a focused spot, rather than to use it to deal damage at distance.



INQUISITOR

HEAVY

Health: 175 / 175

Armor: 0 / 125

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 and 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 and 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

When Active Ability is used, Inquisitor becomes almost invulnerable but deals 33% less damage. Reactivate to generate a large shield for allies. No shot can be fired 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 and 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

Double tapping a direction boosts Inquisitor's movement.

Because of its huge mass and relatively slow moving speed, the Order scientists figured that if they didn't want the Front to be able to corner the Inquisitors and 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 and under its feet, the Inquisitors can propel themselves out of danger and outsmart their attackers with quick maneuvers and surgical dodges.

Passive ability: Still defense

When 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 and tighten their pistons and gears to improve their impact absorption against projectiles and 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.

Note: In Singleplayer and Coop, the shield (2nd phase) allows friendly players' attacks to go through the shield (A.K.A. friendly players can attack from behind the shield). Due to technical limitations, in Deathmatch & TDM, the shield blocks all, friendly and enemy attacks and should be used only as a purely defensive mechanism.



SORGAUL

HEAVY

Health: 125 / 125

Armor: 100 / 175

Lore

The Sorgs are a tribe of vicious reptilian hunters.
Specialized in the capture and 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 and 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 and banished them to the caves, damned to live 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 and 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 and her raiders were ambushed by the Oruk assassins. She was captured and 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 and humiliation she inflicted upon her captures...or at least she would, if she were capable of compassion.

Active ability: Primal Rage

Sorgaul attacks with melee hits, becomes faster and partially regenerates health. Pressing alt fire while grounded performs a lunge in the direction you’re looking, deals additional damage on impact.

Sorgs have evolved a great deal from their brain dead ancestors, however no genetic mutation could deprive them of their primal instincts.
And, 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 protection from Light and Heavy Armor pickups.

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 and even fewer opponents can manage to deal a deadly blow on a charging Sorg warrior.

Protips

- When using primal rage, primary fire will swing Sorgaul’s claws. Alt fire will make Sorgaul dash in the specified direction very quickly while dealing damage to anything in front of her; this can only be used while she is standing on a surface (it can’t be activated while mid-air). After the dash, Sorgaul is unable to move for a second.
- The dash attack can also be used as a form of high jump if you’re looking up while using it.



KEEL

HEAVY

Health: 175 / 175

Armor: 50 / 150

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) and 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 and began ravaging the base. Ben Keel was raised no wussie and sure as hell he was not going down without bringing them the hurt. He stuck it to the man his entire life and 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 and 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

Keel fires up to 5 grenades from his shoulder mounted cannons.

Grenade Swarm: 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

Ability cooldown decreases when picking up weapons and/or ammunition items.

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

Protips

- Thanks to his passive, Keel's cooldown is reduced when he picks up ammo and weapons. However, weapons will only decrease cooldown if they provide additional ammo.
- Keel's grenades are the heavy kind. They aren't light, they don't travel too far, but in return, they detonate sooner and if someone steps on one, they will explode automatically.



ERADICATOR

HEAVY

Health: 150 / 150

Armor: 25 / 150

Lore

DOCTOR I. C. [redacted], 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 and 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 [redacted]. 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 t[redacted]D] team and 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 and hallways were closed shut by the steel reinforced doors and all radio communications went silent. My team and I were in the Beta 3 Underground Chemical Lab and were oblivious to what had happened until the code red alert was lifted hours later. When we were finally allowed outside of the Lab and reached the Ground Level halls, we saw intestines and brains splattered on the walls, gauged out eyes and shattered rib cages laying on the floor. Following the trail of blood and 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 and temporarily relocated us in the Military Training Center. Eradicator's location is still unknown, we hope to track it through the GPS transmitter in his skull once we are again granted access to the Research Buildings.

"Pfffffffff...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 cortexes just like yesterd"
"ONE LAST TIME"

Active ability: Scanner

Allows Eradicator to see the position of enemies and some items in a 2D display.

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 and 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 and items laying around by using an echolocator similar to the one found in nature in bats.

Passive ability: Inductive Healing

Gains additional armor when picking medium and big health items (25 bubbles give +15ap, 50s +20ap, Megahealth +35ap)

Eradicator requires all of its electromechanical components to be constantly recharged to prevent total shutdowns on the field. The operation, which sounds pretty laborious considering each anatomical region has its own battery, is actually easy enough to accomplish. When one or more of the outer organs are being refueled, the electromagnetic field they generate during the process transmits the current to the inner organs such as heart, lungs, and brain as well thanks to the ancient technology of inductive charging, effectively multiplying the energy delivered from the original source.

Passive ability: Murderface

Killing monsters/players will increase damage dealt. Current power level and "kills to buff" are displayed on the right lower 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 and cerebral pulses would increase exponentially every time he disposed of an enemy, thus raising the adrenaline and 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 and prevent it from attacking its allies.

Protips

- In PvP, besides showing the position of enemy players, it will also show their overall health via colors: Green, orange and red. It also shows with arrows if they're above or below your ground level.
- Extra damage gained from performing kills resets every you reach a new map. In multiplayer games, this happens every time you die.
- Extra damage from the passive ability also affects how much self damage you take. Be careful with those rockets.



VORMATUR

HEAVY

Health: 225 / 300

Armor: 0 / 0

Lore

Outside the ordered universe [is] that amorphous blight of nethermost confusion which blasphemes and 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 and space amidst the muffled, maddening beating of vile drums and 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 and 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 and 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 and 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 and come to this world screaming and screeching and 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 and insanity could have, it gave itself a shape. Its victorious roar was heard everywhere, from the deepest oceanic pits where Cthulhu slumbers to the outmost 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 and rid the livings of their will to exist. Suffering follows in its wake, everything capable of human-like intellect it captures and tortures for years. Most of its victims die or turn into empty foaming shells, but those who survive are reborn through the pain, like VorMatur 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 VorMatur 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 and spread its word throughout all of creation.

VorMatur 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 and 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

Casts a projectile that blinds champions and causes fear on monsters.

Shrieking, slithering, torrential shadows of red viscous madness chasing one another through endless, ensanguined corridors of purple fulgurous sky... formless phantasms and kaleidoscopic mutations of a ghoulish, remembered scene; forests of monstrous overnourished oaks with serpent roots twisting and sucking unnamable 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

Massive health pool, no armor. Less knockback but smaller Rocket Jump height. In PvE this also decreases dmg by 20%.

Gifted with power beyond comprehension, VorMatur 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 and altering its body.
Iron lungs and titanium arms, adamantite fangs and silicone nerve tracts. There is not a day that VorMatur 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.

VorMatur 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 and corrode anything they touch, and its chitinous shell can only barely contain the corruption flowing inside its body.
Once VorMatur discovered this, it started subjecting its victims to fouler tortures. He would melt their skin and force them to watch as their bones decayed into a bubbling goo. To the ones that would never stop screaming in pain and fear, it would pour blood right into their mouths and collect their rotting brain for further experimentation.

Protip

- Being a massive blob of flesh, he can collect an outrageous amount of health items, but that means that it takes him that long to heal back after a big fight. Maps will few healing items will be directly disadvantageous to VorMatur. He also can't rocket jump as high as other champs, but he's less affected by enemy knockback.
- Vormatur can't pick Light Armors (shield), but he can still pick armor shards and Heavy armor (vest). All the armor he acquires will tick down.
- Blinded enemies can still fire freely. Use it to disorient your enemy and change your attack angle



MAJOR

HEAVY

Health: 150 / 150

Armor: 25 / 150

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 of 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!!!! NOOOOOOOOOooohohohohohoh...

"Major...please, kill me...it hurts...it hurts so much..."
No more
Security is tight, but they are 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 will be fine, just focus on the objectives. We will 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 and 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

When using ability, pressing "Fire" will drop a bomb target on the floor.

While cursed to forever relive the memories of the Cerberon invasion, Major still very much retains the tactical and 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 and 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 meters. 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 in front of a wall without pressing any other button, starts a brief wall climb.

"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 are scaring me!" "Who's little Whiny Susy? Uh? 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 and Mean

Hitbox is slimmer than all the other heavy champs. She is able to climb higher stair steps.

In the years of her youth, Susan used to be shy and kind-hearted in nature. Things changed after the death of her dad. Her heart was all of a sudden filled with anger and 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 and she started growing much taller and bigger than it is expected for a girl of her age, and she started being discriminated by her peers, she has never once hold back from awarding the bullies a one way trip to the infirmary.

Protips

- In order to climb a wall, you must not press "+forward" or other movement keys. Just hold "+jump" near a wall and guide the direction with mouse aiming. If you press a movement key, the climbing will be immediately cancelled.
- "Tall, Lean and Mean" passive grants her a slimmer hitbox (slimmer than any other heavy, slightly bigger than a medium) but her height remains equal to other heavies. She's still big.
- Major's ability explosions can still damage her. Be careful at close range.



SERIOUS SAM

HEAVY

Health: 175 / 175

Armor: 0 / 125

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 am going to 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 will need: 1 Zumb’Ul thighs, 1 Cucurbito Head, 2 Fiendian Reptiloid Wings, 1 Gnaar eye, and don’t forget 2-3 garlic cloves, thyme, olive oil, and butter. They really help bring out the flavor.

OK! Now we are ready to go, but not before I mention our sponsor: P-LAH Chainsaws! Slicing those 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 preparing for my Summer Harpy BBQ, but thanks to P-LAH Chainsaws not anymore! Look at that clean cut, look at the texture! You just can’t get this type of results from a regular Chainsaw.
P-LAH Chainsaws: for the man that deserves more!

Let’s start with the Cucurbito Head. We are going to 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, and grotesque, and it 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 are 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 the butter 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? What do you 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 BACK

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

Uses his minigun with 50 ammo in PVP (80 in PVE). Hourglasses do not reduce cooldown, instead when picked they increase Minigun ammunition. Alt fire doubles firerate and ammo consumption.

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

Carries all three starting weapons: Machinegun, Nailgun, and Shotgun.

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

Gets a serious amount of ammo extra ammo for current 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.

BITTERMAN



MEDIUM

Health: 150 / 150

Armor: 25 / 150

Lore

The Operation Alien Overlord plan was simple: deploy a massive platoon of soldiers on the planet Stroggos, destroy the planetary defense systems, disable the interplanetary gateway, and 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 and die on impact. However Bitterman did not suffer that fate. Instead he overshoot and landed on the outskirt 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 and single-handedly accomplish all of the mission's goal.

He fiercely fought and defeated Makron, the Strogg Leader, in the asteroid field surrounding Stroggos, but was then captured and subjected to vile experiments after being forced to land back on the enemy planet. When one day he was suddenly abducted by an unknown force, he thought Earth 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

Bitterman gains armor based on the charge level to a maximum of 100 points.

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 seem to engulf his whole being.

Passive ability: Bandoliers

Bitterman naturally carries more ammo than any other champion.

Just like any other marines taking part to the Operation Alien Overlord, Bitterman was given a bandolier to wear around his bust. This simple leathery strap contains abundant stocks of any ammunition type a soldier might need on the war field.

Passive ability: Stabilized Homeostasis

Health and Armor overstacks degenerate very slowly.

In preparation for the Operation Alien Overlord, all troopers chosen to participate underwent extensive special training to enhance their strength and resistance to constant physical strain.
As a result of these exercises, all squad members have acquired outstanding stamina and can maintain high energy levels over a much longer period of time then the average (and not so average) human being.

Protips

- The 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 to pick up armors as Bitterman, increase your charge level, then use ability and drop a lot of armor for your teammates.
- The excess armor is dropped in Coop, TDM or other team modes. However, keep in mind that enemy players can also pick these armor drops. Make sure to use it to the advantage of your team.

9. QCDE OPTIONS

This mod comes with several options to enhance/customize the game. These can be found in the main menu under “QCDE Options”.

In order of appearance:

QCDE Keybinds

- Use Active Ability: Pressing this key activates the champion’s active ability.
- Select Starting Weapon: Pressing this key at the beginning of the game will show the popup to select the starting weapon. It will not activate if you move at all before pressing the key.
- Champion Information: Pressing and holding this key in-game displays a screen with the information of the current champion: stacks and abilities.
- Weapon Binding: This takes you to the submenu to bind weapons to specific keys, rather than by slot.
- Voice: Acts like Zandronum’s “Taunt” button. To be used in GZdoom where “taunt” doesn’t exist.
- Change Class Menu: Opens the “Select champion” menu. Only useful in net games. Changes apply on respawn.

Starting Weapon

This setting allows you to select between Machinegun, Shotgun or Nailgun as your starting weapon. This is complementary to Select Starting Weapon bind that allows you to change the setting in game.

Monster Set Selection

This set of On/Off switches makes different monsters appear in the game. However, this only takes effect when starting a new game. You cannot change monster set mid-game. In coop games, server dictates the monster set, and all these will be grayed out for the clients connecting.

Shuffle Mode

“Per Monster” means that all monsters in a map will be replaced by one from the activated sets (Q1, Q2, Q4, Doom, D2016). “One Theme Per Map” means that upon arriving on a map, a theme from the activated sets will be applied for that one map; upon arriving to next map, it will select another one of the themes

- Quake 1: “On” by default.
- Quake 2: “Off” by default.
- Quake 4: “Off” by default.
- Doom: “Off” by default. (This is the standard Doom monster set.)
- Doom 2016: “Off” by default.

Skirmish Rogue

Turning this ON activates a “mutator”; a new set of rules for playing in Singleplayer / Coop:

- Monsters, items, and weapons appear in random spots. Any of these items will appear in any spot where there was a defined spawn. For example: a health bubble might spawn instead of an Archvile, or a Cyberdemon might appear instead of a Zombieman. Perhaps a Powerup will 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 you acquired on the previous level. Don’t get attached to your inventory.
- You start with a random weapon loadout. At the start of a level you start with a couple weapons instead than just your starting one.
- You start with a random lootbox. Much like the weapon loadout, you will start the map with a lootbox (can be any of the 3 types) to help you in your quick journey)

NOTE: This randomness of spawns means that some “final levels” like the Cyberdemon fight at the end of Doom’s ep.2 might spawn a very weak monster, or perhaps the ultimate enemy: a box of ammo. In which case, the map will end immediately.

Custom Themes (if loaded)

If you are playing with any custom themes, this submenu allows you to activate them by numbers. You can see their numbers during title sequence or in game by using pukename themes console command. Here you can enable the custom monster themes that can be loaded with QCDE, these themes can be downloaded separately from the addon section on QCDE’s MODDB page.

Monster themes, including but not limited to:

- Heretic
- Hexen
- Duke Nukem
- Shadow Warrior
- Strife
- and more

9.1 ADVANCED SETTINGS

GZDoom Shortcuts: (see “GZDoom Shortcuts” section below).

Gameplay Settings

- Auto Open Lootboxes: Upon acquiring a lootbox, you have to press “InvUse” (“Enter” by default) to open the box. Turning this on will make the lootbox open automatically when acquired.
- Damage Numbers: Turns On/Off the damage numbers. In multiplayer, server dictates this setting, and it will be grayed out for the client. Keep in mind that damage numbers in maps with a lot of enemies can impact performance.
- Player Speed Percentage: Changing this slider affects how fast/slow any and all champions will be. In Singleplayer, if you change the speed mid-map, this will only take effect when you reach a new map. In multiplayer, server dictates the speed and this slider will be grayed out. Setting this to the minimum (70) will make players move at a speed much closer to that of the original Quake Champions, while putting this above 100 will make players move extremely fast, even by Doom standards.

HUD

- Crosshair Type: Changes the type of crosshair.
- Speedometer: Display a HUD speedometer to indicate how fast you're going.
- Weapon Bar: Displays the weapon bar on the right side of the HUD, only visible in 16:9 aspect ratio.
- Low ammo warning: Sets how the "low ammo warning" will be presented:

  0 Off: No warning
  1 Sound: Plays a sound to indicate low ammo
  2 Sound & Text: Also adds a quick text cue that fades away
  3 Sound & Text Stays: The text cue stays until more ammo is acquired or the weapon is switched away

- Low health warning: Same as above, but for health.
- Coop Markers: Toggles the triangle above friendly players in coop games ON/OFF.
- Spectator Scoreboard Size: Determines how big will the scoreboard be while you're spectating Deathmatch games in free-flight.

Visual

- Blood Smears: Toggles the additional "blood stains" that appear when you take damage ON/OFF.
- LG Beam Transparency: Allows to change how visible the LG lightning beam is in first person. Can be "Fully visible" or "Invisible".
- Weapon Firing Recoil: Toggles the visual weapon recoil when you shoot weapons ON/OFF.
- Weapon Firing Flash: Toggles the screen tint/flash that appears when you fire your weapons ON/OFF.
- Weapon Hit-Markers: Toggles visual feedbac when hitting a target ON/OFF.

Sound

- - Weapon Hit Beeps: Toggles the beep weapons make when you successfully hit a target ON/OFF.
- - Taunt Chance: This determines how often will your character perform a "taunt" automatically when killing monsters/players. 0 = never, and the higher the number, the higher the chance.

Per-Champion Settings

- Inquisitor/Lo Wang tap time, in tics: This slider changes how fast you have to tap in order to trigger abilities that require double tapping. The smaller the number, the quicker you have to tap to trigger it. Setting this to the minimum (1) will make it nearly impossible to trigger, for those who don't want to ever trigger it. Abilities affected are: Inquisitor's passive ability "Dodge Thrust" and Lo Wang's passive ability "Peacocks Blessing".
- Eradicator Radar Mode: Allows you to choose whether to display the radar as a huge overlay in the center of the screen, or a small "minimap-like" circle between the crosshair and ability indicator.

10. GZDOOM SHORTCUTS

(under QCDE Options)

GZDoom and Zandronum have a lot of options, but they're buried beneath tons of menus and a plethora of individual settings. In here, we added what we believe are the most useful for QCDE, and put them all in one place.

Adjust Sprite Clipping

This changes how sprites clip on the floor. Please use **NEVER** as that's the one where the drawn sprites will better match the actual champions' hitboxes. If you select "smart" or other, usually the sprite position will be moved upwards to avoid clipping, but will make the players look taller than they are and therefore give a wrong impression regarding their hitboxes.

Crosshair Type

This changes the crosshair in game. We added a bunch of "New" crosshairs from Quake 3 and Quake 4.

Move Bobbing Intensity

By default the player's view point bobs up and down when you're walking or running. However, when the player is slower, this movement can be somewhat nauseating. You can lower it or turn it off completely with this slider.

Allow Jump (GZDoom), Allow Crouch (GZDoom) and Allow Freelook (GZDoom).

These three options are there for mapsets that disallow any of them. You can change that through these options. In Zandronum, these will display "unknown", that's normal.

FPS Counter

Turns On/Off the engine's FPS counter in the top right corner of the screen.

Number of Particles

This changes how many native particles the engine can render. Usually there's no need to change this value.

Number of Decals

Changes how many decals can exist in a map at the same time. Decals can affect performance in old hardware; if you are experiencing FPS loss when looking at a wall full of decals, you can set this to a lower value or zero to improve performance.

Giblets Queue Amount

The engine can automatically remove giblets when there are too many in the world at the same time to improve performance. While this can make monsters drop less gore when you set this to a very low number, this DOES NOT make them drop more if you set this to a very high one. Monsters have a predefined number of giblets and setting this number higher only makes more giblets to be able to exist at the same time, but does not make monsters drop more. The sliders change the value by different amounts, one changes it by 1, the other changes them by 10.

II. SERVER SETTINGS

TL;DR: you can use presets listed below.

Description	Code
Give weapons to bots on respawn, [0..5]	bot_buff 1
Give health to bots randomly, [0..5]	bot_buff
Randomness of bot movement, [0..200]	bot_twitch 100
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: QCDE has it's own skill definitions.To start PVP games with regular damage, use "skill" 0, 1 or 2; if you use "skill 3" all weapons will deal x1.5 the expected damage.

Generally, we recommend the following server settings for QCDE:

Description	Code
No Coop telefrags, and easier team movement.	sv_unblockallies true
Measure against spawn camping	sv_spawnfarthest true
Weapons respawn quickly anyway.	sv_weaponstay false
Weapon shared using "kill" in Coop, taken by force in DM	sv_weapondrop true
Gauntlet parties are meh.	sv_itemrespawn true
When one picks up key, everybody else gets it.	sv_sharekeys true
QC is all about movement, so mobility options should all be enabled at all times.	sv_nocrouch false
All be enabled at all times.	sv_allowjump true
Players are responsible for preserving the map flow.	sv_allowcrouch true

For Coop, we recommend **sv_weaponstay** true, so the entire squad gets the weapon at the same time, and not through a chained suicide. For Survival, that's even more vital.

QCDE comes with a few variables of its own, both for server and for client.
Here they are listed with default values.

SERVER

sv_QCDEPowerups 2

Control appearance of BFG, Quad Damage and Protect in DM.
0 = never spawn BFG or Powerups
1 = always spawn them, regardless of player count
2 = spawn only if there's >= 4 players at level start

Description	Code
Vertical list of weapons on the right	cl_showWeaponBar true
Shows current speed in mapunit/sec under crosshair	cl_speedometer false
Audial feedback about hitting targets	cl_hitbeep true
Player-colored triangle above players in Coop	cl_allyMarkers true
Max delay between taps for Inquisitor	cl_clutchTapMax 15
Taunt on kill and map completion	cl_autoTaunt 1
Open lootboxes immediately, not requiring invuse	cl_autoOpenLootboxes 0

CLIENT

Player speed in competitive

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

Monster themes in Coop

Monster themes for coop are controlled by [theme0..theme3] boolean server variables, in this order: Quake 1, Quake 2, Quake 4, Doom, Doom 2016. So, for example to shoot some intermixed Strogg, use:

theme0 false; (Quake) theme1 true; (Quake 2) theme2 true; Quake 4) theme3 false; (Doom) theme4 false (Doom 2016)

DMFLAGS presets

QCDE 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, and change map.
The aliases are:

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

Preset	Code
Team Last Man Standing	qcde_tlms
Domination (teams capture sectors and 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
Coop	qcde_Coop
Survival (limited lives Coop)	qcde_surv
Elder's Soul	qcde_es
Team Elder's Soul	qcde_tes
Unholy Trinity	qcde_ut
Random Loudout	qcde_rw
Lightning Storm	qcde_ls

Note:

In Zandronum 3.1 (beta at the moment) you can no longer use console aliases defined for QCDE gamemodes like "qcde_ffa" or "qcde_duel" to set up games quickly. However, we've added a folder with all the configs needed under a folder named "gametype" that should be placed in your zandronum folder. In order to quickly apply modes, enter in console "exec gametype/ffa" or "exec gametype/duel". In the same folder there's a txt file with the list of modes included.

12. 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 of this mode.
A demon soul spawns in the map. When a champion picks it up, they acquire the Elder's powers. Frag the soul carrier to get 10 frags at once.

Soul carrier's powers:

- Maximum overstack of health and armor when picking 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 and armor quickly degenerates. Every 10 frags the stack degenerates faster.
- If you die by health degeneration, you lose 10 frags.
- Can't use active abilities while carrying the soul.

Additional things to consider:

- The carrier of the soul is unable to pick up Quad Damage or Protection.
- If a player carrying Quad/Protec picks the Soul, they will drop the quad/protec.
- Freeman can't use his passive "Extraction" while carrying the soul
- Lucienne's passive "Blessing" doesn't prevent the soul's "stack degeneration" curse.
- Blazkowicz's passive "Blitz" doesn't trigger when carrying the soul, due to constant health degen.
- Carrier's degeneration of health/armor is inversely proportional to the size of the champ. Heavies degenerate faster, while for light champs it's slower

13. F.A.Q. (Frequently Asked Questions)

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

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

Q: Will you add <insert character here> as a champion?
A: We are not lacking in new champion ideas to possibly add, and 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, balance overall, etc.

Q: Can I add my own champions to the game?
A: Not currently. At some other stage we will implement a system to plug in custom champions. But this is not available right now, considering how intricate and delicate all the systems are.

Q: bones when?
A: . . .

Q: When spectating a multiplayer match the game seems to have a low framerate and is choppy. Can I fix this?
A: Yes, this can be fixed by opening the constole and typing:

cl_ticsperupdate 1

Q: Is it possible that Red becomes sentient somewhere in the future?
A: No comment

14. KNOWN BUGS

- Ping vs Projectile/actors: In this engine, ping inherently affects the time to spawn “actors” (objects) in the world, this means projectiles like rockets, nails, bolts, bfg balls, etc., but it doesn’t affect hitscans (instant shots like rails). The higher the ping, the more noticeable delay there will be between the moment you press “fire” and the moment the projectile actually spawns in the world. Very high ping will cause projectiles to spawn very delayed, making the game that much harder to interact with. For bullet attacks, they’re both hitscan and projectiles; the hit detection is hitscan, so it’s perfectly synchronized, but the tracer (the visible bullet flying very fast) is a projectile which will also be delayed by ping but since it’s only aesthetic, this delayed bullet effect has zero effect on gameplay.
- Ping visually affects actors that follow the player, like the powerup indicator effects of quad damage, protection, etc. In the case of Inquisitor’s shield (active ability phase 2), in the player’s perspective, when you are running forwards, the shield can look like it’s lagging behind you (instead of staying right in front). However, this is only visual: The shield will still be in front of you for hit detection, and will still protect you as expected.
- Weapons will play hit beep when you hit friendly TDM players. No way around that.
- Inquisitor’s shield will block both friendly and enemy attacks in TDM and FFA. This is an unfixable issue. Shield should only be used in Coop, or as a completely defensive tactic in DM.
- Quad damage: When using rapid fire weapon (MG, HMG, NG, SNG, LG) and you pick the quad damage while firing, the quad sound will not play, until you stop firing and start again. Same will happen when quad wears off but you’re still firing: the quad sound will continue playing despite the powerup having worn off. This does NOT affect the damage increase. Damage will be increased for as long as you have the powerup indicator in the HUD, regardless of the sound.
- “Active ability ready” sound might not play sometimes. There’s only so many channels per actor in game, and this sound sometimes gets overridden by other things.
- In coop 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 and applied wrong. To prevent this, if the game detects a messed up state (mixed stats and abilities) it will immediately kill the player to reset the class and apply the new one. In Survival, where the number of lives is limited, this death does not affect it.
- Bots will still be able to “see” a ghost-walking Nyx. Engine limitations.
- Bots will sometimes stand still or keep bumping on a wall. Engine limitations
- Lo Wang and Zedek’s sword swinging animation drawing on top of HUD and weapon is not a bug It’s the best compromise between the ability being responsive and not displaying anything at all.

15. CONTACT US:

If you have questions or suggestions, you can find us in the following links:

- Official Discord
- Official ModDB
- Doomworld Thread
- ZDoom Thread
- Zandronum Thread

MANUAL CREDITS

Design & Layout	SPS-Barbarossa
Lore	Ivory Duke
Text	Ivory Duke
	DBThanatos
	Michaelis
Sprites	Franco
Champion Portraits	LegendBourne
Proofreading	Ivory Duke
	Michaelis
	The_Individualist



