

Quake Champions 1.31 Point Release Changelog

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DEVELOPMENT IN PROGRESS – NOT FINAL

Today's PTS update reflects our first step towards removing paid Battle Passes and microtransactions in favor of making the champions and vanity content unlocked for everyone. We know many players will have questions as to when and how such changes will roll out, but right now we'd like to focus on testing the changes to ensure that we're prepared to take the game in that direction.

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Overview of Major Product Changes

Removed Microtransactions & In-App Purchasing Systems

- Removed Battle Pass
- Removed Weekly / Event Challenges
- Removed the Store
- Removed Platinum and Shard Currencies
- Removed Loot Boxes
- Removed Daily Login Rewards
- Removed Champion Progression (the shard reward path)

Vanity Content is now unlocked and available for all users

- Third-party entitlements (AMD Ruby Nyx, Twitch Rocket Launcher, Nvidia Pulsar Railgun) and merit-based rewards (QuakeCon Belts and Golden Crowns) are now hidden from the Customization list unless you already owned those entitlements
- Golden Crowns can still be earned as ranked rewards for reaching Elite Rank and are hidden until unlocked
- All other items are unlocked and available for all users to equip
- All items are equipped through Customization

UI Re-organization

- Customization is now located on the top navigation of the Main Menu
- Profile customization (profiles, nameplates, Podiums) are now found inside the main Customization section next to Outfits and Weapons

New Content

- QCON 2026 Starting Machinegun
- QCON 2026 Starting Shotgun
- QCON 2026 Starting Nailgun
- Ithagnal's HELL MAGIC Podium
- PURPLE and WHITE Weapon Shader for the MOONSTRIKER Rocket Launcher
- GREEN and BLACK Weapon Shader for the ERADICATOR Railgun

New Features

FPS Limiter Improvements

Improved In-Game Limiter

- Fixed the built-in frame-rate limiter's precision and pacing
- Fixed HUD Show FPS display precision & some optimizations

Adaptive FPS Stabilizer

- Reduces framerate spikes when you're unable to maintain stable framerates at the framerate limit set (Game Options)

Player Outline Thickness Options

- Added Enemy Outline BOLD option
- Added Ally Outline BOLD option

Weapon Accuracy UI & Fixes

- Enable Weapon Accuracy
- Enable Weapon Bar Accuracies
- Fixed hitting not tracking hits for deployables such as totems, and turrets

Learn Section

- The in-game Guide is now delivered via local web files, so it will no longer be blocked in some regions. Everyone can once again read the in-game guide information in the Learn section.

Network Performance

- Reduced the total size of the network data being transmitted per player

Input System

- Threaded Input improvements (for high polling rate mice and/or improved CPU usage)
- Fixed old inputs from being processed as respawn actions, which would cause the player to instantly respawn or respawn before desired

Sound & Audio System

- Fixed a crash that could occur when unplugging or plugging in a USB headset
- Fixed a bug that could cause jumppad sounds to play from the closest jumppad to the player instead of the correct jumppad of origin
- Fixed missing jump, landing, falling, and jumppad sounds.
 - These were delivered in unreliable packets that could get lost
 - These events are now reliable
 - These events are now synthesized client-side when the network data fails to arrive within 200ms of the event
- Improved the announcer VO queue system

- It will now play a sound when selecting an audio option (armor beep, armor break, hit beep, kill beep)
- Increased the volume of the weapon switch sound

New Callvote System

Players can now issue callvotes to kick cheaters or abusive players

- Right-click on a player in the in-game Social menu to start a vote
- There must be 4 or more non-spectating human players in a match to call a vote
- Each player may only call 2 votes per match
- Players vote with their “Yes” (F1) and “No” (F2) binds

New Leveling System

- Players can now reach Level 999, but the journey will be long and hard fought
- Players will earn 24-Hour Haste Bonus XP every 10 levels
- Player Profile Levels are now visible on the in-game scoreboard. This can help players identify accounts that are new to the game

Bot Improvements

- Bots are now marked as Level 0 on in-game scoreboards so that they can be more easily identified by new players
- Fixed bots from having perfect aim for up to five seconds following the use of their abilities
- Fixed bots from targeting their own totems or turrets as enemies. This behavior would occur after dropping their deployable and then dying, causing them to lose track of their ownership
- Added the ability for bots to recognize incoming rockets and be able to intentionally dodge them, either by strafing or on some occasions jumping to the side to avoid either a direct rocket or splash damage from a predicated impact
- Improved bot’s side-to-side dodging, making less predictable
- Added the ability for bots to recognize when they are taking damage and to adjust their movement mechanics and goals
- Add a bot health management system that includes scaled urgency for picking up health depending on their health value, combat retreat when losing a fight, and refusing bad fights in the first place that they are not yet equipped to win

- In team games, when bots are in a team of at least 3 players, if the bot is in last place on their team, they will now improve their mechanical skills, becoming a better player and more effective teammate for as long as they remain in last place on their team

Champion Updates

Death Knight

Flame Strike

- Fixed for centered weapon moving to right after ability usage

Doom Slayer

- Added VO dialogue for say binds

Double Jump

- Fixed Double-Jump from sometimes automatically triggering when jumping off the ground

Nyx

Ghostwalk

- Fixed Ghostwalk gun visibility issue after going invisible while holding the default HMG model but with a weapon shader applied

Ranger

Dire Orb

- Dire Orb collision size reduced by 40% from 1m to 0.6m radius
- When the Dire Orb is shot, splash damage now falls off from full damage down to 50% damage based on the distance from origin of explosion
- When someone else destroys Ranger's orb, Ranger will regain 50% of his cooldown

Scalebearer

Bull Rush

- Fixed Scalebearer Bull Rush target detection

Sorlag

Acid Spit

- Fixed for centered weapon moving to right after ability usage

Strogg

- Fixed Strogg Pro League outfit fx in the main menu

Drone Strike

- Fixed an issue that could cause the Strogg player model from entirely vanishing when entering or exiting cloak
- Fixed the Strogg cloaking particle effects when entering or exiting cloak

Game Mode Updates

Clan Arena / Slipgate

- Fixed a crash that would occur when connecting to an active Clan Arena or Slipgate match that had already begun and being placed directly into a dead spectator slot

Map Updates

Lockbox

- Moved weapons, especially for sac & ctf. Shotgun and Tri-bolt are now in Base B, with a Machine Gun on the side staircase.
- Corrected spawns near old & new sg so that they always face the weapon pickup

Tower of Koth

- We once again use the large version of Tower of Koth for FFA, TDM, and IG
- Duel, 2v2, and UHT still use the smaller version

Additional Quality of Life

- Fixed the persistent blur effect in the main menu after escaping the Battle Report
- Fixed repeated ranked sequences and improved Battle Report navigation

- Fixed incoming power-up notification timing for players joining after the match start
- Fixed vanity items that didn't receive Quad Damage or Protection power-up fx
- Sort bot names alphabetically in the Custom Game Lobby Add Bot dropdown list
- Fixed an anti-cheat false positive, surfaced as an Error 103 message
- Fixed a crash that could occur during map loading
- Fixed the built-in frame-rate limiter's precision and pacing
- Fixed XP rewards for XP earned in games set with Scorelimit 0
- Fixed Sudden Death bug in games set with Scorelimit 0
- Fixed Weapon Shader loadout saving
- Fixed Custom Game's Random Bot populator not validating for enabled rostered champions
- Fixed missing K/D data on Battle Report statistics
- Fixed changing podiums in customizations not automatically refreshing the actively loaded podium
- Fixed drop commands from issuing text chat messages when a dead player hits the bind
- Fixed the head icon art for Random in the bot dropdown list
- Fixed Armor Break FX setting description
- Fixed winning/neutral/losing music in objective & round-based modes (CTF/Sac)
- Fixed detecting the correct mood (winning/neutral/losing) when switching soundtracks mid-match
- Fixed Dialogue VO cooldown that would cause some say commands to trigger text-only without VO
- Fixed duplicate values in the Custom Game Score Limit, Time Limit, and Weapon Respawn Time dropdowns, adding support for them to now default to the correct value instead of the first in the list. We now also mark the default value for easy identification
- Fixed the Champion Roster from closing after making a champion selection while in the Weapon Customization menu
- Added Power-up icons into the frag list controller
- Breakables and Lore Scrolls will no longer spawn in game modes where Health items do not spawn, such as Clan Arena
- Fixed Skull & Bone Podium texture quality