

The Skull Man Jumpchain

The year is 1970 and a young man named Tatsuo Kagura is about to begin a rampage across Japan under the guise of The Skull Man. His parents, a pair of genius scientists dedicated to the “evolution of humanity”, performed many experiments on their young son in order to create the perfect example of Newmanity as part of the plans of the evil organisation The Syndicate. After they were murdered by his grandfather, Tatsuo was rescued by the shapeshifting Kaijin Garo. Will you abide his vicious vigilante vengeance quest? Or will you oppose this dark anti-hero?

Or is the year 1988, where a only somewhat different Tatsuo will battle against the evil Rasputin and takes part in a trip into the world of shadows and the evil within all of us.

Or perhaps it is even more recent, say 2007? But this is a very different Skull Man. Tatsuo and his father both slain, and the Skull Man suit (the source of the Skull Man's powers in this version of events) if found by a priest named Yoshio Kanzaki to battle the evil cult Byakureikai and it's evil experiments on humanity. This story begins with the death of Yoshio and the mantle of Skull Man taken over by Hayato Mikogami who may in fact be Tatsuo himself under a new identity.

Regardless of when you arrive in Japan (your pick Jumper), you receive 1000 choice points and must choose your place in this world:

Origins

Drop-in Free

You awaken in a dark alley in the city of Tokyo, your memories and body untouched from your last jump. It won't be long until you begin to hear stories of the Skull Man and his “crusade”. But regardless of him, your fate here is your own.

Scientist Free

Likely employed by the Syndicate or Byakureikai, you are a truly genius scientist on the forefront of genetic research. Your mind burning with knowledge, will you use it for good? Or evil?

Syndicate/ Byakureikai Kaijin 200cp

Either a true believer or an innocent kidnapped and experimented upon, you are now a Kaijin (Man-like monster). With a new monstrous form and great power the world is in your (or your master's) hands.

Skull Man 400cp (requires Pain and Suffering drawback for no cp)

What? Another Skull Man? It's true, you have suffered through the same experimentation as Tastuo himself. You abilities are immense, but your mind is somewhat cracked from the torturous procedures you received. Will you be a force for justice in this world, or will you fulfil the Skull Man's original purpose and conquer the world for Newmanity.

Perks

As per usual 100cp perks are free for the respective background and the rest discounted 50%.

Drop-In

Anti-Anti-Hero (100cp)

This world is a bit dark, but you're not from around here are you? Why don't you take a page from Skull Man's successor and believe in justice and freedom! Go forth unfazed by this world's cruelty and bring hope to the masses! You now know how best to pick apart cynical world views and debate dark and brooding types like an expert. This also comes will a small but noticeable boost to willpower.

The Eyes Have It (200cp)

The 1970 Skull Man was stalked by an ace detective, and the 2007 one by a skilled journalist. Now you two will have what it takes to track down and keep tabs on the Skull man and his ilk. Your eyesight has become much sharper capable of picking up minute details, capable of searching a room thoroughly with but a few moments scanning it. You are also better a putting clues together. This is not an intelligence boost but more like a well honed skill.

Struggling Mangaka (200cp)

Even a mysterious stranger who appeared out of thin air needs a hobby. With this your skill with drawing in the old school manga style is impeccable, and your story writing skills are developed to the point where you could make a career out of it. This also applies to journalistic writing skills if that's more your speed. I bet you could make a fortune making mangas of your adventures though..

Natural Defences (400cp)

The Skull Man himself and some of his enemies possess potent psychic and ghost-like powers, capable of telepathy, intangibility, and mind swapping. These dark powers are no longer a threat to you, with a newfound immunity to the mind effecting powers of Skull Man and this world's Kaijin. After this jump this becomes a moderate boost to your resistances to similar abilities.

SIRK 00 (400cp)

In one version of these events, the legendary Cyborg 009 serves to give the Skull Man a moral lesson, but yet in another Cyborg 009 is a creation of a corrupted Skull Man. Regardless with this perk you now possess a unique cybernetic enhancement much like both the SIRK and 00 cyborgs. You can select either an aquatic module, an aero module, or a sensor module. The aquatic module allows one to breathe underwater, immunity deep sea pressure, as well as propel oneself at their regular maximum speed when underwater. The aero module allows one to fly with jet propulsion at speeds matching their own max speed with a cruising altitude of up to

39,000 feet. The Sensor module includes telescopic vision, x-ray vision, thermal vision, enhanced hearing range and frequency, and defensive measures to protect from attacks that target the senses (like flashbangs).

Poorly Disguised Successor (600cp)

So we have a scarf, a motorcycle, and an evil organisation making human-animal hybrids. Sound familiar? The detective who tracked the original iteration of Skull Man was captured by the syndicate and turned into a grasshopper kaijin. Later he was rescued and had a second procedure performed on him, upgrading him with cybernetics and making a hero out of him. Sound even more familiar? Well guess what? You are now a (not!) Kamen Rider. With enhanced physical abilities, allowing you to lift several (5 or so) tons, run at breakneck speeds (up to 70/mph!), leap three stories, and deliver deadly kick attacks. But wait! There's more! With this you will also receive the ability to transform (Henshin) into a armoured form that resembles grasshopper themed motorcycle leathers that render you invulnerable to standard weapons weaker than a rocket launcher. Have fun and bring hope to this world in the way only a Rider can!

Also note that Kamen Rider was not Skull Man's only successor, and with this perk you may also purchase acceleration mode with a discount even if you are not of the Skull Man background.

Scientist

The Genetic Sciences (100cp)

Well you can't really be a brilliant geneticist without this, eh? With this perk you gain the full breadth of knowledge related to the discipline of genetics up to date to the year 2016 (regardless of starting era). With this you could really make a splash within the scientific community regardless of era. You wouldn't do anything untoward with this new knowledge would you?

Science Marches On (200cp)

Don't you hate how sometimes your research gets halted due to lack of funding, required technologies that have yet to be invented, laws, or academic red tape? Think of the progress you could make if these issues were to just up and vanish. As long as you push the boundaries of known science mundane laws will be blind to your efforts, fellow scientists will always be willing to lend you a lab, and you will never have problems locating funding (the legality or morals behind this funding I cannot guarantee).

SIRK Manufacture (200cp)

Genetic manipulation isn't the only path to power in this universe. Cybernetics can be just as effective, if not more so in certain situations. You now have an understanding of the science behind cybernetics that can both improve the physiology and physical prowess of an individual as well as grant them new capabilities along the lines of flight, aquatic survival, armoured flesh, built-in weaponry, enhanced

senses, fire breath, and others. While this is rather effective as is, with enough research and work you could theoretically improve these to the point where one could come rather close to cyborgs on par with the 00 units of Cyborg 009.

Power Suit Designer (400cp)

This isn't genetics! This is Engineering! Well you see the 2007 Skull Man used a powersuit designed by Tatsuo's father, so know you learn the secrets behind the creation of such suits as well. While it will burn up quite a bit of time and resources you now know how to create a suit capable of granting those who wear it enhanced physical abilities and durability on par with the abilities granted by the "Poorly Disguised Successor" perk. Also with a bit more work you may be able to integrate physical and psychic powers you yourself possess into this suit granting the wearer access to those powers as well!

Cult of Science (400cp)

Sometimes science feels like a faith unto itself, a belief system based around man-made miracles. Your advanced technological capabilities now inspire religious fervour in those who use them regularly or are changed by them. Creating a cult that worships your work should be no problem with this perk, and you now know enough to manage this cult effectively.

Herald of Newmanity (600cp)

Hooo baby, now you're cooking with gas. With this perk your skill with genetic manipulation reaches into the pseudo-supernatural, capable of performing painful procedures upon willing (or unwilling) subjects to transform them into human-animal hybrid kaijin. At least, that's all you can do right now, but with time, effort, and research you may eventually unlock the secret to recreating Skull Man. Perhaps with enough resources and subjects you could create an entire army of Skull Men!

Syndicate/ Byakureikai Kaijin

A Monstrous Form (100cp Mandatory for Kaijin)

Kaijin are animal-human hybrids, and they look like it too. With this perk select an animal and you become a monster-like hybrid of a human and that animal. This perk does not grant any other powers, but will grant minor improvements like fur, gills, a tail, etc.

Secret Combat (200cp)

When you are a member of a secret evil organisation it's not always best to battle out in the open. This perk grants you the knowledge and tactical know-how to lead opponents to and prepare battlefields that are out of view of the public eye. Unless your personally being tailed by an intrepid reported or hard-boiled detective it will be close to impossible for someone to stumble upon one for your battlefields.

Strength of Faith (200cp)

The faith of the Kaijin is based around the technological marvels that created them. Whether it is science you worship, or something else, this belief makes you more powerful. The stronger your belief in this cause the more powerful your willpower becomes, and you find yourself stronger and faster when pursuing the goals of your religion.

Monstrous Power (400cp First purchase free for Kaijin)

Well, you are a human-animal hybrid now so with this you can gain a single trait of any natural animal that exists in the real world. Anything from silk-spinning like a spider to the strength of an ant. This perk can be purchased multiple times with purchases past the first costing 200cp for kaijin.

Garo Shifting (400cp)

Like Skull Man's kaijin sidekick and childhood guardian you have the ability to transform into any mundane animal, accessing their native abilities while transformed. You can still speak in this form, but other than that you appear as simply a normal version of whatever species you assume the form of.

Spirit of the Beast (400cp)

Being infused with an animal drives lesser men to insanity, but insanity has a power of its own. You can now give yourself over to your animal half to enter a berserk state wherein your kaijin related powers and animal traits are improved several times over. This berserk state also increases your size by nearly double and increases your durability to levels on par with “Poorly Disguised Successor”. To exit this state one must typically wait until you become exhausted, but it can be exited purposely with high levels of willpower.

Genocider (600cp)

The goal of the Kaijin is to supplant humanity as ruler's of this planet, so it is important to know exactly how to destroy them. You stand as an elite kaijin, trained with the explicit goal of genociding humanity in it's entirety. You know exactly how to kill a mundane human with minimal effort, how to combat human police and military forces with ease, battle multiple human targets alone, and gain an incredible aura of intimidation that effects mundane humans only. After this jump the aura becomes toggleable.

The Skull Man

Skull Man gains both of his 100cp perks for free.

Power of Newmanity (100cp)

Being the pinnacle of Newmanity, the Skull Man gains a physical boost to the peak of human ability. But this is just the beginning, with many of the Skull Man's powers building upon this base.

Ace Rider (100cp)

While the first of the masked "heroes" created by a certain manga artist, he certainly was not the last. In homage to these successors the latest iteration of Skull Man also rides a motorcycle. As such, now you can too! Your skill at riding a motorcycle is only matched by the best professional racers. Just remember to wear a helmet.

Skull Man Powers

The Skull Man and Kaijin receive 200 bonus cp for the purchase of, and the Skull Man (not Kaijin) have a 50% discount on all powers (unless otherwise noted). Other Backgrounds may purchase these powers (unless otherwise noted).

Enhanced Strength (200cp)

Despite his incredible psychic powers, the Skull Man is no slouch in hand to hand combat. This perk grants one a lifting and striking strength of 5 tons. This stacks with other power increases such as "Poorly Disguised Successor".

Enhanced Speed (200cp)

Speed is just as important in melee combat as strength, and with this one's speed in buffed to incredible proportions. Possessing this perk brings one's max movement speed to around 70/mph. This also improves other speed boosts such as "Poorly Disguised Successor", boosting it's speed to 140/mph.

Telepathy (400cp)

The true power of the first iteration of the Skull Man was his potent psychic powers, and no psychic repertoire would be complete without the ability to read thoughts and communicate directly between minds. That is exactly what this perk does, allowing one to read the thoughts and psychically communicate with anyone within your direct eyesight (no, looking through a camera does not count). With a bit of mental brute fore this can also be used to dig through an individual's mind for specific information as well.

Telekinesis (400cp)

Another classic ability of the mind: the power to manipulate objects with kinetic force using only psychic power. And now this ability is yours, capable of lifting and manipulating objects within eyesight range with a strength equal to to your physical strength granted by this jump (specifically the combination of "Power of Newmanity", "Enhanced Strength", "Poorly Disguised Successor", and "Monstrous Power").

Pyrokenesis (400cp)

So the second version of the Skull Man traded in his basic psychic powers for this one, the power to generate and manipulate fire. The pyrokenisis of the Skull Man (or any other background for that matter) has a range of eyesight and a heat on par with a chemical fire growing in power as it coalesces. Notable is a special technique

granted by this: the Cross Fire, a potent finishing move capable of reducing a kaijin to naught but dust.

Hypnotism (200cp)

Also a technique belonging to Skull Man's second iteration, by locking eyes with a target you may cause them to enter a hypnotic trance. Within this trance you are able to implant various thoughts and ideas in their mind. While this is not even close to true mind control it will have a noticeable effect on the target's behaviour.

Induce Hallucinations (200cp)

With this ability, you are able to cause any individual you are interacting with to suffer frightening hallucinations. The nature of these hallucination are a matter of the target's subconscious altered by your will, striking fear into their hearts.

Conciousness Shift (600cp Skull Man Only)

A truly terrifying power belonging to the original Skull Man. With this technique you may shift a part of your conciousness into a targets mind, altering their perception and behaviour. Under the influence of your conciousness they will be vulnerable to you, whether by direct attack or manipulation. The implications of this power, forcing the minds of others to become more like yours, I shudder to think of it. Those with strong wills or psychic resistances may be able to resist, so watch out for that.

Shock Body (200cp)

Now this one is a much simpler power, and a physical one at that. With this you are able to generate large amounts of electricity from your body, enough to kill a mundane human on contact. This is not a precision technique, it's power not modular. The energy courses through your entire body making you an incredibly dangerous opponent.

Invisibility (400cp)

Well I believe the name speaks for itself. With this power you gain the ability to become invisible. While this is not 100% effective, it is still an incredibly potent psychic technique that can easily defeat any mundane means of observation.

Intangibility (600cp Skull Man Only)

A technique favoured by the Skull Man in his two earlier renditions, the ability to phase through solid matter. This skill was often used for infiltration and to sneak up on foes. Combined with Invisibility there is basically nowhere you cannot break into. While difficult, it may be possible to utilize this technique defensively by phasing through blows.

Energy Absorption (400cp)

Probably Skull Man's only truly defensive technique, with this power you are able to draw in the destructive energy of explosions and other similar attacks in order

to temporarily increase one's power. Just don't try to absorb an entire nuke, I cannot see it ending well.

Acceleration Mode (600cp Skull Man Only*)

Acceleration mode is a temporary state of enhanced power, wherein the user's speed and sense of time is increased to the point that the world seems frozen. Most individuals and vehicles without incredible levels of speed of their own would appear totally unmoving. One cannot touch people while in Acceleration Mode, since normal people cannot physically endure such fast speeds for very long. Doing so will produce devastating results, bringing severe injury or death to the person being Accelerated. This ability can only be used for 5 minutes and then cannot be used again for another hour. For an idea of how fast you are moving, I know that it's faster than Mach 5.

Skull Rebirth (600cp Skull Man Only)

Exactly how he would repeatedly pull this off is unknown, but the Skull Man is an immortal dying one day only to return the next. Now you don't get exactly all of that (yet), but with this you gain a second life usable once per jump. This manifests by you reappearing at a random location within 5 miles of your point of death exactly 24 hours after your demise. Post-Spark this resurrection technique can be utilized at will.

Items

As with perks, the 100cp item is free for the respective background with the rest discounted by 50%.

Drop-in

Required Reading (100cp)

Included in this wonderful package is a copy of the original 1970 100-page manga, the 1988 manga, and the 2007 anime including the live action prologue. With this in hand surely there is nothing this world could throw at you to surprise you.

Investigation Journal (200cp)

Whether you are a detective or a journalist, note taking is an important part of the profession. This journal automatically records clues and information related to any investigation you are partaking in, as well by placing hair or blood samples in it's pages this journal safely preserves the evidence for future analysis without contamination.

Neo-Hurricane and Hopper Blaster (400cp)

Detective Hioka, who pursued the Skull Man, would become a grasshopper themed hero similar to Takeshi Hongo, the first Kamen Rider. Befitting a hero of this kind Hioka possessed a powerful motorcycle similar to Kamen Rider Ichigou's Cyclone. This is the Neo-Hurricane, a eastern style bike capable of reaching speeds

of nearly 300/mph and with handling on par with the best racing bikes. Hioka also possessed a weapon, a laser pistol called the Hopper Blaster capable of dealing damage enough to pierce the armour of the Skull Man or someone with the 'Poorly Disguised Successor" perk.

Skull Rider Belt (600cp)

What a strange belt, red with a large metal skull in the front. By placing this belt in front of your waist it automatically wraps around you, and then if you were to pose and yell "Henshin!" the skull's mouth will open to reveal a red fan that would begin to spin transforming you into a new form. While the specifics of this form are up to you it should resemble something like a motorcycle suit with a full face helmet themed after skulls and/or insects. While in this form you function as if you had another purchase of enhanced strength and speed, it also doubles your jumping height, and improves your durability to a point on par with a highly advanced tank. This stacks with all power purchases and the "Poorly Disguised Successor" perk.

Scientist

Lab (100cp)

Well, how are you supposed to perform crazy genetic experiments without a place to do it? You now have a small but well equipped genetics lab that either follows you are becomes attached to your warehouse. The equipment within is top of the line circa 2016 and can be upgraded with any technologies you come across later on.

Kaijin Serum Samples (200cp)

This is a small case containing six vials and a syringe gun. The vials are labelled: Snake, Spider, Grasshopper, Bat, Tiger, and Wolf. When injected into a subject they begin transforming into a kaijin with a theme matching what they were injected with. This process takes an hour and is incredibly painful. The case refills used vials once a month.

Spider Tank with Blueprints (400cp)

I hope you have ea place to keep this, it's not exactly subtle. Its a large black saucer with long spider-like legs with circular viewing ports around its main body. While the original was piloted by a human mind, this one possesses a cockpit and the blueprints, which show how to create more, include plans for both variants. It's weapons systems include a "sticky" projectile which entraps targets and is impossible to remove, except by intense heat, and a missile that fires upward and explodes releasing a "rain" of a potent neurotoxin. The legs also possess thrusters which allow this "tank" to fly.

Ultrasonic Weaponry with Blueprints (600cp)

What lies before you is a crate, and within it lies multiple knives, guns, and swords of various shapes and designs. Each of these weapons is very different from an ordinary example of it's kind however, these are ultrasonic variants dealing damage using vibratory frequencies. The blades vibrate at incredible frequencies improving their cutting power by an incredible amount. The guns, which look very retro-scifi, project sonic waves that tear apart their target utilizing harmonic frequencies. These weapons are potent enough pierce the armour of the Skull Man or someone with the "Poorly Disguised Successor" perk. Naturally it comes with blueprints to make more, or to improve upon.

The Skull Man

Skull Suit (100cp)

This is a well designed and perfectly fitted skull themed outfit. It can resemble either one of Skull Man's canon outfits or a wholly original design. This outfit responds well to the psychic powers of the Skull Man, rendering it immune to damage from the wearer's own psychic abilities. This suit also provides protection from knives and small arms fire.

Skull Machine (200cp)

Now here we have a skull-themed eastern motorcycle. It's high quality, like the Neo-Hurricane, and possesses identical speed and handling. The Skull Machine is special in that is designed to be utilized with the Skull Man's psychic powers, not only rending it immune to the driver's psychic but allowing it to synergize with the them. This makes the Skull Machine easier to lift with telekinesis, allowing it to channel the pyrokenesis and shock body powers, and handle the enhanced speeds of acceleration mode.

Skull Weapons Cache (400cp)

Before you lies four weapons: a knife, a spear, a bladed knuckle, and a ray-gun looking like device all of which are skull themed. The material of these weapons render them capable of piercing armour like the one granted by the "Poorly Disguised Successor" perk. As well it accepts psychic powers, for both immunity to damage from the user's and synergy like the Skull Machine. Even better your force and skill using the melee weapons can be improved with telekinesis, and the energy projected by the ray-gun can be directed with telekinesis as well.

Skull Armour (600cp)

A potent suit of power designed for the Skull Man's use, this is an outfit similar to the Skull Suit but with a more obvious armour and even more skull themeing. As before it can be based on a canon outfit or a new design. What's special about this suit are the psychic amplifiers included in it's construction. With these amplifiers the Skull Man's telekinesis, telepathy, pyrokinesis, and conciousness shift powers are lifted to new heights improving their range, strength, and potency. This will also

improve any psychic powers you possess beside those from this jump, but the amplification will be less potent the more powerful the psychic ability is on it's own. The improved conciousness shift could even totally overwrite an individual's personality when used with this suit. As well it's improved armour, equal to that of the Skull Rider Belt, with the amplifiers stabilize the use of acceleration mode, allowing it to be used for twice as long.

Companions

Final Chapter Montage (400cp)

In the final pages of the 1988 Skull Man there is a shot showing Skull Man alongside many other tokusatsu heroes, and by purchasing this you could recreate the image with your own friends. This creates or imports up to 8 companions which may select any background for free except Skull Man which they cannot select, and gain 600cp each to purchase perks with.

Kaijin Guardian (200cp Discount Skull Man)

Much like Tatsuo, you have a friendly Kajin dedicated to your safety. It starts with a monstrous form, two purchases of monstrous power, Garo shifting, enhanced strength and speed, and strength of faith where it's “faith” is it's dedication to protecting you. It is completely loyal and has full human faculties.

Drawbacks

The Works of Shotaro Ishinomori +0cp

While Skull Man may have been the first, he was hardly the last hero to be born from the mind of Shotaro Ishinomori. By taking this drawback you will occasionally run into his other creations: the Super Sentai, the Kamen Riders, Kikaider, Cyborg 009, Inazuman, the Space Ironmen, Henshin Ninja Arashi, and Robot Detective K. While you will not be a part of their plots, only encountering them form small “crossover episodes”, if you have encountered them before they will remember you for good or ill, and if you encounter them in future jumps they will recall these adventures at that time just the same.

Pain and Suffering +100cp

From either some terrible accident or a purposeful acts by others (such as torture or experimentation) you have developed some psychological issues. This manifests as flashbacks and irrational hatred triggered by things that remind you of the source of your issues. This also comes with many obvious scars that cannot be hidden by shapeshifting, no matter how hard you try.

Dedication to Revenge +100cp

Much like Tatsuo you have a severe fixation with taking revenge on those who wrong you. While it scales with the manner you were wronged, once you begin on a path of vengeance nothing will stand in your way. Tatsuo himself was not above

using conciousness shift on a police officer to stun him before shooting the officer in the head just for being in his way. Expect to spend a lot of your time here dedicated to seeking your revenge.

A Recurring Suspect +200cp

So in all honesty, regardless of your background, you kind of a suspicious character. Now the local police will suspect you as the cause of any strange occurrences or recent unsolved crime that occur near you. Their constant harassing and public investigation will be a thorn in your side for all ten of your years here, no matter how many times you prove your innocence. This only applies to regular police forces, not heroes like the Skull Man.

A Habit of Burning +200cp

In a reflection of the manner in which the first Skull Man met his final end you will be caught in a severe fire once every few months. It will be random, it will be inconvenient, your powers will not be able to extinguish it, and the flames will hurt you and damage your equipment as if were you mundane no matter your defences. It can be extinguished by mundane means, and you could always escape.

The Skull Man's Vengeance +400cp

The 1970 and 1988 Skull Man is driven by an incredible desire to take vengeance on those he blames for his parent's death. Now you are on that list of people he blames regardless of era and you will have to face your era's Skull Man. He cannot be reasoned with, and his powers are scaled up to the point where he will be a threat to you no matter how powerful you are. Remember that Skull Rebirth will be in full effect, and as such he will return time and time again no matter what perks you have to prevent this. He can be slain permanently by being burned alive, but you will forget this and have to re-learn this in setting. As well trapping him and burning him with your powers will be impossible and must be accomplished by mundane means.

Syndicate/ Byakureikai Target +600cp

The Syndicate and Byakureikai are large and secretive organisations with access to highly advanced science and armies of Kaijin. Now the organisation from your era wants to capture you and turn you into one of their servants. While most of the kaijin will not too big of a threat, the generals and leaders of these organisations will be more than powerful enough to give you a run for your money, meaning they will be at least powerful enough to possibly defeat you with enough coordination and luck with the absolute leaders being exactly scaled with you. Unless you wipe out every trace of the organisation targeting you, they will rebuild even more powerful than before.

Battle of the Black Ghost +600cp

So your standard ten years here will be extended slightly. At the end of your ten years here the Skull Man will fall (or return to do so again) and become Skull, leader of Black Ghost. You will not remember taking this drawback until it's too late. Skull

will be at the same power level as in the “The Skull Man's Vengeance” drawback without the Skull Rebirth power, will develop a full fledged cyborg army with 9 generals, each one designed to target a specific weakness of yours. You cannot leave until you eradicate every bit of Black Ghost, if any are left they will resurrect Skull and he will create an even more powerful army with more potent generals. Good Luck.

Notes

The Skull Man's Powers

-1970
Telekinesis, Telepathy, Consciousness Shifting, Enhanced Strength, Intangibility, Invisibility, Energy Absorption, Skull Rebirth

-1988
Pyrokinesis, Hypnotism, Induce Hallucination, Enhanced Strength and Speed, Shock Body, Skull Rebirth

-2007
Skull Weapons, Acceleration Mode, Skull Machine, Enhanced Strength and Speed, Skull Rebirth(?)