

★ SKULLGIRLS ★

SHOW ME YOUR MOVES : CHARACTER MOVELIST



autumn
GAMES

revenge
LABS

FILIA

FEMME FATALE

Age: 16
Birthday: March 18
Bloodtype: AB
Height: 5'4"
Weight: 142 lbs.
Measurements: 34C-26-39

Filia was once just an average schoolgirl, but one day woke up without any memories and a second mouth on the back of her head. She was now playing host to a Parasite named Samson, an unruly mop of demonic hair with incredible power.

With no memories or anyone to turn to for help, if she ever hopes to piece together her past and survive the inevitable clash with the Skullgirl, Filia will need to trust this mysterious being.

Character Voice(s):
 Christine Marie Cabanos &
 Del Stetson



★ SPECIAL MOVES ★

★ NAME ★	★ COMMAND ★
RINGLET SPIKE	↓↘↗ + □/△/R1 *Range varies with punch button used.
HAIRBALL	↓↘↗ + ⊗/○/R2 *Can also be used in air. *Trajectory and number of hits vary with kick button used.
UPDO	→↓↘ + □/△/R1 *Attack height and damage vary with punch button used.

★ BLOCKBUSTERS ★

★ LEVEL 1 ★	
GREGOR SAMSON	↓↘↗ + ⊗/○/R2 x2 *Can also be used in air.
FENRIR DRIVE	→↓↘ + □/△/R1 x2
★ LEVEL 3 ★	
TRICOBEOAR	↓↘↗ + □/△/R1 x2

CEREBELLA

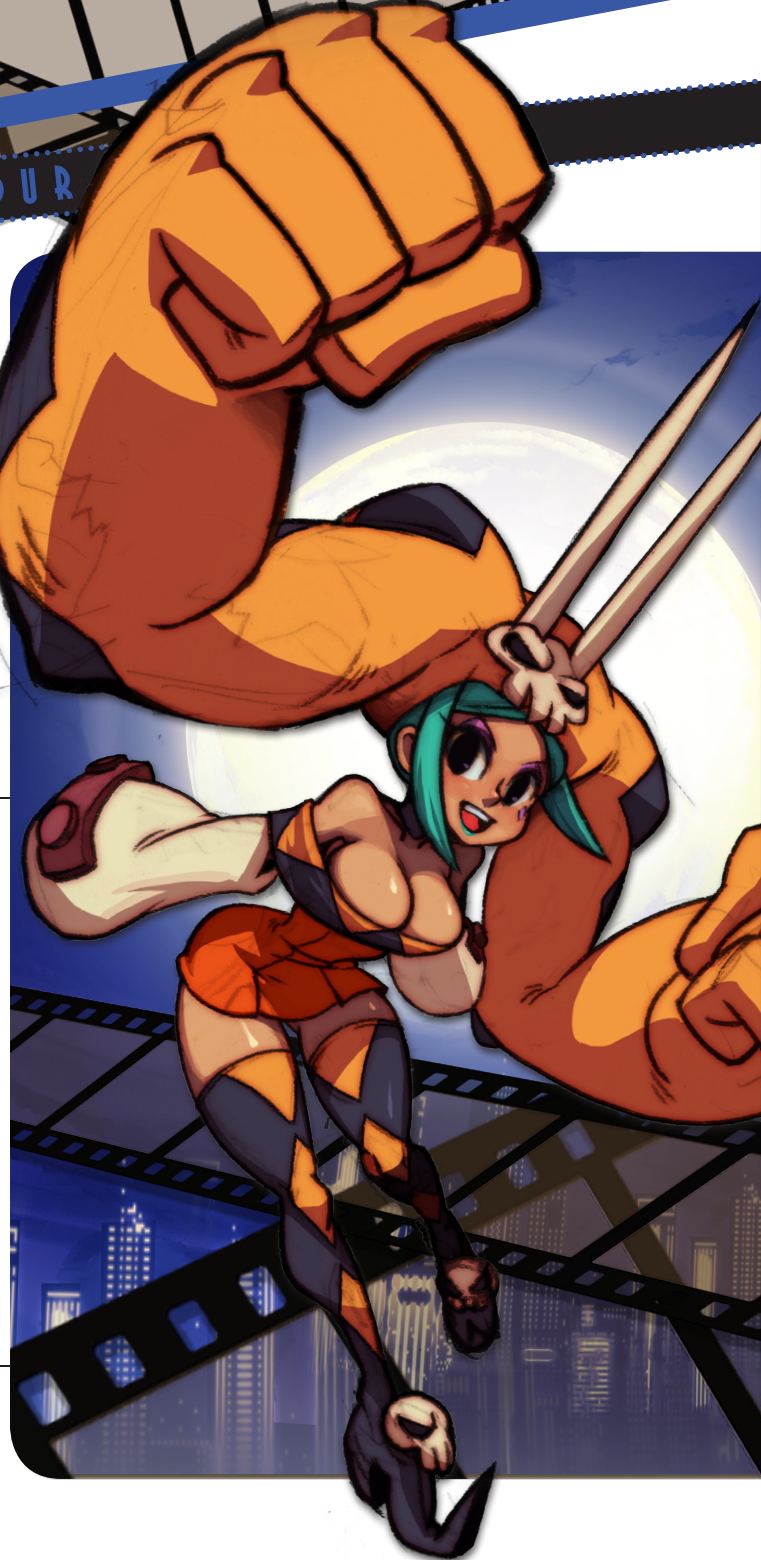
DIAMOND IN THE ROUGH

Age: 18
Birthday: April 11
Bloodtype: B
Height: 5'6"
Weight: 130 lbs.
Measurements: 32D-23-36

The biggest sensation in the Cirque des Cartes, Cerebella is a tumbling, soaring dynamo of star power: throughout the Canopy Kingdom, she's admired for her enormous strength and alluring curves. Sadly, this acrobatic orphan only desires the attention of one man, mobster Vitale Medici, who took her in and became the closest thing to a father she's ever known.

While inherently good, Cerebella serves the mafia as a leg-breaker when not performing in the circus. Cerebella is the only person capable of controlling her powerful Living Weapon hat, Vice-Versa, so Vitale is stingy with his affections to keep her fighting in his corner.

Character Voice:
Cristina Vee



★ SPECIAL MOVES ★

★ NAME ★	★ COMMAND ★
DIAMOND DROP	↓↘→ + □+×
MERRY GO-RILLA	↓↘← + □+×
EXCELLEBELLA	→↓↘ + □+×
GRAB BAG	(In air) ↓↘→ + □+×
LOCK N' LOAD	↓↘→ + □/△/R1 *Speed and distance of attack varies with punch button used. *MP has one hit of armor, HP has two.
TUMBLING RUN	← (Hold), → + ×/○/R2 *Distance and speed of run varies with kick button used. *Has one hit of armor. Follow-ups: Run Stop: × Kanchou: ○ Battle Butt: R2 *Has two hits of armor. Pummel Horse: □+×
GLIDE	(In air) R1 (hold)
DIAMOND DEFLECTOR	→↓↘ + □ *Reflects projectiles.
DEVIL HORNS	→↓↘ + △

★ BLOCKBUSTERS ★

★ LEVEL 1 ★	
ULTIMATE SHOWSTOPPER	→↘↓↘←↘↑↘ + □+×
DIAMOND DYNAMO	↓↘→ + □/△/R1 x2
★ LEVEL 3 ★	
DIAMONDS ARE FOREVER	↓↘← + □/△/R1 x2 *Unlimited armor before the super flash.

PEACOCK

MURDER-GO-ROUND

Age: 13
Birthday: November 13
Bloodtype: B
Height: 4'6"
Weight: 94 lbs / Varies
Measurements: 18A-17-20

Once a war orphan slave named Patricia, Peacock's body was gruesomely mutilated by slave traders that captured her. She was rescued by Dr. Avian's Anti-Skullgirls Labs, and rebuilt with a reality-defying arsenal of biomechanical weaponry: the Argus System augmented her body, and the Avery Unit gave her access to unprecedented weaponry.

Alas, they couldn't do anything for her mind: Peacock's damaged psyche and abiding love of cartoons shaped her new "toys" into a terrifying gang of cronies, who she has no qualms using to paint the town red... with blood. Terrifying as she is, she may be the kingdom's best bet against the Skullgirl.

Character Voice:
 Sarah Williams



★ SPECIAL MOVES ★

★ NAME ★	★ COMMAND ★
SHADOW OF IMPENDING DOOM	↓↘↙ + □/△/R1 <i>*Hold to increase size of object dropped. *Object fall position varies with punch button used - HP tracks opponent.</i>
BANG!	↓↘↙ + □
BANG!	↓↘↙ + △
BANG, BANG, BANG!	↓↘↙ + R1 <i>*Can tap HP up to three times.</i>
GEORGE'S DAY OUT	↓↘↙ + ⊗
BOXCAR GEORGE	↓↘↙ + ○
GEORGE AT THE AIR SHOW	↓↘↙ + R2
THE HOLE IDEA	↓↘↙ + ⊗/○/R2 <i>*Location of teleport varies with kick button used.</i>
FIRE IN THE HOLE!	↓↘↙ + ⊗/○/R2 ~□/△/R1 (hold)

★ BLOCKBUSTERS ★

★ LEVEL 1 ★	
ARGUS AGONY	↓↘↙ + □/△/R1 x2
LONESOME LENNY	↓↘↙ + ⊗/○/R2 x2
★ LEVEL 3 ★	
GOODFELLAS	□+⊗, ↓↘↙ + □/△/R1 x2

PARASOUL

CROWN PRINCESS

Age: 25

Birthday: December 22

Bloodtype: A

Height: 5'10"

Weight: 156lbs

Measurements: 34DD-24-38

Few know the terrors of the Skullgirl as intimately as Parasoul does: seven years ago her own mother became the Skullgirl that nearly destroyed the world. This tragic past has made her fiercely protective of both her country and her family, and these two priorities frequently come into conflict.

Parasoul is now the crown princess of the Canopy Kingdom and leader of its elite military squad, the Black Egrets. Wielding the living umbrella, Krieg, she fights with grace, poise and cunning to defend her family honor and destroy the Skull Heart so no one can repeat her mother's terrible mistake.

Character Voice:

Erin Fitzgerald



★ SPECIAL MOVES ★

★ NAME ★	★ COMMAND ★
NAPALM SHOT	←(hold), → + □/△/R1 *Trajectory and speed of projectile varies with punch button used.
NAPALM TOSS	↓↘↙ + ⊗/○/R2 *Letting go of kick button sets trap projectile in place. *Trajectory and speed of projectiles vary with kick button used. *Can be used in air. *Pressing a kick button during the toss will toss another, up to three.
NAPALM TRIGGER	↓(hold), ↑ + ⊗ *Sets off oldest placed tear immediately.
NAPALM QUAKE	↓(hold), ↑ + ○ *Sets off all placed tears immediately.
NAPALM PILLAR	↓(hold), ↑ + R2
EGRET CALL	←(hold), → + ⊗ *Interrupts Parasoul's current attack.
EGRET DIVE	←(hold), → + ○ *Absorbs projectiles.
EGRET CHARGE	←(hold), → + R2

★ BLOCKBUSTERS ★

★ LEVEL 1 ★	
SILENT SCOPE	↓↘↙ + □/△/R1 x2
MOTOR BRIGADE	↓↘↙ + ⊗/○/R2 x2
★ LEVEL 3 ★	
INFERNO BRIGADE	↓↘↙ + □/△/R1 x2

MS. FORTUNE

PURRFECT TREASURE

Age: 20
Birthday: November 24
Bloodtype: B
Height: 5'8"
Weight: 127lbs
Measurements: 32B-23-34

A feline feral, Nadia Fortune is the last surviving member of the Fishbone Gang, a notorious band of otherwise Dagonian thieves. Their last mission ended in tragedy: a failed attempt to steal the mysterious Life Gem from Lorenzo Medici resulted in their grisly deaths. Before meeting her own doom, Ms. Fortune swallowed the Life Gem and managed to digest it. The Gem's power permeated her entire body, making it truly undying... even after being cut into several pieces.

Now hiding in the shadows of Little Innsmouth, Ms. Fortune plots to avenge her fallen comrades.

Character Voice:
 Kimlinh Tran



★ SPECIAL MOVES ★

★ NAME ★	★ COMMAND ★
CAT STRIKE / CAT SPIKE (AIR)	↓↘↙ + □/△/R1 <i>*Removes head.</i> <i>*Requires head to be attached.</i> While Headless: Cat Call: ↓↘↙ + □/△(hold) <i>*Returns head.</i> Headbutt: R1 Zoom!: → + R1 / ← + R1 Feline Allergies: →↓↘ + R1 OMNOMNOM: ↓↘↙ + R1
CAT SCRATCH	↓↘↙ + □/△/R1 <i>*Can be repeated up to three times in a row.</i> <i>*HP disabled if head detached.</i> Follow-ups: Cat Slide: ↓↘↙ + ⊗/○/R2 El Gato: ↓↘↙ + ⊗/○/R2
FIBER UPPER	→↓↘ + ⊗/○/R2 (+ ⊗/○/R2) <i>*Height of attack varies with kick button used.</i> <i>*Tapping kick button at top of attack reforms in air.</i>
EL GATO	(In air) ↓↘↙ + ⊗/○/R2 <i>*Can't be performed while moving backwards.</i>

★ BLOCKBUSTERS ★

★ LEVEL 1 ★	↓↘↙ + □/△/R1 x2 <i>*Functions differently if used without head.</i>
CAT SCRATCH FEVER	
FERAL EDGE	(In air) ↓↘↙ + ⊗/○/R2 x2
★ LEVEL 3 ★	↓↘↙ + □/△/R1 x2 <i>*Can also be used in air.</i> <i>*Always ends with head on.</i> <i>*Body explosion carries opponent to head.</i>
FIFTH OF DISMEMBER	



VALENTINE

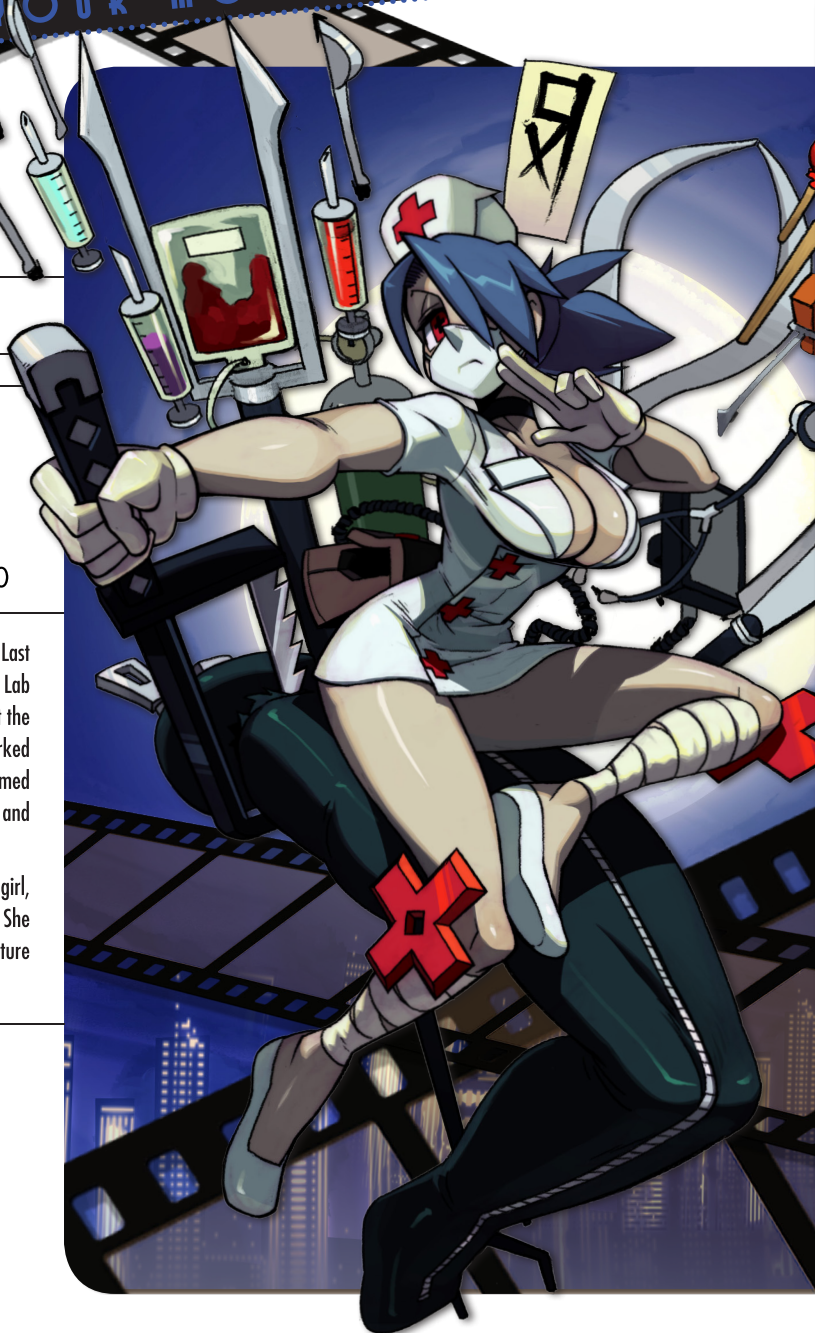
BLOODY ROMANTIC

Age: 27
Birthday: December 25
Bloodtype: A
Height: 6'
Weight: 160lbs
Measurements: 36E-25-40

Valentine is the only survivor of the Last Hope, a group of special Anti-Skullgirl Lab operatives. Before meeting their end at the hands of the Skullgirl, the Last Hope worked for the mysterious Lab Zero and performed duties ranging from reconnaissance and sabotage to advanced research.

Now Valentine dutifully serves the Skullgirl, carrying out her will from the shadows. She keeps to herself, so much of her true nature and personality are unknown.

Character Voice:
 Laura Post



★ SPECIAL MOVES ★

★ NAME ★	★ COMMAND ★
DEAD CROSS	↓↘→ + □/△/R1 *Can also be used in air. *Trajectory of projectile changes with punch strength. *Shuriken replaced by poison syringe once if used after Vial Hazard.
VIAL HAZARD	↓↘← + □/△/R1 *Can also be used in air. Type A (□): Damage over time Type B (△): Increased hitstun Type C (R1): Input lag
MORTUARY DROP	↓↘← + □+X
SAVAGE BYPASS	↓↘→ + X/○/R2 *Can also be used in air. *Disance and damage varies with kick button used.

★ BLOCKBUSTERS ★

★ LEVEL 1 ★	↓↘→ + □/△/R1 x2
CHECKMATE INCISION	*Can also be used in air.
EKG FLATLINER	↓↘→ + X/○/R2 x2 *Can also be used in air.
★ LEVEL 2 ★	↔↓↘ + X/○/R2 x2
ACQUISITIVE PRESCRIPTION / COUNTERVENOM	*Freezes opponent if no poison is loaded. *Becomes "Counter venom" if poison is loaded.
★ LEVEL 3 ★	↓↘← + □/△/R1 x2
DEAD ON ARRIVAL	
★ LEVEL 5 ★	↓↘← + △+○ or R1+R2
FORBIDDEN PROCEDURE: REBIRTH EX MACHINA	*Revives fallen teammate with 30% health if used over KO'ed body.

DOUBLE

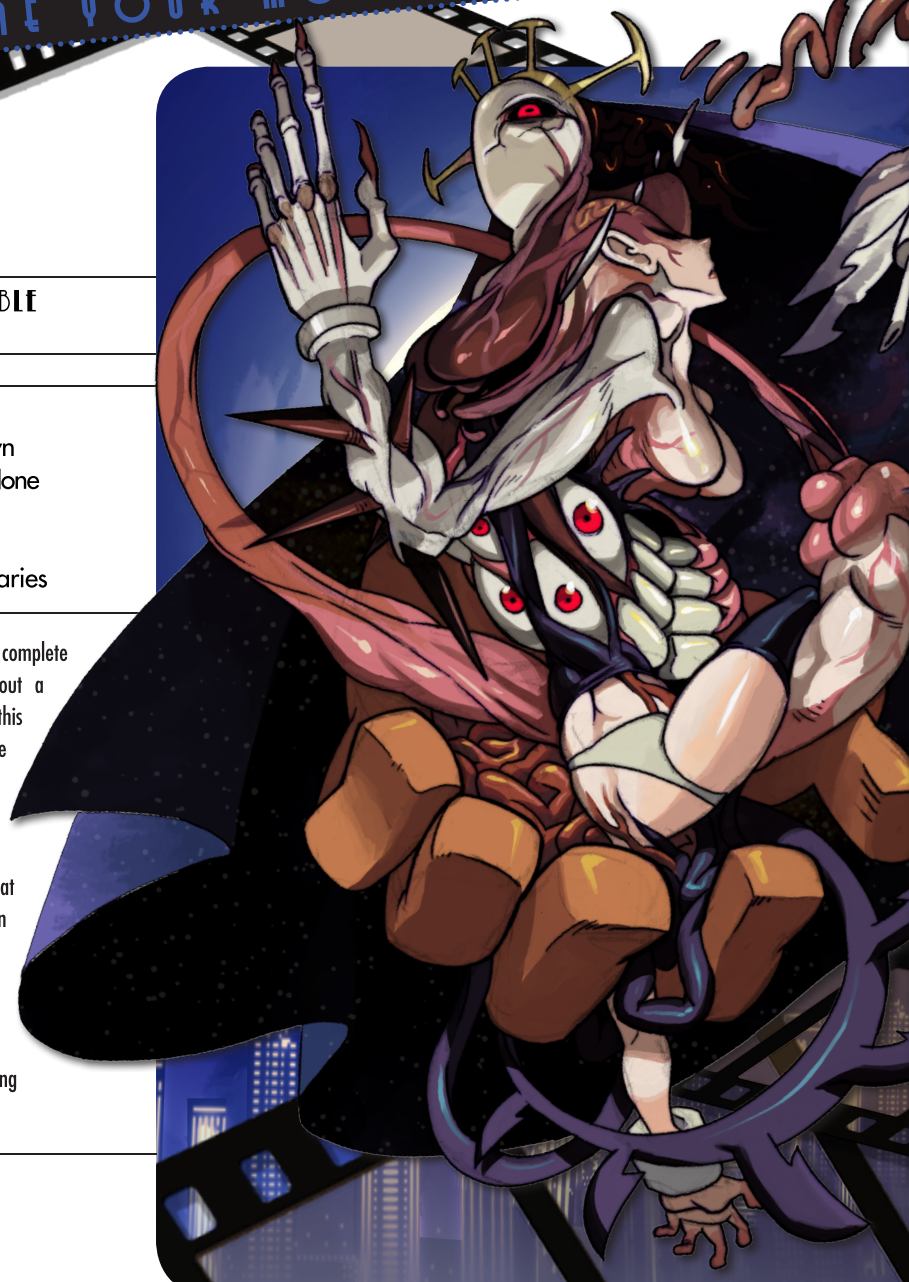
TOIL AND TROUBLE

Age: Unknown
Birthday: Unknown
Bloodtype: All / None
Height: Varies
Weight: Varies
Measurements: Varies

Double's origins are a complete mystery. Seemingly without a will or motive of its own, this formless monster aids the Skullgirl.

Double is capable of transforming its nightmarish form into that of any person, but often appears as a smiling nun. It can frequently be found in the Grand Cathedral of the Divine Trinity, listening to confessions and attending to the catacombs beneath.

Character Voice:
 Charlotte Ann



★ SPECIAL MOVES ★

★ NAME ★

★ COMMAND ★

LUGER REPLICA

↓↘→ + □/△/R1
**Trajectory of projectile varies with punch button used.*

HORNET BOMBER

→↓↘ + ×/○/R2
**Distance and trajectory of projectile varies with kick button used.*

CILIA SLIDE

← + × + R2

ITEM CRASH

(In air) ↓↘← + ×/○/R2
**Attack properties and transformation vary with kick button used.*

★ BLOCKBUSTERS ★

★ LEVEL 1 ★

BANDWAGON RUSHDOWN

↓↘→ + □/△/R1 x2

CATELLITE LIVES

↓↘→ + ×/○/R2 x2
**Summoned heads' attacks vary with attack button used.*

★ LEVEL 3 ★

NIGHTMARE LEGION

↓↘← + □/△/R1 x2

★ LEVEL 5 ★

MEGALITH ARRAY

↓↘← + ×/○/R2 x2
**Can be used in air.
 Each attack button fires a different projectile.