



Skulduggery Pleasant

So, this is your next stop? Okay, then. Welcome to Skulduggery Pleasant - a world of magic, mystery, and gentlemanly talking skeletons. In the modern world, the magical governments of each country - called Sanctuaries - enforce magical laws and keep magic secret from the normal humans.

A few hundred years ago, a faction of evil mages - led by an extremely powerful Sorcerer known as Mevolent and his three lieutenants: Lord Vile, Baron Vengeous, and Nefarian Serpine - waged war on the Sanctuaries in attempt to conquer the world and summon the Faceless Ones. The Faceless Ones, as you would expect from beings with such ominous names, are evil gods who torture and destroy entire worlds. Fortunately they were defeated and history progressed much the same as in your original world, with the exception of all the magic in the background, of course.

You begin one day before the plot of the first book, in which a remnant of Mevolent's cult attempts to summon the Faceless Ones once again. And it all goes downhill from there.

Here's 1000 CP to get you started. Good Luck!

Locations

Where do you begin in the world? Take a free pick.

Dublin, Ireland

Home of the Irish Sanctuary, and where the plot kicks off. Also a Cradle of Magic - a country with a high propensity of magic. Most of the series takes place here.

London, England

The Home of British Sanctuary, as well as Tanith Low. Nothing too dangerous happens here for the next few years. But towards the end of your stay, a magical war will break out between the various Sanctuaries and England will be the thick of it.

Africa

The African Sanctuary. Is also a Cradle.

New York City, America

Where the Sanctuary of Eagleland resides.

Sydney, Australia

The Land Down Under and its respective Sanctuary. Also happens to be a Cradle.

Berlin, Germany

The German Sanctuary. Probably no magical Nazi cliché involved. Maybe.

Paris, France

The City of Love. And the French Sanctuary.

You keep your current gender and roll 10+2d8 for your new age, or pay 100CP to choose them both.

Origins

Well, now we need to decide what your history in this world has been. Choose one of the below options.

Drop-In

No new memories cloggin' your noggin', but also no new memories to help you out in this world.

Detective

Whether you're employed by a sanctuary, a freelancer, or just a mundane detective, you make your living as a Private Eye. If you're underage, you're apprenticed to an adult detective. Comes with a suave as fuck hat.

Monster Hunter

Maybe a Sanctuary pays you, maybe you have a personal vendetta against monsters, or maybe it's just fun. Whatever the case, it's your job to kill trolls, uppity vampires, and all the other things that go bump in the night. And you're damn good at your job.

Cultist

What's that? You want to be an evil religious zealot? Either you were born into a remnant of Mevolent's insane faceless worshippers, maybe your parents were necromancers, or maybe you're a Child of the Spider. There are plenty of cults in this world, you see? Perhaps you rebelled against your origin and

moved away from these wackos, or maybe you think their group mentalities are comforting and healthy. Whatever the case, your upbringing left you with a warped perspective that makes it hard to fit in with other people, but may have given you a few useful skills, along the way.

Perks

There is little doubt you are an exceptional being, Jumper. The only question is what, exactly, makes you so. You get the 100 CP perk for your Origin free and a discount on the others.

Pick a Name, Any Name

100 CP

See, here's the thing: in this world, nearly everyone has two names - the Given Name (the name you were given at birth) and the True Name (a secret, even to the person in question, it's very hard to find out your or anyone's True Name, and learning your own grants godlike power). Normally, a Sorcerer can use either of these to compel a person to obey them. However, any proper Sorcerer has a third name: the Taken Name. The Taken Name is a name chosen by a sorcerer that seals your Given Name so that it can't be used to control you. Now, you'd be able to do this even without this perk, but this comes with a few extras: First, this will also seal your True Name, which is a much more difficult and dangerous procedure than this. Second, it makes it so any name you choose, no matter how ridiculous will be accepted by everyone with a straight face. Finally, it makes these effects carry over to future jumps, making it impossible to compel you with your name and allowing you to become known by whatever stupid name you can cook up. Oh, and you can change your Taken Name as many times as you want.

Dual Disciplines

200 CP

You're a rare type of sorcerer, making you capable of using two types of magic even after your surge. You may now buy another discipline from the section below.

Drop-In

Real Nice Hair

100 CP

Your hair is always amazing, and you can style it however you wish - even in ways that shouldn't be possible. Want some spiky anime hair? Go for it; this'll even keep it from looking absurd. Your hair even seems to be magical enough to keep itself from becoming too dirty. If the rest of your is covered in mud, your hair will still be as lustrous as if you just walked away from the stylist.

Tailor Made

200 CP

You have the knowledge of how to weave magic into clothes, making them incredibly durable and protective. They're capable of protecting the wearer from most things, including bullets, knives, magic, extreme heat, and large amounts of blunt-force trauma. They also look damn stylish.

Reflection Creation

400 CP

Using a Magical Rune, you can create a magical doppelganger of you or others from any reflective surface. The doppelganger is not truly sapient and doesn't possess a soul, which makes it easy for sorcerers and magical beings to easily tell that it's simply a construct. It possesses all of the memories of the original person and will loyally follow any orders you give it. It can return to the reflective surface it was created from, healing it and allow the person it was copied from to absorb its memories by touching the surface. Warning: Overuse of reflection may result in it gaining independence and attempting to replace the original.

Beautiful Sorrow

600 CP

There's god-tier, and then there's you. You're pretty. So pretty, in fact, that one glimpse of you can literally enthrall the average person, regardless of sexual orientation or whether or current relationship status. In fact they'd be plenty willing to give you everything they own and devote the rest of their life to serving you. The strong-willed can resist this, and those aware of the nature of your beauty can build up a resistance, over time. They still think you're smokin', though. Also, this comes with no ability to tone down your beauty, and any attempts to hide it will only ever be partially effective, so good luck going incognito when eyes are literally drawn to you, or having a conversation while people are drooling over you. After your ten years are up, you'll have control over this effect, and can even switch it off, if you want. You'll still be whiplash inducingly hot, though.

Detective

Doors Are For People With No Imagination

100 CP

You really know how to make an entrance - or an exit. Whatever the case, you can almost always find a way to enter an area that instantly draws everyone's attention, and serves as a momentary distraction. Just be prepared to pay for the property damage you'll inevitably cause.

The Lowest Form of Wit

200 CP

Well they say sarcasm is the lowest form of wit, anyway. But you've managed to turn it into an art form.

You will always, no matter the situation have a snarky comment ready. Just be careful - sometimes your mouth seems to move on its own and spout off things it really shouldn't say to people it really shouldn't annoy.

Keen Observational Skills

400 CP

What kind of detective would you be if you couldn't even find a clue? Well now that's not a problem.

You're very skilled at spotting many small details and piecing them together to find out what they actually mean. Also makes you much more aware of your surroundings in general, so you'll be a lot less likely to walk into a trap.

No Skin, Just Bones

(Cannot be taken with Color-Coded Cleaver)

600 CP

Doot doot. Like a certain gentleman detective, you seem to have something of a condition. With this perk, you're now a living skeleton being animated by magic. Of course, this means that you no longer need sleep, food, water, or air. Also, if you get pulled apart, you can pull yourself back together again.

And as long as you have most of your bones, no part of you is actually essential; lose your head? No problem, just stick another one in its place and go back to kicking ass. Oh, and post jump, you can shift into a skeletal version of any alt-form you may have. Just make sure it actually *has* a skeleton, because I have no idea what would happen if you tried to use in on a jellyfish form.

Monster Hunter

Come and Have a Go

100 CP

You're very good at taunting people and can get practically anyone riled up. Just make sure you can handle whatever it is you piss off this way. Pissing off an evil overlord is a bad idea if you don't have a follow up step in your plan.

If You Think You're Hard Enough

200 CP

You're capable of withstanding large amounts of damage and ignoring what should be debilitating pain.

Getting your ribs cracked just pisses you off and breaking your arm makes the other one hit harder.

Essentially, you can ignore pain and injuries do not affect your ability to fight as much as they should.

You can keep swinging until you literally can't move anymore.

Sword Skills

400 CP

It doesn't have to be swords; maybe you have some type of advanced firearm training or you're a real knife nut, or maybe you're just really damn good at punching things. Whatever the case, you're highly adept at using some type of weapon, to the point where you can easily outmatch even supernatural monsters capable of ripping you apart, through sheer skill alone.

Color-Coded Cleaver

(Cannot be taken with No Skin, Just Bones)

600 CP

You seem to have undergone some type of magical procedure. Like the White/Black Cleaver, you've become a magical construct, powered by necromantic energy - essentially making you a super-zombie. You have superhuman strength, speed, durability, and a healing factor that lets you walk off getting shot to hell or torn to shreds. Comes with a cool suit in your choice of color.

Cultist

A Vile Man

100 CP

You're scary. The way you walk, the way you talk, everything about you seems to naturally fall in just the right light to make you as intimidating as possible. Great for interrogating people. And for jumping to the front of a line without being confronted by anyone, if you're a real monster.

Wretched Production

200 CP

You now know how to make Hollow Men: bloated humanoid bags of incredibly foul-smelling magic gas. Weak, easily destroyed, simple-minded golems capable of following only simple orders, they nevertheless see much use as cheap labor, guards, and occasionally soldiers. After all, one may not be a problem, but ten are annoying, a hundred are a problem, and a thousand are nothing less than a predicament. And they're very cheap and easy to mass-produce. With enough research, you may eventually learn to create the improved version, called Wretchlings. Wretchlings are much more dangerous than Hollow Men, being tough enough that you need a chainsaw to puncture their hide and strong enough to rip people apart,

A Jumper Scorned

400 CP

Hell hath no fury like you. You're naturally adept at making plans and carrying them out. Even if your plans are unnecessarily flashy and convoluted - no, *especially* when they're unnecessarily flashy and convoluted. You also find it easy to tailor a personal revenge to an individual and squeeze out a maximum amount of suffering and humiliation for them,

Face of the Faceless

600 CP

You're a very persuasive person. Especially when trying to convince someone to worship something or follow an ideal. Whether it's persuading huge groups of people to worship and attempt to summon insane gods that will indiscriminately torture them along with everyone else or getting people to help you kill half of humanity to clog up the afterlife, there are always gullible suckers willing to sacrifice themselves for a cause, and you find it all too easy to recruit them. Of course, you could use this to do much good in the world as well, but that's boring, isn't it?

Magic

You're a wizard, Jumper. You may buy one type of magic from the table below. Before their Surge - which happens around the age of 18, generally - Sorcerers may learn as many types of magic as possible, but it will generally be weaker. After their Surge, their magic solidifies, making it stronger, but forcing you to choose only one type of magic. And you will be facing your Surge before the ten years are up, no matter what. In addition, constant magic use dramatically slows aging, with the extent being based on the sorcerer's strength; the weakest will "only" get around 200 years, whereas the most powerful mages have been known to live for well over 1000. And since I'm a generous benefactor, you can have 200 CP to spend in this section only.

(Those with Dual Disciplines get a discount on their second purchase)

Elemental

300 CP

Water, Earth, Fire, Air. As an Elemental, you have control over the four elements: you can throw fireballs, control water and swim good, and use air to simulate telekinesis, jump real high, and cushion your fall when you come back down. Earth itself doesn't have much utility; it can only be used to transform the user into an immobile, unconscious statue. The statue is essentially unbreakable, but the only way for the user to transform back is to wait it out - with the length being randomised to anything from days to decades.

Advanced Elemental

(Requires Elemental. This is an upgrade and does not require Dual Disciplines. Elemental was your first purchase with Dual Disciplines, Advanced Elemental is also discounted.)

300 CP

Through some type of training or innate talent, you have advanced your Elemental magic to an entirely different level. You can now fly, summon tornadoes, firestorms, or large waves, and can potentially find even more advanced applications of your magic. Even earth magic can be used for other things, now, such as using it as a cheap knock-off of Tunneling magic through dirt or stone.

Wall Walking

200 CP

This magic allows you a limited amount of control over how gravity affects your body, allowing you to walk on walls or ceilings. Also includes the ability to unlock or magically seal things by placing a hand on them and saying "Withstand.", for some reason.

Tunneling

300

You're capable of "tunneling" through practically anything, which basically means you phase through it, leaving hundreds of tiny cracks in your wake. You can also take other people with you - though doing so is somewhat more tiring than you alone. This also makes it so you can breathe while tunneling and "see" things around you while tunneling through the ground, as well as the people and things touching the ground. In addition, it makes you immune to most methods of sealing your magic, making keeping you imprisoned anywhere virtually impossible.

Teleportation

600 CP

Exactly what it says. You're capable of teleporting to anywhere you can see or have been before - or you will be, eventually. At first, you can only teleport a few miles at a time and only take one person with you, but eventually you'll be able to repeatedly teleport entire rooms of people anywhere in the world.

There are a couple of things you should be aware of, though: teleporters tend to be disliked due to people being afraid of their ability to simply appear wherever they wish and as teleportation is an inborn ability, there are only a handful of teleporters in the entire world, making finding a teacher somewhat difficult. Also, the plot of one book involves killing off all but one of them, so you may want to watch out for that.

Dimensional Shunting

300 CP

Something of a cousin to teleportation, this magic instead allows the user to move themselves and

others to different worlds. Similarly to teleportation, this magic has few users, but for a different reason: exploring other worlds is dangerous. You never really know what you'll find; could be an almost parallel reality, could be a world filled with cotton candy, or it could be that you'll step into a world where the sun exploded and die instantly - who knows? However, any reality you've been to before can be travelled to safely, and if you have some type of anchor - meaning a person or item - from another world, you can use it to find that world. (Can't be used to travel to entirely unrelated worlds until Post-Spark.)

Necromancy

600 CP

You now have the magic of necromancy, which functions by you storing your power in an object and using that as a focus to manipulate shadows. You can use the shadows to attack, defend, create various solid shapes and constructs, and teleport a few hundred meters or so. Necromancers can also sense death around them and draw on it to increase their power. If your object is destroyed or if you wish to create a new one, the power returns to your body, mostly useless until you create a new focus. (If you purchased No Skin, Just Bones or Color-Coded Cleaver, then your status as technically dead greatly enhances your necromancy. You can control many more shadows, teleport more than a mile, imbue corpses with a fraction of your power to create zombies, and gather shadows around your body to allow you to fly. You won't start out on their level, but someday you could be a match for the likes of Lord Vile or Melancholia St. Claire, at which point you'll be able to perform a "Death Bubble": a technique which lets you expand your power and awareness for about a city block around you and then pull it back in, ripping out the life force of beings caught in it and using it to empower yourself)

Shield Magic

300 CP

This magic is pretty straightforward in that it allows you to create an energy shield. It can be any size from smaller than your body to large enough to cover a city block, and you have control over the shape, from a flat wall to a dome. It's not particularly draining to maintain - even in it's largest form, you can keep it up for hours at a time - but blocking large amounts of damage causes it to consume more energy. You can move the shield with enough focus, but it'll never have much offensive use.

Sensitivity

400 CP

Psychic powers: telepathy, divination, prophecy, aura reading, etc. Choose one area where you're particularly talented; this doesn't stop you from using the others, it just means you'll never be as good with those as you are with your specialty. Most every sensitive can read and manipulate minds (which is time-consuming and somewhat dangerous for both parties involved), contact spirits (which usually involves getting possessed), and view the future (which is hard to induce and incredibly unreliable, since the future is ever-changing). Be careful with this.

Muscle Magic

400 CP

Throw a car, shrug off bullets, and cast fist right through someone's head. This magic enhances your physical body, making you superhumanly strong and durable. With this, you'll be the physically strongest person in the world, short of Mr. Bliss himself.

Energy Thrower

400 CP

Kind of a self-explanatory magic: you can throw beams of magical energy from your hands, feet, eyes, and mouth. You can adjust the strength of this from a light shove to strong enough to tear through steel. Comes in whatever color you want!

Gist

600 CP

A very dangerous magic, this one. You can summon an ethereal version of yourself from your body that is incredibly fast, strong, and essentially invulnerable. It can tear through dozens of people or monsters in mere seconds and can't be physically destroyed. This magic has only two weak points: first, the summoner remains vulnerable and must focus to control it. Second, the Gist itself is a dark reflection of your mind, and wants to be in control; use this magic for too long at once or too often, and you'll find yourself in the passenger seat.

Child of the Spider

400 CP

...Why would you want this? Seriously, this is just eugh. Whatever. Your spider fetish has granted you two abilities. Firstly, you can now summon and control huge hordes of spiders and are seemingly able to create more by spawning them from your clothes or vomiting them from your mouth. Secondly, you may transform into a giant, truck-sized spider yourself. Have fun, you weirdo.

Gear

Money

(Can be purchased multiple times.)

50 CP

Whether magical or muggle, it makes the world go round. And now you have the equivalent of \$50,000

USD in whatever the currency for your starting location is.

Magic Dampener

200 CP

Whether it's a ring, a bracelet, a set of handcuffs, or something else, you have a small item that, when worn, prevents magic from being used. The person wearing it can't remove it themselves.

Resolute Thread

200 CP

You have a spool of thread that's supposedly made from the stomach lining of an Emperor Dragon over 2000 years ago. The more pressure applied to it, the stronger it becomes. You could bind a superhuman or use it to hang hundreds of tons off of the ground. Spool refills and used thread once a month.

Classic Car

200 CP

You have a really nice classic car of your choice. Like, *really* damn nice. It's not magical, but it has been retrofitted with an extremely efficient engine and a host of modern conveniences on the inside. Treat her nice.

Mansion

400 CP

You seem to have inherited a very large mansion. In fact, it's nearly a castle. Its design follows a rough specification of your choice, and it has a cave system underneath it. (Though the caves aren't nearly so large or filled with dangerous magical aberrations as the ones under Gordon's mansion.) Post-Jump, this can either appear in future jumps or be a warehouse add-on.

Soul Catcher

400 CP

A small magical artifact that resembles a marble, this device allows you to capture a soul or other spiritual being, and is nearly impossible to escape from the inside of it. Just, uh, maybe don't advertise that you have it? Even the necromancers don't like dealing with these.

Cloaking Sphere

400 CP

A small magical sphere capable of creating a bubble of invisibility. Can be any size from just large enough to conceal the user to large enough for a large building. Anything inside the radius when it is first

activated is rendered invisible and can see all other things rendered invisible by it, but anything entering the bubble after it is activated remains visible and can't see the other people or items affected by it.

God-Killer Weapon

600 CP

Hoo, boy. You've somehow managed to get your hands on one of the weapons used by the ancients. This magical weapon - be it a sword, a bow, or some entirely different, if similarly primitive, weapon - turns anything it wounds to dust. As the name implies, it can kill basically anything, including normally immortal beings such as gods. Normal people and items can be turned to dust with a single scratch. You may import a melee or missile weapon you already possess to gain these qualities.

Companions

Old Pals

50 CP

What's life without some friends around? You can import multiple companions for 50 CP each or 8 companions for 200 CP. Each companion imported this way gets an Origin, the freeby for that origin, any one type of magic for free, and 300 CP to spend as they wish. You may transfer your own CP at a 1:1 rate, with all companions gaining an equal amount of CP as you transfer.

New Kid In Town

100 CP

You get a new companion of your chosen age, gender, and Origin. They also get their freebie, one free magic, and 600 CP to spend.

Canon Companion

200

You soon bump into a canon character of your choice. If you can convince them to come along, they'll join you on your multiversal adventure when you leave the jump. It can, however, be someone like Lord Vile or another hideously powerful character, if you're stupid. Keep in mind, this won't actually make them like you - you'll have to do that on your own.

Drawbacks

(A max of 600 points can be gained from drawbacks. Feel free to take more if you're into the whole masochism thing, though.)

Emotional Range of a Dead Man

100 CP

Well, this sucks. You're dead inside - or at least it seems that way. All of your positive emotions are muted and you can't seem to really enjoy anything as much as you should. Expect to be a cynical asshole most of the time.

It's the Eyes

100 CP

Something about you makes you unnerving to be around. Conversations with random people will be short and uncomfortable, and making friends is significantly harder now. But hey, the friends you do make are likely to be weird enough themselves that they won't even care!

Like Edward and Bella

100 CP

You've got an admirer. They follow you everywhere like a lost puppy. They constantly wax poetic about their love. They watch you while you sleep. It's all very romantic. They may not take a breakup so well, though.

A Ghastly Appearance

200 CP

Due to a curse, your body is covered in horribly unattractive scars. They won't actually physically impede you at all, but they're really ugly and can't be healed, no matter what. Good luck getting laid.

Vampire

(Cannot be taken with "No Skin, Just Bones")

200 CP

The good news is that you're now superhumanly strong, fast, and durable. The bad news is that you now need to drink blood to survive, and every night between dusk and dawn, you literally shed your skin to reveal an even faster, stronger and more durable, rabid, slimy monster that will indiscriminately attack any non-vampires it detects. Fortunately sunlight doesn't bother you. Unfortunately, salt and salt-water *does*.; exposure to it will burn you, and swallowing it is invariably fatal. Oh, also, there's a serum that prevents you from transforming at night, but you'll have to find a supplier and take a dose every day before transforming.

Argeddion Outta Here

200 CP

When you appear in tis jump, it somehow causes a chain reaction that awakens Argeddion and frees him

from the cube. He's going to get to work on his plans to grant everyone in the world magic immediately. Fortunately, he's a complete pacifist and detests violence. Unfortunately, this will throw the Magical world into chaos, and if he succeeds, who knows what'll happen.

An Exception To The Rule

+400 CP

(Requires Argeddion Outta Here)

Well, this isn't good. You've somehow managed to piss Argeddion off to the point to the point where he's not only willing to fight you, but has an active bloodlust against you.

Shrouded in Darquesse

400 CP

Hoo boy, are you sure about this? Well, okay then. When you enter this world, something goes wrong. Somehow, Darquesse is awakened despite her host not knowing her true name. Her name is effectively sealed, as well, meaning you can't use it to compel her. Also, she's sensed that you're a jumper, and is determined to find out what makes you tick. Too bad this'll probably involve tearing you down to your base atoms and seeing if that gives any clues.

A Darq Reflection

400 CP

Well, you've got a bit of a complication, here. See, any attempt to use magic or powers from outside this jump will awaken a violent and evil alternate personality inside yourself. When this happens, you'll be trapped inside your head while your unwelcome roommate takes over. They'll have access to all of your knowledge and powers and will be able to flawlessly pass for being you - though they'll more likely simply go on a rampage. With a great deal of time and willpower you can eventually oust them from the driver seat and regain control. While it may seem simple enough to just not use your other abilities, they'll constantly be there as a voice in your head, offering to solve all your problems, if you just hand over the reigns for a while.

Alternate History

600 CP

You...really want those points, huh? Okay, then. Instead of where you would arrive, you now show up in the corresponding location in the alternate universe where Mevolent won and now rules the world.

Worse still, you can't leave this world until this jump is over, and this jump won't be over until you defeat Mevolent and his lieutenants and free all of the people who have been enslaved by them. If you manage to do this before the 10 years are up, then the counter goes back to normal and you leave 10 years after you arrived, otherwise, you leave one month after you complete your objectives.

End of the Jump

This is it. You've reached the end of this jump. I'm sure you know the schtick by now...

Stay Here

This world grow on you? Well, you can stay if you want. Your chain ends, but you keep everything you've gained while on it.

Go Home

Homesick? Well, I can send you back, if you want. You get to keep everything you've gained in your chain.

Move Along

But you're not done yet, are you? Come on, let's get ready for the next great adventure.

Notes

If you can find your True Name, you can gain the abilities from doing so. However, yours doesn't seem to be in the book with everyone else's, due to the fact that the True Name of your origin isn't the same as your real one.

No Skin, Just Bones will become an alt-form after the 10 years are up. You don't retain the advantages while in other forms, but if you were to, say, get an arm torn off while in a fleshy body, you could shift into your skeleton form, pop another in its place, and then shift back into the other form, good as new.

The mind-affecting abilities of Beautiful Sorrow can be deactivated before the ten years are up if you have the ability to disable powers, leaving you with just high-superhuman good looks.

Color-Coded Cleaver puts your strength and speed roughly on par with MCU Captain America. Your healing factor is similarly around the level of movie Wolverine.

Necromancy is boosted by undead forms from other jumps.

The god-killer weapons can overpower any mundane and most magical healing factors, and kill most low and low-mid tier gods. Don't assume you'll be able to one-shot Scion or a Lovecraftian Outer God or anything, though. It also can't overcome conceptual invincibility.

