

Introduction

First of all I would like to thank several people who I have had discourse with regarding this topic over the years. My team including MomoUra, RadioactiveCaffeine, Zenith and MoP have been a great help in making this happen, but I also talked with other people who have in the past pushed against these arguments. Sticking your head in the ground and avoiding discourse with people who disagree with you is not a smart way to make an argument, especially if you want it to be commonly accepted among a wider community.

Mortal Kombat power scaling has been a very contentious and toxic topic of discussion in the vs community, and this is largely in part due to several factors, such as the often, admittedly flowery narrative style that MK uses, and also because I think that general opinions around Mortal Kombat as a franchise have been divisive in recent years. I won't sugarcoat it, I do believe that there is some amount of bias against this series, at least among a noticeably large enough group of people in this community. This does *not* mean that if you disagree with the higher tiers being argued that you are automatically biased against it, but it does mean this has been a very frustrating topic to debate and I'd argue has caused discouragement among supporters of the verse from discussing it in vs. It is also why I am making this comprehensive document to detail my specific opinions on their tiering and current state in power scaling as a whole. You're not going to convince anyone by just calling them biased and saying they are stonewalling.

If you disagree with these proposed tiers, that is fine. But do be respectful, and at least acknowledge the work put in for these arguments. I have been talking to various people about these arguments for months now, and this document involves me going through the entirety of the Mortal Kombat franchise to try and piece everything together in a coherent manner, and Mortal Kombat in vs is definitely not an easy thing to talk about.

[RadioactiveCaffeine has already made his own google document detailing his opinions on Mortal Kombat tiering](#), which you should check out. This doesn't necessarily mean everything in that document is supported by this one or vice versa, but it is worth viewing.

Also, as an additional note, for this document I will be using volume scaling as opposed to the Vs Battles Wiki's tiering system. What this essentially means is that low multiversal to multiversal+ in reference to arguments in this doc will assume it is of a third dimensional spatial construct. The reason for this is that the vs wiki's spacetime scaling makes too many assumptions about natural cosmology and how feats affecting it would work. In addition, there is no evidence that spacetime in Mortal Kombat contains four spatial dimensions, and that by itself is exceedingly rare in most fictional cosmologies.

Before I get into the cosmological arguments, I wanted to try something out for fun and see what MK could get with the lower tiers, because even that could be adjusted thanks to everyone's favorite power scaling tool in the world, calc sta- I mean multipliers.

Multipliers

For the main basis of this argument, when Raiden was amped by and possessed by all six of the elder gods, they fired a beam at Shao Kahn, [who literally laughed it off](#). Although Kahn was defeated in the end, this proves that he at the very least does scale to this elder god amped Raiden in this fight. So how strong is this?

Even ignoring the higher end arguments that I am going to talk about later on, at the very least Cetrion growing giant in her fatality was calced to be at least 37 yottatons by Speedy. Raiden is comparable to Cetrion via Fujin, and all of the elder gods should at least be stronger than him. This means that Shao Kahn scales to 7x (Raiden and the six elder gods) the 37 yottaton feat, otherwise 259 yottatons.

However, we can go even further. In Mortal Kombat 11 Aftermath, Shang Tsung absorbed the powers of multiple god tiers, and in the end Fire God Liu Kang defeated Shang Tsung and took his power for himself.

Shang Tsung had the power of Kronika's crown himself during this event. He absorbed Raiden and Fujin (both of whom scale to Cetrion), giving him an initial 3x boost.

After this, Shang Tsung fought and defeated Shao Kahn and Sindel, then absorbed their energy. This action by itself means that he should already be around 259 yottatons, and since Sindel beat Kitana who beat Shao Kahn and generally fights alongside him, she too scales to the elder god multiplier, so this would actually be a 3x multiplier to 259 yottatons (777 yottatons)

After this, Shang Tsung fought and defeated Kronika, who had absorbed Cetrion prior to the fight. Kronika herself should at least be stronger than Shao Kahn, and is above the One Being (I'll talk about that later), who was able to fight the elder gods and needed to be sealed away, making her at minimum 296 yottatons. Shang Tsung absorbed Kronika after this fight, making him now at least 1,073 yottatons.

In the final confrontation, Fire God Liu Kang defeated Shang Tsung and then took his power for himself to then create a new timeline. As he would scale to Shang Tsung before taking his power, this doubles the result for Fire God Liu Kang, in other words making him 2,146 yottatons, at the higher ends of Large Planet.

How large are Mortal Kombat realms?

I decided that this should be answered first and foremost since this will form the entire basis behind most of the cosmic tier arguments.

To get the big elephant in the room out of the way, Ed Boon has stated that [Earthrealm encompasses a cosmological structure beyond our solar system, and has no physical limit](#).

It is true that he said it did not encompass the entire universe, however this is most likely a reference to how the elder gods split the original universe apart into separate realms when they sealed away the One Being. Because of this, the actual universe of Mortal Kombat is a collection of separated microcosms known as realms, which contain cosmological objects such as planets, stars and solar systems, and have no physical limit to their size.

This should go without saying, but having no physical limit to the size of something naturally implies that the space is infinite in scope. Any other examples I could think of to counter this would rely on hyper specific, high concept extrapolations that would make you peel your chin off with Occam's Razor.

Think of it this way. Imagine that you had this spaceship on Earthrealm that was capable of achieving infinite travel speed. If you set this ship off into space, one of two things would happen - it would either reach the end of the universe, implying a physical limit, or it would keep flying off into space, due to the fact that there is no physical limit. If we must accept the latter, then we would also have to accept that Earthrealm would be literally infinite in size.

But if you are still not convinced that Earthrealm isn't secretly a complex pataphysical Pac-Man maze, we already have precedent for Mortal Kombat realms being directly stated to be infinite in size to support this assertion. [Sub-Zero states that the Netherrealm is infinite in size](#), which already grants us precedent to use for Mortal Kombat realms that support the more technical answer given by Ed Boon in his interview, which can be even further supported by the Sea of Blood in Outworld having infinite depth.

I am aware that Word of God isn't always accepted in vs communities, however there isn't any really meaningful contradictions to his claritory statement (It is worth knowing that being asked and clarifying a detail of a media can be by itself a form of media in the work. Death of the Author refers to the subjective opinions of the author regarding the work, whereas this is directly adding details to the work).

The only contradiction given to Boon's statement is the vague symbolism of Earthrealm being represented as Earth from a game made 25 years before this interview, as well as a statement from that game that Shao Kahn was "transforming the planet". Aside from the obvious problems of this being a symbolic and loose representation to begin with, and that even if it were literal it is very likely an outdated source of information, the presentation still makes sense with what Ed Boon described of Earthrealm. The planet Earth itself makes sense as a focus for the characters since that's where everyone lives. There aren't any sun or moon people out there to conquer, so it would make sense for the narration and characters to refer to the planet specifically. However, we do know that by "Earthrealm", it refers to the larger cosmological structure and not just the planet. The entire reason the Elder Gods did not want Kahn to merge the realms was because if the realms made the universe whole again, then the One Being's essence would not be sealed as easily. And, to be completely honest, it doesn't even make sense for a realm to just be a single planet in lore anyways. The realms were created by being split apart from the original, full universe, and merging them all together would recreate the

universe. It makes much more sense for them to be a cosmological space that includes celestial bodies, rather than just planets. Other stars are even blatantly visible FROM Earth, which wouldn't be possible otherwise because Earthrealm is separated from other realms by dimensional barriers.

Oh and I suppose that there could also be an argument that the MK realms and/or universe cannot be infinite because it was separated into different realms. This argument gets into theoretical thought experiments, so bare with me for a bit here. I also think that there could be a discussion to be had that universes can be infinite and have edges and centers and supposed contradictions like that because it's fictional, but that feels like a bit of a cheap way out of this, and I don't think it's terribly relevant anyways because this isn't really a contradiction.

Let's use a food analogy. Say that you have a cake, and this cake's frosting pattern is divided among four quarters (southwest, northwest, northeast, southeast) that have different color frosting. This is also an infinitely expanding cosmic cake, by the way. With our infinitely sized cosmic knife, we can separate the cake into these four quarters. Because they are infinitely expanding, these sliced sections of cake will still have as much volume as the full cake (what's half of infinity? IN-FUCKING-FINITY) however they still contain different contents from the other subsections, such as a green cake, a blue cake, a red cake and a yellow cake. This is effectively what is happening here. If you split apart an infinitely sized object through whatever means, those subsections are still infinite in size. One of these infinite subsections contains Earth, whereas others would contain Outworld, Edenia, Netherrealm etcetera.

In summary, realms in Mortal Kombat are cosmological structures with no physical limit to their size or scope that was born from the original universe being separated into several microcosms that are at minimum solar system - multi solar system in size, and are possibly infinite with higher end arguments.

Realm Merging

- [In Mortal Kombat 3, Shao Kahn is stated to physically transform Earthrealm](#)
- [In Mortal Kombat Deadly Alliance, Nitara's realm is physically bound to Outworld by the energy of an Orb. Nitara destroyed this orb, and it's power released and exploded onto Nitara, who survived this.](#)
- [Shao Kahn merges Edenia with Outworld, and Edenia was then separated. In Deception, Edenia is shown to be a completely separate realm from Outworld.](#)
- [Raiden says Shao Kahn would physically absorb Earthrealm into Outworld](#)
- [Shao Kahn is again stated to absorb Earthrealm](#)
- [Shao Kahn merged Edenia with Outworld](#)
- [Shao Kahn is yet again stated to merge the realms](#)
- [Shao Kahn is again stated that he himself would have merged the realms](#)
- [In Sindel's ending, she manages to dissolve the power that merged Edenia and Outworld, splitting the realms apart](#)

I think that these are all very blatant examples that show how top tiers in Mortal Kombat scale to the cosmological structures of realms. Most of the counter arguments to realm merging have been linked above, but for the sake of argument I will directly address them anyways.

Counter Arguments to Realm Merging

1. Couldn't Shao Kahn just be conquering these realms instead of physically merging them?

Nope Raiden directly states that [Shao Kahn would be physically absorbing Earthrealm into Outworld](#) which is repeated several times in the game and the Elder Gods even make a [clear distinction between just invading and actually merging the realms](#). This is because the Elder Gods do not want the realms to be merged back into a single universe again, otherwise it would awaken the One Being, which is shown in Shinnok's MKX ending. That on top of the fact that Onaga was going to merge all of the realms into the One Realm in Mortal Kombat Deception shows that realm merging is a physical merger. I think that the reason some people have this interpretation is because in older games the narrative usually explains it as just an invasion of realms, however even back in Mortal Kombat 3 Shao Kahn was stated to [actually be transforming Earthrealm into Outworld as he was conquering it](#). Regardless, it is made incredibly clear and obvious that this is a physical merger between the realms. It even makes reference to sorcery and sources of energy being responsible for keeping other realms such as Edenia and Vaeternus merged to Outworld, which wouldn't make sense if it was just an acquisition and not an actual physical merge.

2. Isn't Shao Kahn using these Orbs to merge the realms?

So in Nitara's storyline in Deadly Alliance, her whole thing is trying to retrieve this Orb that binds her realm, Vaeternus, to Outworld in order to destroy it and free her realm. This is the only time in the entire franchise that we hear mention of these Orbs, and Shao Kahn is not seen using it in Mortal Kombat 9 when he begins to merge Earthrealm upon encountering Raiden, prompting the Elder Gods to intervene. This Orb was most likely used as an anchor for Kahn's magic, so that the realms stay merged when he is not actively keeping them together. Regardless, this doesn't matter. The only time we ever see this Orb is when [Nitara destroys it and survives the oncoming explosion from the Orb's power](#), which would be a direct feat for her. In addition, in Sindel's MK9 ending, [she manages to dissolve the sorcery that binded Edenia to Outworld](#), which directly scales her to the merge regardless of the method.

Additionally, there is the very important point to add that after he was defeated at the end of Mortal Kombat 3 and 9, realms tied to Outworld were automatically separated as a result of his defeat. This is different from Vaeternus, which remained merged to Outworld because of the Orb.

Deception

- [Not a notable feat. I just thought this was funny](#)
- [The original Kamidogu was split into 6 separate Kamidogu, which is what Shujinko searches for in Deception](#)
- [Before all of creation, the Elder Gods waged a war against the One Being. This battle waged on until the Elder Gods used the Kamidogu to split the One Being into the separate realms in Mortal Kombat that we know of.](#)
- [The Kamidogu is capable of merging all of the realms into a singular universe](#)
- [Using the combined power of every komatant in the Deception roster, Shujinko managed to use their strength to destroy the Kamidogus and defeat Onaga](#)

Right, so we have quite a bit to talk about here, though it is fairly obvious that the Kamidogu itself scales to universal levels of power, and thus the scattered pieces of it would downscale by 6x, since it was separated into 6 Kamidogu.

Deception Counter Arguments

1. *Shujinko was very clearly amped*

This is indeed very clear, and I have obviously not missed that detail. In Mortal Kombat Deception, [Onaga grants Shujinko the ability to absorb other komatants powers and fighting abilities.](#) Shujinko uses this ability in the end to absorb the powers of every komatant in the Deception roster to destroy the Kamidogu, however this is still a numerical value. This would prove that at least top tiers such as Raiden would downscale from the Kamidogu's power.

2. *Does the Kamidogu's durability scale to its overall power?*

The fact that the Kamidogu is able to store that much energy without being destroyed is a durability feat for them in itself. Hell, their original purpose was to seal away the One Being and prevent him from escaping, which would directly imply its durability is capable of containing a splintered One Being.

3. *But the ending said that Onaga was invincible as a result of the Kamidogu! That was why Shujinko destroyed them!*

Onaga was using the power of all of the Kamidogu combined, and Shujinko individually destroyed each one. Being 6x more powerful than someone would be a fairly big gap in power, so it makes sense Shujinko would destroy the Kamidogu. In addition, the fact that Shujinko needed to be amped at all in order to destroy the Kamidogu implies their durability by itself.

4. *Do the Elder Gods directly scale to the One Being?*

Likely. They created the Kamidogu with their own energies, and while slightly speculative, the fact that the Kamidogu was only made and used after a prolonged period of time in which the Elder Gods battled a war against the One Being should likely imply they scale somewhat, as

they didn't immediately be killed by him. There is also further supporting evidence for this later down the doc

Armageddon

- [Kombat over the years begins to tear at the fabric of all the realms](#)
- [The Kombatants were growing powerful enough to weaken and shatter the realms, causing Armageddon](#)
- [They were doing this by tapping into the forces that make reality itself possible](#)
- [With Blaze's power, Smoke consumed Edenia, transforming the entire realm into his being.](#)
- [With Blaze's power, Fujin created a singular, new realm from the multiple fractured and destroyed ones left behind](#)
- [With Blaze's power, Kai' psyche became one with the One Being, allowing him to scour through the realms as well as the past and the future, where nothing exists](#)
- [With Blaze's power, Raiden destroyed all the realms except for Earthrealm](#)
- [With Blaze's power, Frost resurrected an army of Cryomancers to conquer and freeze over every realm](#)
- [With Blaze's power, Sheeva laid waste to every realm with a Kamidogu. When the realms reformed, nothing was the same.](#)
- [With Blaze's power, Havik ripped, tore and reshaped the realms in grotesque ways. The entire universe became completely unrecognizable as a result.](#)
- [With Blaze's power, Shao Kahn merged every realm into Outworld](#)
- [Armageddon began in Edenia and spread throughout the realms, shattering all of reality until nothing remained.](#)

This is it, the big game that everyone cites for universal MK. So, let's talk about this. For those that went through the game, you would probably be thinking:

What the hell happened?

I'll try to give my interpretation of the story as concise as I can.

Delia and Argus, a sorceress and an elder god respectively, sense that in the future the warriors of Mortal Kombat will grow so powerful through kombat that they will cause an event known as Armageddon by tapping into the forces that created the universe. Armageddon is an event where every realm (meaning the entire universe) will be destroyed, and reality itself will shatter. [Multiple statements in the game support the idea that reality itself will be destroyed, and Armageddon is described as an event that begins in Edenia and stretches into the other realms collapsing the universe](#), therefore it is literally universal destruction.

Their solution to this is to create a safeguard against Armageddon within Blaze. Once Armageddon occurs, their dragons will alert their sons of their quest to compete against each other and then Blaze for the power to stop Armageddon. This will be accomplished by one of

two ways: either killing all of the kombatants, or nullifying their powers, thereby nullifying the energy creating Armageddon.

Originally, Taven was likely supposed to defeat Blaze, however this was retconned in Mortal Kombat 2011 where Shao Kahn would defeat Blaze and secure his power for himself. You could probably tell why this is often argued for universal Mortal Kombat, but there is far more to this game and the arguments surrounding it than just that, so let's talk about that.

Counter Arguments to Armageddon

1. How do we know that Raiden's statement of destroying realms is literal?

I can understand how people can come to the conclusion that this could just be life wiping, however usually when they refer to realms they mean the cosmological structure of realms themselves. We see this multiple times, such as how merging every realm leads to recreating the original universe and creating the One Realm. Oh and on that point, Shao Kahn's ending is also very blatantly universal as a result. There are multiple other blatant universal feats done with Blaze's power that support this assertion.

2. But Blaze's power is supposed to make the winner much stronger than they were before

This could just refer to them having extra abilities or AoE not previously afforded to them. For a lot of endings, Blaze's power is treated a lot more like a "wish" than a direct power amp. But even taking this literally, [it gives us a direct and specific power increase for Shao Kahn, being 10x](#). At worst, this would make Shao Kahn 1/10th universal.

3. Is Fujin really creating a realm?

His ending notes that Fujin is creating a singular, new realm from the fractured pieces of multiple old ones. This implies that this is a completely separate realm and not just rebuilding the damaged ones themselves.

4. Weren't the realms weakened?

The realms being less stable is referring to the events leading up to Armageddon, which would eventually destroy all of the realms. This doesn't mean that destroying the universe is somehow a weaker feat now than it would have been otherwise, it just means that the realms are about to go kablewy soon. I'm not really sure where people expect this line of logic to go, a universe being "weaker" doesn't actually mean anything and abilities affecting a cosmological space as large as a universe is still functionally universal by design. This doesn't really affect most of the universal feats from Armageddon to begin with.

5. What's up with Havik?

Ripping, tearing, and reshaping the entire universe is very blatantly a universal feat by itself. His ending even specifies the universe. I assume that most people chalked it up to hax or something, but being able to rip and tear apart an entire universe as well as change its shape should count as universal by all measures and precedents.

6. *What was up with Kai's ending?*

In Kai's ending he becomes psychically linked with the One Being's consciousness, who exists as all of the realms at once, effectively becoming one with the universe in the same manner as the One Being. This is very similar to Ness's feat of being psychically linked to the entire universe, which people generally accept as a valid universal feat. This also supports the idea that Blaze's power works on a universal scale, and is tied to the forces that made all of creation possible.

Mortal Kombat 11

- [With Kronika's crown's power, Shao Kahn is able to merge billions of timelines and compares it to merging realms](#)
- [Fire God Liu Kang absorbed the energy of Earthrealm, its Jinsei, to battle Kronika](#)
- [According to the current writer of Mortal Kombat, the titans are above the One Being](#)
- [The Hourglass is stated to require actual power for it's function to work](#)
- [The Sands of Time require literal energy](#)
- [Kronika planned to use the energy from the Well of Souls to create the New Era](#)
- [This is done by the crown absorbing the souls within the Well of Souls](#)
- [Kronika states that her strength increases after she puts on her crown](#)
- [Kronika uses the hourglass as a power amp to the revenants to fight Fire God Liu Kang](#)
- [It is again stated that energy is needed for the hourglass to function on a universal scale](#)

Mortal Kombat 11 is a bit of a doozy to talk about in terms of power scaling, but it also grants pretty clear cut cosmic tier feats once you remove all the fluff in the discussion and just look at it objectively.

Counter Arguments to Mortal Kombat 11

1. *Isn't the mk11 stuff just hax?*

To an extent, yeah. Kronika was going to create the New Era by rewinding the timeline back to the dawn of time and restarting everything from scratch. However, you may have noticed that I have been showing a lot of links to the Sands of Time, i.e. the Hourglass requiring tangible energy. This is because it proves that in order to do the things that the Hourglass does, it requires direct power. Think of it like the Hourglass is the machine that is able to serve its function, the crown is the generator for said machine, and the well of souls is the source of energy used for the generator. Shao Kahn's ending feat is far more reliable, and since he uses

the crown and the hourglass to merge the timelines, that means he is using direct energy that explicitly translates to strength.

2. *What's up with Jinsei?*

Earthrealm's Jinsei is the life force that supports the entire realm, and FGLK absorbed it during his battle with Kronika and the revenants. I have seen people commonly use Chakra Fruits to support planet level Naruto, and this wouldn't be very different, except we have already established that Earthrealm is a cosmological structure that at minimum houses a solar system, making this a solar system level feat.

3. *Isn't that statement of the titans being above the One Being contradictory?*

I have combed through multiple discussions regarding this topic, and as far as I am aware, the titans being above the One Being is no more contradictory than them being above the elder gods, the latter essentially being an objective fact.

This comes from how there was no mention of the titans during the moment of creation when the One Being and the elder gods fought. However, the titans exist *outside* of the timelines, and we already know Kronika to be the mother of Shinnok and Cetrion, both of whom are elder gods. As such, this argument doesn't hold up very well with the current storyline of MK, and if anything it makes sense that the titans would be above the One Being given that they are above the elder gods, who fought with and eventually split the One Being into the separate realms.

Really the counter argument against this statement is just that people didn't like this statement, and to that, [you just have to deal with it I guess](#). He's the current writer of MK going forward, and this is the interpretation that Netherrealm Studios seems to be taking.

Miscellaneous

- [In Shinnok's MKX ending, he merged all of the realms together, thus awakening the One Being.](#)
- In the non canon Mortal Kombat: Battle of the Realms movie, Shinnok while infused with the One Being threatens to destroy all of existence and reality. Liu Kang, who the elder gods turned into a god, managed to defeat him. (Scorpion also hurt him wtf?)

Huh??? What's this???? An actually completely undeniable universal feat that was hiding in plain sight???? Let's talk about this.

Shinnok's MKX Ending

Yep. Shinnok merges every realm in the universe together. It is blatant, it is clearly universal, and no one caught it. We also already established that by merging realms, you are also sustaining the merger yourself, so any timeframe argument wouldn't work either. Even if you did

assume a ludicrous timeframe and that he wasn't sustaining them for whatever reason, it would still be undeniably cosmic in scale. He wasn't even using the Earthrealm's Jinsei for this feat, as he was visibly in base form, and even if he did it would still scale via Fire God Liu Kang using Earthrealm's Jinsei. There's not really all that much to say about this, other than it is really funny how little attention this caught among people.

Scaling?

Okay, here is where things become a little tricky, not the least of which is due to the fact that this is a fighting game verse.

First of all, we should list off the obvious top tier characters who should scale to these cosmic level feats, being the elder gods, the One Being, Kronika, Cetrion, Shinnok, Shujinko, Onaga, Blaze, Taven, Daegon, Fire God Liu Kang, Shao Kahn and Sindel. We know that Raiden and Fujin are comparable to elder gods because Fujin severely wounded an amped Cetrion and Raiden defeated Shinnok, not to mention scaling to base form Liu Kang who has defeated Shao Kahn and Shinnok multiple times.

The thing is that despite base form Liu Kang having undeniably consistent scaling to cosmic tiers, he is also a more "human" type character, which would open the door to other, seemingly grounded characters as well. This would include Kitana, as she defeated Shao Kahn and consistently fights alongside Liu Kang, and by extension Mileena, as she is literally a clone of Kitana and is meant to be a consistent rival to her.

Nightwolf should also probably reasonably scale, given how he scales to the likes of Sindel and seriously harmed an amped Cetrion, and has surprisingly few anti feats to this notion.

Nitara also scales since she has a direct cosmic level feat.

I think the final scaling chain I would allow from this point on is to the Deadly Alliance as well as the main ninjas. That might come off as unorthodox to say that those people scale to cosmic level feats, but hear me out on this.

So in the events of Deadly Alliance, Shang Tsung and Quan Chi join forces to defeat Liu Kang. Quan Chi harms him, and Shang Tsung even clearly and blatantly overpowers him as he snaps his neck. It is one of the most lore important events in the entirety of the original timeline, and they also fight evenly with Raiden in that same game.

The ninjas being that high is certainly fairly eyebrow raising, but let me explain. By the way, by "ninjas", I am solely referring to Bi Han, Kuai Liang, and Scorpion. Scorpion has scaling from defeating Raiden in MK11, which is supported by him also defeating him in the MKX comics as well as how he was presented as a much greater and also later threat than Raiden was to Taven in the Mortal Kombat Armageddon story mode. Additional support for this scaling comes from the fact that Bi Han literally has an entire game about him beating up god tiers in the form

of Mortal Kombat Mythologies, which includes defeating Fujin, which was referenced again in the story mode of MK11 when Noob Saibot (Bi Han) was able to fight evenly with Fujin again.

I don't quite agree with the notion that everyone would scale to each other. Multiple times there are instances which establish a clear power difference between god tiers such as Cetrion and lower humans such as Jax and Jacqui. I do not believe this disqualifies every single human character from this scaling, as base form Liu Kang scaling is very undeniable, but I do believe that it should make the requirements for scaling a little more stringent. I believe the best you can do for this argument is to argue that everyone scales to each other at the end of Armageddon as their power grows, which isn't too difficult to argue by itself, but for consistency's sake I wouldn't rely on that very much either.

Speed

- [Quan Chi intercepts Raiden's lightning](#)
- [Sonya reacts to Raiden creating a massless flash of light and moves in tandem with it](#)
- [Reptile dodges gunfire](#)
- [Kano's eye laser is directly called an optical laser implant](#)
- [It is again called a laser](#)
- [Quan Chi reacts to gunfire](#)
- [Shinnok moves in tandem with Raiden's lightning](#)
- [Characters can move in tandem with Kotal's rays of light](#)
- Cetrion is able to move her arms at mach 26k in her fatality
- [The speed of Armageddon as an event could reach these levels](#)

I listed a couple of wacky things here that I probably shouldn't leave unexplained.

Counter Arguments to Speed

1. Do gameplay feats count?

I feel like this is a fairly subjective argument, so you are free to disagree with this point if you wish. Personally, I do not see any real reason as to why tandem movement in adventure style games are to be treated any differently from fighting games. Functionally, characters can objectively dodge and block these attacks, and them being able to do so is important within the function of these moves, and therefore important to the actual characters. I have been fairly consistent on this position throughout fgc verses.

2. Is Kano's laser a laser?

Yes it is specifically called an optical laser implant and consistently shows qualities that resemble that of real life lasers. The fact that it is heat based and moves in a straight line supports this.

I have heard people suggest that because it has yet to bounce off reflective surfaces it can not be considered to be lightspeed. I find this an incredibly arbitrary standard to have, given every other quality matches with it and it's technical name is a laser. At that point, you might as well also discount every laser in fiction that is also not invisible.

The main contradiction used is how Kano's lasers knocked someone back in the MKX comic-
[that's not canon anymore.](#)

Yeah, I don't really like that either, but it is what it is.

Another argument against his laser is that in his Mortal Kombat 3 fatality, Kano's laser seems to explode the person. I don't really agree with the interpretation that the laser explodes upon contact, and I think I know what is happening.

Essentially, [Kano uses his laser to hit the opponent, then the heat from the laser causes them to boil and then combust.](#) We can visibly see that the laser does not cause them to immediately explode, and they turn red before they die as a sign of them being heated up. Sure, them suddenly exploding isn't exactly realistic, but that is a quality of earlier MK fatalities. What actually matters here is that it shows the laser is heat based and does not explode.

They actually [redid this fatality in a more realistic way in Mortal Kombat X](#), and it shows it acting realistically as a laser would, also explicitly showing it being heat based and *not* force based.

To further support Kano's lasers being real lasers, we know they are made with the same mechanics for real life lasers. His optical laser implant has shown to also be an [X-Ray twice](#). This is important because X-Rays are projections of radiation, which is lightspeed.

3. *Sonya feat??? Huh???*

This was another discovery that we made that I haven't seen anyone argue before. Raiden creates a flash of light that Sonya manages to block and move in tandem with. It is intangible, omnidirectional and was just intended to blind Shang Tsung for a short moment, meaning that this is likely just supposed to be a flash of light.

4. *Trillions c???*

So in Blaze's Armageddon ending it states that [Armageddon was an event that began in the Edenian crater then stretched out into the other realms, shattering reality until there was nothing.](#) The devil in the details here is that Armageddon began in the Edenian crater (not the entire realm Edenia itself), point A, and moved into the other realms, point B. This implies movement, and thus speed. Even being extremely conservative and ignoring the dire conditions of Armageddon, this would still net massively faster than light attack speed, which Blaze and by effect Shao Kahn have the energy source to match. I have seen people use similar speed

arguments for Bill Cipher's Weirdmageddon destroying all of existence, and this is fairly comparable.

Final Thoughts

Researching the entirety of Mortal Kombat for this document was certainly an experience, and it's definitely not an easy series to give a solid power tier to, however I have tried to represent all the higher end cosmic arguments as comprehensively as I could.

In a way, I can kind of understand some of the attitude surrounding these discussions. It's no secret that people don't exactly have fond opinions of current Mortal Kombat writing, and I have understood the struggle of seeing franchises get buffed at the expense of verses I like losing more matchups. However, you also have to consider whether or not it is actually being fair to people who do like Mortal Kombat for what it is and want to see them be accurately represented.

I didn't go into this intending to start battles with anyone, and I'm not finishing it with that intention either. My only purpose in making this was to give a fair shake and do thorough research for a franchise that played a fundamental role in my life growing up and to help discourse surrounding it be less toxic, because, to be completely frank, there is a lot of misinformation surrounding details of Mortal Kombat in vs that I wanted to dispel, and I am proud of the work that I, as well as my small team have put into going through the franchise and discussing lore aspects to make the most sense out of this series.

If you disagree with anything I have said here, that's perfectly fine! In fact, I'd be a little worried if you read all of that and completely agreed with everything I have said. Though if you do have any issues, please try to contact me about them. Making a big spectacle about a misunderstanding and having people shit talk me behind my back is something I would rather avoid. I've learned to be more civil in discussions like this, I'm not a scary person to talk to.

Overall though, I find these arguments all in conjunction really difficult to simply disregard. Realm merging is abundant throughout Mortal Kombat and it is shown explicitly that they maintain them. Not even the portal spheres argument against them would work if you disregarded that fact, as they would scale regardless due to Nitara and Sindel's own feats. Armageddon is filled to the brim with cosmic level evidence as well, of which counter arguments against it amount to little more than completely disregarding them for arbitrary "vague" defaults that are never applied to any other franchise and ignore more blatant statements from the game. That's not even really all of the arguments for this tiering.

Now, my proposed tiering for high tiers in Mortal Kombat following the reasons listed above would be:

Solar System

From Shao Kahn merging realms together and sustaining them, which at absolute minimum would be the size of a solar system, as well as Nitara surviving the power sustaining the realms exploding onto her and Sindel dissolving it. This is due to Ed Boon clarifying this very directly, and it fits in line with how we know realms in Mortal Kombat work as a cosmological structure. Given the fact we can also visibly see stars from Earth, realms could likely even be argued to be **Multi Solar System** in scope.

Universal

As a mid end, and probably what I think is the most reasonable for people to accept, is universal. This comes from Shinnok merging every realm in the universe together in his MKX ending, which is supported by Shao Kahn being at least somewhat comparable to Blaze's power of Armageddon, downscaling from Shujinko destroying each of the kamidogu, and for the elder gods being able to compete with the One Being for an extended range of time and creating the Kamidogu that split him apart into the realms.

Multiversal

Finite multiversal would only apply to the absolute top tiers within Mortal Kombat, being Fire God Liu Kang, Kronika and Shang Tsung with Kronika's crown. This is because they are able to match the power of Kronika's crown, which is able to merge billions of timelines together as seen in Shao Kahn's MK11 ending. This is further supported by Dominic's statement that the titans are above the One Being, which although drew ire from some people, is consistent with their in canon placement above the elder gods.

Multiversal+

Multiversal+ is only to be used as a high end, although it would apply to top tiers in general, not just titan tiers. This comes from evidence suggesting that the realms are infinite in size, and would therefore net an unquantifiable power level for characters capable of affecting the cosmological structures of realms.





