



**SKULLGIRLS**  
2ND ENCORE

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Version 1.0

Legend tells of an ancient artifact that can grant a woman's wish...

## THE SKULL HEART

However, if she is impure of heart...  
her wish will be corrupted and she will be turned into an immensely powerful and twisted being.

A being of destruction.

Many have come before.

A mother...

hoping to protect her daughter.

Instead cursing her with an existence she never wanted.

A matriarch...

Desperately longing for her family to return to her.

Instead returned as shambling corpses with no minds of their own.

A queen yearning for peace.

All came believing that they were different.

That their cause was more just than the others.

The Skull Heart's flames, however, always find their wick of darkness.

And set it alight.

A new Skullgirl has risen; who will defeat  
her and claim the Skull Heart?

Greetings and welcome to the Canopy Kingdom, one of the three kingdoms which were involved in the Grand War seven years ago. An uneasy peace has settled between them since, but trouble is brewing on the horizon.

The Renoir royal family rules the kingdom, but most of the public is swayed by the Medici Mafia; A family that dabbles in all sorts of crime. Different species – humans, dagonians, ferals and gigans – live here, but there is still yet discrimination towards a few. While the kingdom currently enjoys friendly relations with its neighbours, peace within the kingdom itself is about to be tested.

You arrive the moment Marie Horbel makes her wish on the Skull Heart. Take 1000 Skull Points (SP) and without further ado, it's

# SHOWTIME!



## Location

Now... Where have you found yourself? You may either choose your location for free, or roll a 1d7 and gain yourself 50 SP.

### 1. The Streets of New Meridian

New Meridian is a dangerous city, and its nameless streets even more so. Parts of the police are corrupt and the Medici Mafia enjoys a comfortable rule here, believed by the public to be standing up against the Renoir regime. That said, in terms of gigs, it's probably the best place around.

### 2. Maplecrest

Maplecrest is a quaint little suburb and home to a number of families who wander its peaceful streets. However, many of the families here share connections with the Medici Mafia — something that will make them the target for the current Skullgirl in the near future.

### 3. Little Innsmouth

Little Innsmouth is a seaside section of New Meridian and mostly populated by Dagonians. This is a small but bustling district by the coast, accented by bold, clashing colours and chimney pots resembling coral. Many restaurants are open around the place, enticing people with their delicious foods and wonderful atmosphere.

### 4. River King Casino

The River King Casino is the heart of New Meridian's gambling sphere. This casino is filled to the brim with slot machines, blackjack tables and gamblers hoping to win big. This is a major hangout for the Medici Mafia, and many members usually spend their off-time here.

### 5. Anti-Skullgirl Lab 8

The Anti-Skullgirl Labs or ASG labs were created to aid in the destruction of the Skullgirl. Founded by Dr. Geiger and overseen by King Franz Renoir, the labs were permanently shut down seven years ago, but two still remain active in secret.

### 6. Abandoned Cathedral

A number of small countries and territories fell into chaos when the Skullgirl arose. With the sheer amount of destruction caused, these lands were eventually dubbed "The No Man's Land". Amidst the destruction stands a cathedral dedicated to the Trinity.

This is where Marie Korbelt will be presented the Skull Heart.

### 7. Free Pick

You may freely choose any of the locations present above.

## Age and Gender

Your age here is decided as 16 + 1d10. By default, your gender remains the same as the one you had on the previous jump – You can freely change it however. As the Skull Heart can only be used by women, it is recommended to be female for this jump.

## Species

Four different species live throughout the Canopy Kingdom, and you are free to choose one from the list below. They have almost negligible advantages over one another, so please pick the one you desire most.

### > Human

Making up most of the Kingdom's population are humans. They are not much different from the humans you are used to, but being the majority allows them a certain amount of relaxation.

### > Feral

Rarer but still quite common are Ferals. They are found in two kinds, those who look human with superficial animal features and those who are of the anthropomorphic animal kind.

Ferals can harden certain body parts, letting them use these for defence and offence.

### > Dagonian

Dagonians are a subspecies of ferals that borrow their features from fish instead of terrestrial animals; Like with Ferals, they may look human with superficial fish features, or be anthropomorphic fish.

Due to their aquatic nature, Dagonians are adept swimmers and don't require as much air as others while swimming.

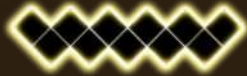
### > Half-Gigan

By far the rarest in the Canopy Kingdom – perhaps because of the Grand War and the anti-Gigan propaganda – are Half-Gigans. Unlike their Gigan parents, Half-Gigans hardly – if ever – reach their heights, but they are still far taller than the average human; Most Half-Gigans reach ten feet at the very least.

They've got strong muscles, a longer reach and may become berserk in battle. They also have a horn growing from their forehead.

## Origin

Now, it's time for the important question: Where do you stand in this world? Here, the lives of many are defined by the Skull Heart and those seeking it. Where do you stand in this?



### I have to make a wish — The Wish Maker

You are one of many seeking the Skull Heart to make your wish come true. You've no doubt heard of how the artifact warps a person's wish if it is deemed impure, but that has not stopped you.

### The Skull Heart must be destroyed — The Breaker

The Skull Heart is a dangerous artifact and you are not blind to the risks it presents. After all, it was a heartfelt wish for peace that led to the birth of The No Man's Land. It cannot be allowed to remain.

### For the Trinity — The Deceiver

You do not seek the Skull Heart, not for yourself at least. You act in the Trinity's stead, to guide a perfect vessel to make her wish on the Skull Heart and to earn your Masters' gratitude.

### Actually... I don't care — The Ignorant

You don't seek the Skull Heart, nor do you care for it. You know it exists but... why waste your life chasing something that's not worth it?

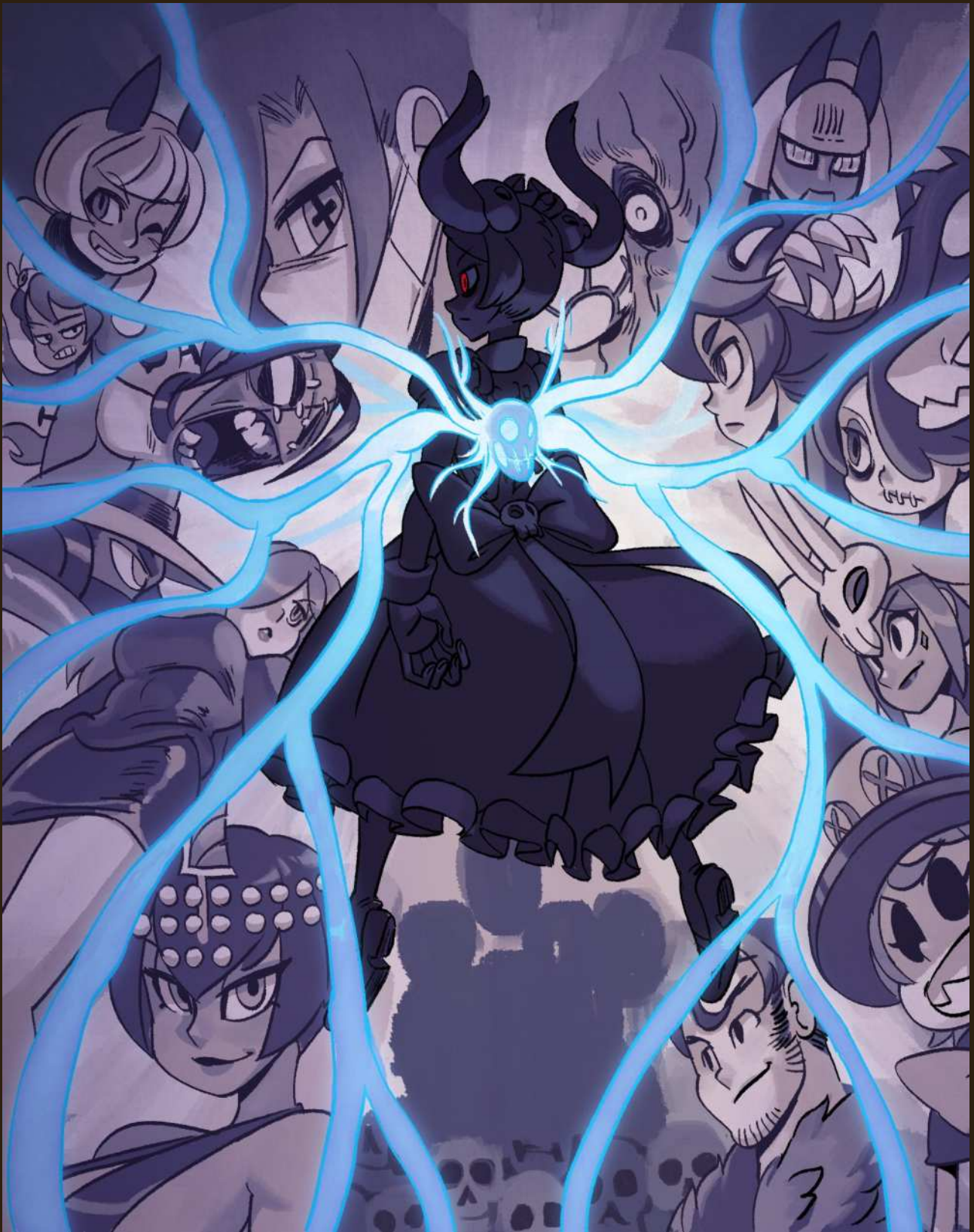


## I don't need it, not anymore – The Skullgirl – The Gauntlet Option

You arrived here a little earlier – about a month before Marie Korbel would have made her wish. There, a kindly nun offered you the Skull Heart. Your wish may have been pure or impure, but regardless, the Skull Heart twisted it and turned you into the new Skullgirl. What shall you do now?

This is the gauntlet option, and your starting budget is set to 0 and drawbacks give double the Skull Points. Certain drawbacks may also change (shown by this colour of text).

Finally, you must stay in this world for at least three years as the Skullgirl and not let anyone else claim the Skull Heart. If someone does, you will lose this gauntlet and be returned to your Warehouse or equivalent without any of the perks and items you've purchased here. Only one person can be the Skullgirl.



# Affiliation

With your reason out of the way, who do you stand with on the grander scale? Skullgirls walk alone, and must not choose any affiliation.

## Unaffiliated

You do not ally yourself with anyone – a lone wolf in the most obvious sense... Except you don't have to be. You may be in a smaller gang or have allied yourself with a small group of friends. Regardless, they will not affect your standing with other groups.

## The Black Egrets

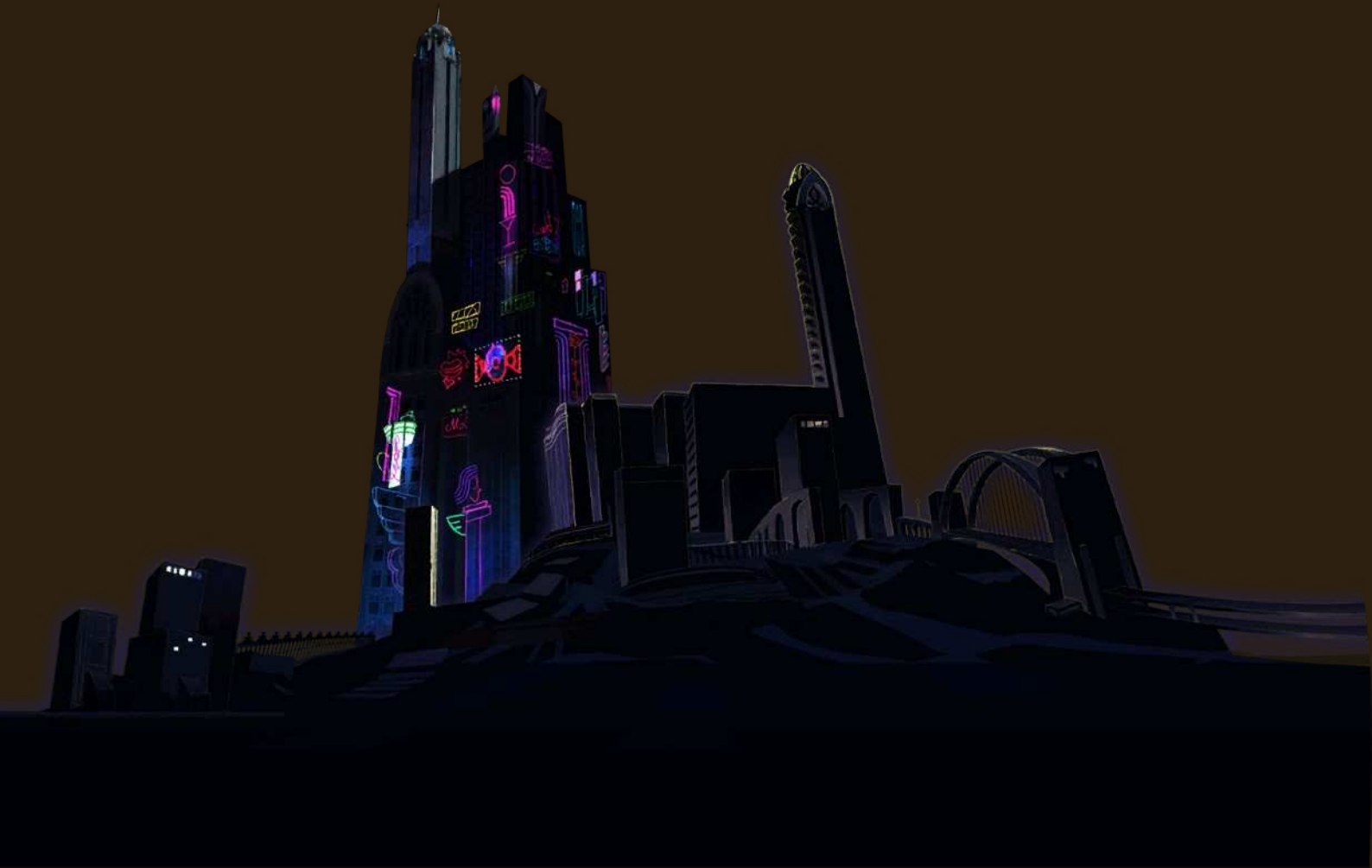
You are one of the Black Egrets, a group of soldiers proudly serving Princess Parasoul and the Renoir Royal Family. Army training and fighting side by side with others has been drilled into you since you started serving, and you can't help but speak out against injustice wherever you go.

## The Medici Mafia

You are part of the criminal organization led by Lorenzo Medici, which controls certain parts of the Canopy Kingdom. While you may have a good public image – that of standing against the Renoir regime – you have many skeletons in your closet. Kidnapping, assassination and slave trade – the Medici participate in all.

## The Anti-Skullgirl Labs

You are part of the Anti-Skullgirl Labs. Whether you are one of the scientists or the poor souls who were saved and fitted with artificial parasites, you have one goal: The destruction of the Skullgirl and the Skull Heart... at least you may have once held that goal. It's up to you, after all.



# Origin Perks

All origins get their 100 SP perks for free and the rest are discounted by 50%.

## General Perks

### Built Bod [FREE]

You look as if you were drawn by the very goddesses themselves! No matter your gender, you appear to be at least physically fit – even if you've been reduced to a slob due to a loss in motivation. Your figure far easier to maintain but still requires a bit of exercise.

### Them's Fightin' Words! [100 SP]

This is mostly a normal world, but a few people are always raring to go. This perk gives you the knowledge and skill to rile anyone up so that you and them can throw down. With enough time, even the most patient of saints wouldn't say no to your challenge.

Just know that this does not ensure that you are able to defeat someone you've riled up, but they may make mistakes.

### Basic Beat'em Up Skills [200 SP]

In this world, you will come across a number of different people, all from different walks of life. And yet, they are tied together by how well they fight. The perk brings you up to speed; If you didn't know how to fight before, you do now.

You instinctively develop a fighting style around your physical and magical skills. It's not perfect but it allows you to perfectly tailor a style for yourself.



## Perks for the Wish Maker

### Ears to the Ground [100 SP | Free for the Wish Maker]

The Skullgirl rarely moves silently, but it's always nice to know exactly where she is; How else would one seek the Skull Heart? You are always on the lookout for rumours and whispers – anything that can bring you closer to your goal. Even if a whisper has the smallest hint for you want, you will never forget it.

### A Deal with the Damned [300 SP | Discounted for the Wish Maker]

No matter how pure one's wish is, there is always the chance the Skull Heart will twist it to suit its own desires. And so, one has to carefully make their wish so that there is not a single chance it can backfire. This perk enables you to be a master at making deals and deconstructing them – If an offer contains even a hint of danger, you'll know. No Monkey's Paw wish can catch you off-guard now.

### A Pure Heart [500 SP | Discounted for the Wish Maker]

The Skull Heart twists the wish of the woman claiming it; No matter how pure a wish may seem, it is able to discern even a hint of impurity and set it alight.

This can no longer happen to you, not anymore. For any ritual, weapon or other circumstance, your heart is taken as being pure. It does not matter what you wish for or what you desire, for the purity of your heart, your wish, is guaranteed. This does come with one caveat however: Your actions and wishes can never be for selfish reasons while this perk is active.



## Perks for the Breaker

### Pin Point Determination [100 SP | Free for the Breaker]

Your path in life will see you meet those who wrong you and those you hold dear. While forgiveness has its place, you'd rather see them pay or at least acknowledge the wrong they've done. This perk ensures that your anger never touches those who don't deserve it – You could go on a rampage and those not in the wrong would remain unharmed.

### Resisting the Temptation [300 SP | Discounted for the Breaker]

The Skull Heart and those who serve it are cold and manipulative, constantly dragging innocent lives into doing their bidding, but you have caught on to their tricks. You can no longer be unwillingly deceived or manipulated; Attempts at both fail without your opposition noticing. No lie can remain uncovered to you.

### Of the People! [500 SP | Discounted for the Breaker]

The Skull Heart has hurt too many – even after its destruction, it rises anew only after a mere seven years. And yet there are people who dare dream of a better future; A future without the Skullgirl!

You are instilled with the spirit of a true hero, one who never falters as long as they have someone to protect; A hero who would choose to do the impossible for even a single person. Your abilities grow stronger and more effective the more people you must protect, but remember: If you lose the people you've aimed to protect, you'll quickly lose your might as well.



## Perks for the Deceiver

### Perfect Judgement [100 SP | Free for the Deceiver]

The Skull Heart must be wished on by one who can act in the Trinity's stead: To bring the world to destruction. But there will be candidates who desire a wish for others or themselves. This perk allows you to perfectly judge others and if they would be worthy or capable of a task you have in mind.

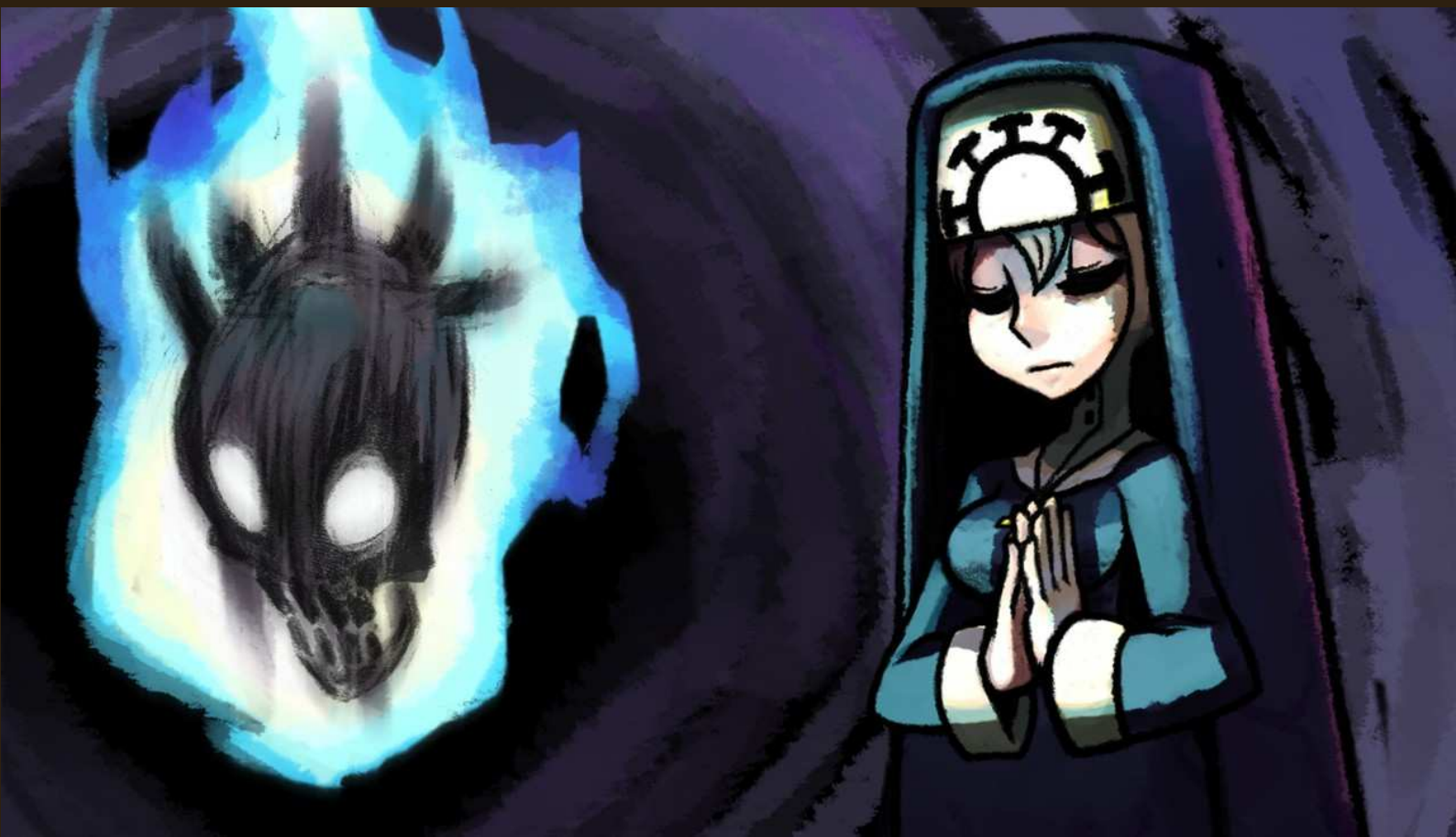
### Master Manipulator [500 SP | Discounted for the Deceiver]

Despite the Trinity's best wishes, horror stories of the Skull Heart have cemented themselves in legends. Still, the Trinity deserve to have their wish granted. This is where you come in, leading those fools blind to the Trinity's glory to act in a way they desire. This perk makes you much more manipulative; even your lies come across as half-truths at worst.

### The Voice for the Goddesses [500 SP | Discounted for the Deceiver]

As the Skullgirl hears the Trinity's whispers, so do you. How else would you act in their best interests? This perk allows you to freely talk to gods and godlike entities without any damage to your self. Even the Trinity in their true forms would have a difficult time breaking your mind.

Any deity speaking through you also passes to you a minute yet potent amount of their own power. This perk does make it much easier for deities to speak to you and through you, for better or worse.



## Perks for the Ignorant

### Working a Crowd [100 SP | Free for the Ignorant]

One can hardly be successful without the support of their fans, and you're no different. You now know the best ways to get a crowd going – to have people cheering for your victory or loss. It does not matter where you are, for the crowd is always near.

### Lessons in Law [300 SP | Discounted for the Ignorant]

New Meridian is a dangerous city, even for the strong – for corruption lingers in every corner. Fortunately, you've learned to deal with it by handling the source of the problem. You are a master at inspiring others to do better and at giving the helpless a caring voice. This perk also gives you a vice grip on your morals and your ability to do good.

### Dadass Normal [500 SP | Discounted for the Ignorant]

There are many who have risen to the top by using supernatural abilities or with the help of magical weapons and parasites. And then there are those like you: Those without any access to supernatural abilities – a 'normal'.

As long as you don't have any supernatural abilities activated, you find yourself be able to match and even overcome those who do. The path to power is difficult and requires hard work, but with enough sacrifices – temporarily giving up your supernatural abilities – it can be achieved.



## Perks for the Skullgirl

Those without the Skullgirl origin may buy the perks shown down below, but they must take the Drawback **Skullgirl Blood** with no bonus Skull Points.

### Speak of the Dead [100 SP | Free and Mandatory for the Skullgirl]

A Skullgirl's skeletal appearance isn't just for show, for she commands the dead to do her bidding. This perk allows you to commune with the dead and give them commands. Whether they follow depends on the dead themself.

The Skullgirl's commands cannot be ignored by the dead unless they have some means of self-control.

### Regenerator [300 SP | Free and Mandatory for the Skullgirl]

Being connected to the dead, the Skullgirl is unable to be put down in a way that matters. Any damage done to you will release blue spirit flames instead, which rapidly seal your wounds given enough time. You feel pain but it will be fleeting, but take heed, for you can still die.

For the Skullgirl, as her existence depends on the very Skull Heart itself, death does not come as easily. On the complete destruction of a Skullgirl's body, the Skull Heart will be free to claim for anyone. However, if no one claims it for twenty four hours, the Skullgirl will be resurrected.

### Reanimation [500 SP | Free and Mandatory for the Skullgirl]

The dead rise with the Skullgirl's powers, giving her both companionship and ammunition. This control over the dead allows her to manipulate their very skin and bones, letting her twist them into perfect weapons and shields. You may reanimate any being that has been dead for a week at most in the area around you.

For the Skullgirl, she is unbound by time; she may reanimate any being that has died in the area around her. Her very presence causes the dead to rise as well, but the radius for that effect can be changed.



## Affiliation Perks

Those belonging to an affiliation gain a discount on all related perks. As the Skullgirl does not have an affiliation, she can take one discount per price tier from the selection below:

### Perks for the Unaffiliated

#### Odd Job Central [200 SP | Discounted for the Unaffiliated]

Not everyone has the backing of an organization, and yet they manage all the same. This perk lets you quickly find jobs to support yourself; Employers will often ignore mistakes and hire you despite your qualifications. You learn much quicker on the job as well.

#### Unconventional Fighting [400 SP | Discounted for the Unaffiliated]

Having to fend for oneself is no easy task but it leads to a certain strength not found in others. For you, this has let you develop a rather unique fighting style: This perk lets you fight with anything you have on hand or nearby – anything from pens, to chairs and even ladders.

### Perks for the Black Egrets

#### By the Book! [200 SP | Discounted for the Black Egrets]

An army demands complete discipline and learning, and you have mastered both. You gain complete knowledge of an army's rules and regulations when you join, letting you be a much better fighter and teacher.

#### On the Field Fixing [400 SP | Discounted for the Black Egrets]

One must always make sure their equipment is up to standard, both on and off the field. For even a small mishap may be the difference between life and dead. This perk grants you the knowledge to fix machines and devices related to the military, such as armour, guns and tanks.

### Perks for the Medici Mafia

#### Circus Training [200 SP | Discounted for the Medici Mafia]

The Medici Mafia has sunk its claws into many businesses, one of them being the Cirque Des Cartes – of which a few members are still unaware. Regardless, you are far more acrobatic than before, capable of surprising your foes and making crowds go wild.

#### Head Hunter [400 SP | Discounted for the Medici Mafia]

There is a reason not many speak out against the Medici Mafia, and those who do are soon found missing. This perk enables you to be the perfect killing machine, able to always keep your target on your mind. As an added bonus, you can choose to not feel anything for the lives you take as you paint the town red.

### Perks for the Anti-Skullgirl Labs

#### Quick Check-ups [200 SP | Discounted for the Anti-Skullgirl Labs]

Danger lies on the field itself, and no one can avoid danger for long. Hence, there will always be a need for those who excel at helping those who are hurt. This perk gives you a high level of medical knowledge, letting you operate successfully on your patient no matter the environment.

#### Perfect Subject [400 SP | Discounted for the Anti-Skullgirl Labs]

Once upon a time there were many Anti-Skullgirl Labs, but now only two remain; Both of them worked on human

experimentation – for better or worse. This perk enables any medical procedure done on you – no matter how outlandish – to succeed if you will it. You are also granted a decent amount of pain tolerance as well.



# Augments

In this world, you will meet many that boast a little something that sets them apart from their fellow men; These being parasites and living weapons – both of which grant them a sharp edge in battle. Much like them, you may choose an augment for yourself.

Note that – unless stated – you may only choose one augment from the options below. Alternatively, you may forgo an augment and give yourself 100 SP to be spent on items only.

## Natural Parasites

These are parasites that have come about naturally in the world. In some cases, they may even predate the Skull Heart itself.

### Marble

Appearing as a featureless mask that covers most of his host's face is Marble, a mysterious parasite that sinks his tendrils painlessly into the base of their neck. He speaks little and takes much strength from the host's arms, and passively causes electronic devices – particularly cameras – to malfunction.

Marble prefers his host to be well dressed most of the time. Once a host gets to know him, he is much refined and likes reading novels. In exchange for all this, he allows them to use four and more highly mobile tendrils that sprout from the host's back.

### Lorelei

Resembling a collar with eyes, Lorelei claims her host's throat and voice box. Thankfully, she allows them to speak whenever they desire, as long as she isn't mad at them. She is a tad possessive and does not like it when they're interacting with those who she fears would steal them away from her.

Lorelei allows her host to physically project their sounds and grant qualities to objects these sounds hit: A 'boing' can make even the hardest surface bouncy, and a 'fwoosh' may set another object on fire. She does have a limit, however, and can only grant these effects to up to three objects at once. The host is also much more susceptible to losing their voice.

### One-Eye

A less obvious parasite is One-Eye, who resides in his host's dominant shoulder and spreads his influence through the rest of the arm. When he speaks, he does so through the host's mouth, during which one of their eyes will turn black with an eerie red iris. He also demands that his host eat meat, a lot of it – to the point that One-Eye salivates when he sees human blood.

As payment, One-Eye strengthens his host's arm and makes it almost impervious to all physical forms of damage. When it comes to fighting, he will wrap himself around the host's arm to form weapons: A half wing allows the host to be quick at the cost of defence, an armoured gauntlet is much more defensive but makes the host far slower, and a skewer allows the host to attack sharp without either advantage.

### Lux

Attaching herself to the host's hands is Lux, a parasite that also slightly darkens their colour and appears as a pair of sharp-toothed mouths in the host's palms. Fitting for her appearance, she's rather volatile and cares about even the smallest of things – such as the fact that her host must not wear gloves of any kind.

As a parasite, Lux is able to eat rocks and dirt – though she prefers clay – and turns them malleable for the host to use, allowing them to construct different figurines which may have properties that they shouldn't – such as a clay bird being able to fly. This is not her true power, however.

With a simple command, the host can detonate these figurines — something that Lux delights in.

### Thunderbird

Thunderbird is a parasite that replaces a host's upper back and arms, granting them a small pair of wings at the shoulders and a pair of feathered arms, complete with clawed hands. Thunderbird appears as a beak and eyes on the host's back, and allows them ample vision.

As a parasite, Thunderbird rejects the idea of wearing sleeves or shirts that cover his host's back and can never back down from a challenge. As he also allows the host flight, he prefers higher altitudes — even if his host is afraid of heights. His feathers also gather static electricity, allowing the host to deal lightning quick attacks that shock their opponents.

## Synthetic Parasites

These parasites were made artificially by the hands of man, and are mostly used by those of the Anti-Skullgirl Labs. Unlike natural parasites, these can be removed from their hosts without negative effects in most cases. With the drawback [A Tragic Backstory](#) with no additional points, you may pick any two synthetic parasites.

### Cocytus Agent

This was a special agent developed by one of the labs to combat the Skullgirl, but the construction took far too long and the Skullgirl had already been defeated. This was then designed to be used by fire fighters, but it proved to be far more effective.

Once implanted, the host is able to supercool their blood without fear for injury, letting them freeze objects with just a touch and use sharp yet brittle weapons made of the frozen vapour around them.

### Wing Module

Developed during the Grand War, the Wing Module was originally part of a machine that would run on human blood. However, the war ended with the fall of the then-Skullgirl, and so — following ethical dilemmas and what not — the project was scrapped.

The wing module, however, remained. Once implanted, it allows the host to store up to eight objects — one in each wing — and remove them instantly when needed. It also allows the host to dash in any direction, fast enough to dodge most attacks, though it does have a very short limit.

### Spider Byte

Developed by one of the labs, the Spider Byte was designed in a project to create a super soldier who'd be able to make use of the powerful silk it produced. However, the war escalated before sufficient testing could be done and the project was put on the shelf.

The Spider Byte is implanted in four areas — each wrist and each ankle — and allows the host to make use of the powerful silk it produces. This silk is connected to the small grappling hooks it makes out of the host's blood. One can swing from buildings, wrap up enemies and more.

### Blade Runner

Being a set of prosthetic legs forged from a broken artifact, the Blade Runner legs had always been controversial. While most argued that they should have been kept at a museum, few understood the latent power that rested within.

Once implanted on the host's legs, they appear as a pair of legs from medieval plate armour. They provide the host increased leg strength, and with the small boosters at the heel, allow them to float in the air a bit as well. Finally, with a flick of movement, the host can force blades to rise from the feet and lower legs to attack.

## Matter Recompositor

Originally designed for quick and efficient transportation during the Grand War, the Matter Recompositor saw much less success than what was expected, and was therefore put away.

Once implanted at the base of the host's spine, this device allows them to teleport up to ten meters away from their current location while taking along anything or anyone they're touching.

## Living Weapons

In most cases, living weapons have a past connected with that of parasites, and as the name implies, are sentient tools that can be used for combat.

### Daku

A black lantern was recovered from the No Man's Land by bandits, who soon grew wary as they stopped being able to dream. And so the lantern, Daku, drifted from group to group, without anyone ever finding out its true ability.

Daku wards off the dark while eating away its wielder's dreams and nightmares. During battles, one can swing Daku to deal good damage while having it release plumes of smoke. This smoke forms into creatures and objects from the wielder's dreams and nightmares, giving them an edge in battle.

### Muramasaw

This chainsaw was confiscated from the hidden lair of a mad scientist, with the man in question nowhere to be found. Surrounded by strange runes and glyphs, Muramasaw glared at the people who confiscated it, and thus, was deemed a living weapon.

Unlike a traditional chainsaw, Muramasaw is light enough to be wielded as a sword and allows its wielder to swing it around with wild abandon. Covered in sharp yet brittle teeth, Muramasaw is sure to make the enemy bleed. If its teeth break, it just as easily uses the iron from their blood to repair itself. It may even go into a rage if it consumes too much blood.

### Polturgust

Recovered from an abandoned mansion, this seemed to be a normal vacuum cleaner with not even a layer of dust on it. For a while, it was treated as such, until someone accidentally pressed the right button.

As a tool, Porturgust allows its user to suck in an enemy, unbalancing them and making them open for other attacks; It's also able to suck in almost anything — be it water, fire and even rocks. The user can then press a different button to force them out at blinding speeds.

### Babel

Thought to be a remnant of a grand tower, this was a sentient piece of wall dubbed Babel. For years, it remained in one Anti-Skullgirl Lab, constantly being tested over and over again, and almost nothing seemed to dent it as it protected anyone behind it effortlessly.

Yet it yearned to be used in battle. And so, one day following a raid from a group from the No Man's Land, Babel allowed itself to be carried away.

As a tool, Babel is capable of blocking almost anything but its weight tends to hamper its user. It does have another power: It allows its wielder to understand any language as long as they touch it, and any enemy that gets hit by it momentarily loses the ability to understand their allies.

## Gungnir

Originally a family heirloom from the Chess Kingdom, Gungnir was thought to be lost when its wielder died during the Grand War. Eventually, it was picked up by raiders in the No Man's Land.

As fitting for a living weapon, Gungnir breathes with its wielder, guiding them evermore to victory. With pairs of eyes across its hilt, it hums in its wielder's hands. Gungnir is capable of attacking quick and fast, and can find weak points in even the hardest of armours.

With Gungnir, one can hardly — if ever — lose.

## Body Modification

Perhaps the rarest of those you meet here have vastly different bodies from the rest. The following properties allow you to act in a similar way. Only one of these may be bought.

### Automaton [400 SP]

Either something happened during your arrival here or you were always made this way, but your body has been rendered entirely mechanic; You are no longer bound by the rules of life. You have no need to eat, drink or breathe, and you don't feel pain. However, you must repair your body if need be.

Installing mechanical parts on yourself is also much simpler.

### In Trinity's Design [600 SP | Discounted if Marked By The Trinity is taken]

The Trinity made at least one being to serve them, but it appears there was one more that escaped: You. You now have complete control over your flesh — letting you shift it in any way you wish. Fingers will morph into claws, legs into blades; You may even shift yourself to become anyone you wish as well.

Finally, you are functionally immortal; If even a single piece of you survives, you will bud anew. You are also able to shed your flesh and bind it to different areas, allowing you to quickly teleport between these areas as long as they are connected by flesh.

## Items

All origins get their items costing 100 SP and below for free, with the rest being discounted by 50%. Subsequent purchases of items bought freely (through discounts) cost 50 SP each. Finally, all items bought here – unless stated – are fiat backed.

Building complexes – unless stated – will be placed near your starting location in-jump for your stay and after the jump is complete, they can then be imported into future jumps as desired.

The Skullgirl gets one item per price tier discounted.

### General Items

#### Cool Clothes [Free]

You are given three pairs of fancy clothes that'll ensure you'll be the centre of attention when it comes to casual fashion. These clothes are highly resistant to wear and tear and always fit you.

#### Arcade Machine [100 SP]

High end arcade machines appear in your Warehouse or equivalent which let you play a fighting game filled with important characters from the worlds you've explored and your companions. Fun for everyone but it may lead to fights.

You gain four arcade machines.



## Items for the Unaffiliated

### Thief's Collection [50 SP | Free for the Unaffiliated]

You gain a collection of tools most suited for a thief. You are given a pair of binoculars, a spyglass and devices to listen in on those who'd prefer to stay hidden. You also get a few lockpicks and a rather flimsy piece of clothing – it hides your identity well.

### *I should be here!* Cards [100 SP | Free for the Unaffiliated]

You get a number of cards that grant you easy access to any place they're used. Just know that these will only get you past the front door, for any security within would be another matter entirely. Also, these cards are not fiat backed; They are useless once they've been used for entry.

You get thirty of these cards per jump for each purchase of this item.

### Off-Brand Wrestling Prop [200 SP | Discounted for the Unaffiliated]

You get a wrestling prop, only this one was made wrong. While most wrestling props are meant to be easily breakable – to absorb a wrestler's fall and such – this one is far tougher than it should be. Other than that, this is just as mundane as any other prop.

### Getaway Car [400 SP | Discounted for the Unaffiliated]

You find yourself in the possession of your very own car. While it isn't high-budget, it's bound to appear as a common car in any world you are inhabiting. Whether you need to cruise around town or need a getaway vehicle after a quick theft, this car will be parked nearby, the keys already in your hand.

This car may be parked at any fiat-backed property you own, or your warehouse or equivalent.

### A Flat in the City [600 SP | Discounted for the Unaffiliated]

You get your own personal quarters in the nearby city: a flat able to comfortably house up to four people with the rent paid for. This is a special flat for it prevents anyone from hearing in on what's going on inside.



## Items for the Black Egrets

### Tasty Ice Cream [50 SP | Free for the Black Egrets]

You get a few tubs of delicious ice cream that refill the moment they've been emptied. These come in a good variety of flavours, all of them sure to raise the spirits of anyone who eats them. The ice cream works as a good conversation starter as well.

### The Manual [100 SP | Free for the Black Egrets]

You find yourself a book that would be better described as a solid brick. It's a manual with all the rules pertaining to the organisation you are currently a part of and, in a pinch, can be used as a weapon.

### Army Gear [200 SP | Discounted for the Black Egrets]

You gain a few set of items to prepare you for the army: Light bulletproof armour, guns and ammunition, the latter not being fiat-backed. You get enough to easily outfit up to eight different people.

### All-Hearing Exoskeleton [400 SP | Discounted for the Black Egrets]

You gain a peculiar belt that can be worn on your person. With just a flick of a switch, this belt transforms into a durable exoskeleton resembling a rotary phone. Aside from the protection and offence it offers, its true function lies in how it lets you hack into any communication device nearby, allowing quick and efficient commanding and spying alike.

### Royal Airship [600 SP | Discounted for the Black Egrets]

You are allowed the possession of a small airship flying far above the city. From here, you can easily command your forces and train them for the battles ahead. It also comes with a broadcasting room for issuing commands and making announcements alike.



## Items for the Medici Mafia

### Suspicious Funds [50 SP | Free for the Medici Mafia]

You find yourself a briefcase filled with stacks of cash. This cash can never be traced back to you, and one purchase of this can support two people living in a small apartment for a year.

### Emergency Radio [100 SP | Free for the Medici Mafia]

You gain a special radio that is always connected to businesses you have control over, allowing you to give them quick orders and be made aware of any trouble that has arisen.

### Black Notebook [200 SP | Discounted for the Medici Mafia]

You get a notebook with names, weights and ages written down within neatly drawn columns against their addresses. The Medici Mafia deal in human trafficking, and with this item, you will fit right in.

### Unmarked Warehouse [400 SP | Discounted for the Medici Mafia]

You are given the ownership of a warehouse located away from the city. From the outside, it will always seem abandoned and a certain air prevents the uninited from entering. You may store anything – or anyone – inside without fear of it being stolen or escaping.

### Life Gem [600 SP | Discounted for the Medici Mafia]

You gain one of the many artifacts the Medici Mafia have amassed over the ages: the Life Gem. Once worn, it wards off death and ageing alike – even the ghostly flames of the Skullgirl can't kill you. This is indestructible but can be stolen – in this case, you are given a new Life Gem in the very next jump.

Note that this is not the same Life Gem that is in the possession of Lorenzo Medici.



## Items for the Anti-Skullgirl Labs

### *Annie of the Stars!* Collection [50 SP | Free for the Anti-Skullgirl Labs]

You get all the current volumes for *Annie of the Stars*, from tapes with radio dramas to disks with entire seasons. Anyone who watches these is sure to find within themselves a certain courage that wasn't there before, no matter what.

### Medicine Bag [100 SP | Free for the Anti-Skullgirl Labs]

You get a bag filled with medical supplies fit for emergencies. It contains common medicines, syringes and the like. However, in emergencies, it contains the equipment best suited for the job. The contents of this bag regenerate by the end of each day.

### Stasis Pod [200 SP | Discounted for the Anti-Skullgirl Labs]

You gain a stasis pod for times when you or someone you know requires immediate aid. It is filled with a special liquid that acts as both a healing agent and an anaesthetic. It may even be used to hold someone dangerous.

### Underground Storage [400 SP | Discounted for the Anti-Skullgirl Labs]

You gain a vast underground cavern for your storage needs. It is large enough that it seems to never run out of space, and is guarded by a special door that only opens for you or those you have trusted. Others' dimensional techniques are unable to access this storage space, but yours (if you have one) can.

### Hidden Lab [600 SP | Discounted for the Anti-Skullgirl Labs]

You are made the proud owner of a Lab of your own; This one appears in an area hidden to the public, with ample defences and camouflage to prevent those unwanted from coming about it.

By default, it also arrives with lab staff followers; Whenever this is imported into a new setting, random people will fill in available positions at a decent pay that you won't have to worry about. At the start of a jump, you must choose which field to focus on.



# Companions

Companions can buy companions for themselves.

## Companion Import [Varies]

You may import up to eight pre-existing companions into this setting. For 50 SP, you may import two companions, with the price doubling with the number of companions: 100 SP lets you import four, and 200 SP lets you import eight.

Imported companions are granted 800 SP for their purchases and may increase this value by taking drawbacks.

## Canon Companion [100 SP]

You may spend 100 SP to import any up to any two canon companions, taking them along on your adventure. Note that this just ensures that you get a favourable first impression. For most, the fate will change so that going along with you is favourable for them.

## Special Companions [50 SP]

There are some people you encounter only if you add them into the world here. Each of these cost 50 SP, which ensures that you'll come across them during your stay here.

Each origin gets one special companion for free.

### Joe Tarot

Hailing from the nearby Chess Kingdom is the Half-Gigan Joe Tarot, who has arrived at New Meridian to track down the Skull Heart. This will not be his first adventure, and nor will it be the last, but with him by your side, your adventure here might take a bizarre turn.

As fitting for his heritage, Joe Tarot towers over most men and with his somewhat brash attitude, it's hard not to be intimidated. He carries with him the remote parasite, The Platinum Star, which has taken his heart in exchange for a presence that fights by his side.

### Ruin Seeker

Having washed up on a beach near New Meridian, the Ruin Seeker – an anthropomorphic fox – was odd but fit in well with Ferals. Armed with a simple sword, a shield and a number of tools they deem as magical, the ruin seeker has a tendency to look for mysteries and decipher them.

While they know how to fight, they are more concerned with gathering wisdom and passing it on. Fittingly, they are looking for someone to pass their wisdom onto.

### Cellia

The Renoir Royal Family has kept hidden many skeletons in their closet – with the most damning of these being human weapons. Much of these were used or destroyed during the grand war, but one was kept away and forgotten. After an age lying dormant, she has awakened.

Cellia, who calls herself the murder machine, is one dangerous woman. She is covered in scars from battles and experiments alike, has a missing eye and prefers to wear her blood-soaked hospital gown. Long, sharp claws are implanted into her hands and her form is far more acrobatic than the usual person. She desires the Skull Heart and seeks to kill forever more.

## **D.D**

The Skullgirls of the past have left scars upon the Earth, so it is only fitting there will be those intent on hunting them down – if not for the bounty, then for the sport. This young woman is one such individual; she may look like a sweet little girl on the surface, but as soon as her prey is in sight, she'll tear it apart with her weapons.

As a person off the battlefield, however, D.D is quite well-mannered and civilised. She takes good care of her grandmother and is well-loved by the people in her village.

## **Johns**

The Skullgirl has always left destruction in her path; that is true today, and was true twenty eight years from now, when Johns was only six years old. His home town destroyed, he found his place in an orphanage, and vowed to never let another go through the same struggle he did.

Presently, Johns is the captain of the world renowned Octo Pirates, a modern-day Robin Hood organization that is mostly composed of women. Sporting an open jacket, a wooden blade and no shirt is Johns, who hides beneath his flirty, debonair demeanour a man dedicated to the noble idea of caring for others and a mastery of the battou sword style.

## **Alice**

Hailing from the North-East is Alice, an automaton created by a brilliant scientist in the image of his late daughter. While much of her earlier existence saw her locked away and deactivated, she was later revived to serve as a bodyguard for a company's heir.

Alice is a little on the taller side and sports brilliant violet hair and synthetic skin that almost matches a human's. She loves traditional dresses and comes fitted with mechanical wings and hidden chainsaws. She seeks the Skull Heart, but not to make a wish for herself, but someone she cares for.

## **Rio**

The No Man's Land is wrought in chaos and uncertainty, and yet there are still small groups intent on bringing about peace.

Hailing from one such group is the usually carefree Rio, a young woman with a mysterious past that has arrived at New Meridian to help her friends and comrades.

With fiery red hair cut short, Rio commands a pair of giant scissors, the living weapon Eutase, and threatens to rip apart those who'd get in the way of her friends' safety.

## **Rokuhiro**

The Grand War – and the resulting Skullgirl – left a scar upon the land, aided undoubtedly by those who made weapons of mass destruction. One of these people was Rokuhiro's father, who was killed a mere few years ago and had all but one of his blades stolen.

A young man of eighteen, Rokuhiro believes that his father made his swords for justice and yearns to see them out of the reach of evildoers. He comes off as a little brash and dry, but holds within him a heart of gold, intent on honouring his father the only way he knows how.

# Scenarios

Scenarios are optional missions you may take during your stay here. Note that it is possible to fail a scenario, but the consequences would only last for this jump.

## For Justice [Incompatible With 'Jumper's Mafia']

The Medici Mafia – despite their reputation in New Meridian – have taken much from the people they've harmed. They've broken families, stolen artefacts and killed those who did not deserve it.

It is up to you to put a stop to them.

### Limitations:

- You must not be affiliated with the Medici Mafia.
- You must not bring the public harm.
- You must not take anything you've stolen from the Medici Mafia. Goods should be returned to their rightful owners.

### Lose Conditions:

- The Medici Mafia survive to the end of your stay here.
- The Medici Mafia hurt New Meridian in a way that cannot be healed.

### Reward:

#### Backed By The Law

You have proven yourself to be a warrior of justice; someone who can't idle around while others are suffering. In every following world, you instinctively know where a criminal organization is planning its moves; If the public can be harmed, you'll know where to be. You also have better luck with those standing for public safety.

This is not a perk, but a quality of your being. This can never be turned off unless you wish it temporarily.

## Jumper's Mafia [Incompatible With 'For Justice']

Long ago, the Medici Mafia was formed for a good reason: To stand against the then-tyrannical Renoire Regime. Much has changed in the time since, except you still hold onto the glory the Medici Family once held. Go forth, and lead the Medicis into a hopefully better direction.

### Limitations:

- You must be affiliated with the Medici Mafia.
- You must not lose support from the Medici Mafia during your stay here. This does not happen even if you have one person connected to the Medici Mafia in your corner.

### Lose Conditions:

- The Medici Mafia ends by the end of your stay here.
- The Medici Mafia hurt New Meridian in a way that cannot be healed.

### Reward:

#### Mafia Leader

You have proven yourself to be a true leader; someone who knows how to lead even the most difficult of people. No matter your standing in any world you visit, you'll instinctively know how to lead someone in a way that makes them loyal to you. This leadership extends to any number of people under your command.

This is not a perk, but a quality of your being. This can never be turned off unless you wish it temporarily.

## Skull Breaker [Incompatible With 'The Skullgirl']

Born with the Skullgirl's blood, you are more susceptible than most to the Skull Heart's whispers. While you vaguely know where the Skull Heart is, would tracking down the Skullgirl be worth it? For even a moment's weakness will bring ruin to this world and your companions.

With your ability to break the Skull Heart permanently, it may just be risky enough.

### Limitations:

- You must be female
- You must have the drawback **Skullgirl Blood** and **Marked by the Trinity**.
- You must not choose the Skullgirl origin.
- Your abilities to resist the Skull Heart are weakened.

### Lose Conditions:

- The Skull Heart claims you as the new Skullgirl.

### Reward:

#### Curse Crusher

You have found within a unique power to break the unbreakable — to end curses that might even have been forged by gods. In any world you enter, you have the ability to end unbreakable curses.

This is not a perk, but a quality of your being. This can never be turned off unless you wish it temporarily.

## **The Skullgirl [Incompatible With 'Skull Breaker' | Exclusive and Mandatory to the Skullgirl Origin]**

You have done the unforgivable and made a wish on the Skull Heart. Whatever your wish was, it held enough darkness to twist you into the Skullgirl. You must stay here for at least three years as you fight off those seeking your end or those aiming to claim the Skull Heart for themselves.

### **Limitations:**

- You must be female
- You must have certain drawbacks that are free and mandatory.
- You must choose the Skullgirl origin.
- You must stay in this world for at least three years.

### **Lose Conditions:**

- The Skull Heart is claimed by another or destroyed.

### **Reward:**

#### **The Skull Heart**

You have claimed a permanent Skull Heart. At the start of each jump, you may make a wish on it that will not be fulfilled in a way that brings direct harm to you – or you can send it into the world itself so that it may play a similar role there.

This is a special item that is not effected by any drawback that limits the use of items.

# Drawbacks

Drawbacks can be bought to increase one's supply of Skull Points, however it does have limitations: Jumpers may not reap more than 1000 SP from drawbacks, while the limit for Companions is 800.

The Skullgirl gains double the SP from drawbacks and her SP gain is capped at 1600.

## Choose Your Continuity! [Free]

As you may be aware, the timeline for Skullgirls depends on the character you've chosen in the game itself. That said, by default, this Jump Document runs on the continuity shown in the Skullgirls Webtoon.

This drawback lets you freely change which continuity is considered canon. In all cases, you appear the moment Marie Korbel makes her wish on the Skull Heart (or one month before if you are the Skullgirl).

## Harassed [- 100 SP]

You arrived at the bad part of town and caught the eyes of some shady folks who've decided to follow you throughout your stay here. Expect these creeps to catcall and hit on you almost constantly. Thankfully, they're just regular people with no special abilities.

## Wasting Time [- 100 SP]

You arrived and were immediately exposed to a lot of new things – just enough to greatly reduce your attention span. You now find yourself being easily distracted by things unrelated to your goals, be it ice cream, a trip to the circus or helping an old lady with her groceries. Hopefully you won't miss anything actually important!

## Directionally Challenged [- 100 SP]

You have discovered that you're horrendously bad with directions with even the clearest directions getting you far from your destination. Fortunately, this only effects you – having someone near who's good with directions would be really helpful now.

## A Tragic Backstory [-100 SP]

You had a past here, and whatever it was, it wasn't pretty. You had gotten hurt, or lost someone near and dear to you. Regardless, you find it much harder to integrate into normal society. This can be mitigated, but expect to walk on eggshells for most of your life here.

## Extended Stay [+ 100 SP | Can be bought twice]

You must stay in this world for another ten years for each purchase of this drawback.

For the Skullgirl, each purchase instead increases your time here by one year only.

## A Mighty Hunger [- 200 SP]

You tend to get hungrier far more quickly; This doesn't stop you from eating the food you dislike and doesn't really effect your weight but it does seem odd to others. What's worse is that you find yourself (and your powers) weakening the less you've eaten – you're at a 100% only when you're full.

## An Adoring Fan! [- 200 SP]

You accidentally showed off as you arrived and gained a very dedicated fan. They don't have any supernatural abilities and are just as vulnerable as any other person, but somehow find their way into danger now and then, but only if it involves you.

You are compelled to keep them away from harm and while their death is possible, it does not count as failure condition for this jump. You will be depressed however and eventually gain another such fan.

### Targetted Thievery [- 200 SP]

Somehow, you find yourself to be a frequent victim of theft. About anywhere from once a month to once every three months, you find yourself being stolen from right under your nose. While you can track down your thieves, more often than not they've already sold off their ill-gotten gains before you've caught them.

### A Hero Fallen from Grace [-200 SP]

You are a true hero... well, you were a few years ago and then your fame vanished over night. Now, you constantly chase glory no matter what, even if it would harm or those close to you in the long run. Even a hint of glory can easily mislead you.

### Skullgirl Blood [- 300 SP]

You were born with a connection to the Skull Heart, for the blood of a Skullgirl flows through you. You find yourself being drawn to the Skullgirl; The Skull Heart calls for you, and you find yourself much weaker to what it offers. This decreases any protections you may have had against manipulation, but does not nullify them.

As becoming a Skullgirl (without having chosen the Gauntlet option) counts as a failure condition, be warned.

For the Skullgirl, you find yourself drawn to the Trinity's wishes; You can't help but hear their desires to bring the world to destruction. At least once every four months, you'll go on a rampage and leave death and destruction in your wake unless stopped.

### Marked for Death [- 300 SP]

Lorenzo Medici has discovered that you threaten his hold over the Medici Mafia and he won't stop at anything to have you kneeling before him. For this, he has sent after you Black Dahlia herself – it's in your best interests to not piss him off.

If Black Dahlia dies, he may turn truly reckless and threaten New Meridian with something that cannot be undone.

### Special Appearances [- 300 SP]

Your arrival caught the attention of one Annie of the Stars. As she is unsure of your standing – and may even warm up to you if given the chance – you are contractually bound to have multiple appearances through your time here on her show.

At least you'll get a good source of income, and adoring fans are always welcome.

### Amnesiac [- 300 SP]

You have lost any memory you may have had before entering this world – including this jump document. While you still have your perks and items, will you know how to use them?

### Marked By the Trinity [-400 SP | Free and Mandatory for the Skullgirl]

Your unique disposition has made you visible to the Trinity, and they've sent their creation to keep an eye on you. Whether you can aid them or not is up in the air, but Double will ensure that you follow their wishes or else.

Thus, the current Skullgirl is made more reckless and dangerous as well. Good luck, for failure on your part to calm the Skullgirl may lead to the Trinity's descent in your final month here.

When taken by the Skullgirl, this has little effect. The Trinity's creation does know where you are, however.

### Unpowered [- 400 SP | Free and Mandatory for the Skullgirl]

You no longer have access to any perks you may have gotten from previous jumps – this includes perks which are made part of your body mod, but not abilities you may have had from your home world.

### Locked Out [- 400 SP | Free and Mandatory for the Skullgirl]

You no longer have access to any items you may have gotten from previous jumps and can no longer access your warehouse.

# THAT'S A WRAP!

After all those years here, you've finally arrived at a decision. You've made friends, enemies and hopefully discovered something new about yourself. A question arises... what's next?

## THE STORY CONTINUES

Leave this world for another. There are countless other destinations for one such as yourself – so, what are you waiting for?

## ENCORE PERFORMANCE?

Stay here in the world of Skullgirls! The Three Grand Kingdoms aren't the extent of this world and there are still countless mysteries awaiting discovery.

## WHAT NOW, BIG SHOT?

Go back to your world of origin instead, with all the skills and abilities you've gathered over your travels. It might finally be time to rest.

# Changelog

Version 1.0 – Initial creation

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