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Male mortal kombat characters original

Wikipedia list article List of playable characters for Mortal Kombat: Armageddon (2006), minus Taven, Daegon and Khameleon This is a list of playable characters from the Mortal Kombat series of fighting games and the games in which they appear. The series takes place in a fictional universe of six realms, overseen by humans known as the Old Gods. The Elder Gods created a battle tournament called Mortal Kombat to resolve conflicts between nature. Mortal Kombat's first game introduces a tournament where Earthrealm can be conquered by Outworld if the tournament loses. The Warriors, representing Earthrealm, defeated tournament champion Goro and host Shang Tsung, but this made Tsung look for other ways to defeat Earthrealm. Since then, each match features a new villain who wants to conquer the kingdom. By Mortal Kombat: Deception, most of the main characters have been killed by Shang Tsung and Quan Chi, but by Mortal Kombat: Armageddon everything is back. Introduced in Mortal Kombat (1992) Johnny Cage Main article: Johnny Cage Kano Main article: Kano (Mortal Kombat) Liu Kang Main article: Liu Kang Raiden Main article: Raiden (Mortal Kombat) Scorpion Main article: Scorpion (Scorpion Mortal Kombat) Sonya Blade Main article: Sonya Blade Sub-Zero Main article: Sub-Zero (Mortal Kombat) Goro Main article: Goro (Mortal Kombat) Shang Tsung Main article: Shang Tsung Reptile Main article : Reptiles (Mortal Kombat) Introduced in Mortal Kombat II See also: Mortal Kombat II Baraka Main article: Baraka (Mortal Kombat) Jade Main article: Jade (Mortal Kombat) Jax Main article: Jax (Mortal Kombat) Kintaro Voiced by: Rhasaan Orange (MK9) Sub-boss of Mortal Kombat II, Kintaro is a tiger-striped shokan (the same breed as Goro and Sheeva) fighters who joined in Shao Kahn's attempt to conquer Earthrealm during the second tournament event , where he challenged Liu Kang but lost. He is the boss character in the spinoff Mortal Kombat 2005: Shaolin Monks, and can be played along with the entire list of series in Mortal Kombat: Armageddon (2006). His greatest involvement in mk continuity was in the reboot of the 2011 series, in which he served as an opponent for Kung Lao, Stryker, and Sub-Zero in game story mode, in which he greatly injured Kabal. Kintaro had a minimal presence in several MK comic book series published in the 1990s, with a more prominent role coming in DC Comics' 2015 Mortal Kombat X miniseries, in which he served under Sheeva's command but was beheaded by Sonya Blade in the final matter while she was under the influence of the Curse of the Havik Blood Code. This character is a stop-motion clay figure whose design is inspired by the Japanese mythological character Kintarō. She was originally conceived MKII as a bipedal tiger coated in anthropomorphic fur, but the concept was removed due to difficulties Complicated clothes. [1] Kintaro was redesigned as a Goro spinoff, according to the series' co-creator John Tobias. [2] UGO Networks argued in 2012 that Kintaro had no real purpose except to become a revived Goro whose sole purpose was to avenge the death mentioned above in the conclusion of the original game. [3] Den from Geek wrote that he had almost no story to talk to outside the retcon [MK9]. [4] His Reverse Rip ranked ninth in the 2012 Gameranx selection of the ten most horrific Fatalities of the MK series,[5] and Prima Games placed him 35th on their 2014 list of the series' top fifty Fatalities. [6] Kitana main article: Kitana Kung Lao main article: Main article Kung Lao Mileena: Mileena Noob Saibot Main article: Noob Saibot Shao Kahn Main article: Shao Kahn Smoke Main article: Smoke (Mortal Kombat) Introduced in Mortal Kombat 3 and updated See also: Mortal Kombat 3, Ultimate Mortal Kombat 3, and Mortal Trilogy Kombaty Chameleon Played by: John Turk (MKT). Chameleons appear on PlayStation 1, Saturn's Sega, and the PC version of the Mortal Kombat Trilogy as partially transparent male ninjas that mimic all human ninja movements exchanged for palettes. The game only calls him one of Shao Kahn's deadliest warriors. [7] In Armageddon, his backstory states that he was present at events stemming from Liu Kang's victory in the first Mortal Kombat tournament, biding his time while watching the show unfold, while his late life only portrayed him as a true Mortal Kombat champion. Chameleon ranked 32nd—one place ahead of Khameleon—in the 2012 UGO selection of the top fifty series characters. They say copying is a form of flattery, so Chameleon made our list. [3] Complex ranked him tenth in the selection of the ten most underrated characters in 2011. [8] Main article Cyrax: Cyrax Ermac Main article: Ermac Kabal main article: Kabal (Mortal Kombat) Khameleon Played by: Becky Gable (MKT) Voiced by: Johanna Añonuevo (Armageddon) Debuts on the Nintendo 64 version of MKT in exchange for Kitana's palette, Khameleon is described as the last female of the Reptilian Raptors race,[9] who was driven to near extinction by Shao Kahn, who later combined their home kingdom of Zaterra with Outworld. [9] Khameleon told the Reptiles that Kahn was responsible for the extinction of their race,[9] but the Reptile fell under Kahn's influence once again and turned against Khameleon. After failing in his attempt to kill Kahn, he wanders through nature contemplating his revenge. [10] During the events of Armageddon (where it can only be played in the Wii version), he learned about the battle empire in combatants at the Argus Pyramid in Edenia, and the highest gift of power will be given to the winner. Khameleon seeks to achieve this power for himself to keep him away from Kahn while taking revenge on him for his actions the race. [10] According to series art director Steve Beran, Khameleon was included in Armageddon due to heavy fan demand. [11] He placed 33rd in UGO selection of the top fifty series characters. [3] Motaro Motaro's character sketch for the Mortal Kombat Trilogy (1996), by John Tobias. Motaro is a Centaurian, a breed of centauur-like creatures with ram-like horns and a long tail like a metal rat. He first appeared as a sub-boss in Mortal Kombat 3. The Motaro breed has been at odds with Shokan, the four-armed race in which Goro, Kintaro and Sheeva belong, because Kahn supported the Centaurians and helped them in the defeat and penkhanya of the Shokan race. As a Centaurian, Motaro has great power as well as a razor sharp tail that fires bursts of energy from its ends, and teleportation power. Ed Boon refers to Motaro as one of Mortal Kombat's strangely shaped characters. [12] John Tobias said that Motaro's creation was inspired by a toy he had when he was a child. The Toy in question, microauts antagonist Baron Karza, came up with a horse named Andromeda that, when dismantled and combined with a figure, created a centaur-like creature. [13] As described in his Armageddon biocard, the developers were faced with a decision (driven by a fan's request to include him),[14] for not including Motaro in the game or removing his hind legs due to difficulty keeping up with his horse's unique half-body shape. They decided to remove the hind legs with the explanation that a curse was placed on his race. [15] Motaro appeared in the 1997 film Mortal Kombat: Annihilation, played by former American Gladiator star Deron McBee. His rivalry with Sheeva was touched and he was defeated by Jax at the end of the film. There are also other fight scenes featuring Motaro who is not included in the film. [16] Motaro appeared in the 1996 animated series Mortal Kombat: Defenders of the Realm. Motaro appeared in the 2020 film Mortal Kombat Legends: Scorpion's Revenge in which he was one of the Outworld monsters kano released for Johnny Cage and Sonya Blade. Motaro placed 31st in the 2012 UGO rankings of the top fifty Mortal Kombat characters, noting he became a hard-to-beat sub-boss. [17] In 2013, Complex ranked the fight against Motaro in Mortal Kombat 3 as the 31st toughest boss battle in a video game,[18] and Motaro himself as the tenth most brutal fighter in the series. [19] Fans rated him the 39th best character in the series in a 2013 online poll conducted by Dorkly. [20] Den of Geek ranked Motaro 42nd in their 2015 ranking of 64 playable franchise characters. Article Nightwolf: Nightwolf Rain Main article: Rain (Mortal Kombat) Sector Main article: Sheeva Sindel Main article: Sindel Stryker Main article: Stryker (Mortal Kombat) Introduced in Mythology Mortal Kombat: Sub-Zero See also: Mortal Kombat Kombat Fujin Sub-Zero Portrayed by: Anthony Marquez (MKM:SZ); Nic Toussaint (MKX) Voiced by: Herman Sanchez (MK4), David Horachek (MK:A), Troy Baker (MKX), Matthew Yang King (MK11) Fujin (named after the Japanese wind god Fūjin) is a then unnamed wind god who first appeared in MK Mythology as one of the four guardians commissioned by Raiden to guard Shinnok who will had to be defeated by Sub-Zero to obtain it. [21] He made his playable debut in Mortal Kombat 4, joining Raiden in his battle against Shinnok. [22] In MK Armageddon, his only playable appearance in the game, Fujin expressed his concern over what had led to Raiden's downs drop into madness. He and Kung Lao combine to bring Raiden and Liu Kang under control, but if not found to normalize the two now-damaged soldiers, he and Kung Lao will be forced to kill them. Meanwhile, he searches for Taven and his brother Daegon, hoping to prevent their progress and learn the true purpose of their search. [23] In the 2015 Mortal Kombat X comic miniseries, Fujin assists Raiden in the search for the missing Kamidogu dagger cursed by Quan Chi. However, he was later attacked and rescued by Takeda. Fujin gives him a mask and armor resembling his mentor Hanzo Hasashi (Scorpion). When earthrealm's hero defeats Shinnok in the final battle in game story mode, Fujin and Raiden return Shinnok's amulet to the Elder Gods. In an expansion of the DLC story for Mortal Kombat 11, Aftermath, Kronika traps Fujin in void after he refuses to join her in changing time to finally own. After his death, the wind god was able to escape with Shang Tsung and Nightwolf. Fujin works with them to secure the Crown of Kronika's Soul so that Liu Kang can restore history, but Shang Tsung betrays his allies so that he can steal the Crown and change history for himself. Fujin tried to stop him, but his soul drained in the process. In the late Shang Tsung, Fujin becomes his servant with Raiden. Fujin placed 40th on UGO's 2012 list of the top fifty series characters. [3] In 2014, Prima Games included Fujin among their twenty cheapest characters in the series, portraying him as the marquee character mortal kombat 4, but that is ... a disturbing crossbow [his designated weapon that Ed Boon admitted regretted adding to the game][24] that really exacerbated the mob. [25] Nevertheless, Fujin's crossbow appears as one of his weapons in Mortal Kombat 11: Aftermath. Main article Quan Chi: Quan Chi Sareena Portrayed by: Lia Montelongo (MKM:SZ); Dana Hee (Konquest) Voiced by: Nicolet (MKX) Sareena is one of three personal killers of Quan Chi, along with Kia and Jataaka, who are ordered to kill Sub-Zero before he reaches Quan Chi. He is portrayed in MK Mythology as a faster and more accomplished fighter than his fellow assassins. [26] After being rescued by He helped him defeat Quan Chi. After expressing his desire to escape from Netherrealm with him, he is shot in the back by Shinnok. As later revealed in Mortal Kombat: Tournament Edition the attack destroys its human form and that its essence is then discarded as punishment for its betrayal. After years of torture, Sareena escapes the Netherlands in her human appearance before mk: Deadly Alliance, where she meets the younger Sub-Zero; brother of the one he met earlier. Feeling he owes it to him for helping his brother, Sub-Zero provides his sanctuary with Lin Kuei back to Earthrealm. Sareena made her playable debut in MK: Armageddon, where she followed Sub-Zero to the Netherlands, saving her from being killed by Noob Saibot and Smoke. After the battle, Sareena loses her human form and returns to join her, despite her resistance. In MK: Mode Armageddon Konquest, Sareena, Kia and Jataaka were ordered by Quan Chi to kill Taven but failed; while Kia and Jataaka are killed and their souls descend on Netherrealm, Sareena is freed from Quan Chi's control. [27] He is seen in an unplayable guest appearance on MK9, as one of the fighters in the Pit background facing Daegon or Frost. At MKX, Sareena has been monitoring around Netherrealm about what Quan Chi is planning behind the scenes. By the time D'Vorah, a loyal enforcer of Kotal Kahn is revealed to have worked for Quan Chi and Shinnok, as he now has a Shinnok amulet, Sareena helps Special Forces led by Kenshi and Jax to capture Quan Chi alive. Sareena appeared alongside Kia and Jataaka in four episodes of the 1998 television series Mortal Kombat: Konquest, in which they were original characters renamed Siann, Mika, and Sora, respectively, while their roles in serving Quan Chi remained unchanged. Although Sareena was omitted from the 2012 UGO selection of the top fifty series characters, she was ranked 26th in the Den of Geek ranking of the series' 64 character players, with the site deeming her Sub-Zero's one moment of humanity snowballing into something meaningful. [4] Main article Shinnok: Shinnok Introduced in Mortal Kombat 4 See also: Mortal Kombat 4 and Mortal Kombat Gold Jarek Performed by: Herman Sanchez (MK4), James Freeman-Hargis (MK:A) Jarek makes his first chronological appearance in Mortal Kombat: Special Forces as the boss character, where he and other Black Dragon members are released from a U.S. Special Forces detention facility by Kano , who had proposed to reform the Black Dragon clan but in fact, Kano only wanted to as a pawn to slow down a Special Forces agent who pursues him in his attempt to obtain an artifact called the Chitian Eye. Debuting as a playable character in MK4, Jarek is the commander of both brutish and grumpy Black Dragon clans. In the game, he was originally special movements and fatalities popularized by Kano. The storyline states that he was the last member of the Black Dragon after Kano's apparent death, and is being pursued by the Sonya Blade for crimes against humanity. Captured, he finds himself working alongside Earth's heroes in fighting Shinnok's army. In Jarek's semikanonic MK4 final, after Shinnok's defeat, Sonya confronts Jarek on the edge of a cliff and attempts to arm Jarek to return to Special Forces custody, but he refuses and attempts to kill Sonya, but Jax interferes and drops Jarek off the cliff. However, Armageddon Jarek's bio explains that he survived, and he believes his (false) death will help him regain enough power for revenge while traveling to nature looking for ancient texts that will show him a worthy Fatality for his betrayal. Impressing Quan Chi after witnessing his new skills, he invites Jarek to join the Dark Forces for revenge. [28] Jarek copied all of Kano's special moves in MK4, as well as Heart Rip and Eye Laser Fatalities, despite having no cybernetic enhancements, but he was not well received as his predecessor and Armageddon was the only other time he appeared as a player character. His lightness is based on Midway character artist Herman Sanchez. [29] Jarek was left out of the 2012 UGO list of the top fifty series characters. He has mainly received negative reception for the end of his MK4, which is actually a merging of the latter, Sonya and Jax (the latter combining all three temporarily including the non-canonical deaths of Sonya and Jarek). Cracked included it in a 2013 feature titled 6 Video Game Endings That Clearly F#@%ing With Us, saying of Jarek's plea for his life as Jax dangled him over a cliff cliff, The following is one of the most bombed exchanges I can remember in a video game. ... It's hard to put into words how bad acting is. [30] In 2010, 4thletter.net listed the MK4 ending, exemplified by the Nintendo 64 version of the late Jax, among the Top Ten Silly Things That Came Out of Mortal Kombat,[31] and ranked 19th in Jax in their 2013 list of top 200 battle games. Jax easily had the best, especially since it was an extension of jarek's end, which was a kind of extension of sonya's end. ... It's so beautiful sucks. [32] Kai Played by: Kimball Uddin (MK4) Voiced by: Ed Boon (MK4) Kai is a former member of the secretive White Lotus Society who met Liu Kang in the United States, while Liu Kang recruited and trained a new generation of Shaolin warriors. During Mortal Kombat 4, Liu Kang and Kai with Earth warriors in Edenia to assist Raiden in his battle against Shinnok. [33] He made his only other playing appearance at Armageddon. Ed Boon explains that developers want Very nimble American characters like Liu Kang, including the same fireball projectile with the difference that it was instead fired vertically. He is also the first series character to perform a handstand, leading to other special moves in MK4; Boon intended for this to be Kai's main fighting style in Armageddon but time constraints prevented this. [34] Kai was ranked 47th on UGO's 2012 list of the top 50 Mortal Kombat characters. Robert Naytor of Hardcore Gaming 101 says, With all his projectile moves, he is basically a black Liu Kang. [35] Armageddon's meat backstory describes it as a gruesome experiment made by Shang Tsung that escapes the witch's clutches before he can finish. [36] Prima Games' strategy guide to the game describes Meat as a fun character who helps Shinnok, although this relationship is not mentioned in the game storyline. [37] Quan Chi as Meat in MK4 Meat originally served as a skin made by art director Tony Goskie for every fighter on MK4. [38] Meat's name was simply a designation given to the model so it could be used in the game, until Midway eventually made him a playable Easter egg joke character. [38] The player first learned the character's official name after Meat lives! appeared on Ed Boon's website promoting mk4's third arcade revision. [39] The strategy guide also referred to the character as Meat, later making it a different moniker. [41] Meat appeared in Konquest Deception mode, establishing it in the series' canonical storyline. Daging placed second to last (49th) on UGO's 2012 list of the top fifty MK characters. ScrewAttack placed Meat fourth in the 2011 rankings of the series' top ten worst characters: Let's take a generic [character] model, strip him of his flesh, and call it a day. [42] Ryan Aston of Topless Robot placed Meat second in his selection of eight ridiculous characters even by Mortal Kombat standards, calling him a gory riff on the Soulcalibur Charade character, and the storyline a really thin excuse for his existence. [43] In 2009, Sam Ashurst of Total Film included Meat in his selection of 7 Evil Characters for the third Mortal

Kahn, but Kitana gathers Shokan and Tarkatan to help him in the battle against tyranny. During the fight, Shao Kahn broke Kotal Kahn's back, paralysing him from the waist down. After he defeated Shao Kahn, Kotal named Kitana as the successor to the throne. In an expansion of the Aftermath storyline, Jade takes Kotal to the Soul Chamber to recover, only to be bullied by Sheeva. When he joined the Earthrealm/Outworld joint forces in attacking Kronika's forces, he was beheaded by Shao Kahn before he could arrive. Kung Jin Voiced by: Johnny Yong Bosch Performed by: Lawrence Kern Kung Lao's nephew, a reformed thief turned Shaolin archer and member of the Cassie Cage Special Forces unit. He made a cameo appearance in the 34th chapter of the 2015 DC Comics prequel miniseries based on the game, in which he was hired by Bo'Rai Cho and Sub-Zero to collect data on Cyborg Lin Kuei's weaknesses, and then presented Sub-Zero with a stolen flash drive containing a virus. According to NetherRealm Studios, Kung Jin's main costume was inspired by Mongolian nomadic archers, which contained layers of leather and fur and rough woven fabric, with him wearing it as a symbol of acceptance of his role as a hero, while his bow was designed to double as a staffer. [144] Kung Jin stands as the series' first homosexual character, confirmed by NetherRealm Studios cinematic director Dominic Cianciolo on his Twitter account in connection with the exchange of dialogue in game story mode between the character and Raiden. [146] Originally portrayed in Mortal Kombat X as Kung Lao's younger cousin, it was retconned in Mortal Kombat 11 to portray Kung Jin as his nephew instead. [147] Den of Geek placed Kung Jin 52nd in their 2015 ranking of 73 playable characters of the series, describing his revelations to Raiden as sweet, well done, and highly acceptable, but regarded him as the most boring of the game's newcomers: [He was] just a guy with a bow and a plain look. [4] Takeda Takahashi Voiced by: Parry Shen Presented by: Son of Nick Toussaint Kenshi, and member of Special Forces unit Cassie Cage. After his mother is killed when he is a child, he is entrusted by his father to Scorpion, who raises him as an apprentice in the Shirai Ryu clan and teaches him how to fight, so that he prepares to fight his mother's killer, the Red Dragon clan. Takeda wore a metallic gray armored suit and a yellow-black headband to symbolize his connection to Shirai Ryu. [Citation needed] He uses a bladed whip given by Fujin that can be used at any range, and, like has telepathic power, in addition to the ability to cause sensory overload in its opponents in the process. Triborg Voiced by: Vic Chao Triborg is a downloadable character as part of the second Kombat Pack. [148] It is a combination of Sektor, Cyrax, and Smoke, as well as the cybernetic version of Sub-Zero from the 2011 reboot. [149] Special Forces operatives discovered hidden storage data for the Lin Kuei Cyber Initiative, and at the S.F. facility, scientists proceeded to upload the data to the test body. This makes the minds of Sector, Cyrax, and Smoke interconnected, animate the body. After killing everyone at the facility, Triborg is now trying to destroy all organic life. Introduced in Mortal Kombat 11 See also: Mortal Kombat 11 Mortal Kombat 11 introduces five exclusive downloadable guest characters: Spawn Picture Comics character, T-800 model from Terminator franchise, Joker from DC Comics, cyber-enhanced police officer RoboCop and Vietnam War veteran John Rambo. Cetrion Voiced by: Mary Elizabeth McGlynn Cetrion is Shinnok's sister and daughter of Kronika, an Old Goddess who harnesses the power of nature and its elements. Cetrion wears natural armor consisting of chiseled jade and flowing foliage. She is regarded as a revered Old Goddess among the Elder Gods. However, after Shinnok's defeat, he betrays the Old Gods to serve his mother; to whom he and Shinnok are truly faithful. Despite assisting his mother in his plan to reset time, Fire God Liu Kang exploits cetrion's conflict with his loyalty, which causes him to lose several fights before using his powers to strengthen Kronika. Geras Voiced by: Dave B. Mitchell Geras is Kronika's main underling and enforcer. Having power based on sand and time, it is able to stop time in battle and bank damage done to opponents, which will take effect once the time starts again. He is also able to take seconds from the in-game timer. Geras has robot skin and wears white-and-gold armor with luminous blue energy, similar to Kronika Style. In the expansion of the Aftermath story, Geras is killed by Shang Kahn and Sindel, leaving his fate uncertain despite his power. Kollector Voiced by: Andrew Morgado Kollector is an armed sixth tribute collector, a Naknadan who served as enforcer for former Outworld emperor Shao Kahn. He went into hiding following the rise of the current emperor Kotal Kahn, until he was captured by Kotal himself. When the Time Merger caused by Kronika occurred at the same time Kollector was to be executed, Kollector managed to escape and reunite with the time-displaced Shao Kahn and the allies when he joined the Kronika army. [151] Kollector was able to utilize a wide range of weaponry, including lanterns, chain mace, bag bombs, and fire bottles. After each Kollector packs the body of his slain enemy into a leather wrap on his back. He has had one of his siblings killed by Erron Black in the past. Voiced by: Jennifer Hale Mother of Elder Gods Shinnok and Cetrion, Kronika is a titan and time architect who has overseen events in both timelines of the Mortal Kombat series. She seeks to reset time and restore the right balance to the universe after Raiden's defeat of Shinnok. Says balance involves Cetrion, paragons of light, life, and virtue and Shinnok, paragons of darkness, death, and vice fighting and pitting each other into eternal war. She is the series' first female boss character and the main antagonist of Mortal Kombat 11, as well as the true main antagonist overall of the entire series. He was originally developed as a male character. [152] Other of these characters were never featured in the game, either because they never existed or were removed during development. Turn Turn (right) in the leaked Mortal Kombat Gold screenshot Turn was originally scheduled for Mortal Kombat Gold but was cut from the final release. [154] He was created by Eurocom and, according to Ed Boon, was removed from the game because developers did not have time to complete it. [155] Nevertheless, Eurocom inadvertently sent information about the game with Belokk in it to the Game Informer, and as a result, six screenshots of it were leaked to the public in previews, at special request. [156] Hornbuckle Well after the mkii home port by Probe and Sculptured Software was released, rumors of extra hidden characters began swirling around this and the original arcade version despite the fact that all the secrets of the game were known at the time. At MKII, pit II's stage backdrop depicts Liu Kang's palette exchange; one was covered in fire and the other was wearing black and green pants. When rumors began to circulate, these characters were eventually named Torch and Hornbuckle respectively. Hornbuckle's name comes from the port of SNES, where Jade sometimes appears on stage just before the fight and tells Hornbuckle who?. [157] This is a reference to Leanne Hornbuckle, whose name appears in the Special Thanks section of the game credits by Sculptured Software. [158] Guest characters Guest characters from various media franchises have appeared in the next Mortal Kombat game after the 2008 mortal kombat vs DC Universe crossover title. = Playable in the basics list of games = Playable at a later date iteration of the game = Appear as an unplayable opposing character MKvs.DCU MK9 MKX MK11 Batman Playable Shazam Playable Catwoman Playable Deathstroke Playable Darkseid Playable The Flash Playable Green Lantern The Joker Playable Playable PlayableDLC Lex Luthor Playable Superman Playable Playable Kratos PlayablePS3 Freddy Krueger PlayableDLC PlayableMOB Jason Voorhees PlayableDLC Predator PlayableDLC Alien PlayableDLC Leatherface PlayableDLC Spawn PlayableDLC The Terminator PlayableDLC RoboCop PlayableDLC John Rambo PlayableDLC Exclusive to Mortal Kombat vs. DC Universe See also: Mortal Kombat vs. DC Universe Dark Kahn Voiced by: Perry Brown and Patrick Seitz Dark Kahn are the boss characters who appear exclusively in Mortal Kombat vs. DC Universe as the game's main antagonist and the only character in the game. Dark Kahn is a terrible creature of pure anger created by the accidental merging of Darksaid and Shao Kahn. Although he did not appear in Injustice 2, Dark Kahn was referred to by Sub-Zero and Raiden in pre-battle dialogue with certain characters. Reference ^ Mortal Kombat Secrets:

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