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## Fatalities mortal kombat xl jason

Let's be honest. The reason you're playing Mortal Kombat instead of another fighting game is because of a gratuitous gore. It's all right. We get it. Deaths are one of the main aspects that distinguish the ranks from other fighters. So instead, here's a full list of all the fatality and stage fatality you can pull from Mortal Kombat X, including Mortal Kombat XL DLC characters. Deaths are listed using ps4/xbox one controls. The characters are listed in alphabetical order. Attention: Everything is bloody. Everything.Looking for Mortal Kombat 11 Deaths? Head over to the full list for a complete overview for each character. Alien Killer Queen: Down, Down, Backward, Forward +x[close] Deadly Hybrid: Back, Forward, Down, Forward + Square / X [MID] Stage Fatality: Down, Down, Down + X / [CLOSE] Bo 'Rai Cho Booze You Lose: Down, Down, Forward + Square / X [CLOSE] Bottoms Up: Back, Forward, Down + Triangle / Y [CLOSE] Stage Fatality: Back, Forward, Forward + Triangle / Y [CLOSE] Cassie Cage Cage Head: Forward, Down, Down, Down Back, Forward + Square / X [MID] Selfie: Down, Forward, Down, Back + Circle / B [CLOSE] Stage Fatality: Down, Down, Back, Forward + Triangle / Y [CLOSE] D'vorah Bug Me: Back, Forward, Back + X / A [MID] Broken Heart: Forward, Back, Forward + Triangle / Y [CLOSE] Stage Fatality: Forward + BLOCK [CLOSE] Ermac Inner Workings: Down, Up, Back [MID] Head Out: Forward, Down, Down, Up [MID] Stage Fatality : Down, Up, Down, Down + x / and [CLOSE] Erron Black Sand Storm: Down, Back, Forward, Down + Square / x [MID] Six-Shooter: Back, Forward, Back, Forward + Triangle / Y [FAR] Stage Fatality: Down, Down, Down + Circle / B [CLOSE] Ferra / Torr Better Than One: Forward, Backward, Forward, Back + x / [CLOSE] Play Time: Down, Back, Forward, Backward, Back [MID] Stage Fatality: Back, Forward, Back+Circle / B [CLOSE] Goro Peek-A-Boo: Back, Forward, Down+Circle / B [CLOSE] Shokan Amputation: Back, Down, Down, [Up [CLOSE] Stage Fatality: Down, Down, Down + Square / X [CLOSE] Jacqui Briggs blown: Back, Forward, Back, Forward + Triangle/y [CLOSE] Fist Pump: Forward, Down, Back + Circle/B [CLOSE] Stage of Death: Down, Forward, Down + Circle/B [CLOSE] Jason Kill for Mother: Down, Forward, Down, Forward + Triangle/y [MID] Sleeping Bag Killer : Down, Back, Forward, Circle / B + BLOCK [MID] Stage Fatality: Down, Back, Forward, Forward [CLOSE] Jax T-Wrecks: Forward, Back, Down + Triangle / Y [CLOSE] Jax Ribber: Down, Backward, Forward [CLOSE] Arms Rip: Forward, Down, Forward, Back + Square / X [CLOSE] Stage Fatality: Down, Forward, Down + Square / X [CLOSE] Johnny Here Cages Is Johnny: Johnny Back, Forward + Square / X [CLOSE] Small Improvisation: Forward, Back, Forward, Forward [MID] Decap: Forward, Forward, Down, Up [CLOSE] Stage Fatality: Down, Back, Forward + BLOCK [CLOSE] Kano Head Case: Down, Forward, Down, Back + X / and [Close] Knife to Meet You: Down, Down, Forward + Square / x [FAR] Stage fatality: up, up, back + x / [CLOSE] Kenshi Tele-helicopt leader: back, Back, Back [FAR] My Puppet: Forward, Down, Back, Up [MID] Stage Fatality: Down, Forward, Down + X / [CLOSE] Kitana Dark Fan-Tasy: Down, Forward, Back, Forward + Triangle / Y [MID] Hair Distribution: Back, Forward, Down, Down [MID] Decapitation: Down, Up, Up, Circle / B + BLOCK [CLOSE] Stage Fatality: Forward, Down, Down + X / [CLOSE] Kotal Kahn Be Mine!: Down, Back, Forward + Square / X [CLOSE] Tight Forward: Back, Forward, Back + Triangle / y [CLOSE] Stage Fatality: Forward, Down, Back + Square / X [CLOSE] Kung Jin Target Practice: Down, Forward, Down, Back + Triangle / Y [CLOSE] Pinned Down: Forward Back Down, Down+Square / X [MID] Stage Fatality: Up, Down, Forward+Circle / B [CLOSE] Kung Lao Face Grind: Down, Back, Down, Forward+Circle / B [CLOSE] Flower Pot: Down, Forward, Down , Back+Square / X [CLOSE] Hat Split : Forward, Backward, Forward+X / A [CLOSE] Fatality: Down, Forward, Down + x / [CLOSE] Leatherface Vision Double: Forward, Back, Down + Square / X [CLOSE] Hook and sinker: Back, Forward, Down, Forward + X / A [CLOSE] Stage fatality: Forward, Back, Back, Down, Up [CLOSE] Liu-Kang neck pain: Down, Down, Backward, Forward [CLOSE] Splitter: Back, Forward, Down, Up [CLOSE] Stage fatality: down, Forward, Back + X / A [CLOSE] Mileena Face Throws: Down, Back, Down, Back + X / A [CLOSE] Tasty Treat: Forward, Back, Forward, Back + Triangle / Y [CLOSE] Man-Eater: Down, Down, Down + Circle / B [CLOSE] Stage Fatality: Down, Down, Down + Square / X [CLOSE] Predator Ghostin' Us: Down, Down, Back, Forward + Square / X [CLOSE] Certain Death: Down, Forward, Back, Up [MID] Stage Fatality : Forward, Down, Back, Up [CLOSE] Quan Chi Mind Game : Forward, Back, Forward, Back + Circle / B [FAR] Both ends: down, forward, back, forward + triangle / y [CLOSE] Stage fatality: Back, Forward, Square + Triangle / Y [CLOSE] Raiden Bug Eyes: Forward, Forward, Forward + Square / X [CLOSE] Guide Rod: Down, Forward, Backward, Forward / Circle / B [FAR] Stage Fatality: Down, Down, Down + Triangle / Y [CLOSE] Forward, Down, Forward + Circle / B [CLOSE] Acid Bath: Down, Down, Back, Forward + Square / X [CLOSE] Stage Fatality: Forward, Down, Down + BLOCK [CLOSE] Scorpion Stop Ahead: Down, Backward, Forward + Triangle / Y [MID] Who's Next!: Down, Back, Forward, Up [MID] Toasts: Up Up, Triangle/Y [MID] Stage Fatality: Down, Down + Square/X [CLOSE] Grinder: Down, Back, Forward, Down , Up [MID] Flick Trick: Down, Up, Down, Up, BLOCK [MID] Stage Fatality: Down , Back, Forward, Forward [CLOSE] Sonya Blade Target Tagged: Down, Down, Back, Forward + BLOCK [CLOSE] Head Hunter: Forward, Back, Down, Back + Triangle / Y [CLOSE] Kiss of Death: Up, Up, Back, Down [MID] Stage Fatality: Back, Forward + Triangle / Y [CLOSE] Sub-Zero Chest Kold: Back, Forward, Down, Back + Circle / B [CLOSE] Bed of Ice: Down, Back, Down, Down + Circle / B [CLOSE] Head Rip: Forward, Down, Forward + Triangle / Y [CLOSE] Stage Fatality: Forward, Down, Back + Triangle / Y [CLOSE] Takeda Whip It Good: Forward, Down, Down, Down / Y [MID] Head Cage: Forward, Back, Down, Down + Square / X [MID] Stage Fatality: Up, Up, Up, Down [CLOSE] Tanya Bloody Boots: Forward, Down, Down, Back, Down [CLOSE] Edenian Drill: Rear, Rear, Forward + Circle / B [CLOSE] Stage Fatality: Up, Down, Up, Down + Circle / B [CLOSE] Tremor Stone Tomb: Down, Back, Forward, Back + X / [MID] Stalag-Might: Down, Forward, Back, Forward + Square / X [MID] Stage Fatality: Down, Circle / B [CLOSE] Triborg Teamwork: Forward, Back, Forward [MID] Death Machine: Forward, Down, Down, Down [FAR] Stage Fatality: Down, Up, BLOCK [CLOSE] --- And there you have: your complete list for all fatalities in x and mortal kombat xl. If you're looking for more strategies for the MK series, check out our next MKX guide here. View Source Share Friday, May 13, 2017 New Jersey Immortal Revenant (formerly Human) Machete (All Appearances) Combat Knife (MK Mobile) Mortal Kombat X (DLC)Mortal Kombat Mobile Jason Voorhees, known for his appearances in the cult-classic horror series Friday the 13th, is a playable guest character in Mortal Kombat X. Jason debuted as the first character available through the DLC as part of the Kom Pack. About Jason Voorhees Jason Voorhees was born June 13, 1946 on Friday to Pamela and Elias Voorhees. Elias's story is strongly explained in the comic series, however he is never spoken in the film except for a brief mention in the ninth film Jason goes to hell. Jason was born with facial disfigurement and may have been mentally disabled. As a young boy, he was neglected by camp counselors who engaged in sexual intercourse instead of supervising Jason, which led to his death by drowning in Crystal Lake. In retaliation, his mother went on a murderous rampage, killing as many counselors as she could through the loss and sadness of her son. When Pamela was killed to end her terrifying onslaught, Jason returned to continue his mother's work and kill anyone who dares to enter Crystal Lake Camp. Jason serves as the main opponent in Friday's 13th series. Jason does not appear in the original film until the end, where his mother served as the main adversary. From the second film, Jason serves as an antagonistic force for the protagonists in each film. He serves as a secondary opponent in the crossover movie Freddy vs. Jason. Jason's most icon is his hockey mask. He gets the mask for the first time in the third film and remains a key element for the rest of his performance. Born with facial deformities and possible retardation, his appearance remains consistent as an older man with these deformities, but later acquires an undead appearance after resurrection in the sixth film, Jason Lives. He returns to his more man-like appearance in the 2009 remake. Despite these differences in appearance, his immortality is always present regardless of the depiction, he is shot, stabbed, drowned. Even blow up, it all leads to Jason returning to kill again. The tenth film, Jason X, reveals that Jason has a regenerative healing factor, however this concept is never mentioned in any other film, nor is it ever used again. Jason's favorite weapon is his machete, the same gun his beloved mother used to get back at camp counselors. Despite this, Jason is known to use almost anything within reach to kill his victims, even using only his bare hands with horrific effect. His superhuman strength, coupled with his undead nature, makes him a relentless, brutal killing machine. Jason fought fellow horror slasher icon Freddy Krueger in the 2003 film Freddy vs Jason, from which he ended up in a stalemate after Jason emerges from Crystal Lake with Freddy's severed head, but Freddy looks and blinks at the camera and laughs. He also fought Freddy in comics along with Michael Myers from the Halloween series, Ash from the Evil Dead series, and Leatherface from the Texas Chainsaw Massacre series. Of the characters he's fought, Freddy is the only one Jason has a movie crossover with, and Leatherface is the only one who's been able to fight Jason in the look of a video game. Jason hasn't met these other characters in the film yet. Jason's appearance takes inspiration from his origins as a franchise. Its variations add little to any other cosmetic changes except for the chain around the neck, which is taken from the seventh film New Blood and a darker version of its iconic hockey mask, which is not seen in any film. Jason's primary look takes inspiration from his appearances in both Freddy vs Jason and the 2009 reboot of a chunky outfit with a damaged olive colored blazer with a grey shirt underneath with black trousers that are slightly ripped with shoes. His mask made for an appearance similar to his Freddy vs Jason mask, including a giant scar across his left cheek and an eye hole mask. Jason's alternate appearance is slightly different from his primary appearance. His clothing features a now dark blue jacket with a black and white shirt underneath with the same damaged look as the jacket from his primary appearance. His pants now look light gray and are covered in blood. A noticeable difference is its mask, which takes inspiration directly from the fifth film New Beginning, featuring a lighter color and blue triangle markings instead of normal red marks. In Mortal Kombat Mobile, Jason's Nightmare Card received an exclusive reskin that didn't appear in Mortal Kombat X. His jacket is now lighter in blue color and is heavily stained with blood all over. His pants are identical to his alternate appearance with the same blood stains however the color is darker gray. The card also combines aspects of the appearance of its unstoppable and relentless variations, respectively, making Jason a darker version of his mask from Relentless however this version lacks Marks and gives it a chain of unstoppable variation is secured around the neck. Jason can not be revealed, even during the deaths that cause his face to fall, the mask remains on. Through hacking it is possible to see Jason without his mask, which shows that unlike his origins franchise, Jason's face is not deformed because he appears to be a middle-aged man with scars on parts of his face. With the exception of Goro, Predator, and Tremor, Jason is significantly taller than the other mortal kombat x characters. Biography Mortal Kombat X: Death and Revenge forms the core of Being Jason Voorhees. He died a little boy. His mother killed out of sadness and anger. When she was murdered, Jason came back and avenged her. Since then, the living have tried many times to send him back to the realm of the dead. He was stabbed, drowned, electrocuted, cremated into space. But Jason can't be killed. Can't stop. The combat characteristics of Jason's power and ability are undead, ruthless killing machines and have tremendous power. His undead nature makes him utterly irreconcilable and almost unstoppable, practically immortal. Even more so, his brute force allows him to effortlessly throw his opponents and deliver powerful punches with fists and machetes. Signature Moves Killing Machine: Jason raises them with weapons and a golden aura surrounds his upper body, which gives him armor for a short time. While active, Jason is not affected by any attack, combo, special attack, and interactable, except for X-Ray attacks, parries and attacks that provide armor breaking properties. In addition, Jason is immune to chip damage, however his ability to jump is disabled and Jason will still get damage from attacks. When this effect is over, Jason falls asleep for a moment and leaves it

open for attacks. If Jason successfully lands his X-Ray, the effect may end prematurely, but Jason won't fall asleep. While Pursuit is active, the end effect prematurely should be used during the pursuit. The opposite can also occur if Jason falls asleep from The Killing Machine, it can end the pursuit effect prematurely as well. (MKX) temple punch: Jason charges against his opponent with a high fist and punches them away. This attack can hit opponents at full screen distance. This attack may be missed by evasive opponents. (MKX) The improved version is called Temple Slam and has armor. Jason picks up opponents while they are still on the ground and punches them with a second punch that throws them away for increased damage in addition to the initial strike. The attack also has a better chance of hitting an opponent, however its hitbox remains the same as the original. Choke: Jason rushes forward and steals his opponent by the neck with one hand and brutally strangles them before throwing them across the arena. This attack is able to grab an opponent from the air, whether it's from a combo or an opponent jumping on Jason. (MKX) Improved I's called choke slam, which has armor and has to squeeze and suffocate opponents with much more force until Jason snaps the opponent's neck while holding them up before throwing them away, which increases the damage. Back Breaker: Jason quickly grabs his opponent and slams them over the knee, breaking his back before tossing them in the opposite direction. Despite being able to throw, the attack can be missed by evasive opponents. (MKX) The improved version is called Spine Shatter, which has armor and has Jason slam an opponent over the knee for the second time for increased damage. When the attack is improved, it joins standing opponents during the combination. Tight Squeeze: Jason reaches forward and drags his opponent into a crushing bear hug, barking his back before throwing them in the opposite direction. This attack takes longer to make contact with the opponent than the Back Breaker, but unlike the latter, can not miss the shunned opponent. (MKX) The improved version is called Crippler and has armor. In addition, after squeezing the opponent and breaking his back, Jason grabs their face with one hand and snaps the opponent's neck before throwing it away, which increases the damage. The improved version also gives Jason the ability to throw them forward instead of in the opposite direction. When the attack is improved, it joins standing opponents during the combination. Corpse Catch: Jason grabs an aerial opponent from the air and slams them into the floor. (MKX) The improved version is called Corpse Slam and Jason slam opponents on the ground with much greater impact, dealing with increased damage. Carnage: Jason grabs and lifts his opponent by the neck and impales them with his machete twice before kicking them to the ground. Unlike Choke, this attack may miss shunned opponents and Jason is not lunging forward, rather standing still when trying to catch an opponent. However, like Choke, an attack is able to grab an opponent from the air, whether it's from a combi or an opponent jumping on Jason and Jason is much less negative if that attack is blocked by the opponent compared to Choke. This replaces the slasher variation. (MKX - Slasher Variations) The improved version is called Bloodlust, which has armor and has Jason push the machete even deeper into the opponent's abdomen twice more before kicking away, which increases the damage. Machete Toss: Jason throws his machete at the opponent by leaning it behind him with both hands then throwing it forward over his head. This projectile has an elevated hitbox compared to most projectily, allowing it to hit evasive opponents. (MKX - Slasher Variations) The improved version of Machete Throw has armor and causes increased damage. Jason is much less negative when this version of attack is blocked by an opponent. When used in the corner of the arena and utilized with juggling effects, Jason is able to continue combos, however this window is very small. Push: Jason shoulder charges his opponent, knocking them to the ground. Unlike Temple Punch, this attack does not reach the full screen distance. However, it produces a lot more knockback compared to Temple Punch when blocked, but can still be missed by dodging opponents. When used in the corner of the arena and utilized with juggling effects, Jason is able to continue combos. The improved version is called shoulder charge, which has armour, increased damage and throws the enemy over longer distances. Jason is also recovering faster from knocking his opponent away. Hitbox attack remains the same. When used in the corner of the arena and utilized with juggling effects, Jason is able to continue combos, however this effect is slightly increased due to faster attack recovery. Psycho Slash: Jason slashes his opponent three times with his machete, with the last slash knocking them to the ground. (MKX - Slasher Variations) The improved version of Hack 'n' Slash has armor and has Jason slash the opponent three more times, with the final slash bringing a machete into the opponent's shoulder – to the extent that it is stuck – only for Jason to kick the opponent to separate the machete and the opponent dealing with double the original damage. In addition, the attack less negative when blocked by the opponent. Lake Mist: Jason walks backwards and disappears into a thick grey fog cloud and reappears behind his opponent from any place in the arena. Jason is vulnerable when walking into the fog and should be attacked before he teleports, does not appear behind the opponent. Jason is also vulnerable when he reappears. (MKX - Relentless Variation) An improved version of Blood Mist that arms Jason while he disappears and Jason recovers from his disappearance much faster. Jason is still vulnerable when he shows up behind his opponent. Pursuit: Jason bursts his neck, causing the screen to glow red and pointing at his opponent. During this time, the opponent's running skills and dashes are disabled and their controls are reversed except for their ability to block, their throw and X-ray attacks, and the use of interactive. The effect disappears instantly if Jason is hit. This effect may end prematurely from Killing Machine (see above). The effect may also end prematurely if Jason successfully mounts his X-Ray. Jason is completely vulnerable while pointing at his opponent. (MKX - Relentless Variation) The improved version is called Dark Pursuit and has Jason just crack his neck to recover from the ability much faster. The difference in recovery is that Jason can attack without pointing at his enemy, but if Jason doesn't attack or move, he'll take action like the original. Damnation: Jason's total damage increases based on how close he is to death. (MKX - Relentless Variation) This is a passive bonus and does not require activation, much like Johnny Red shadow mode. This passive takes effect once Jason is less than 50% healthy and increases lower his health is: Below 50% – a 10% increase in damage. Below 25% - 25% increase in damage. Below 10% - 45% increase in damage. Below 5% - 75% increase in damage. Punishment: Jason clutches his fist to his chest, getting temporary damage to the buff, which also causes the chain around his neck to glow green. While active, all Jason damage caused will increase by 33%, all his attacks will break all forms of armor, including armor awarded by X-Ray attacks. However, the attack does not affect Tremor's Krystallization buff. Connection or x-ray attack will prematurely end this effect, however Jason's X-ray will receive an increase in damage throughout the attack. (MKX - Unstoppable variant) The improved version is called Rampant, which has Jason recover from the attack faster, increases the damage bonus to 50%, increases the duration of the buff, causes the chain around his neck to shine even brighter and retains the same armor breaking properties. Rise: Jason clutches his fist to his chest, causing his hockey mask to glow white from the inside and getting a temporary buff treat. In addition, Jason passively generates Super Meter while the effect is active, generating Super Meter without the need for special attacks, getting an attack or dealing with chip damage, but can still generate Super Meter in this way even when the effect is active. Jason is recovering 5% of his health for a completely special attack. Connecting or being hit by an X-ray attack prematurely stops this effect. It replaces the Killing Machine for an unstoppable variant. (MKX - Unstoppable variant) The improved version, Corpse Walk, has Jason recovering from the ability faster and treats him to 10% health over an extended period of time, but the ability already passively generates super meter, at the expense of recovery and increased health returned. Resurrection: When Jason's life bar completely drains, lightning strikes him and he returns from the dead, regaining some of his health based on how full his Super Meter is. However, Jason can cancel his resurrection, allowing him to keep his Super Meter, so, ends the round. If this is what would be the last round of the match, Jason will be forced to resurrect. Jason can resurrect a total of three times per game. (MKX - Unstoppable variant) Resurrection Knockback: When Jason's health reaches 0, whether he decides to resurrect or not, the explosion of energy comes from Jason separating himself and his opponent. X-Ray Horror: Jason walks slowly forward with his outstretched hand, grabbing his opponent by the neck. He then throws the blade of his machete into the opponent's chin and skull, then forces the handle upwards, snapping his neck backwards. He pulls out a machete and stabs his opponent in the stomach, breaking his spine and several ribs. He pulls the blade after, causing the opponent to to the ground. When Jason's hand is outstretched, the attack is able to grab opponents from the air, whether it's from a combo or an opponent jumping on Jason. When Jason initially starts attacking, he can hit an evasive opponent, but once he starts walking, there's a chance he may miss evasive opponents even if they block. (MKX) Other moves to throw: Jason picks up his opponent by the collar, throws his hand into his stomach and crushes their insides before hitting them on the ground. (MKX) Throw (Machete): Jason scheds his opponent over the stomach, making them fall to their knees. After a brief pause, he throws a machete into their heads, kicks them in the face and throws them away. (MKX - Slasher Variations) Waking up: Jason charges forward with a series of punches with the final punch launching an opponent in the air for juggling. This combo can reach the opponent's full screen distance. (MKX) skull slam: Jason performs a bell to clap his opponent's head, leaving him momentarily dyed. If he successfully connects, he leaves his opponent stunned for a short time for a free hit. This attack is not available in the Slasher variant. The use of this attack twice on a standing opponent will end the current hand, unless a special attack is used, unless skull slam is applied to an aerial opponent. Jason can follow up on the next attack if it's successful: (MKX) Camp Killer: Jason lifts the opponent up, holds them high in the air and then slams them to the ground in the opposite direction with his head first. This attack will not come together if two skull strokes are carried out gradually. Like Skull Slam, this subsequent attack is not available in the Slasher Variant. Knee Strike: Jason hits his opponent with a quick knee. Jason can make several subsequent attacks afterwards: (MKX) Haunting: Jason delivers a powerful directorial punch that knocks his opponent to the ground. In the shadows: Jason delivers a powerful uppercut, knocking opponents in the air effortlessly, allowing him to juggle. Last Friday: Jason grabs his opponent by the neck with both hands, strangling them violently before throwing them across the stage, full screen, in the opposite direction. This combo acts as a throw and is unblockable, but can be missed by dodging opponents. This combo is not available in Slasher. Machete: While in the Slasher variation, Jason acquires unique combos using his machete. In addition, some of his basic attacks and combos will be changed from the original element to include his machete, including getting a new throw (see above). (MKX - Slasher Variations) Mobile game moves immeasurable will: When Jason loses all his health, the lightning strikes him and he resurrects, returns a small part of his health, gains strength that increases all his damage caused and bar power. The power bonus lasts until Jason is defeated. (MK Mobile - Unstoppable Card - Passive) Eternal Slayer: When Jason loses all his Lighting strikes him and he resurrects, returns a small part of his health, gains strength that increases all his damage caused and bar power. Jason can resurrect twice, and his power damage bonus increases and chimneys with each resurrection. The power bonus lasts until Jason is defeated. (MK Mobile - Slasher Card - passive) Unruly pursuit: Jason has a 50% chance of avoiding all special attacks except X-ray attacks or fatal blows. If so, his mask will shine, he will teleport behind his opponent and stun them by stabbing them with his machete, setting them up for a free hit. Nightmare teammates have a 30% chance of unblockable Special 2 attacks. (MK Mobile - Nightmare Card - Passive) Escape: Jason clutches his fists, gains strength, increases any damage caused for some time, then performs a series of punches and kicks that knock his opponent down. (MK Mobile - Unstoppable Card) Awakening: Jason performs a bell to clap then a series of quick punches that knock the opponent away. Then he raises his hands, gains regeneration and gives him enthusiasts healing. (MK Mobile - Unstoppable Card) Hack 'n' Slack: Jason repeatedly smps his opponent with a machete until he gets stuck in their shoulder and dumps them to separate them from the blade. The opponent is affected by the damage effect after damage. The second half of this attack is unblockable. (MK Mobile - Slasher Card) Bloodlust: Jason knees his opponent then grabs them and stabs them with his machete, kicking them deep in the chest before kicking them away. The opponent is affected by the damage effect after damage. When Jason grabs his opponent, the attack becomes unblockable. (MK Mobile - Slasher Card) Pursuit: Jason breaks his neck, causing the screen to turn red and lugsy, increasing the critical chance of all his attacks except his X-ray attack. He then kicks the opponent then makes a charging fist, knocking them down. (MK Mobile - Nightmare Card) Heavy retribution: Jason removes the fighting knife from his neck and proceeds to stab and slice the opponent once each. He then brings the knee strike before stabbing it in the stomach, causing bleeding damage-over-time effect. (MK Mobile - Nightmare Card) When the movement is done twice, Jason throws away the fighting knife and the movement is changed. Jason now hits his opponent twice followed overhead with a double fist that knocks them to the ground. He then stomps on his head with his boot at the end of the combo. When you change an attack, it no longer causes a bleed effect. Death kill for mother: Jason brings his machete. The opponent looks up in horror, then Jason schedules the opponent to cut his body diagonally. After three strokes, the upper body is completely severed and falls off when the opponent screams. (MKX) sleeping bag killer: Jason grabs his opponent's leg and smashes his opponent once, causing one hand to tear off as the body is He then smashes them again, causing their other hand to fall, while Jason again drags the opponent's body across the floor. He then smashes them once more, completely dismembering the opponent, with only one of their legs remaining in his hand. He looks at the leg and then throws it with the rest of the body. (MKX) Brutality Blunt Trauma: Jason performs either a Temple Slam or shoulder charge that beheads an opponent by force of either fist or shoulder, sending his head flying backwards from their body off screen or into the arena corner wall. (MKX) Can not be done on juggled or airy opponents. Go to hell: Jason performs his X-Ray, only this time, when he removes his machete, he chopped off an opponent with one slice instead of stabbing them in the stomach. (MKX) Jason has to walk a few steps from the X-ray itself. There is a possibility that this request may be ignored and brutality will run (see errors). Bloodbath: Jason performs Bloodlust, but this time instead of kicking his opponent away, Jason brutally slices the opponent's upper body vertically in half from the waist up with his machete twisting the blade and pulling up after kicking the opponent's chest. (MKX - Slasher Variations) Head Spin: While the chase or dark pursuit is active, Jason performs crippler, but this time, he turns the opponent's head completely around instead of barking their neck. (MKX - Relentless Variation) Pursuit or Dark Pursuit must be active. Both effects end prematurely when brutality is successfully performed, even before the actual turn of the head. Spinal Tap: After the resurrection, Jason performs back breaker, adding a second slam with enough force to split his opponent in half at the waist over the knee. (MKX - Humiliation - Unstoppable variation) It can only be done on Jason's bike resurrected. The resurrection must be on what would be the last round of the match. The combination of buttons must have Jason to turn around and turn away from his opponent to perform a version of Humiliation. Secret Throw Brutality: Jason performs his throw, but this time, he scheds the opponent's head clean in half with his machete as he plants in their head. (MKXL - Slasher Variations - Secret) Ending Mortal Kombat X: Like Scorpion, Jason Voorhees was a revenant: a vengeful spirit returned to life. Hundreds of people have fallen victim to his bloodlust. Liu Kang, now ruler of Netherreal, noticed. An immortal killer like Jason would be useful in his plan to conquest. He dragged Jason into Netherreal and offered him an endless reward for defeat... in return for his loyalty. Jason's simple answer was to destroy Liu Kang. Trivia General Jason is the second slasher movie villain guest character to appear in the Mortal Kombat series, the first is Freddy Krueger and the third is Leatherface. Overall, the second horror guest character to appear in the series is the first Freddy Krueger, third is Predator, fourth is Leatherface and fifth is Alien. Predator and Alien are the first and second sci-fi horror guest characters, while these are from the traditional horror genre slasher. Freddy, Jason and Leatherface are all playable in the mobile version of Mortal Kombat with the release of halloween update 2018. Jason is the second guest in the series to be undead. The first was Freddy Krueger and Spawn was third. Jason is the first of three characters in mortal kombat series with the ability to resurrect once defeated. The second and third were Geras and D'Vorah. Jason's ability to resurrect could also have inspired the character trail Hellboy, a guest character featured in Netherrealm Studios' DC fighting game Injustice 2, which's resurrection features are almost identical to Jason's. Jason's official announcement teaser was released on Friday the 13th (March 2015), matching the title of his Origin franchise. Whenever the date of the month happens to fall on Friday the 13th, in the mobile version of Mortal Kombat, Jason's playable cards will be available to players, in addition to celebrating franchise title day. Jason's Fatality Sleeping Bag Killer refers to the film Friday 13. In the MKX, however, he does not put his victim in a sleeping bag and instead slams them to the ground. In Friday's thirteenth film, unlike Mortal Kombat X, if one counts Slasher Variations, Jason rarely uses his fists, instead preferring to use his machete or whatever else happens to be at hand. In rare cases Jason uses bare hands, but it is used to great effect. The chain around Jason's neck in his unstoppable variation is a reference to Friday 13. The lightning-induced resurrection is a reference to a scene from Friday 13. The name Jason's last Friday attack is a reference to the slogan for Jason goes to hell, the ninth film on Friday 13. In Friday's 13th film, Jason had a disfigured skull, rotting teeth and one of his eyes was lower than the other, but in Mortal Kombat X, each X-Ray shows Jason with a regularly shaped human skull, and a recent hack for the PC version removes Jason's mask and reveals his face, which has only a few scars on an otherwise middle-aged man. While Jason never shows emotion in movies when he's stabbed, shot, set on fire, etc., removing his mask using this hack and making a death to him will show him in a torting pain, even if it's more than likely just a game mechanic as almost all characters have the same reaction to the same death. In addition, Jason and share the same face when revealed using this hack, although there are minor differences; the location of scars, withered skin and Leatherface has a missing nose and rotten teeth. Besides, Jason never makes any noises when he's been attacked in movies. However, during some deaths, Jason lets out moans before falling over the dead. It is easier to hear during goro peek-a-boo fatality, when Goro pushes Jason's head into his chest, there is a loud moan from the inside. This is again more than likely just a game mechanic, because all male characters make the same precise noise. However, he will make no noise when Kove Stage Fatality is done to him. Jason's default appearance is heavily based on his appearances in Freddy vs. Jason and the 2009 reboot, replicating his outfits from both films. Its alternate color is based on roy burns' appearance on Friday 13th: A new beginning, up to black clothes and braids with a blue hockey mask. Mortal Kombat X Jason is the only guest character who doesn't kill Shinnok in his arcade ending. Interestingly, while he and his fellow guest characters are not a canon in the series, Jason's ending is surprisingly more canon-like than other guest characters; even recognizes Liu Kang as the new ruler of Netherreal, established at the end of story mode. As with Freddy Krueger before him, when he is selected, the announcer tells Jason the name in its entirety, says Jason Voorhees. If Jason wins the match, however, only his first name will be said. Jason is one of the few characters to have the brutality that comes from his X-Ray, not just from special moves, throws, or combos. Other characters are Sonya, Erron Black, Jacqui Briggs, Predator, Tremor, Leatherface and Triborg. He is also one of the few characters who can interrupt his X-Ray to take another step, as the characteristic beheading of his brutality replaces the latest hit of his X-Ray. Other characters are Jacqui, Tremor, Triborg, Leatherface and Predator. Any fight that pits Jason against reptiles, predators, Triborg, or aliens will cause the victim's blood, which Jason draws into his intro, to have the same blood as the one he's fighting. This also applies to the introduction, where he removes the fighting knife from the neck, because the blood around the wound will have the same color of blood as his enemy. Why this happens in the unknown. Jason is one of two characters to gain armor for teleport capabilities. The second is Kenshi in his obsessive variant. He also receives the most armor in the game for his teleport, totaling 3 hits, which is the most for all abilities. Jason is the second highest character in the MKX, which comes from Earthrealm, the highest is Tremor, and the fifth highest character in the game alongside Goro, Predator, Torr and Tremor. Jason is the only character in the game who has a particular musical game during both of his fatality. Jason is one of three characters in the MKX with two basic throws, others are Johnny Cage and Ferra/Torr. All three have unique qualities to perform their different feasts; Jason – Changes based on his variation, how he uses his machete for Slasher variations. Torr - Similar to Jason, based on selected variations and also if Ferra is not on his back. Johnny - Can perform in any variant when Red Shadow mode is active or Fisticuffs with Fist Bump active. Jason was approached by the full name of only Shinnok, but with the release of Mortal Kombat XL, Bo 'Rai Cho will also address Jason's full name. The only other characters who seem to know who Jason is are Raiden, Liu Kang, Goro and Triborg. Goro and Liu Kang both say You... and you!. Goro's reasoning may just be a coincidence, while Liu Kang is more on the line from Jason's Arcade Ending. Raiden tells The Misguided one, referring to Jason as a serial killer and Back to Hell with You! Triborg will refer to Jason as a mental fault referencing Jason was born with birth defects as a child. Jason is one of two characters in the MKX who has to throw in a combo rather than a special move. The other is Bo' Rai Cho, who has two. Interestingly, when Jason performs his X-Ray brutality while in his relentless variations, he will take over the victory featuring his Slasher variations because he uses his machete to kill his opponent. Another interesting thing is with its Slasher Variations and its throw brutality; instead, it takes the winning pose of its other variants, because the machete is in the head of the adversary. When Jason performs his Spinal Tap brutality, he will perform an improved version of his Back Breaker on his opponent without having to actually use the improved version to complete the opponent. This makes Jason one of three characters to perform an improved special during brutality without actually using the said better special. The other two are Alien and Goro. Ironically, when Jason performs his Blunt Trauma brutality while not in his Slasher Variations, he will perform regular Temple Punch instead of extended, even if the finisher requires him to use an improved version. Jason is one of five characters whose voice will not be imitated by Predator, instead, Predator will make his signature laugh. The other four are Alien, Triborg, Leatherface and Predator in mirror wrestling. Since Jason is the only character who doesn't speak or make a vocal sound, there is no voice to mimic. Jason has the most catch attacks of any character in the MKX, with a total of 4. He also has the most tick throws of any character with a total of 24. Tick throws are grabs that connect to block opponents if Jason makes certain normal attacks before grabbing himself. These grabs are listed below: Tick Throws with Tight Squeeze: Back 1, Back 2, Forward 2, Back 3, Down 1, Down 3, Down 4, Jump Attack 1, Jump Attack 2, Jump Attack 3, Jump Attack 4, Standing 1 and Combo 2.4. Tick throws with Back Breaker: Down 1, Down 3, Jump Attack 1, Jump Attack 2, Jump Attack 3 and Jump Attack 4 Tick throws with his base throw: Jump Attack 1, Jump Attack 1, Jump Attack 3 and Jump Attack 4 The Final Friday combo is also considered a tick throw. Jason is one of two characters with a soft stun attack rather than a real stun attack, such as Spear Scorpion or Sub-Zero's Ice Ball. The other is Leatherface, although unlike Jason, he also has a regular stunner attack. Jason and Kotal Kahn are the only characters with anti-air grab abilities. However, unlike Kotal Kahn, Jason can't combo out his anti-air catch. Jason has the second biggest damage bonus in the MKX, the damage bonus and the passive damage bonus. The character with the most is Kotal Kahn with 3. Jason can only have one of each active in his variants, while Kotal Kahn can have all 3 active at once. Jason, Kotal Kahn and Ferra/Torr are the only characters who can increase the damage to their damage than usual. In addition, each of them has its own characteristics: Jason - If the penalty increases to Rampant, the damage buff increases. Kotal – Each individual bounced attack from Mace Parry further increases Kotal damage and chimneys with each successful parry. Ferra/Torr - Pain and gain accumulate three times, increasing the damage each time you use it and limiting it to three. Jason and Johnny Cage are the only characters to gain an increase in damage based on a certain level of remaining health. In addition, both have specific features with each: Johnny - Only his special moves to get damage buff. In addition, it gets a new throw that deals increased damage. Jason – The damage bonus increased his lower health and the effects of all his attacks and special attacks. Jason is the only character who can grant armor for a certain period of time. Unlike other fighters who award armor for one hit, Jason grants armor for multiple hits. Jason is the only character who can reverse an opponent's controls. Jason is the only character without action after winning the round, where he is forced to give his opponent space; just turns around and walks away immediately after winning the round. Jason is one of the few characters whose fighting style changes by adding or removing a weapon. Jason is one of the few characters with a projectile that strikes Mid rather than High, which means an attack is inevitable when he avoids it. However, this can be missed by women when performing a low poke attack. Mortal Kombat Mobile In the mobile version of Mortal Kombat, Jason's Slasher card is one of the few characters where all his special attacks are unblockable. While its unstoppable variant allows it to resurrect in the MKX, in Mortal Kombat Mobile, its Slasher Variation can do it as well, but twice rather than once. Jason is one of the few characters to receive an exclusive reskin in the mobile version of Mortal Kombat, which did not appear in Mortal Kombat X. He is also one of three DLC characters to receive Reskin, the others are Tanya and Goro. He is the only character in Mortal Kombat Mobile to have music play while tagging in Music also plays when his fancy Nightmare Card is activated on an opponent. He is one of the few characters with each variant available in the mobile version of Mortal Kombat. She is one of two DLC characters with each available variant in the mobile version of Mortal Kombat. The other one is Triborg. Jason's Nightmare Card is one of four cards whose special 2 changes, the others being Classic Liu Kang, Triborg as Cyber Sub-Zero and Day of the Dead Jade. Certain requirements must be met in order to activate new specials: Jason - After successfully performing two special 2s, the attack changes with Jason throwing the battle knife one way and performing a brand new special instead. In addition, the attack will no longer cause the effect of bloodstained bleeding. Liu Kang - When he is on fire, whether caused by him or his opponent, Liu Kang summons a fiery dragon that ignites the current opponent and applies fire damage to the current enemy and their designated teammates. Plus, it doesn't have a mini-game for damage bonus. Triborg - With an active drone, its Special 2 changes with all the arm blows that now have icy weapons, adding another icy attack after slipping into an opponent for more damage. Jade - Reaching 80% or more on the second mini-game has her throw shaver rang for more damage. In addition, if jade is at a certain level of health, she will teleport over opponents and stab them several times, similar to Kitana. In addition, if Jade drops to a certain percentage of health, after a flip kick, she can teleport behind opponents, stab them repeatedly and steal their health. Jason's Nightmare Card and Jade's Assassin Card were originally the only characters who could completely avoid special attack damage with their passive, except for X-rays. Since Update 2.0, assassin Kitana and Skarlet have been able to avoid specials by teaming up with Jade thanks to assassin jade's updated passive approach. Since title update 2.0, Jason is one of three guest characters with Diamond Card, the others being Freddy Krueger and Leatherface. Since the December 2019 update, the Terminator has also been in this category. Since Update 2.0, Jason has been the only guest character in Mortal Kombat Mobile, which not only has three playable cards, but also has a diamond and gold card. Jason's attack support card includes him holding a cevel wacker, a possible reference to Dr. Crew's death in the seventh film, New Blood. The chain around Jason's neck in his unstoppable variant in the MKX is missing in the mobile game for his unstoppable card, however it is used for his Nightmare Card, which was originally his tireless card. Jason's unstoppable card also uses Jason's alternate colors from the MKX. Jason is one of the few characters that use their alternate character color for the appearance of a character card. 11 Cabal got a Jason-themed Outfit and Gear Cosmetics as a DLC for Halloween. Errors When viewing Jason's resume, the penultimate line has an extra space, and at the end of the sentence there is no dot. When previewing Jason's Slasher variation, the note for the variant does not include his altered combos, basic attacks, and new combos obtained by including his machete as opposed to variations of other characters that contain a note. After performing his X-Ray, it is seen that the hand Jason wields his machete with will clip into his thigh while pulling his hand. When Jason performs his X-Ray brutality while in his unstoppable variation, after removing the machete to behead his enemy, the chain around his neck disappears. This is probably an error in programming. This is also the case when fatality or kill fractions are applied to it, while in its unstoppable variations as the string disappears. During one of Jason's interactions, he removes a combat knife from his neck and throws it to the ground, leaving behind a wound in his neck. While its unstoppable variant is selected when it removes the knife, no wound will be visible on the neck, but the blood will still be visible. It is not known how and why this is happening. If he looks closely during Jason's revamped Choke Slam, he doesn't actually close his arm to break his opponent's neck, giving him the illusion that he's going to click himself. During some deaths, Jason will be heard moaning before falling dead. This is easy to hear during Goro peek-A-Boo fatality and Jax jaw ribbon fatality. This is probably a game mechanic because all male characters make the same moaning sound, including Alien and Predator. However, he will not make any noise when Kove Stage Fatality is performed on it. When Jason's fatality is applied to create a hole around his mouth, we can see that the wound is transparent at the ends. This is more noticeable when his mask is removed using a hack. Plus, when there's a big wound in Jason's chest, you can visibly see through the jacket on the side. This is easy to see when his Kill For Mother Fatality is carried out on himself or at the end of takeda's cage fatality. When Jason performs his Kill For Mother Fatality on characters that are taller than him, like Goro or Predator, he will incorrectly be higher than them when performing the finisher. Jason's X-ray tends to connect incorrectly due to a strange hitbox; An attack is registered as a medium attack, but can be missed if an opponent crouches down on some occasions. If the attack is used from a distance and Jason is still approaching the blocking opponent, the attack is completely missed. Jason sometimes may not actually make contact with the opponent for the attack to launch. This is similar to the hitbox at Alien Chop Chop during its Slicer brutality. This is also the case with some characters' hitboxes Uppercut attacks, striking opponents any contact. See Faults and errors. Sometimes, if an opponent successfully skips Jason to avoid an attack, he is even completely behind him in the process, while in the air, they will teleport to his hand and launch the attack. In some cases, if the opponent dodges his X-Ray completely and Jason is still walking, running to him and making contact from behind will teleport the opponent to his hand, launching an attack. Jason's X-ray brutality can trigger, even if he doesn't take the necessary steps to actually activate it. While playing his Slasher Variations, his machete disappears then appears in the opposite direction while performing his Kill For Mother Fatality, which makes no sense because the blade is already present. It also gives the illusion that the blade teleports. As mentioned above, blocking Jason's X-ray attack while his armor bonus is active has a chance to completely remove the buff. This is more than likely a glitch and the cause is currently unknown. After Jason chops off his enemy's head during his X-Ray brutality, he and his opponent become darker in color for an unknown reason. This also happens with most characters having X-Ray brutality. This is easiest to see with Tremor. When Jason wins the round and turns around and walks away from his opponent, his hands clip into his thighs as he leaves. When Jason loses the round and stands back up to break his neck while in the Slasher variation, his machete will completely clip over his thigh as he cracks his neck. On rare occasions, if Jason cancels the Resurrection, the damage from any attack that has been hit will read 100% + final hit. When done with combos or specialties, he does the same. This does not happen with X-ray attacks. Community content is available within CC-BY-SA, unless otherwise stated. Noted.

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