Skullgirls Jump v 1.0 Made by Eyebrows

*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, twisted being of destruction... **The Skullgirl.***
A new Skullgirl has risen; who will defeat her and claim the Skull Heart?

Sounds real fancy, don't it? That's the word 'round these parts. Take it as gospel - You won't find anyone more reliable than me 'round these parts, kid. It's a rough neighborhood, wherever you go. The Canopy Kingdom... We just got finished with a war, and now some broad got the bright idea in her head to use that damn thing for a wish? Fuckin' hell, I thought everythin' was goin' to shit already...

Eh, what's a Skull Heart? Or a Skullgirl? Well, I'll tell ya in words you can understand. Th' thing showed up outta the blue one day, real long ago, and supposedly it can grant the wish of any woman who uses it. Of course, there's a real big catch - the damn thing only works if the user's pure of heart. Ain't no such thing as a pure-hearted person anymore, though, and that thing knows it - The last time someone used it, that someone was the Queen of this here Canopy Kingdom, and she wished to end the huge fuckin' war that'd been raging for Trinity knows how long. Well, it fuckin' worked, if only because she started killin' everyone as the Skullgirl, and everyone had to stop fightin' long enough to team up and put her down. That's what that thing does to people- Anyone who uses it turns into an unstoppable, mindless killing machine, and the only thing for it is to try and kill them off before they take everyone else with 'em. Easier fuckin' said than done, let me tell you...

Tell ya what, kid. I like you, and it looks like you still don't know shit about what's going on here, and you gotta survive ten years here... So I'll give ya a little present.

Here. Now ya got **1000 cp**. Don't spend it all in one place.

You'll prob'ly never see me again, kid, so take real good care of yourself. You won't be the only... interestin' individual 'round these parts, let's say. Good luck out there.

Location: Roll 1d8 to determine location, or choose for 100 cp.

1. New Meridian - You find yourself smack in the middle of the downtown streets of New Meridian. Let me tell you, this is an interestin' place full of all kinds'a characters- Not all of 'em people you wanna run into. Keep a tight hold on your wallet, kid. On the bright side, you'll be able to get just about anywhere from here, and you have a not-so-shabby apartment in one of the big buildings here. Take it from me, though - You don't want to stick around the streets too long. Not a day goes by without some couple lunatics duking it out in the middle of the road.
2. Maplecrest- A quaint little place, and just about the safest place you'll find 'round these parts. The real Canopy Kingdom dream, here, a perfect little suburb with manicured lawns, white picket fences, and more maple trees than a syrup farm. Your house looks pretty nice

itself, though the neighbors might complain if you don't mow the lawn. Just be careful - This place might look real peaceful, but you've got all sorts of characters running through and stirring up some trouble while they're at it.

3. Little Innsmouth- Up to big trouble in Little Innsmouth, are you? This place is exotic as you'll get around here, I guess it's what you'd call a Chinatown, where you're from. It's right by the coast, so tons of Dagonians live here. Nice restaraunts, nice view of the sea... And the smell of the garbage everyone piles into the lower level of the place, because ain't no garbage trucks that can drive over wooden walkways. Fuckin' disgusting. Oh, and it gets even worse, 'cause the bottom level floods at high tide, so it smells like fuckin' wet garbage, saltwater, and fish. All the time. Ain't no amount of febreze gettin' that stink out of your house, pal.
4. Glass Canopy- Real class place, this. Huge glass dome lookin' up at the sky and a floor that couldn't be shinier if you made it outta mirrors. All sorts of upscale balls are always goin' on 'round these parts. Lots of government officials. Sometimes even the Princess comes to visit. Place is so big, your hideout is even in here, right in the servant's quarters- I guess nobody's really questioning who you are, and they just assume you work here. Though, if you're wanted, this might not be a good place to hang out...
5. River King Casino- Ain't no place flashier than this, 'cept an epileptic's nightmares. Flashin' neon signs, big billboards, the works. This place is even a hotel, too, and it turns out you own a room! Of course, it bein' a casino, there's also more than a fair share of slot machines, blackjack boards, and booze. And mafiosos. Oh, yeah, this place is a real big hangout for the Medici Mafia. Just... Be careful you don't get on their bad side, 'cause now they know where you live.
6. Lab 8- They say the road to hell's paved with good intentions. Well, looks like you had a buncha of good intentions, 'cause now you're here. This creepy place is Anti-Skullgirl Lab #8, and here they make people into living weapons for use against the Skullgirl. Admirable what they're trying to do, really, but it's pretty fuckin' awful how they're doin' it. "Lucky" for you, you have a room here, and nobody questions who you are and how you got here, even though this place oughtta be top secret- So long as you don't get on their bad side.
7. Grand Cathedral- I... I really ought to be congratulatin' you for a lucky roll, but it... It don't feel all that lucky. I mean, you got a room and asylum at the Trinity-Blessed Grand Cathedral. There ain't no place safer than here. I mean... It **should** be safe. It's a church, for crying out loud. There's even a smilin' nun over there. People come here for confessions, tithes, worship... Real nice place! Just... Something feels off. Maybe I just ate something weird back in Little Innsmouth...
8. Free Pick- Well, some people just have all the luck. You get to pick anywhere you want, whether you're nuts and you want to live in the Skullgirl labs or you want a nice house in the middle of Suburbia.

Backgrounds: Roll 1d8+15 to determine your age. You keep your gender, but you can pay 50 cp to change either of those things if you don't like 'em.

Drop-in (Free): Another face on the streets... That's alright. There are lots of random faces on the streets wearing outlandish clothing. I'm sure you'll fit right in... What? No, that wasn't sarcasm, I'm serious. Either way, you wake up in your hideout with no new memories polluting that brain of yours,

but nothing to really run off of in terms of getting by in this town and no real connections.

Medici Mafia (100 cp): The Medici Mafia practically owns this entire town. Even the damn circus is under their control- In fact, that's where you're from. Circus performer by day, hitman by night! I'm not joking, you have to perform at the circus and kill people (sometimes both in the same day). I won't lie, it's unsavory work, but it pays well. REALLY well. You can choose to live in the River King Casino for free, but you'll still have to pay rent.

Black Egrets (100 cp): The Black Egrets are Parasoul's private guard, and they're damn good at their job. Fanatically loyal to their princess (for good reason), the Black Egrets are elite troopers characterized by pickelhaube helmets and gas masks. You're an elite operative, dispatched to special missions too much to handle for rank-and-file members. You have many contacts in the military, and you're a close Lieutenant to the Princess herself.

Anti-Skullgirl Labs (300 cp): Lucky you. Well, maybe not so much- You were in a horrible accident when you were little, and you did not escape unscathed at all - In fact, most of your body was destroyed. The doctors thought you were a lost cause, and were about to pull the plug when a doctor from Lab 8 came in and took you off their hands. You were given a new body, a new lease on life, and a new purpose - You now work for the Anti-Skullgirl labs and are devoted to finding a way to destroy the Skull Heart for good. You can choose to live in Lab 8 for free, and won't have to pay rent.

Race perks: Obviously, you can only choose one of these. If you don't choose any of them, you're a boring old human.

Feral (100 cp): You're a little bit beastly, ain'tcha? Pick a mammal - You now have superficial traits (read: ears, tail, and claws) resembling that animal. In addition to that, you're able to stiffen your muscles hard enough to use any part of your body as a weapon. Yes, even that one. Sicko.

Dagonian (100 cp): It's looking a lot like fishmen, everywhere I go... Pick a sea creature - You now look like a humanoid, and human-sized version of that creature. In addition to enhanced strength and swimming ability, you're now amphibious and can breathe water just as easily as air.

Gigan (300 cp): Why, you're quite the tall one! Gigans are a huge race of horned giants. You're just half-Gigan yourself, but you're still easily twice the size of normal people (averaging around 12 feet). Notoriously bloodthirsty and battle-hungry, Gigans have a bit of a stained reputation around these parts- Not that it isn't deserved. Gigans usually either have one horn coming out of their forehead, or two coming out of their temples. Gigans benefit from massively increased strength and endurance, to the point where crushing a concrete wall with your fists is an entirely reasonable feat. You're fairly humanoid as it is now, but you start looking a bit monstrous whenever you get into a fight.

Perks:

Ahad Anatomy (Free): Somehow, every single woman in this world has proportions that would make a physicist cry, and every single guy looks like a bodybuilder's wet dream. You're no exception- As a

woman, you'll receive an hourglass figure with hips that could kill a man, and if you're a dude you'll be built like a brick wall made of muscle. If you already looked like that, then your body somehow becomes even more amazing than it was before.

Street Smarts (100 cp, Free Drop-In): You know your ways around the seedy back alleyways of New Meridian. You can tell if someone's a crook just by looking at them, and you can always blend into a crowd, no matter how outlandish your costume.

Acrobatics (100 cp, Free Medici): You have a talent for high-flying acrobatic feats, juggling, and all sorts of circus stunts. Not only does your agility and dexterity increase by a fair amount, you also gain the ability to apply these skills to combat - Nobody will ever doubt your lethality with Ancient Crazy Unicycle technique.

NOOOOO! (100 cp, Free Egrets): You have an aptitude for diving in front of attacks meant for others. So long as you can see the attack, you can intercept any blow meant for another person no matter how far away you are.

Singing Voice (100 cp): Exactly what it says on the tin- You gain an excellent singing voice, enough to get you some attention and musical acclaim if you work at getting your name out there.

Parasite (200 cp): Parasites are mysterious creatures that bind to people's bodies. Inextricably intertwined with their hosts' lives, Parasites grant their hosts increased combat ability in exchange for nutrition. Despite the name, Parasites actually form a symbiotic relationship with their hosts and work co-operatively, and each ends up dependent on the other- Trying to seperate a parasite and a host manually tends to result in the death of both. Upon purchasing this perk, roll 1d8 to determine what parasite you get (Or pay an extra 100 cp to choose freely). A Parasite is an intelligent being, but does not count as a companion due to being unable to remove themselves from you. If you wish, you can give one of your companions the Parasite instead. No one person can have more than one parasite, barring extraordinary procedures. There cannot be two of the same Parasite, so if you get Parasite for one of your companions and roll one that you have already, then roll again.

1. Ralston - This parasite replaces both of your arms. Your arms will now seem to be made of a living, silvery metal and have two large eyes situated on your shoulders that can shift around as they please. Ralston can shapeshift into any kind of metallic object, from weaponry to chains to armor. He cannot replicate the effects of a specific metal, always defaulting to a generic metallic substance. If you wear any kind of shirt with sleeves, Ralston complains incessantly about feeling stifled, and will eagerly shred your sleeves in a show of power the moment you get into a fight. His personality is quite hot-blooded and fight-happy, but not particularly bloodthirsty and is content to let you talk your way out of a fight or run away if you have to (not that he won't tease you for it later).

2. Treant - This parasite replaces both of your legs. Your legs will now seem to be made of living plants, your feet replaced by roots. He also manifests you a ropey, bark-like tail, which tends to wrap around your waist like a belt, and manifests a large wooden belt-buckle with a face on it he uses to talk to you. Treant can draw nutrition from the soil, and has a form of tremorsense - Treant can detect anyone stepping on the ground within 50 feet. Treant can extend or compress himself and turn himself into

any mode of transportation you can think of - Animal legs, insect legs, wheels, tank treads, anything. With enough biomass, he could even make you into a centaur or a drider (albiet a very leafy one). He can even tunnel you through the ground at a fairly good clip (about 30 km/h), though anything tougher than dirt tends to give him trouble. Treant doesn't mind pants but will complain if you wear shoes or socks. His abilities do have a habit of destroying pants, though, so wearing a kilt or a skirt might be advisable. Treant is quiet and docile, but tends to be a bit passive-agressive and difficult when annoyed.

3. Achilles - This parasite does not replace any part of your body, and instead lives under your skin. Achilles himself is an arm-length arrowlike flat snake with a sharp head, and prefers to rest in the small of your back. While undetectable normally, this parasite's powers manifest as a thin, transparent film of slimy teal goo on the surface of your body. This goo is resistant to all manner of things- Fire, cold, water, dirt, you name it. Achilles can secrete more goo as he needs to, which builds up to an opaque layer of slime that absorbs the shock of attacks by dispersing it around your body. While this goo's offensive potential is limited due to being unable to form into presice points or blades, it's quite weighty and you can shift it around at will, so effective use of it will let you shift your momentum and bodymass in abrupt and unexpected ways. You can even shoot out pressurized jets of the stuff (which smells really, *really* foul once it's out of the thin film around your body) as an attack, though secreting a lot of the goo will tire out Achilles- and by extension, you- very quickly. Achilles is very proud, and will not abide any challenge to your honor or ability, and if he has to he will force you to fight by using his goo to manipulate your limbs without your permission. Tends to put special importance on protecting your heels.

4. Medusa - This parasite replaces one of your eyes, as well as a good chunk of skin around it. Your eye gains a flame-red iris and yellow sclera, while the skin around it seems green and scaly. Medusa's eyelids are actually her mouth, with her eye on the end of a tongue- Medusa can lash out and bite at anything attacking your face with surprising ferocity. Medusa also is capable of covering anything you see in a layer of generic gray stone, whether that thing be an inanimate object or a living person. She can turn this ability on and off as she pleases. Medusa's stone is hard enough to trap normal people with only a moment's glance, and keep them stuck until they die or you let them out. The longer you look at something with this power, the thicker the stone covering it becomes. Medusa can move her eye independent of your remaining eye, and can even pop it out and control it like an agile, prehensile tentacle that looks like a snake's body. With this, she is able to reach a maximum length of about 15 feet. This can be disorienting, since you still see out of Medusa's eye during all this. Medusa is nice enough, but quite vain and very possessive of you, and becomes upset if you try to cover her up. She will start acting out and will petrify your friends to stone if you ignore her for too long. Does not like reflective surfaces.

5. Perkele- This parasite replaces most of your skeletal structure and nervous system. Thanks to Perkele, most of your back, shoulders, and limbs are covered in large, sharp protrusions of sky-blue crystal that make it difficult to wear most clothing comfortably. You also have four crystals on your forehead that resemble horns. These crystals are about the same temperature as your body, and even though they're growing out of your skin they cause you no discomfort, and if they ever break you can grow more without much effort (meaning that broken bones and nervous tissue are no longer an issue for you). The true power of these crystals is, however, their conductive properties- Perkele can use them to amp your body's natural elecricity generation up to 11, to the point where you gain the ability to zap people with blasts of lightning from your hands, feet, or even the horns on your head. This ability is powerful enough to severely wound people just for trying to get close to you, but it should be noted that extended use of this ability is very tiring. Perkele himself is a small, snakelike creature tucked away

where your spine used to be, and can swim through the crystal as if it were water. Perkele is extremely tempermental, and will start creating lightning storms when insulted. Or when he thinks he's been insulted. Or when someone has said anything that could be construed as an insult in his presence. Try not to say his name around Finns.

6. Mimic- A remote parasite manifesting itself as a backpack-sized treasure chest with eight spindly legs made of equal parts rusted chain and mass of gold coins. It can use these legs to crawl around or attack - its limbs are surprisingly sharp when it wants them to be. It has a ring of 7 eyes around the treasure chest's keyhole (which is also an eye). Mimic takes it's contractor's skin and replaces it with it's own wood-like exterior, allowing the host to camouflage themselves as any wooden object- Be it a tree branch, a bush, a wooden chair, or even (fittingly enough) a chest. You can disguise yourself as something smaller than you, but not something larger than you. You can also turn specific parts of your body into wooden objects, obeying the same rules. This bark-like skin also provides decent resistance to most attacks. Fire will cause it to burn and fall off without harm, although the muscle tissue is left exposed while the wooden skin grows back. Mimic is very mischeivous and enjoys startling people. Startling people sometimes involves stabbing them, though Mimic rarely kills anyone (on purpose).

7. Nosferatu- A remote parasite that takes the host's jaw and replaces it with a bony, spiked maw. Nosferatu herself remains locked up in a wooden coffin at all times and refuses to come out unless her host feasts upon blood (their foe's or their own, she cares not), at which point she will step out of the coffin and participate in combat. Her body resembles a beautiful young woman wearing a victorian-era suit with a cravat and cross-shaped embellishments, but Nosferatu possesses extremely powerful shapeshifting abilities that allow her to shift her body as if it were a fluid and attack in an extremely vicious and monstrous fashion. Her brutal might is not to be trifled with, and most who witness her in battle would liken her to a demon. However, this is not Nosferatu's true form- in reality, she resembles a small, cute bat. Nosferatu is extremely vain and refuses to be seen like this, choosing instead to remain inside her coffin until her host devours enough blood to allow her to use her shapeshifting powers.

8. Beelzebub- A remote parasite that strips the flesh off his host's forearms. Beelzebub himself is a red, demonic maggot the size of a small dog, and covers his host's stripped bones in a swarm of buzzing flies. In this vein, he confers to them the ability to control flies of all kinds, and Beelzebub can spit out flies himself- Specifically, botflies of abnormal durability, speed, and power, that lay eggs in the flesh of Beelzebub's enemies that hatch into burrowing maggots that devour their hosts from the inside. Beelzebub then devours his maggots to keep them safe until they mature into flies. With all the flies Beelzebub can fit inside his body, one can inflict a plague of flies upon an entire city, albiet with great concentration to maintain control. Beelzebub revels in death and destruction, and will start unleashing terror on his own if he beleives his host to be too passive, and in extreme cases will even try to get his host killed so he can find a better one. Also confers the ability to never lose at a rock-off.

Like The Back of Your Hand (300 cp, Discount Drop-In): It's always good to have some local knowledge, but you seem to have an uncanny intuition as to your envrions. No matter where you go, you know the area like the back of your hand- every nook, cranny, and back alleyway is innate knowledge to you. You'll never be lost again! This knowledge is so complete to the point where you can use it in combat- Dancing a foe into a wayward cobblestone to trip them, or perhaps positioning them so that you can knock them into a faulty neon sign.

Spontaneous Razor (300 cp, Discount Medici): Somehow, you have the uncanny ability to hide blades all over your body, even in places where the logically couldn't fit. Knives hidden in your sleeves is just the start- You could hide a zweihander in the heel of your shoe if you tried hard enough. There are no outward signs of these hidden blades, no matter how many there are or how illogical their hiding places are, though they still set off metal detectors and have weight.

Switch Out (300 cp, Discount Egrets): If you've gotten this far, it's likely that you haven't done so alone. Teamwork is paramount in the Black Egrets, even in fights that are mano-y-mano duels. With this perk, you can designate up to 2 other people as teammates who share a series of bonuses with you. First, whenever one (and only one) member of your team is in a fight, other members can tag-in with an attack. Teammates not currently in a fight benefit from increased regeneration, making them almost as good as new within just a minute of rest. If all the teammates agree to let one person handle a fight and agree not to interfere, then that person benefits from impressive increases to strength and toughness. You can change who your teammates are at any time, but you must execute a group handshake or fistbump or some other show of camraderie before you benefit from the effects.

Cyborg (300 cp, Free A-S Labs): Your body is no longer made of ordinary flesh and blood - Instead, it's something much more. You have some obviously inhuman trait, whether it's the fact that your arms are made of metal and have weapons attached to them, or you're the size of a phone booth and full of weaponry, or maybe you're made of a bunch of slithering worms. Either way, your unique physiology gives you incredible resistance to attacks meant to cripple ordinary human beings (you have no organs, so you can't be punched in the kidneys). You have a plethora of hidden weaponry in your body, everything from laser beams to machineguns to chainsaws. However, this body requires constant maintenance, and it's not exactly pleasant to look at - The scientists who designed you went for function over form...

Themed Powers (300 cp, Discount A-S Labs): A vast and diverse array of powers is all well and good, but more often than not one finds that using some unusual powers might raise a few eyebrows too many, and then people start asking questions about where you got those powers, and then you end up on a dissection table. With this perk, you can choose a single theme that all of your powers will now abide to - If your theme is cartoons, for example, people won't question it if you can spontaneously pull bombs from nowhere or cause objects to fall from the sky. So long as you can abide by your theme, people won't question where your powers came from. However, some things are just so unbeleivable that no amount of theming can help you out - Turning into godzilla and rampaging around the city will probably raise some questions no matter what, for example. In future jumps, you can pick a new theme to match the setting. In addition, if you got Cyborg from this jump, you can theme your Cyborg body using this perk, which will make it look a bit more personable.

Seeing Double (600 cp, Discount Drop-in): Hey, you look familiar. To everyone, because as it turns out, you somehow have the ability to *be* anyone. You can copy the appearance of anybody you please almost perfectly, along with any physical abilities they have. Explicitly magical powers, such as those of the Skull Heart, cannot be copied, but anything from Parasites to Life Gems to Living Weapons is fair game- anything coming from a Biological ability. Though, it should be said that the

longer you go without a reference point, the harder and harder it becomes to copy them accurately, and inevitably you'll become unable to copy them at all besides their appearance after ten years of not seeing them. Do note that in order to refresh your memory, you need to see the real, living person- And not some cheap clone, either, it has to be the real thing. Do also note that you tend to keep your color palette, as it were, so you might look like a weird recolor of the original.

Pure of Heart (600 cp, Discount Medici): Well, well! Ain't you a sight for sore eyes? Turns out, no matter what walk of life you went into, you went into it with only the best intentions- and you still have them, too. You're entirely selfless, and benefit from complete self-assurance as well as heavy resistance to corruption and mind-control effects (magical, psychic, monetary, et cetera). As an added perk, if you happen to be female, you can make a single wish on the Skull Heart should you find it - With the catch that it cannot benefit you in any way, shape, or form you can conceive of. Not even by making you feel better about yourself for making a selfless wish, because the Skull Heart will latch right onto that. It's kind of a dick like that.

Last Hope (600 cp, Discount Egrets): A top-secret special unit originally belonging to the Anti-Skullgirl labs, the Last Hope was dissolved due to a mysterious incident- But you're one of the last surviving members. You have no superpowers, just top-notch medical training, to the point where your knowledge of the human body is absolute. You know *exactly* how the human body reacts chemically to just about anything (for good or for ill), pressure points and weaknesses, acupuncture points to bolster or debilitate people, and should you encounter some kind of alien humanoid race with different anatomy, brushing yourself up on all of *their* details only takes a single dissection. You even know how to safely extricate a Parasite from their host or artificially bond multiple parasites to a single person- Providing all parties are complicit (or entirely unable to object) in the process. Even so, the most Parasites anyone has ever been able to put into a single person is two, and those were both Artificial Parasites.

Artificial Parasites (600 cp, Discount AS Labs): Parasites are more or less a complete enigma, even to the most advanced science in the world. Nobody even knows what really makes one tick- but you at least know what goes into making one. With enough time and the right equipment, you can make an Artifical Parasite, which acts almost exactly like a regular parasite but without the personality. In fact, all the parasites you make are barely sentient at all, more or less empty on their own and extensions of the user's conciousness when in use. It would seem, however, that if one of your parasites outlives its host, it might retain some of their personality. While you will have control over the Artifical Parasite's powerset, the methodology of creating one sometimes causes extreme anomalies, which not even the wisest of sages cannot plan for.

Brain Thane (800 cp, Discount AS Labs): Thanks to the shady science of the Anti-Skullgirl labs, the power of your mind has increased to the point where you've developed myriad psychic powers. In addition to having a huge boost to your brainpower, you can now float telekinetically, glide around, throw objects (or people) around like ragdolls with telekinetic force, and shoot mind-lasers out of your forehead. Your powers are so potent that with enough practice, you could even mind-control people or alter their memories.

Life Gem (1200 cp, Discount Drop-in): Didn't I tell you not to spend all of your cp in one place? Sheesh, some people never listen. In any case, this gem is rumored to grant eternal life, and would sell for a goddamn mint- Except you swallowed it. Now it's granted you incredible powers- Namely, an insane degree of regeneration. You're essentially undead, and dismemberment now no longer means anything to you - In fact, you can sever your own limbs and control them independently, even rocketing them (or yourself) around using jets of pressurized blood. You can extend your muscles and tendons beyond their normal length to give reach to your attacks. Decapitation is little more than an annoyance now, and you can even use your own head as a projectile. You can still feel pain, though, and you're not invincible- If someone manages to find the Life Gem that's coalesced somewhere in your torso and remove it, all the wounds it's ever protected you from will catch up with you in an instant and you'll die in a gory explosion.

Skullgirl (1000 cp, Cannot take any drawbacks or any other perks): Are... Are you sure? I mean, if you know what you're doing, I'm not going to stop you... Okay, then. Immediately upon entry to this world, you stumble upon the almighty Skull Heart. However, instead of allowing you to make a wish, the Skull Heart immediately fuses with you to become this world's new Skullgirl.

It would not be a stretch to compare the Skullgirl's power to that of a god's. The Skull Heart confers to you an enormous amount of power- You may summon bones of any kind to your side out of thin air and launch them as weapons, with no functional limit as to the quantity of bones you can summon. You can effortlessly summon the full skeleton of anyone you or your skeletons have killed, with all their fighting knowledge at your disposal and equipped with everything they were wearing or wielding at their time of death (however, trying to create multiple skeleton copies of a single weapon or a single person results in the extra copies exploding into bones). You can also summon simple skeleton archetypes such as "mobster skeleton" or "knight skeleton", who come with gear appropriate to their archetype that disintegrates into dust when removed. The skeletons are mindless and unflinchingly loyal to you. In addition to necromantic ability, the Skull Heart emits a crackling blue energy that you can manipulate. These energy tendrils are too slow to be used on people unless they're trapped, but rip apart anything they touch instantaneously and can effortlessly destroy entire cities. Inanimate objects have a habit of floating around without regard for gravity when the energy tendrils are nearby. The Skullgirl can also summon a black shilouette of some sort that can move independently and attack. When she's in battle, it manifests behind her as a blue, veiny aura. This shiloutte is exceedingly fast and powerful, capable of teleporting around to attack from any direction. The Skullgirl can also levitate using the Skull Heart's power.

The Skullgirl receives a fair share of durability, as well. Not only does she become resistant to all manner of physical trauma, the Skull Heart basically acts as a Phylactery of sorts. Replacing her spine (and the majority of her internal organs), the Skull Heart nestles itself in the Skullgirl's ribcage. Destroying the Skullgirl's physical body only goes so far - Her spirit is still present within the Skull Heart, and she can still use her magical powers while the remnants of her broken body float around it. Only by beating on the Skull Heart until it explodes and reforms anew can the Skullgirl be killed.

Becoming the Skullgirl comes with it a number of physical changes. First, her skin becomes pale and her hair blanches out to white. Her eyes become sunken, and she gains red skull-patterned irises.

Over time, parts of her body will become more skeletal- mostly her limbs. The Skull Heart also exerts mental influence on the Skullgirl, Primarily manifesting in an urge to destroy everything and kill everyone around her. Even her loved ones. Especially her loved ones. This urge can be resisted by those with an exceptionally strong will, but even those who can resist the Skull Heart's influence become cold and ruthless over time. A sense of mortality might remain at first, but this feeling will dwindle as the Skull Heart takes over the Skullgirl's body and she becomes more and more obviously undead. Even her choice in wardrobe changes, as she adopts more and more skull motifs and desaturated colors in her ensemble.

Being the Skullgirl is not without risks. The Skullgirl, being known to all as a horrific harbinger of destruction, is generally not well-received among members of the public. The Skullgirl will be attacked by those seeking the Skull Heart for their own ends, and if she manages to resist the urge to raise an unstoppable undead army and destroy the world, then she will be under constant mental assault from the Skull Heart. It should be known that disobedient Skullgirls don't seem to last long, for whatever reason- perhaps having to do with that strange, smiling nun at the Grand Cathedral...

Taking Skullgirl precludes you from taking *anything else* in this jump. No other perks may be taken, nor can any drawbacks be taken (You're basically taking almost all of them already!). Taking Skullgirl gives you the effects of Themed Powers, using skulls and skeletons as your theme (you cannot change this theme in later jumps). Taking Skullgirl turns you into a female if you aren't one already, and even if you change to a male in later jumps your Skullgirl form will always be female. The Skullgirl gets a free hideout in an inconspicuous location, and does not have to pay rent (for obvious reasons). If you shift away from your Skullgirl form to an alternate form, the Skull Heart's influence will be felt in all your forms- In all forms, you will possess pale skin and hair, sunken red eyes, and skull-shaped irises, as well as the mental pressure to kill everyone around you. Your personality will forever be affected by the Skull Heart's power. Only in Skullgirl form will you possess the Skull Heart's magical powers.

Equipment and Companions:

Hideout (Free): You have a safe hideout in the Location you rolled earlier. It's not much, but it's a safe place to cool your heels and lay low for a while, or recover if you went and lost a fight. You do have to pay rent and utilities, but it's not terribly much and I'm sure you of all people won't have trouble finding rent money. So this place is yours - so long as you don't piss off the people who actually own the place, mind you...

Money under the matress (50 cp, Two free for Drop-in): You have enough money stowed away to pay rent and live comfortably for two years (or one monthly payment if you're in Debt). Can be taken multiple times.

Infinite Blade Works (100 cp, Free Medici): Somehow, you have a just-about endless supply of knives, swords, and other such sharp things that you can pull from any pocket or likewise hidden area on your body. These blades are of high quality and are always sharp, but they're nothing special. They seem to disappear mysteriously once you're done using them.

Armory (100 cp, Free Egrets): You have access to a large armory full of enough modern firearms to supply a small army. No matter how much ammunition you take, you always seem to have just enough for your next soiree the next time you visit the Armory. The armory appears in a secret room in your hideout, and after this jump can be transferred to your Cosmic Warehouse.

Refuel Station (100 cp, Free AS Labs): A comprehensive maintenance station made for maintaining cyborg bodies, but can be modified to maintain the quality of just about any machine given programming skills and the correct materials. While this machine is large enough to take up a room the size of a small bathroom, it comes installed in a secret room in your hideout (unless you've taken up residence in Lab 8, in which case it's a non-secret room) and can be transferred to your Cosmic Warehouse after this jump.

Folding Chair (100 cp): A simple, but durable folding chair that was once used by the legendary wrestler, Beowulf. Feared widely by Gigans, and brandishing this chair against one may very well cause a gigan foe to think twice about messing with you. A collector's item beyond value, but you wouldn't think of selling it for mere money, would you?

Living Weapon (200 cp): A Living Weapon is a being similar in many ways to a parasite, in that they are innately mysterious, but Living Weapons have a few differences- For one, they require no physical bond with their users, and two, they're a lot less talkative. They still have personalities, and tend to refuse being weilded by anyone other than their rightful user. When you take Living Weapon, roll 1d4 to determine which one you get, or pay 100 cp to choose outright. If you wish, you can make the weapon's user one of your companions. There cannot be two of the same Living Weapon, so if you get Living Weapon for one of your companions and roll one that you have already, then roll again.

1. Set- A Living Weapon that seems to be a cloak as red as the sands of a burning desert. Upon the clasp of the cloak is Set's eye, and around the shoulders of the cloak is a series of 10 rectangular, metallic xylophone bars that he calls his teeth. Set can extend and contract his teeth as he wills, and even shoot them out with enough force to embed them in solid stone. The true strength of Set's teeth, though, is their ability to amplify sound. Set particularily likes amplifying music into a destructive force, though any sonic attacks are further amplified by Set's teeth to terrifyingly lethal effect- even just a normal person's yell can be amplified to 125 decibels. However, Set's Teeth must be retreived manually once shot, so missing is not advised.

2. Espada - A Living Weapon that seems to be some kind of spanish-accented rapier who leaves a small trail of rose petals when swung. Espada is capable of stretching to ridiculous lengths as well as bending himself to strike from unpredictable angles, and is even capable of boring through the ground to strike at an enemy from below. Espada prefers to sheathe himself by making himself into an armlet on your upper arm, and snakes his way down your arm when combat breaks out. He comes complete with a snake-head on the tip of the rapier.

3. The Dai Twins: A Living Weapon that seems to be a six-foot quarterstaff fitted with a hideous cat-like face on either end of the pole. Both faces possess a long 'mane' of razor-like hair that they can control like tentacles, and think independently of one another. They frequently argue, both with themselves and with you for petty reasons, but will ofen put aside their differences to work together when a fight

breaks out. The pole can bend as they will it, but they have to work in concert to make this happen, otherwise the pole wobbles around uncontrollably. The Twins are much more talkative than other Living Weapons, and frequenty spout profanity given the slightest provocation.

4. Trycka - A Living Weapon that seems to be a very large belt set with orange, eye-like gemstones on all sides. Trycka can shoot out blasts of concussive force that leave craters in solid metal, and is accurate enough to reliably hit a human-sized target from fifty feet away. While the recoil is not as severe as one would expect, it still leaves an impact upon the user that makes rapid-fire impossible (unless the user enjoys missing their target). However, this effect can be used for propulsion in a pinch, so long as the user isn't terribly concerned about the structural integity of the ground behind them.

Friendly Face (300 cp, Discount Drop-in): Very soon after arriving in this world, you'll find yourself making a fast friendship with one of the big players in the race for the Skull Heart. You can choose any playable character or any character featured in the Skullgirls Indiegogo campaign (Besides Venus, Aeon, or Evil Samson), and very soon you will meet that character and form a friendship with them. They will not abandon their previous loyalties for you, but if the organization they're a part of is after your head they'll try and help you from the inside as much as they think they can. At the end of the jump, you might be able to convince them to join you as a companion. If you use this to make friends with the Skullgirl, well... All I can say is good luck.

Partner in Crime (300 cp, Discount Medici): This person has always been at your side from childhood, and you two are like the best of friends - They're almost like a sidekick to you, but they're no slouch in combat either. This person counts as a Companion, can be whatever gender you wish, and gets 600 cp to spend on perks and equipment. Alternatively, you may import an existing companion to this role, but they only receive 400 cp to spend. Your Partner in Crime shares your origin, and gets the appropriate discounts.

Small Army (300 cp, Discount Egrets): This team of a hundred soldiers follow you as a leader. Collectively, they count as a single companion, but among them is an Elite soldier who acts as your second-in-command. If imported to Companion roles where they receive perks, the entire army will receive the perk at approximately 10% of the perk's original power, whereas the Elite soldier will receive the perk at 50% power. They work best in groups, and have exceptional teamwork. They will follow the theme of the Background you took, or if you took Drop-in, they will be themed after yourself.

Skull Radar (300 cp, Discount AS Labs): An experimental peice of A-S Labs tech, it's a radar that does exactly what you think it does- It points you in the direction of the Skull Heart. And the Skullgirl it's attached to. Feel free to follow it if you like, but just be prepared for what comes next.

Drawbacks: Need more cp, do you? Well, I can't just give you more, but I suppose if you were willing to trade, I could give you more. I'm not interested in material items - I'm just saying that you'll have a bit of a rougher time here to earn your dough... but I only have 600 more cp on hand, so don't go too overboard, alright?

Purrfect (+100): Everyone loves a good pun, but... Don't you think this is a bit overboard? I mean, you can't speak a single sentence without some kind of pun slipping out. Even if you try really, **really** hard. You also have a habit of calling out the names of your attacks (they're all puns). Trinity help you if you have some kind of animal theme. It's clever at first, but it's bound to grate on people before too long...

Debt (+100): So, uh, that hideout you have? Turns out you might have skipped the bill once or twice. Or ten times. And there's a **lot** of interest. Doesn't matter if you live somewhere for free - Now you owe an obscene amount of money to your landlord, who's been generous enough to let you pay it off in payments that I garuntee will leave you in poverty for your entire ten years here unless you work extra hard on paying off your debt. And for some reason, now your Cosmic Warehouse key only works on your hideout's bathroom door, and will stop working if you lose your hideout- So, unless you like living on the streets, you should get on that.

Action (+100): People like you tend to like a good scrap once in a while, but this is a little silly. Seems like you can't take a step out your front door without some random guy crashing into you and challenging you to a fight on the flimsiest pretenses. It's a constant thing- No matter where you go, you're constantly plagued by challengers. It's a good day if you only have ten fights on the way home. Not that they're ever really a challenge, but getting anywhere takes forever and you're always dead tired before you get home.

Wanted (+200 cp): Now, I'm not saying you're a bad person, but it sure sounds like you did something heinous enough to warrant a... well, a warrant for your arrest, dead or alive. Actually, scratch the alive part. Of course, no copper could ever be a match for you- Which is why they've sent the goddamn army after you. Even Princess Parasoul's private guard, the Black Egrets, are after your skin, and they won't let up until you're dead. The rank and file members are a buncha mooks, of course, but they've got huge numbers on top of some nasty characters on their team- They've even got this big guy with a tank for a fist! Fuckin'- A tank! What the hell?!

Marked (+200 cp): Oh, you're in for it now. You've pissed off the Medici Mafia, and they practically own everything 'round here- Don't know what the hell you did, but they won't stop sending assassin after assassin at you until they've reduced you to paste. Don't think they'll be easy pickings, either - Most of them have Parasites, Living Weapons, or just plain weird fighting styles, and they just won't stop coming unless you dismantle the entire Mafia one person at a time.

Get Out of My Head (+200 cp): It looks like you're not the one in control anymore. Someone else is in your head, some psychic entity that periodically traps you in your own body and forces you to go on destructive rampages for who-knows-what reason, while you watch helplessly. In addition to having a newfound reputation as a rampaging monster, you'll have to constantly fight just for control of your own body, no matter how many willpower perks you've picked up. You're in constant, maddening pain from this force assaulting your mind - A splitting headache doesn't even begin to describe it. Maybe if you can find and kill this person from the clues you see in your horrific nightmares, you'll be able to sleep without waking up covered in blood...

Amnesia (+300): Jumps? What jumps? You've been here all your life. You no longer have any of the powers you got in other Jumps, and while you might have skills you have no idea that you can even use them until you try to. What's worse still, you don't even remember much about your life in THIS place, either. You just know where your house is, your name, and the names of your companions you brought with you (who have been scattered around the Canopy Kingdom and had their memories wiped as well).

Heartseeker (+300): That new Skullgirl people are talking about - The maid? Turns out, she's got a bone to pick with you. Or two hundred, launched at your face in rapid succession, like bullets. She's got one mission now, and that's hunt you down exclusively and mercilessly. Before you scoff and say "I can take her", keep in mind that the last Skullgirl that showed up took the combined might of two kingdoms to take down, and this one's even more powerful than that, able to casually demolish entire cities while fighting off an attacker. She doesn't even have to look! In fact, no matter how powerful you are, she's vastly more powerful than you are. That's the Skullgirl for you.

Damned (+600, *don't take this seriously this is suicide*): What did you do?! WHAT DID YOU DO?! Are you completely insane?! I don't care how strong you are, this is suicide! I... Are you sure? Okay... Okay. The Trinity themselves are out for your blood. The Goddesses of Space and Time have come down to New Meridian to tear you a few (thousand) new holes in your body, and It doesn't look like you can reason with them. Even if you beat them, they keep coming back for more within a matter of days. They're impossible to kill. Don't even think of running, because they're omnipresent, and if you so much as close your eyes they're there ready to rip you a new one. Hiding in your Cosmic Warehouse won't help, because they can get past any barrier you set up. Trinity help you if you somehow manage to beat them off for nine years, because then you have to deal with Mother, and who even knows what she's capable of - Wait, no. The Trinity won't help you, because they're trying to kill you. Uh... Good luck?

Finale:

Well, kid, you made it. Ten years in this part of town is about as rough a deal as you can get, but since you somehow managed to make it all ten years without kicking the bucket, you can make your choice, now.

If you or your companions took a parasite, it will now become a seperate being, but will be able to fuse and unfuse with its host at will. On its own, the parasite will be defenseless, but fusing with its host will allow it to access its powers once again.

Cut, Cut, Cut! - Sick of this whole jumping business after the fiasco here? Don't blame you, it's tough work. Vacations come rarely, and in 10-year chunks that leave you feeling bored, and then it's back to the grind for another few decades. You can go home if you want, keeping everything you got over the years- And tell you what. Since you're heading back home for good, I'll give you a single wish off the Skull Heart, no strings attached. No, it won't make you into a Skullgirl, and yeah, you can do it even if you're a man. Just a little farewell gift, alright?

And, Scene! - This place is pretty messed up, but more than a few people call it home- Myself included. For all its flaws, this world's got its charm, for sure. Maybe you feel like all the wrongs aren't righted yet? Or maybe that you could enjoy the rest of your days here as a crimelord that would make Medici weep in envy? Hey, I don't really care. Since your jumping days are over, I'll put your affairs back in your home dimension in order.

The Show Must Go On! - Done this before, eh? If you're heading off for greener pastures (or maybe browner ones), then all I can do is wish you good luck, kid. Promise that if you get that light at the end of the tunnel that you'll come back and pay me a visit, alright?

Notes:

Becoming the Skullgirl without taking the perk counts as a instant lose condition, due to the fact that becoming the Skullgirl involves dying. Taking Skullgirl instead instantly transforms you into the Skullgirl.

The list of characters you can befriend using Friendly Face can be found here:
http://www.labzerogames.com/3rdcharacter/