

Survivors

Player Manual

Index

1 . Index	2
2 . About <i>Jedi Knight: GUNRUNNERS</i>	3
3 . The Lore	4
<i>Characters</i>	4
<i>Organizations</i>	6
<i>Locations</i>	7
<i>Others</i>	8
4 . Character Stats	9
5 . Items and Consumables	10
6 . Weapons	11
7 . Attributes	12
8 . Unholy State and Classes	14
<i>Warrior</i>	15
<i>Rogue</i>	16
<i>Ranger</i>	17
<i>Mixed</i>	18
<i>Wizard</i>	19
<i>Knight</i>	20
9 . Skills	21
<i>Basic</i>	22
<i>Warrior</i>	23
<i>Rogue</i>	25
<i>Ranger</i>	27
<i>Mixed</i>	29
<i>Wizard</i>	31
<i>Knight</i>	33
10 . Recommendations, gameplay tips and additional notes	35
<i>Strategy Guide: Warrior</i>	36
<i>Strategy Guide: Rogue</i>	38
<i>Strategy Guide: Ranger</i>	40
<i>Strategy Guide: Mixed</i>	42
<i>Strategy Guide: Wizard</i>	44
<i>Strategy Guide: Knight</i>	46
11 . FAQ	48
12 . Version History	49
13 . Aardvark	51

About Jedi Knight: GUNRUNNERS

"Introducing JKGR" (*from January 14, 2011*)

"This is a mod I've been working for some time, but only now I decided to take it to another level. I started this mod when I lost my video card, so I wasn't able to edit my current project at the time, "*The Force Within*". [...]

While making this mod, I'm learning to do stuff I wasn't able to do before, and some of them were never actually seen on JK, giving it a even better feel and gameplay. [...]"

Description (*from sometime in 2012*)

"*Jedi Knight: GUNRUNNERS*, just like some of my other mods, started as a simple, small mod, made just for the purpose of testing some JK coding. At first, all that this mod changed were some weapon models, cogs and effects, and none of them were actually made by me, so it was basically a mix of stuff from other mods.

Then it began growing, evolving from just a random mod to something way bigger and more interesting. While making *GUNRUNNERS*, I've gotten more and more experienced in JK editing, allowing me to put all my ideas on a mod, thus giving *GUNRUNNERS* a great load of things that were never ever seen before in JK, all made by simple, yet innovative Cogging, giving the player a realistic feel that matches, or even surpasses the later games in the JK series. As the final result, you have a thrilling, fast paced action where only the most skillful will survive, with new weapons, classes, animations and effects, giving you a completely new and exciting JK experience.

The story of *GUNRUNNERS* takes place not on the Star Wars universe, but in the real world, based on a storyline that I'm writing. Once I'm done with the Mod, there will be a Singleplayer level pack, based on this storyline, which I promise will be somewhat interesting."

This stuff is clearly old.

The Lore

Disclaimer: This text/story mentions religious material. I want to ensure everything written here is 100% fictional and in no way relates to my personal beliefs.

Characters

The Creator (AKA God): "*The maker of heaven and earth, the sea, and everything in them*". God is the ruler of **the Heavens** and the most powerful force in existence, although despite popular beliefs, he's not omniscient, omnipresent or omnipotent.

God has the power to magically create Life. Using this power, God populated Heavens with **Angels** - loyal, magical beings, created to follow and serve him. However, like any lifeform that is created by pure Magic, they are bound to their creator and are magical creatures as well, and so they also have the ability to use magic.

After aeons of peaceful existence, the **Archangel Council** had an alarming vision, the "**Prophecy of the Fallen**", where a mighty, unknown force destroyed God and the Heavens. Fearing the realization of the Archangels' vision, God left Heaven in search for knowledge to create a new kind of life, one that was unbound to him, unable to use magic and that could eventually replace the Angels.

After billions of years, God finally reached his goal with the creation of Humans. Then, greeted by the unconditional happiness and approval of the Angels, he returned to Heaven and silently watched from his throne as his new creations struggled for survival on Earth.

Lucifer, the Fallen: Once an Archangel and right hand to God, Lucifer is a close second in power to his master. Discontent with his actions, Lucifer requested a meeting with God after his return to Heavens. Horrified by God's reasons for the creation of Life, Lucifer started questioning the ways of his maker.

Fearing Lucifer was the force mentioned on the Prophecy, God sealed him on an place called **the Underworld**, where Lucifer started plotting his escape and revenge and embarked on a quest for new powers still unknown. Lucifer was kept from escaping the Underworld by **the Pentagon**, a magical seal that prevented prisoners from leaving the island.

Michael, the Archangel: After Lucifer's fall, God elected the Archangel Michael as his right hand. Fearing that Lucifer might eventually come back to destroy him, God ordered Michael to found and lead **the Heavenly Host**, an army of angels that were gathered and trained to fight and destroy any force that could ever oppose God – even if that meant wiping all life on Earth. Michael fights as a **Taxiarch Executioner**.

Averus: With the Dark knowledge he found on the Underworld, Lucifer created his own breed of Angels. The first of these **Fallen Angels** was Averus, whom Lucifer raised as his own son. Averus, disguised as an angel, infiltrated Heavens to learn about God's plans. After notifying Lucifer about the Heavenly Host, Lucifer realized he would need outside help if he were to stop God. Therefore, Averus founded the **Gunrunners**, a group of individuals who would fight God's forces and protect Earth from destruction. Averus fights as a **Gunrunner Enforcer**.

Eve: Lucifer's daughter, Averus' sister. Eve was created to travel to the physical realm and seek humans who would be willing to join Lucifer's cause, infusing them with the power to handle Unholy Magic. Eve is the second member of the Gunrunners and fights as a **Gunrunner Sentinel**.

Smell: After Millenia failing at attempts to recruit powerful and influential humans, Lucifer's children decided it would be wiser to seek humans with much less power, preferably someone that had not yet developed their ideals – a young, rebellious person would be perfect, and Smell was just that. A typical 16-years-old immature angry teenager, Smell was always questioning common beliefs and culture, despising the “leaders and masses” of a society which he saw as “corrupted and mind-wiped”. Eve eventually met Smell and, along with Averus, convinced him to join the cause, starting his training as a **Gunrunner Inspector**.

Other characters will be revealed in the future!

Organizations

The Archangel Council: God's best servants, the Archangels were the highest ranking and most powerful Angels in Heaven. Ever since their creation, the Archangels were known for their mysterious prophetic powers, and other Angels and even God himself would ask them for knowledge about the future. They were responsible for the vision that predicted God's destruction, and became the leaders of the Heavenly Host after its creation.

The Heavenly Host: The army of Angels, led by the Archangel Michael. The Heavenly Host was made of powerful Angels who were trained to destroy any force or individual that opposed God. Its members, called ***Taxiarchs***, chose a path to be trained in, each one of them having a different role inside the army. The Heavenly Host carries a final, top priority order – if the Pentagram is ever broken, all kinds of life on Underworld and Earth alike should be attacked and exterminated.

The Gunrunners: Lucifer's response to the Heavenly Host. Led by Averus, Lucifer's son, the Gunrunners are not exactly an army, but a small group of individuals who are trained and organized in a similar manner to the Heavenly Host. Even though they are vastly outnumbered, they aren't outpowered. The members of the Gunrunners are unbound creatures, and so their powers can expand far more than the Angels'. Also, they draw their powers from Unholy energy, an arcane source of power yet unknown even to God.

Other organizations will be revealed in the future!

Locations

Heaven: Created by God, Heaven is a magical, floating kingdom in Earth's sky, where God and his Angels live. Even though Heaven is floating amongst the clouds, it cannot be accessed by non-magical beings due to the fact it's located on a different dimension.

The Underworld: An arcane island located somewhere on Earth, but hidden between dimensions. Its origins are unknown, as even though it's a place on Earth, it wasn't created by God, who discovered the place during his time on land.

The Holy Temple: A immense floating castle in Heavens where God reigns unbroken. Located at God's throne room is a **Nexus** of Holy energy. Since not even God could be able to create a source of energy that powerful, some believe its existence precedes even God himself.

The Dark Palace and Citadel: Raised right in the center of the Underworld, the Dark Palace is Lucifer's house. It is heavily fortified and its courtyards serve as training grounds for the Gunrunners. However, the Dark Palace is much more a shelter and community center than it is a war fortress. It's always open for citizens and houses immense amounts of knowledge in its libraries and laboratories. Built around the palace is the Dark Citadel, a small village where Lucifer's Fallen Angels peacefully live.

The Chamber of Sorrow: Not much is known about this place except for the fact it is infested with Arcane Unholy energy. It is located underground, in the heart of the Underworld. Its origins are also unclear, and some believe this was the place where Lucifer learned about Unholy magic after facing his master. The Dark Palace was raised over the Chamber of Sorrow, which can be accessed through secret passages inside the Palace's dungeons.

Other locations will be revealed in the future!

Others

Angels: Loyal, magical beings created to serve God. Like any lifeforms created by pure Magic, Angels are bound to their creator and also carry the ability to use magic. They can be distinguished from humans for their pale skin and bright eyes (usually yellow or blue) and hair (usually silver with a golden or blueish tone).

Prophecy of the Fallen: A vision from the Archangel Council, where a mighty, unknown force would come and destroy God, causing the destruction of Heavens and the death of all Angels. After learning about this prophecy, God descended to Earth on an attempt to create a non-magical lifeform that could eventually replace the Angels.

The Pentagram: A magical seal raised by God to prevent banished creatures from leaving the Underworld. Created during God's time on Earth, the Pentagram was formed by crystals located at the top of five towers that he raised around the island. These crystals released energy beams that connected to the other crystals, drawing a gigantic five-pointed star over the island. To break the seal, one would have to climb the towers and destroy the crystals. However, doing so would trigger the Heavenly Host's final order – to attack and exterminate all life on Earth.

Fallen Angels: To populate the Underworld, Lucifer created the Fallen Angels, beings similar to the Angels created by God. However, unlike God's Angels, the Fallen Angels are unbound to their creator. They can be distinguished from humans for their pale skin and bright eyes (usually red or purple) and hair (usually silver with a purple or reddish tone). Due to their dark nature, it's not uncommon for Fallen Angels to have dark marks resembling tattoos on their bodies.

Nexus: An infinitely powerful source of Magical energy. Their origin is a paradox, since no lifeform could ever provide the magical energy a Nexus carries. There is a Nexus located in God's throne room at the Holy Temple, and some speculate it's the source of all his power. It remains unknown whether there are any other Nexi on Earth or anywhere in the Universe.

Demons: Angels and other magical creatures that were banished from Heavens and exiled in the Underworld. Due to the dark nature of the island, most of these became twisted, corrupted and evil. Some demons were purposely created by God to haunt and punish banished angels.

Other others will be revealed in the future!

Character Stats

Characters in *JkGR* have four main stats: *Health*, *Stamina*, *Mana*, and *Unholy Points*.

Health (HP): Really?

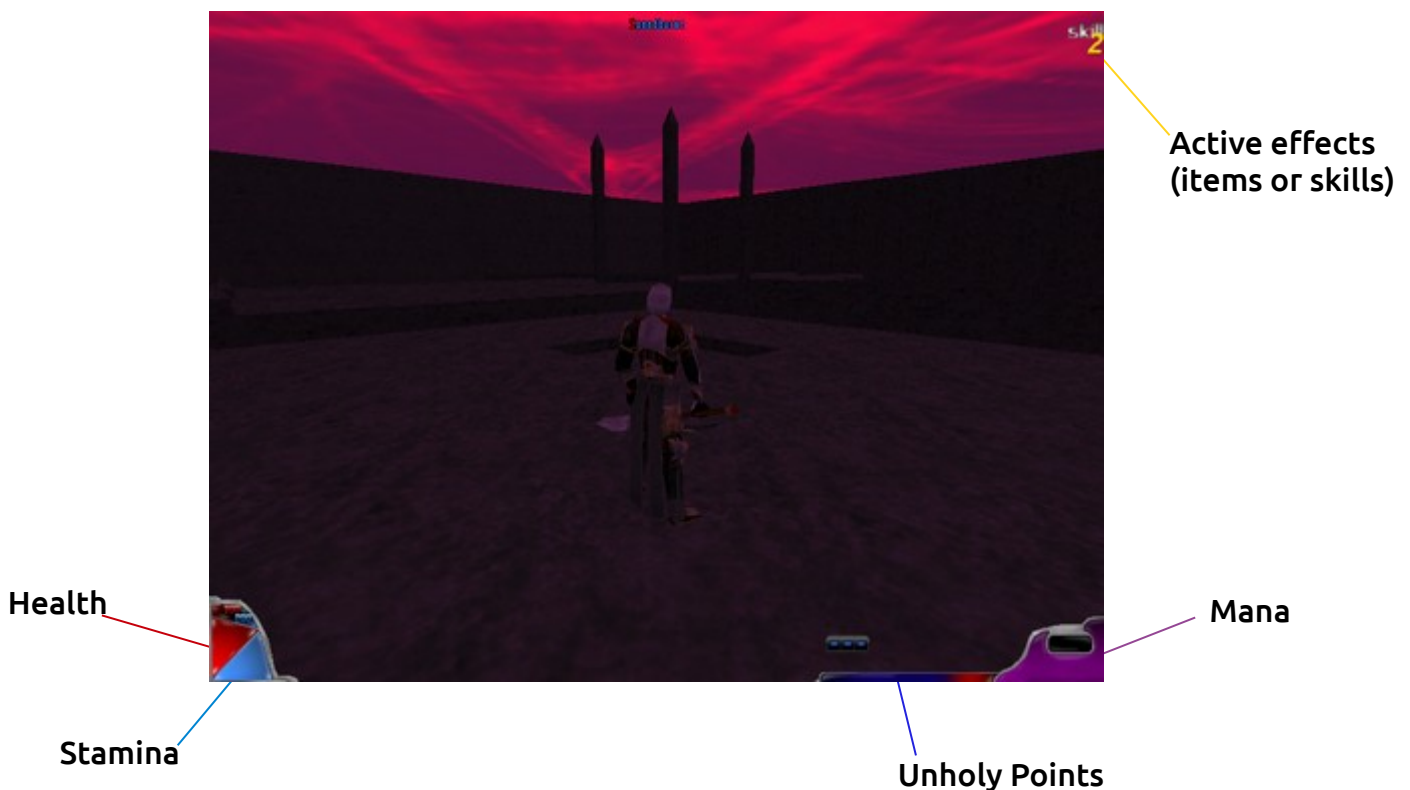
- Health will slowly regenerate over time.
- While not transformed, the lower your HP, the slower it regenerates, and it will stop regenerating once it reaches a multiple of 10. IE.: if you have 50%<HP<60%, it will only regenerate to 60%.

Stamina (STA): Used by general actions such as sprinting, jumping and rolling.

- Unlike Shields in Base JK, untransformed characters won't receive any protection from STA. This means the player is as susceptible to damage as any NPC.
- While not transformed, your STA will only regenerate while lower than your HP level, and will slowly be drained if it's above it.

Mana (MP): Magical power pool. Mana is used by your Skills.

Unholy Points (UP): Unholy Energy pool. A full UP bar allows you to enter Unholy State.



Items and Consumables



Healing Medicine: Recovers 15% HP on use. You can carry up to 5 Healing Medicines.



Stamina Booster: Recovers 20% STA on use. You can carry up to 5 Stamina Boosters.



Mana Potion: Recovers 25% MP on use. You can carry up to 5 Mana Potions.



Box of Bandages: Allows HP/STA to regenerate at a fixed rate no matter how low your HP is. You can carry up to 5 Boxes of Bandages.



Extra Life: Grants an extra life upon pick up. HP/MP/STA levels are taken back to 100% once your health reaches 0. You can have up to 5 Lives (including your current).



Unholy Shard: Grants 50% UP upon pick up.



Proximity Mine: An explosive that detonates when someone gets near it. You can carry up to 5 mines.



Frag Grenade: Useful for taking down multiple enemies. You can carry up to 5 grenades.



Cellphone: An In-Game menu with various functions, such as the flashlight, Game Saver (SP), Team Selection (MP) and the Security Hacker, which can be used to allow (or deny) access to certain locations.

- Use W/S keys to change selection and A/D to go back/advance to next menu.

- You must activate items to pick them up.

- Single Player difficulty level affects HP/MP/STA regeneration by items and the amount of ammo dropped by enemies. On Multiplayer mode, you always get as much from power-ups as you would on Medium difficulty.

- The Auto-Use function (found at "Setup"/"Misc.") allows your character to use HP/MP/STA items automatically when HP/MP/STA drops.

Weapons

You have three Weapon Slots in *JkGR*, being the first two for **one-handed weapons** (IE. pistols) and the third for a **two-handed weapon** (IE. rifles or other heavier weaponry). Weapons aren't really balanced, so some are stronger than others. You can use them as you wish, however - every one of them should be able to exceed at their purpose.

One Handed Weapons:

- | | | |
|---------------|------------|---------------------|
| - Beretta 92 | - Glock 17 | - Browning Hi-Power |
| - Colt Python | - UZI | - IMI Desert Eagle |

Rare Weapons:

- | | | |
|-------------------------|------------------|----------|
| - Modified Bryar Pistol | - Blastech DL-44 | - Rapier |
| - WESTAR 34 Blaster | - ELG 3A Blaster | |

(To be added:)

- Hunting Knife

Two Handed Weapons:

- | | | |
|-----------------------|----------------|-------|
| - SKS-45 Combat Rifle | - AK-47 | - MP5 |
| - Minigun | - Sniper Rifle | |

Rare Weapons:

- | | | |
|----------------------|--------------------|-------------------|
| - E-11 Blaster Rifle | - Longsword | - Wookie Crossbow |
| - Rail Detonator | - Concussion Rifle | - Repeater Gun |

(To be added:)

- | | | |
|---------------------|-------------------|-----------------------|
| - M16 Assault Rifle | - Rocket Launcher | - Pump-Action Shotgun |
| - Chainsaw | - Flamethrower | |

- You can use your first and second weapons at the same time.

- You are able to block incoming melee attacks when unarmed.

- To reload your gun, use its ammo on your inventory (you must have the gun equipped to reload). The Auto-Use function allows your character to reload automatically.



Ammo on
inventory

Attributes

The old Force Powers are replaced with **Attributes**. These include passive skills such as Sprinting, lung capacity, Mana/Stamina regeneration rate and firearms proficiency (**accuracy, shooting speed etc**). There are three types of Attributes: **Basic**, **Hell Force** (related to physical stats) and **Arcane Force** (related to magical stats).

Basic

Sprint: Increases your running speed.

- Tap an assigned hotkey to start sprinting at the cost of Stamina, and stop moving or tap the key again to stop sprinting.
- Running speed is greatly reduced from Base JK. Sprint rank 4 should make you run about half as fast as a regular JK character.

Leap: Increases jump height and distance.

- Tap an assigned hotkey to jump at the cost of Stamina.
- If you have rank 3 or higher Acrobatics, you can double jump by pressing the jump hotkey as soon as you touch the ground. The second jump will be higher, but will travel a smaller distance.
- Press the Jump key mid-air while close to a wall to jump off the wall.

Acrobatics: Enhances your ability to roll.

- Press the crouch hotkey while moving to perform a roll in that direction at the cost of Stamina.
- You can roll to avoid knockdown and decrease falling damage.
- If you have Acrobatics rank 3 or above, pressing the Crouch key mid-air will make the character perform a air flip.

Weapon Mastery: Enhances your accuracy and manual firing speed with general firearms and skills in hand-to-hand fighting.

- Your hand-to-hand attack power as well as defense rate and power against other melee attacks increase substantially depending on your proficiency level.
- Each rank increases your attack power when transformed by 2%.

Hell Force (Physical)

Stamina Regeneration: Increases Stamina regeneration rate.

- Each rank increases STA Regen by 5% for transformed characters and by 25% for non-transformed.

Stamina Proficiency: Decreases Stamina cost by general actions and skills.

- Each rank decreases STA Cost by 5%.

Lung Capacity: Increases the time one can stay without breathing.

- Note that base drowning damage is increased, so this might not be as useless at it sounds.

Physical Defense: Increases defense against Physical Unholy attacks.

- Also increases defense against Lightsaber attacks.

- Each rank increases defense power by 3% for transformed characters and by 10% for non-transformed.

Arcane Force (Magical)

Mana Regeneration: Increases Mana regeneration rate.

- Each rank increases MP Regen by 5% for transformed characters and by 25% for non-transformed.

Mana Proficiency: Decreases Mana cost by skills.

- Each rank decreases MP Cost by 5%.

Dark Sense: Allows you to see enemies and objects through your minimap.

- Higher ranks increases the amount of things you can see.

Magical Defense: Increases defense against Magical Unholy attacks.

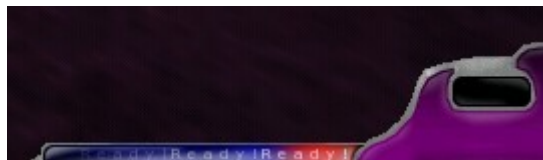
- Also increases defense against Force Powers.

- Each rank increases defense power by 3% for transformed characters and by 10% for non-transformed.

Unholy State and Classes

As stated in the aforementioned *JkGR* Lore, a human infused with sensitivity to Magical powers could master the ability to unleash focused energy, temporarily transforming himself into an impersonation of pure Unholy power, which we'll call the **Unholy State**.

To enter Unholy State, you'll need *Unholy Points (UP)*. There are three ways to obtain UP: by picking up Unholy Shards, by fighting (**taking damage**), or just waiting until it fills up by itself. The lower your HP is, the more stressed your character becomes, thus the faster your UP bar fills up. Your UP bar also fills faster at higher character Ranks. When your UP bar reaches its maximum level it will say "Ready!", which means you can enter Unholy State.



UP bar says "Ready!"

Once you enter Unholy State, a flash of energy will emanate from your character, damaging nearby enemies. Your HP/MP/STA will be fully restored and your UP will be continuously consumed. When your UP bar reaches zero, you'll leave Unholy State, and your HP/MP/STA will go back to their original levels. To keep your UP bar from decreasing while on Unholy State, you must deal or take damage from enemies.

When taking damage while on Unholy State, the damage is taken from your STA first, then your HP. MP, STA and HP regeneration are significantly increased for transformed characters, so in order to defeat one, you can't give him time for healing, as he will probably come back as powerful as he was when you started fighting.

However, a person with the ability to enter the Unholy State needs to follow a path in order to be fully able to master its Skills. These paths are what we'll call **Classes**. There are 6 different basic Classes plus 2 different Specializations per class. Each Class has their own type of armor and basic attributes (**Defense Power, MP/STA Regeneration Rate**), and each Specialization has a different weapon, Skill set and gameplay style. There are, in total, 12 Class options available for the player.

Your character's class and specialization can be chosen on the character creation menu, where you would originally pick your saber color.

Warrior

The Warrior classes are what one could call the sword masters. While the Executioner masters the use of two swords in fighting, the Enforcer wields a large, heavy blade to fight their enemies. They have good resistance against Physical and Unholy Physical attacks, but not so much against Magic attacks. However, when it comes to overwhelming Melee power, no other can beat the Warrior classes.

Spec. 1 - The Enforcer:

Wields a heavy blade. Focuses on heavy damage dealing even if that means sacrificing himself. However, an Enforcer's undying will can keep him fighting even when the situation appears critical, overwhelming enemies when all hope seems lost. The Enforcer masters the Blade Rush skill, which allows it to rush lightning-fast towards its enemies to attack them. The Enforcer chooses Attack Power over Attack Speed and is a master of fighting against multiple enemies.

Spec. 2 - The Executioner:

Wields dual swords. While the Enforcer has Attack Power, the Executioner has Attack Speed. The Executioner fights with a discipline beaten by few, mastering the art of sword fighting like no other. They focus on fast and deadly attacks, and with a combo of never-ending energy and masterful swordplay, the Executioner can handle a 1vs1 fight like no other.

Rogue

The Rogue classes are masters of agility and stealth. They wear light armor and therefore have weaker Melee defense power compared to the Warrior - not that it matters, anyway: most enemies should be dead before even raising their swords to attack. However, since Rogues have some training in magic, they have good defense against Magic attacks.

Spec. 1 - The Assassin:

Wields a sharp dagger. When fighting, the Assassin favors stealth and cunning to agility in close combat, focusing in Attack Power over Speed. The Assassin uses Teleportation magic, Mental Tricks and Poison attacks to aid in his fighting. The Assassin would rather wait for the right moment to strike than risking random, unsuccessful attacks - However, when the Assassin decides it's time to attack, it's unlikely his opponent will come out alive.

Spec. 2 - The Slayer:

Wields a pair of knives. Unlike the Assassin, The Slayer favors agility, speed and pure extermination prowess in combat, focusing in Attack Speed and Critical Attacks. For the Slayer, there is no such thing as a "right time to strike" - the right moment is whenever he says it is.

Ranger

The Ranger classes attack from high distances. While the Shooter masters the use of two pistols in close ranged fighting, the Sentinel wields a large, heavy bow to snipe their enemies from afar. They have moderate defenses and MP/STA regeneration rate and therefore aren't very efficient when facing multiple enemies, but with the right technique, Rangers can take down most enemies before they even reach them.

Spec. 1 - The **Sentinel**:

Wields a longbow. Focuses on heavy, long ranged damage dealing. Despite his slow attack speed, the Sentinel's elevated precision and Critical Attack power makes them one of the deadliest classes available, being able to take down an enemy with a single, precise shot.

Spec. 2 - The **Shooter**:

Wields a pair of pistols. Unlike the Sentinel, the Shooter favors medium to close ranged fights. He has lower attack power and accuracy, but higher attack speed. His mastery of teleportation and escaping skills makes the Shooter far more efficient in direct combat than the Sentinel, being able to wear down the enemy's defenses with close ranged fire while taking very few hits.

Mixed

Masters of both magical and physical abilities, the Mixed classes are possibly the hardest to master, but also arguably the most powerful. While the Inspector masters the sword like Warriors, the Inquisitor masters agility like Rogues. Both also master the use of magic. They have moderate to good defenses and MP/STA regeneration.

Spec. 1 - The Inspector:

Wields a rapier. With a finesse that could be envied by most Executioners, while at a close distance, the elegant Inspectors use swift, fast and deadly attacks to a single enemy with his rapier. On medium to long range, the Inspector can also use his powerful damage magic against multiple enemies. While he can still choose to use either just the sword or the magic when fighting weaker enemies, it is only with full mastery of using both together that the Inspector becomes possibly the single most powerful class available.

Spec. 2 - The Inquisitor:

Wields a magical mace. [...]

Wizard

Wizards are the absolute masters of magic. Their sleek robes, optimal for spellcasting, offer weak physical defense and slow STA regeneration rate, but their magical prowess is sure to compensate for whatever weakness they might possess.

Spec. 1 - The **Sorcerer**:

Wields a magical scepter. [...]

Spec. 2 - The **Warlock**:

Wields a single magical sword. [...]

Knight

[...]

Spec. 1 - The **Guardian**:

Wields a sword and a shield. [...]

Spec. 2 - The **Defender**:

Wields a heavy battle axe. [...]

Skills

Every class (including non-transformed characters) can have up to **10 Skills** (not related to Attributes). These skills are gained automatically depending on your **Rank** (0 to 8). The effect of the skills changes depending on your active class.

Skills can be classified by how they are used and what effects they have.

By use:

Instant: Used instantly once you press the skill key.

Focused: The effects for the skill will be active for as long as the key is pressed.

Charged: The key must be kept pressed during the skill's casting. Releasing the key will abort the skill.

Toggled: Click the key once to enable, again to disable.

By effect:

Attack: Deals damage to enemies.

Heal: Fills your or a friendly player's HP, MP, STA or UP.

Buff: Applies a positive effect that enhances your or a friendly player's stats.

Debuff: Applies a negative effect that lowers an enemies' stats.

Movement: Movement related.

Basic

- 1 - **Dash**: Increases your speed significantly for a short time. Hand-to-hand fighting power is significantly increased. **(Instant – Buff)**
- 2 - **Stamina Recharge**: Recharges your STA at the cost of MP. **(Focused – Heal)**
- 3 - **Instant Teleport**: Instantly teleports you for a short distance on the direction you're moving. **(Instant – Movement)**
- 4 - **Flight**: Temporarily allows you to fly. You cannot use weapons while flying. **(Toggled – Movement)**
- 5 - **Shockwave**: Pushes enemies in front of you away, dealing light Unholy Magic damage. Tapping the key will shoot a weak but long ranged energy bolt at the cost of more MP. **(Charged – Attack)**
- 6 - **Heal**: Heals yourself. **(Charged – Heal)**
- 7 - **Mana Recharge**: Recharges your MP at the cost of STA. **(Focused – Heal)**
- 8 - **Hide**: Hides you in another dimension. All movement and skill/item use are suspended while the effect is active. **(Focused – Movement)**
- 9 - **Death Field**: Charges and explodes into a blast of Unholy energy, creating a field of death around you, dealing heavy Unholy Magical damage to nearby enemies. Some HP is taken from the user while the field is maintained. **(Focused – Attack)**
- 10 - **Heartwork**: Recharges your UP at the cost of HP. **(Focused – Heal)**

Warrior: Enforcer

- 1 - **Iron Charge:** Quickly rushes towards the target, dealing light Unholy Physical damage. Can throw the enemy away when used from a close distance or after using the Counterattack skill. **(Instant – Movement/Attack)**
- 2 - **Speedburst:** Increases your speed significantly for a short time. **(Instant – Buff)**
- 3 - **Ferocity:** Temporarily increases your Attack Power by 15%. **(Instant – Buff)**
- 4 - **Blade Rush:** Quickly rushes towards and strikes the target, dealing heavy Unholy Physical damage to enemies in front of you. Critical Hit is possible. Critical attack chance is increased if target is airborne. **(Instant – Attack/Movement)**
- 5 - **Frenzy:** Increases your Attack Power by 60% and Critical Rate by 100%. HP must be below 33% to use. **(Instant – Buff)**
- 6 - **Crushing Impact:** Uses your sword to strike and throw enemies in front of you away, dealing strong Unholy Physical damage. **(Instant – Attack)**
- 7 - **Body Reconstruction:** Uses Unholy Energy to rebuild your body entirely, healing your HP and STA to 100%. The effect of invulnerability lasts for 2 seconds after healing. HP must be below 20% to use. **(Instant – Heal/Buff)**
- 8 - **Berserker's Focus:** Increases Critical Power by 25% and Rate by 50%, while lowering your defenses by 15%. Continuously consumes MP. **(Toggled – Buff)**
- 9 - **Counterattack:** Dives backwards to dodge a coming attack, allowing an opportunity for a quick counterattack. Allows you to use skills 1, 2 and 4 ignoring their cooldown and MP cost. **(Instant – Movement/Buff)**
- 10 - **Spirit Crusher:** Calls upon the power of darkness and swings your sword to deliver a brutal blow, tearing apart nearby enemies' mind, body and soul. Deals massive AOE Unholy Physical + heavy Magical damage. **(Instant – Attack)**

Warrior: Executioner

1 - **Sharpen Spirit**: Increases the power of your next attack by 20%. Effect fades after 10 seconds. Using while it's already active toggles auto-use. **(Instant/Toggle – Buff)**

2 - **Parry Stance**: Decreases your Attack Power by 10% while increasing your Physical and Unholy Physical defenses by 15%. **(Toggle – Buff)**

3 - **Heroic Energy**: Instantly recharges some Stamina. **(Instant – Heal)**

4 - **Double Strike**: Dashes towards the enemy and attacks, dealing strong Unholy Physical damage. Critical Hit is possible. **(Instant – Attack)**

5 - **Flaming Blade**: Creates friction between your blades to cast a flaming projectile to hurl at the enemy, dealing ranged Unholy Physical damage. **(Instant – Attack)**

6 - **Swiftness**: Temporarily increases your Crit. Rate by 15% and movement speed by 20%. **(Instant – Buff)**

7 - **Furious Thrust**: Hurls yourself towards the enemy like a deadly drill, dealing heavy damage to enemies in the way. Critical Hit is possible. **(Instant – Movement/Attack)**

8 - **Unleashed Fury**: Temporarily increases Attack Power by 30%, Crit. Rate by 25% and Crit. Power by 20%. HP must be below 80% to use. **(Instant – Buff)**

9 - **Final Force**: Temporarily increases Attack Power by 10% and Defense Power by 40%. HP must be below 40% to use. **(Instant – Buff)**

10 - **Dance of Death**: Summons the power of darkness to control your swords, detonating a field of death around you, dealing heavy Unholy Physical + Magical damage to nearby enemies and throwing them away. **(Instant – Attack)**

Rogue: Assassin

1 – **Low Kick**: Quickly delivers a low kick, dealing light Unholy Physical damage and knockdown to enemies in front of you. (**Instant – Attack**)

2 – **Jolt**: Teleports behind a target, dealing light Unholy Physical damage to enemies close to where you were. (**Instant – Movement/Attack**)

3 – **Quick Step**: Temporarily increases movement speed. (**Instant – Buff**)

4 – **Flinch**: Instantly performs a back handspring, avoiding enemy attacks. (**Instant – Movement**)

5 – **Backstab**: Instantly teleports behind a target and attacks, dealing powerful Unholy Physical damage. Critical Hit is possible, landing rate is increased if target is showing its back. (**Instant – Movement/Attack**)

6 – ??: ??? (?? – ??)

7 – ??: ??? (?? – ??)

8 – ??: ??? (?? – ??)

9 – ??: ??? (?? – ??)

10 – ??: ??? (?? – ??)

Mixed: Inspector

1 – **Swift Charge**: Quickly rushes towards a nearby target, dealing light Unholy Physical damage. **(Instant – Movement/Attack)**

2 – **Shadow Spark**: Summons Unholy Energy to deal moderate Magical damage to an enemy. **(Instant – Attack)**

3 – **??**: **???** **(?? – ??)**

4 – **Lightning Thrust**: Gracefully swings your sword to deal strong Unholy Physical damage to an enemy. Critical Hit is possible. **(Instant – Attack)**

5 – **Afterimage**: Teleports backwards, leaving behind a ghost image of yourself and detonating it right afterwards, dealing strong AOE Magical damage. **(Instant – Movement/Attack)**

6 – **Death Wave**: Creates a shockwave of unholy energy, dealing moderate Magical damage to enemies in front of you and throwing them away. **(Instant – Attack)**

7 – **Triple Slasher**: Quickly thrusts your sword threefold, dealing powerful Unholy Physical damage to an enemy. Critical Hit is possible. **(Instant – Attack)**

8 – **Superior Wizardry**: Temporarily increases Magical Attack Power and spell casting speed by 25%. **(Instant – Buff)**

9 – **Unholy Armor**: Temporarily increases Physical and Unholy Physical defenses by 60%. **(Instant – Buff)**

10 – **Spirit Cannon**: Summons the power of darkness to shoot a powerful magical cannon at the target, dealing massive AOE Magical damage. **(Instant – Attack)**

Recommendations, gameplay tips and additional notes

JkGR is not meant to be played as Base JK is. It's extremely important to learn how to survive in *JkGR*, as characters aren't half as damage-resistant as in Base JK and just picking up every power-up around won't help you much. Surviving won't be easy, so do not be afraid to use whatever weapon or skill you have in your arsenal to ensure you are the last man standing.

Make sure you master the use of all of your skills! These are the only that can ensure your survival against an enemy on a transformed state - whether you're transformed or not. I recommend setting the hotkeys for skills on *F1~F10*.

I also recommend setting the mouse buttons so you can move without the keyboard, as it might be hard to reach skill hotkeys in the middle of combat without taking your hands away from the WASD keys. I use Left button for attacking, Right button for moving forward and Middle button for running.

I also suggest that you learn to play without the Auto-Use Item function. Even though the character will only use items when needed, it's still better to learn to control this stuff by yourself – to save it for risky situations or to avoid use during combat, for example. Remember, however, to set easy access hotkeys – I use 'Z' and 'X' for Previous/Next Item and 'R' to Use Item.

When in a transformed state, I don't recommend using target locking when fighting multiple enemies, as the situation might get dire and movement might be restricted when engaged in combat, making a quick escape harder.

JkGR has **Rbots** support (bots still use Jk weapons, though), you should try playing against them!

The *GUNRUNNERS* team (AKA myself) hopes you enjoy your experience in *JkGR*!

Strategy Guide: Enforcer

The Enforcer is the basic, go-to class in JKGR, as it is, at the same time, powerful, insanely fast, good against multiple enemies and have... moderate defenses. As pretty much any other class, however, the Enforcer's skills are quite hard to master.

Iron Charge does very light damage, but if used from a close distance it will throw an enemy away very quickly. If you get *really* close to the enemy, using Iron Charge might throw the enemy upwards rather than backwards, giving them a little more air time – use this to your advantage, as **Blade Rush** has a higher critical land rate when your target is airborne.

While in combat, make sure to keep **Ferocity** always on. The difference in attack power might not be obvious, but it might give you a slight advantage (or might lessen your disadvantage) in harder fights.

If you're surrounded, **Crushing Impact** might be of a big help. It deals not much more damage than a general attack, but it throws enemies in front of you away, providing a little more space for a quick escape. That or you can just use **Iron Charge** or **Blade Rush** at a distant enemy, traveling away from the danger zone almost immediately.

Survival comes first! If you are under attack and your HP gets really low, always choose **Body Reconstruction** over **Frenzy**, as Body Reconstruction has no loading time and might ensure your survival, while even though Frenzy significantly increases your attack power, it will keep you from attacking during its loading time (and it will be of no help if your enemy still has high HP/STA).

Berserker's Focus might be much more useful than you think. If you manage to keep your enemies from hitting you, it will make a hell of a difference on your attacks without exposing you to a lot more damage.

Counterattack is probably the most important skill for this class. Not only it might help you dodging an attack, it also allows you to instantly use **Iron Charge**, **Speedburst** and **Blade Rush** with no MP cost, plus allows Iron Charge to knockdown enemies from any distance. **Counterattack + Iron Charge + Blade Rush is your most important combo!** If possible, try leaving **Berserker's Focus** on when doing this combo, as it increases both the critical rate and power for Blade Rush. If possible, use **Spirit Crusher** as a finisher.

Strategy Guide: Executioner

Compared to the Enforcer, the Executioner has both better defenses and attack power. However, the Enforcer is much more efficient when fighting multiple enemies. The Executioner also lacks fast immobilization attacks and has very MP expensive skills compared to the Enforcer.

Sharpen Spirit increases the power of every attack, but it can drain your MP very quickly if left on Auto-Use. The best thing to do is to only use it immediately before your strongest attack skills, unless you're fighting against weaker opponents and running out of MP isn't a problem.

Parry Stance is of no use against magic attacks. Since it decreases your attack power, you should only use it when you're under heavy offensive from melee fighters. Also, remember to always use **Heroic Energy** when you get the chance during a fight.

While not in attack range, use **Flaming Blade** to attack your enemy from a safe distance. It deals not a lot of damage, but it's enough to give you a slight advantage when the fight really starts. If possible, leave **Sharpen Spirit** on Auto-Use while attacking enemies with Flaming Blade.

There is no reason not to keep **Swiftness** always on, as it provides a good boost to your critical attack land rate and also to your movement speed. Be sure, however, to not use it when it's not necessary – You never know when you might meet an enemy, and it wouldn't be ideal if Swiftness was on cooldown when you met one.

Furious Thrust should be your favorite skill. If it isn't, then you probably haven't seen it in action yet. Not only it deals massive continuous damage, it also has a huge critical land rate and causes knockdown. Always use **Sharpen Spirit** before this one to make it even stronger.

Always keep an eye on your HP, as **Unleashed Fury** and **Final Force** are both very powerful buffs that depends on your HP level to use. If you get to use these skills but still can't defeat your enemy, he is probably unbeatable (or maybe you're just really, really bad).

Dance of Death is very useful when you're under attack from many enemies as it causes knockdown, pushes enemies away and deals intense damage. However, its long loading time makes it impractical during a 1v1 fight.

FAQ (or more precisely, RQYMA: Random Questions You Might Ask)

- You call the project "Jedi Knight: Gunrunners". Is the project somehow related to the Star Wars lore?

Nope. I use the name "Jedi Knight" 'cause I think it sounds cool. Plus, the game is called Jedi Knight anyway. Also, I'm not a fan of the name "Gunrunners", but I got used to it and it feels weird changing it now.

- Can I enable/disable all the blood and gore stuff?

There are a set of options regarding blood, dismemberment and other effects on the "Misc" menu on "Setup". Your game might suffer issues in older levels if too many effects are created, so you might need to disable them.

- What's with the (now old) Menu theme? With the hooded guys in suits and masks and the "Unfinished Pyramid et al." stuff?

These are related to my early ideas regarding the JkGR Lore. The guys are what Gunrunners looked like at first, that suit with mask and hood being their uniform. The pyramid represented the villains, the "Agents of Doom", who secretly ruled the world (like some sort of Illuminati stuff).



Old menu theme

- What the heck is the Extra Life power-up supposed to be?

I have absolutely no idea. Funny fact: Unholy Shards used to look like that as well, except they glowed red instead of blue.

- Is that thing on the manual cover supposed to read "Gunrunners"?

I suppose. I'm not a big fan of that logo either, so it's probably only a matter of time until I change it.

Please submit your comments, questions, feedback, ideas, opinions, suggestions, money and whatever at the JKHub Project forums!

Version History

2016.04.05 (Current version)

- Added several new weapons.
- Added magic defense abilities.
- Added new/balanced old Skills.
- Added/enhanced/retextured several models.
- Added leaning ability for untransformed characters.
- Tweaked player model anatomy.
- Started progress on Rogue classes.
- Started progress on Mixed classes.
- Teleporting through solid surfaces is no longer allowed. Character will now travel as far as possible if there are obstacles.
- Stamina now decreases if it's higher than the HP level.
- Enhanced first person camera view.
- Balanced weapons damage.
- Enhanced blood and gore effects.
- Slightly decreased jumping height. In turn, added double jump ability.
- Slightly increased running speed, decreased walking speed for realism.
- Players now remain at crouching height while rolling.
- Expanded Star Wars support.
- Rewrote functions for jump attribute.
- Fixed major issues with rushing skills.
- Fixed various issues regarding character animations.
- Fixed issues regarding headshots.
- Fixed issues regarding target locking.
- Several other tweaks and bug fixes.

Known bugs:

- For reasons unknown, enemies may shoot a gazillion projectiles at once.

2015.08.10

- Changed weapons system (once again!).
- Added Executioner class.
- Added Auto-use Item function.
- Added Auto-Aiming support.
- Added several new items.
- Added several new weapons.
- Added new/balanced old Skills.
- Added visual and sound notification for skill cooldown.
- Added camera blurring.
- Added Dash movement for transformed characters.
- Added target locking/combat camera for transformed characters.
- Added/enhanced several models.
- Started progress on Armor and Weapon upgrades for Unholy State.
- You can now rise faster when dropped on the ground by keeping A or D pressed.
- Changed Extra Life so you're revived as soon as your HP reaches 0.

- Fixed a bug where it was impossible to avoid knockdown.
- Fixed several issues with rushing skills.
- Enhanced overall performance.
- Added Star Wars support.
- Other minor tweaks and lots of bug fixes.

2014.01.11

- Some new skills were added and/or balanced.
- Progress on Heavy Weapons started. As of now, only one Heavy Weapon has been added.
- Players are handled as multiple things now. This doesn't affect anything in gameplay, but this will allow for in-game character customization in the future.
- Thanks to that, some usable items appear on the character's hand in third person view.
- Textures on placeholder weapon models were removed, as most of these models were made by other editors for other mods and won't be present on the final version.
- Other minor tweaks and bug fixes.

2013.12.22

- Every class (including non-transformed characters) should now have 10 skills instead of the old 5. These skills will be gained automatically depending on your Rank (0 to 8). Most of these aren't done yet.
- The old Force Powers are replaced with Attributes. These include things as running ability, lung capacity, mana and stamina regeneration and firearm proficiency.
- The functions for some Medium type weapons have been tweaked.
- Mana, Stamina and Health power-ups are now all added to your inventory, so you can use them whenever you want - however, all of them have a short delay before being applied. On SP, their regeneration power depends on the Difficulty level.
- The speed bonus for sprinting has been greatly reduced for realism. A Rank 4 Sprinting attribute should make you run half as fast as a regular JK character (that's still ridiculously fast: 2 JKU/s - that is about 45mp/h or 72km/h).
- Ammo power-ups now give you the correct amount of ammo for the weapons you have. On SP, the amount of ammo found on weapons dropped by enemies depend on the Difficulty level.
- Other minor tweaks and bug fixes.

2013.10.05

- Medium weapons added, but they are unfinished. Models are temporary and they don't function correctly.
- New "Sprint" function - tap the assigned hotkey to start sprinting at the cost of Stamina points, and stop moving or tap the key again to stop sprinting.
- Stamina no longer offers you any protection from damage. This means the player is as susceptible to damage as any NPC.

2013.07.15

- You must activate the new Power Ups to get them, this includes Energy Cells

(ammo for both pistol and light type weapons).

- "Flight" skill added.
- To pickup a new weapon you must have no weapons selected (fists), and you must discard your current weapon to get another of the same type.
- To avoid falling down from explosion forces, you must roll when you land (crouch + WASD). Rolling will also decrease falling damage.
- If you have at least 3 stars assigned to the Roll skill, pressing the Crouch key mid-air will make the character perform a air flip.
- Pressing the Jump key close to a wall will make the character jump off the wall.
- Pressing the Crouch key before jumping will make you jump higher.
- Other minor tweaks and bug fixes.

The Great Gunrunner Purge (2013.06.23)

- I lost everything I had related to this project, so I'm starting all over again!

(A bunch of magical, majestic and magnificent stuff would go here...)

First Demo (2012.06.03)

- Features main character stats, 4 neutral (passive) skills and one class (Enforcer) with 5 skills, along with the new HUD and hotkeys.

Aardvark



The ASCII Aardvark approves your reading!

Other others other other others!