

MCP SERVER

NO CODE

CLOUD HOSTED

# Fortnite Stats & News MCP

Audit player history or track game updates instantly.

Fortnite Player Stats & News Intelligence delivers professional-grade player scouting directly through your AI client. It tracks K/D ratios, wins, and seasonal performance metrics for any Epic account while also providing real-time updates across all game modes (Battle Royale, Creative, Save the World). Get deep analytics on player history or stay current with official game announcements instantly.

**A+** Quality Score 100/100

player-statistics

battle-royale

performance-metrics

gaming-news

leaderboards



# The infrastructure that powers AI agents in the real world.



Vinkius connects AI to the world's software through secure, enterprise-grade infrastructure — enabling real-world execution at scale, built on the Model Context Protocol (MCP).

# Your AI Connections Run Through Vinkius Cloud

The world's largest  
managed MCP catalog

Vinkius is the cloud infrastructure where AI agents connect to the software your business already runs. We handle the hosting, the security, the credentials, the uptime — you get agents that actually do things.

We operate the world's largest managed MCP catalog. Major SaaS platforms, CRMs, databases, and cloud providers — running, monitored, production-ready. This MCP server is hosted and maintained by the Vinkius Cloud for AI Agents.

*The agent doesn't manage credentials, doesn't manage uptime, doesn't manage security. Vinkius does.*

— Architecture principle

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## Four Pillars of the Vinkius Runtime

### 01 — Security by design

Credentials stay encrypted at rest via AES-256. The AI agent never touches raw keys — they're injected into a sandboxed V8 isolate at runtime. Actions are logged, and connections have an emergency kill switch.

### 03 — Deterministic observability

Eight immutable metrics per endpoint: request volume, p95 latency, error rate, active connections, cost attribution. A live payload feed logs every tool call with mutation detection.

### 02 — Built on MCP Fusion

This MCP server was built with **MCP Fusion**, the open-source framework (Apache 2.0) that powers the entire Vinkius catalog. Schema-as-firewall strips undeclared fields, compiled PII redaction runs at zero overhead, and cryptographic lockfiles produce git-diffable audit trails.

### 04 — Autonomous operations

Servers are deployed, monitored, and patched autonomously. New capabilities and security patches ship weekly. Zero-downtime deployments ensure continuous availability across all managed MCP servers.

**AES-256**

Encryption at rest

**Ed25519**

PKI vault signatures

**24h TTL**

Ephemeral session keys

**V8 Isolate**

Sandboxed execution

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## One Token. Instant Access.

Every MCP server on Vinkius is accessed through a **Connection Token**. Tokens are generated in the cloud dashboard and produce a unique MCP endpoint URL. Paste this URL into any MCP-compatible client — no SDK required.

A single token can serve **multiple AI clients simultaneously**, or you can issue separate tokens per client for granular access control. Each token tracks its own request count, last activity timestamp, and can be individually enabled or revoked.

MCP ENDPOINT

`https://edge.vinkius.com/{token}/mcp`

Claude



Cursor



VS Code



Windsurf



Grok



Gemini

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## Security Is the Architecture

Security in Vinkius is not a feature — it's the foundation of the runtime. The gateway enforces multiple independent protection layers between AI agents and third-party APIs.

### 01 — Ed25519 PKI Vault

Every workspace has an Ed25519 Master Key. Session keys are generated ephemerally (24h TTL) and signed by the Master Key. Credentials never leave the vault boundary.

### 02 — V8 Isolate Sandboxing

Tool code runs inside isolated-vm V8 isolates with 64 MB memory caps and per-request timeouts. No filesystem access, no network access except through the SSRF-guarded fetch bridge.

**03 — SSRF Guard**

All outbound HTTP requests are DNS-resolved and validated before execution. Private IP ranges (10.x, 172.16-31.x, 192.168.x, AWS metadata 169.254.x) are blocked at the network layer.

**05 — Cryptographic Audit Trail**

Every request is signed into a SHA-256 hash chain with Ed25519 signatures. Events form a tamper-proof, SIEM-exportable forensic record.

**04 — DLP & PII Redaction**

A ResponseGuard pipeline intercepts every tool response. Configurable redaction patterns strip sensitive fields (emails, SSNs, card numbers) before data reaches the AI agent.

**06 — Honeypot Trap System**

Phantom credentials are injected into isolated environments. If a honeypot is used outside Vinkius infrastructure, the server is quarantined instantly.

## Emergency Kill Switch

EU AI Act Art. 14(1)  
Compliant

The kill switch is an **emergency halt** mechanism — not a simple toggle. When triggered, it executes three actions atomically:

**01 — Server deactivated**

The MCP server is immediately taken offline across the entire cluster.

**02 — All tokens revoked**

Every connection token is invalidated. Total lockout — reconnection blocked until new tokens are issued.

**03 — WebSocket connections killed**

Active connections terminated via Redis pubsub broadcast. Propagates to every runtime node in the cluster.

## Full Visibility. Zero Guesswork.

The Vinkius cloud dashboard includes a full MCP Governance suite — real-time analytics and security controls for production AI operations.

**Control Plane**

KPI dashboard with request volume, latency, success rate, token consumption, and AI-generated operational briefings.

**FinOps**

Cost tracking per tool, payload compression savings, budget optimization signals, and consumption trends.

**Firewall & DLP**

PII redaction activity, sensitive data protection counters, and security event timeline.

**Agent Activity**

Which AI clients are connecting, how often, and what they're doing — real-time session tracking.

**Tool Health**

Slowest and most error-prone tools, with actionable root-cause insights and performance baselines.

**Incident Log**

Error trends, failure rates, status-code breakdowns, and forensic audit trail access.

Get started at [cloud.vinkius.com](https://cloud.vinkius.com) — connect your AI agent in under 60 seconds.

# Fortnite Player Stats & News Intelligence MCP

11 tools available  
Cloud-hosted on Vinkius

When you're scouting competitive players or tracking market trends in gaming, raw data isn't enough. You need actionable intelligence. This MCP connects your AI agent to professional-grade Fortnite metrics and real-time news feeds, letting you act like a dedicated analyst without opening dozens of tabs. Your agent can pull detailed stats—like win rates, K/D ratios, and total seasonal levels—for any account instantly. It also keeps you looped in on the latest official announcements, whether it's for Battle Royale or Creative mode updates.

Need to verify a creator code? You can do that too. This capability means your agent works as much like a data journalist gathering facts as it does like an e-sports scout auditing player history. Connecting this intelligence through Vinkius lets you run these checks and gather stats using just natural conversation with any MCP-compatible client.

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## Core Capabilities

### 01 — Analyze Player Performance

The agent pulls detailed Battle Royale statistics, including wins, K/D ratios, and seasonal levels for specific accounts.

### 03 — Audit Creator Codes

The system checks if a specific Support-A-Creator code is currently active within the game's ecosystem.

### 02 — Monitor Game News Feeds

It retrieves the latest official updates across multiple Fortnite modes: Battle Royale, Save the World, and Creative.

### 04 — Track In-Game Assets

It lets you find information like current profile banners, daily item shop contents, or featured maps in Creative mode.

# One Click on Vinkius — From Prompt to Execution

Available at [vinkius.com/mcp/fortnite-player-stats-news-intelligence](https://vinkius.com/mcp/fortnite-player-stats-news-intelligence) — connect your AI agent in three steps.

- 01 You subscribe to the MCP and provide your Fortnite-API Key through your preferred AI client.
- 02 Your agent then sends a natural language request—for example, 'What's Ninja's K/D ratio this season?'
- 03 The MCP processes the query using the appropriate tool and returns structured data and current news updates directly to your client.

The bottom line is you tell your AI agent what information you need about Fortnite, and it handles pulling the complex metrics and news from the game's API.

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## Built For

This MCP is for anyone whose job relies on timely, deep data—from professional e-sports scouts tracking talent to journalists needing verifiable game details. It solves the problem of constantly switching between multiple data sources and manual API calls.

### E-sports Scout

You use this to instantly audit player profiles, checking seasonal performance metrics and technical histories for recruitment or tactical analysis.

### Data Journalist / Content Creator

You retrieve verifiable stats and official game news—like the latest Battle Royale patch notes—to write accurate reports or community updates.

### Competitive Gamer / Coach

You monitor your own performance trends by pulling seasonal data, and stay updated on meta-shifting information using the real-time news feeds.

## What Changes When You Connect

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- 01 Instantly audit player profiles: Use `get_player_br_stats` to pull deep season or lifetime data, giving you a full picture of a competitor's performance history in one query.

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  - 02 Stay current with all modes: You don't need separate feeds. Use tools like `get_battle_royale_news`, `get_save_the_world_news`, and `get_creative_mode_news` to pull updates for every major Fortnite mode.

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  - 03 Research player cosmetics: Need to know what gear a pro uses? Run a search using `search_cosmetics` to get details on rarity, set info, and when the item was introduced.

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  - 04 Keep track of in-game assets: Get real-time shop inventory or map data by running `get_item_shop` or `get_current_map` without ever visiting a website.

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  - 05 Verify credentials quickly: If you're working with content creators, use `check_creator_code` to immediately verify if an associated Support-A-Creator code is live and active.
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## Real-World Applications

### Profiling a Potential Draft Pick

An e-sports scout needs to evaluate Player X for a team roster. They ask their agent, 'Pull the Battle Royale stats for Player X.' The MCP runs `'get_player_br_stats'`, returning detailed K/D ratios and win rates across seasonal windows so the scout can make an informed decision.

### Writing a Game Update Report

A data journalist needs to write about changes in Fortnite's aesthetic. They ask their agent for 'current profile banners' and use `'get_banners'` to collect accurate metadata, ensuring the article is fact-checked against live game data.

### Tracking Seasonal Changes

A coach wants to know what's new in Creative mode. They ask their agent for 'Creative news,' and the MCP uses ``get_creative_mode_news`` to provide immediate details on featured maps, helping the coach update his team's strategies.

### Verifying Creator Access

A marketing manager needs to confirm if a partnership code is still valid. They use ``check_creator_code``, and the MCP instantly returns whether that specific Support-A-Creator code can be used, preventing wasted effort.

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## Patterns to Avoid

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### Treating it like a simple search engine

#### X AVOID

Trying to ask for 'all player stats' without specifying the timeframe or mode. The agent returns an ambiguous error because data is too complex.

#### ✓ INSTEAD

Be specific: Ask, 'What are the Battle Royale statistics for Player Y during the last season?' This directs the system to use ``get_player_br_stats`` with clear parameters.

### Assuming real-time data is always available

#### X AVOID

Asking about a specific item in the shop that was removed yesterday. The agent might give an outdated answer or fail to connect.

#### ✓ INSTEAD

Always check the source: Use ``get_item_shop`` for the most accurate, auto-updated list of items and always verify your API connection first.

### Mixing unrelated data sources

#### X AVOID

Trying to analyze player stats using only general game news without linking them. The agent can't form a coherent picture.

#### ✓ INSTEAD

Always link the request: Combine queries, like 'How will the new Battle Royale update affect players with low K/D ratios?' This allows the system to cross-reference ``get_battle_royale_news`` and player data.

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## The Right Fit

Use this MCP if your work requires verifiable, specific metrics about Fortnite—anything from a player's historical performance (using `get_player_br_stats`) to the current state of game content (`get_item_shop`). It is essential for anyone who needs data that changes frequently or is deeply tied to the game's mechanics. Don't use this if you just need general information about gaming trends or competitor analysis across multiple titles; for that, a broader

analytics tool might work better. If your only goal is to track player wins without knowing their K/D ratio, you are missing valuable context and should ask for `get_player_br_stats` anyway.

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## Manual Data Gathering from Fortnite's Ecosystem

Right now, gathering player data means logging into multiple sites. You jump between the official stats page to check K/D ratios, then switch to a news blog to see patch notes, and finally open an item shop wiki just for banner details. It's constant tab-switching and copy-pasting.

With this MCP, your agent handles it all in one go. You ask the question—like 'What are the latest updates for Creative mode?'—and you get a consolidated report that includes official news from `get_creative_mode_news` right alongside current map data, saving hours of manual research.

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## Instant Access to Player Stats & News Intelligence

The most annoying part is tracking seasonal metrics. You have to remember which time window you checked last, and if the site even supports lifetime or seasonal comparisons. This creates data gaps in your analysis.

Now, whether analyzing a player's career performance or checking out new cosmetic options via `search_cosmetics`, all that granular data is available on demand through one API call. You just get the answer.

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# Fortnite Player Stats & News Intelligence: 11 Tools

Use these eleven specialized tools to pull everything from player history metrics to the latest in-game news and cosmetic details.

#	TOOL	DESCRIPTION
01	<code>check_creator_code</code>	Checks if a specific Support-A-Creator code is currently active and valid for use in Fortnite.
02	<code>get_aes_keys</code>	Retrieves the encryption keys used within various Fortnite game files.
03	<code>get_battle_royale_news</code>	Pulls all current official announcements and updates specifically for Battle Royale mode.
04	<code>get_banners</code>	Lists every profile banner available within the Fortnite game's cosmetic store.
05	<code>get_creative_mode_news</code>	Retrieves current official news and featured map highlights for Creative mode content.
06	<code>get_current_map</code>	Provides details about the currently active Fortnite map, including all points of interest (POIs).
07	<code>get_player_br_stats</code>	Fetches comprehensive Battle Royale statistics for a specific player, supporting either seasonal or lifetime performance windows.
08	<code>get_playlists</code>	Lists all available playlists and distinct game modes within the Fortnite ecosystem.
09	<code>get_save_the_world_news</code>	Retrieves current official news updates specific to Save the World mode content.
10	<code>get_item_shop</code>	Gets the automatically updated list of daily and featured items available in the Fortnite item shop.
11	<code>search_cosmetics</code>	Searches for specific Fortnite cosmetic items, returning their rarity, set information, and introduction date.

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## See It in Action

Real prompts you can use once this MCP is connected to your AI agent through Vinkius Cloud.

**U** Retrieve the Battle Royale stats for 'Ninja' and show his current seasonal level.



Fetching professional stats... Ninja is currently Level 125 in the Battle Pass. He has a 4.5 K/D ratio this season with over 200 wins. Would you like to see his cumulative stats across all seasons?

**U** Compare the seasonal K/D performance of 'UserX' versus 'UserY'.



Running the technical comparison... UserX leads with a 3.2 K/D, while UserY has a higher winrate of 15% but a 2.8 K/D. I have the detailed kill counts for both. Shall I provide the full breakdown?

**U** What are the latest news updates for the Fortnite Creative mode today?



Inspecting Creative mode news... 2 new featured maps were highlighted today, including a new 'Zone Wars' experience. I also found an update regarding new assets available for creators. Would you like the island codes?

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## Frequently Asked Questions

**01 Can Fortnite Player Stats & News Intelligence track K/D ratios for multiple seasons?**

Yes, it can. The ``get_player_br_stats`` tool supports both seasonal and lifetime performance windows, letting you compare player growth over time.

**02 Does the MCP give me news for all Fortnite modes?**

The MCP covers major modes. You can use separate tools like ``get_battle_royale_news``, ``get_save_the_world_news``, and ``get_creative_mode_news`` to cover everything from official updates.

**03 How do I find out if a creator code is working?**

You use the dedicated ``check_creator_code`` tool. It verifies whether that specific Support-A-Creator code is currently active in the game, giving you an immediate yes or no.

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**04 What kind of player metrics can I get using Fortnite Player Stats & News Intelligence?**

You can retrieve win rates, K/D ratios, total matches played, and seasonal level rankings via the ``get_player_br_stats`` tool.

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**05 Is the item shop data always up to date with Fortnite Player Stats & News Intelligence?**

The system uses ``get_item_shop``, which is noted as being auto-updated at 00:00 UTC, providing you with the most current daily and featured items.







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# Go Live in 60 Seconds

Get your connection token from [cloud.vinkius.com](https://cloud.vinkius.com), then paste the endpoint URL into any MCP-compatible client.

YOUR MCP ENDPOINT

```
https://edge.vinkius.com/[TOKEN]/mcp
```

CLIENT	WHERE TO CONFIGURE
 <b>Claude AI</b>	Profile → Customize → Connectors → "+" → Add custom connector → Paste endpoint
 <b>Cursor</b>	Settings → Features → MCP Servers → "+ Add New MCP Server" → Type: SSE → Paste endpoint
 <b>VS Code</b>	Ctrl/Cmd+Shift+P → "MCP: Add Server" → add <code>"fortnite-player-stats-news-intelligence": { "url": "..." }</code>
 <b>Windsurf</b>	MCP Settings → <code>mcp_settings.json</code> → Add endpoint URL
 <b>ChatGPT</b>	Settings → Tools & plugins → Add MCP server → Paste endpoint
 <b>Gemini</b>	Extensions → Add MCP Server → Paste endpoint URL

## ASK AN AI ABOUT THIS

Let your preferred AI explain this MCP server

-  **Ask ChatGPT** 
-  **Ask Claude** 
-  **Ask Perplexity** 
-  **Ask Gemini** 
-  **Ask Grok** 

READY TO CONNECT

# Fortnite Player Stats & News Intelligence is live on Vinkius Cloud.

Get your connection token, paste it into your AI agent, and  
start building. No SDK. No deployment. Just results.

[Start at cloud.vinkius.com](https://cloud.vinkius.com) →

[vinkius.com](https://vinkius.com) · [support@vinkius.com](mailto:support@vinkius.com)

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### DOCUMENT INFORMATION

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