

★ SKULLGIRLS ★

SHOW ME YOUR MOVES : CHARACTER MOVELIST



autumn  
GAMES

revenge  
LABS

# FILIA

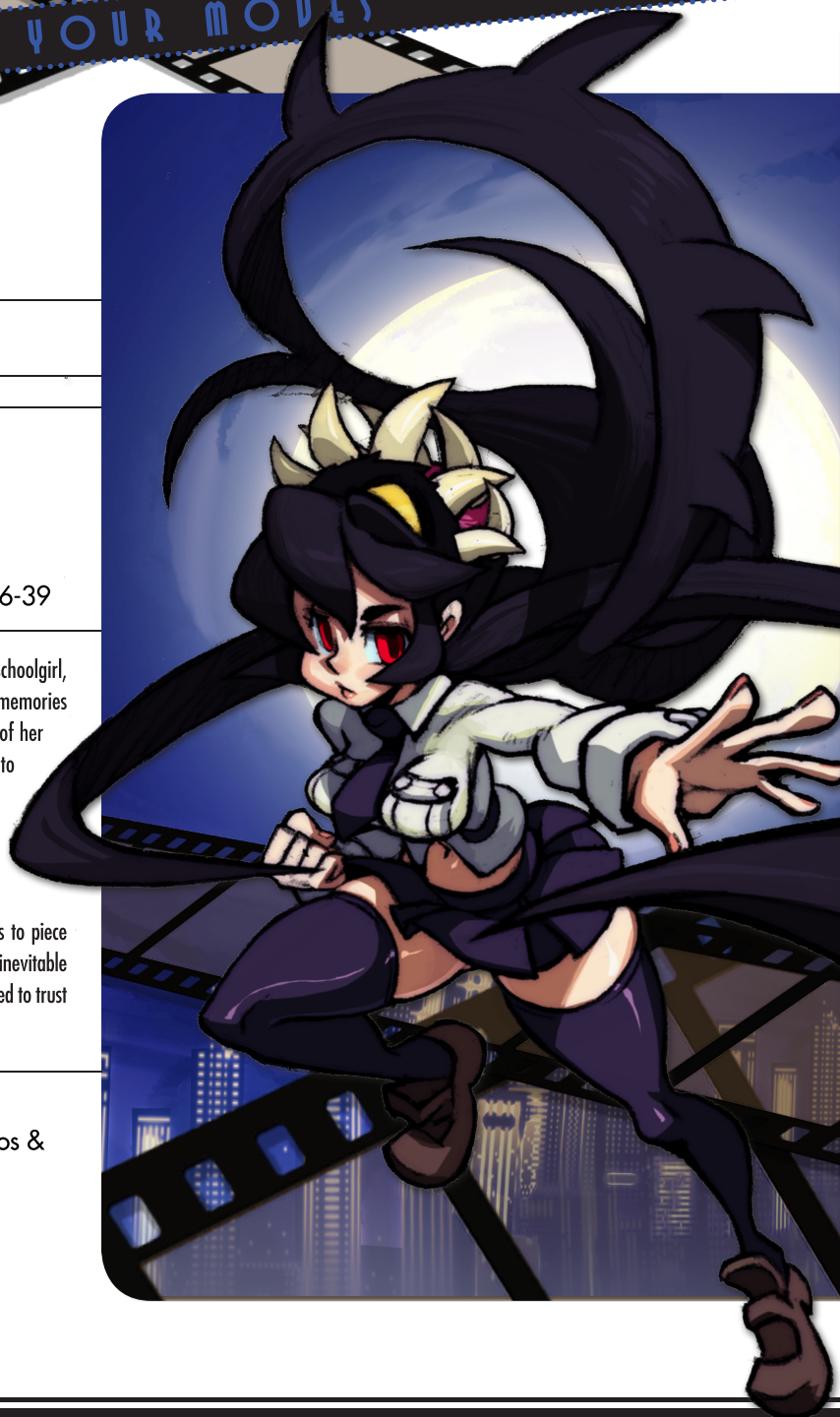
FEMME FATALE

**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	↓↘↗ + P *Range varies with punch button used.
HAIRBALL	↓↘↗ + K *Can also be used in air. *Trajectory and number of hits vary with kick button used.
UPDO	→↓↘ + P *Attack height and damage vary with punch button used.

## ★ BLOCKBUSTERS ★

★ LEVEL 1 ★	
GREGOR SAMSON	↓↘↗ + KK *Can also be used in air.
FENRIR DRIVE	→↓↘ + PP
★ LEVEL 3 ★	
TRICOBEOAR	↓↘↗ + PP



## CEREBELLA

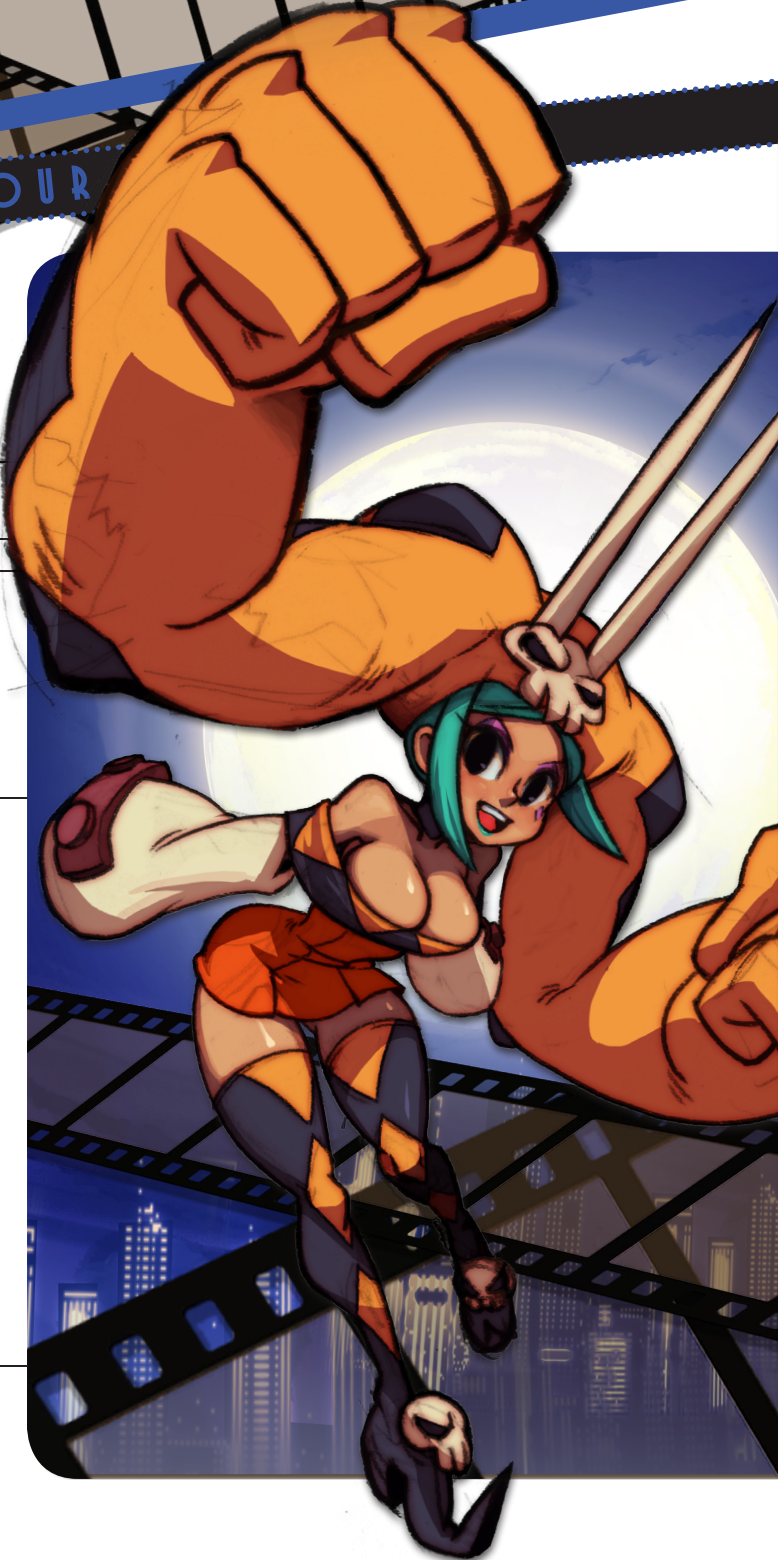
DIAMOND IN THE ROUGH

**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	↓↘→ + LP+LK
MERRY GO-RILLA	↓↙← + LP+LK
EXCELLEBELLA	→↓↘ + LP+LK
GRAB BAG	(In air) ↓↘→ + LP+LK
	↓↘→ + P
LOCK N' LOAD	*Speed and distance of attack varies with punch button used. *MP has one hit of armor, HP has two.
TUMBLING RUN	<b>Follow-ups:</b> Run Step LK
GLIDE	(In air) HP (hold)
DIAMOND DEFLECTOR	→↓↘ + LP *Reflects projectiles.
DEVIL HORNS	→↓↘ + MP
CERE-COPTER	→↓↘ + HP

### ★ BLOCKBUSTERS ★

★ LEVEL 1 ★	
ULTIMATE SHOWSTOPPER	→↘↓↙←↗↘ + LP+LK
DIAMOND DYNAMO	↓↘→ + PP
★ LEVEL 3 ★	
DIAMONDS ARE FOREVER	↓↙← + PP *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	↓↘↙ + P <i>*Hold to increase size of object dropped.</i> <i>*Object fall position varies with punch button used - HP tracks opponent.</i>
BANG!	↓↘↙ + LP
BANG!	↓↘↙ + MP
BANG, BANG, BANG!	↓↘↙ + HP <i>*Can tap HP up to three times.</i>
GEORGE'S DAY OUT	↓↘↙ + LK
BOXCAR GEORGE	↓↘↙ + MK
GEORGE AT THE AIR SHOW	↓↘↙ + HK
THE HOLE IDEA	↓↘↙ + K <i>*Location of teleport varies with kick button used.</i>
FIRE IN THE HOLE!	↓↘↙ + K ~ P (hold)

#### ★ BLOCKBUSTERS ★

★ LEVEL 1 ★	
ARGUS AGONY	↓↘↙ + PP
LONESOME LENNY	↓↘↙ + KK
★ LEVEL 3 ★	
GOODFELLAS	LP+LK, ↓↘↙ + PP



## 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), → + P *Trajectory and speed of projectile varies with punch button used.
NAPALM TOSS	↓↘↙ + K *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), ↑ + LK *Sets off oldest placed tear immediately.
NAPALM QUAKE	↓(hold), ↑ + MK *Sets off all placed tears immediately.
NAPALM PILLAR	↓(hold), ↑ + HK
EGRET CALL	←(hold), → + LK *Interrupts Parasoul's current attack.
EGRET DIVE	←(hold), → + MK *Absorbs projectiles.
EGRET CHARGE	←(hold), → + HK

### ★ BLOCKBUSTERS ★

★ LEVEL 1 ★	
SILENT SCOPE	↓↘↙ + PP
MOTOR BRIGADE	↓↘↙ + KK
★ LEVEL 3 ★	
INFERNO BRIGADE	↓↘↙ + PP

## MS. FORTUNE

PURR-FECT 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)	<p>↓↘↙ + P  <i>*Removes head.</i>  <i>*Requires head to be attached.</i></p> <p><b>While Headless:</b>            Cat Call: ↓↘↙ + LP/MP (hold)  <i>*Returns head.</i>            Headbutt: HP            Zoom!: → + HP / ← + HP            Feline Allergies: ↗↘↙ + HP            OMNOMNOM: ↓↘↙ + HP</p>
CAT SCRATCH	<p>↓↘↙ + P  <i>*Can be repeated up to three times in a row.</i>  <i>*HP disabled if head detached.</i></p> <p><b>Follow-ups:</b>            Cat Slide: ↓↘↙ + K            El Gato: ↓↘↙ + K</p>
FIBER UPPER	<p>→↘↙ + K (+ K)  <i>*Height of attack varies with kick button used.</i>  <i>*Tapping kick button at top of attack reforms in air.</i></p>
EL GATO	<p>(In air) ↓↘↙ + K  <i>*Can't be performed while moving backwards.</i></p>

### ★ BLOCKBUSTERS ★

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



## PAINWHEEL

NOT QUITE CONDEMNED

**Age:** 15  
**Birthday:** October 23  
**Bloodtype:** SG  
**Height:** 5'1"  
**Weight:** 375lbs  
**Measurements:** 21B-18-23

Once a normal schoolgirl named Carol, Painwheel was kidnapped by Valentine and delivered to the Anti-Skullgirls Labs' secretive Lab Zero. There she was implanted with the synthetic Buer Drive and Gae Bolga parasites and infused with experimental Skullgirl blood, transforming her into the monster she is today. Violent and unstable as a result of these experiments, as a precaution she's mentally controlled by Lab Zero's powerful psychic director, Brain Drain.

Fueled by rage, she draws her power from her pain and fury. Despite that, the soul of that scared young girl still lives on inside this monstrous body, desperately fighting off the onslaught of voices that would control her.

**Character Voice:**  
 Danielle McRae



### ★ SPECIAL MOVES ★

★ NAME ★	★ COMMAND ★
FLIGHT	↓↘↙ + K <i>*Can also be used in air.</i> <i>*Any attack ends flight.</i>
GAE BOLGA STINGER	↓↘↗ + P <i>*Projectile trajectory changes with punch strength.</i> <i>*Holding MP or HP charges up more projectiles.</i>
BUER REAPER	↓↘↗ + K <i>*Can also be used in air.</i> <i>*Angle of attack changes with kick button used.</i>
PINON DASH	↓, ↓ + K (+K, K, K, K...) <i>*Distance and speed improves by rapidly tapping kick button.</i>

### ★ BLOCKBUSTERS ★

★ LEVEL 1 ★	
DEATH CRAWL	↓↘↗ + PP
BUER THRESHER	(In air) ↓↘↗ + KK
★ LEVEL 3 ★	
HATRED INSTALL	↓↘↙ + PP

# VALENTINE

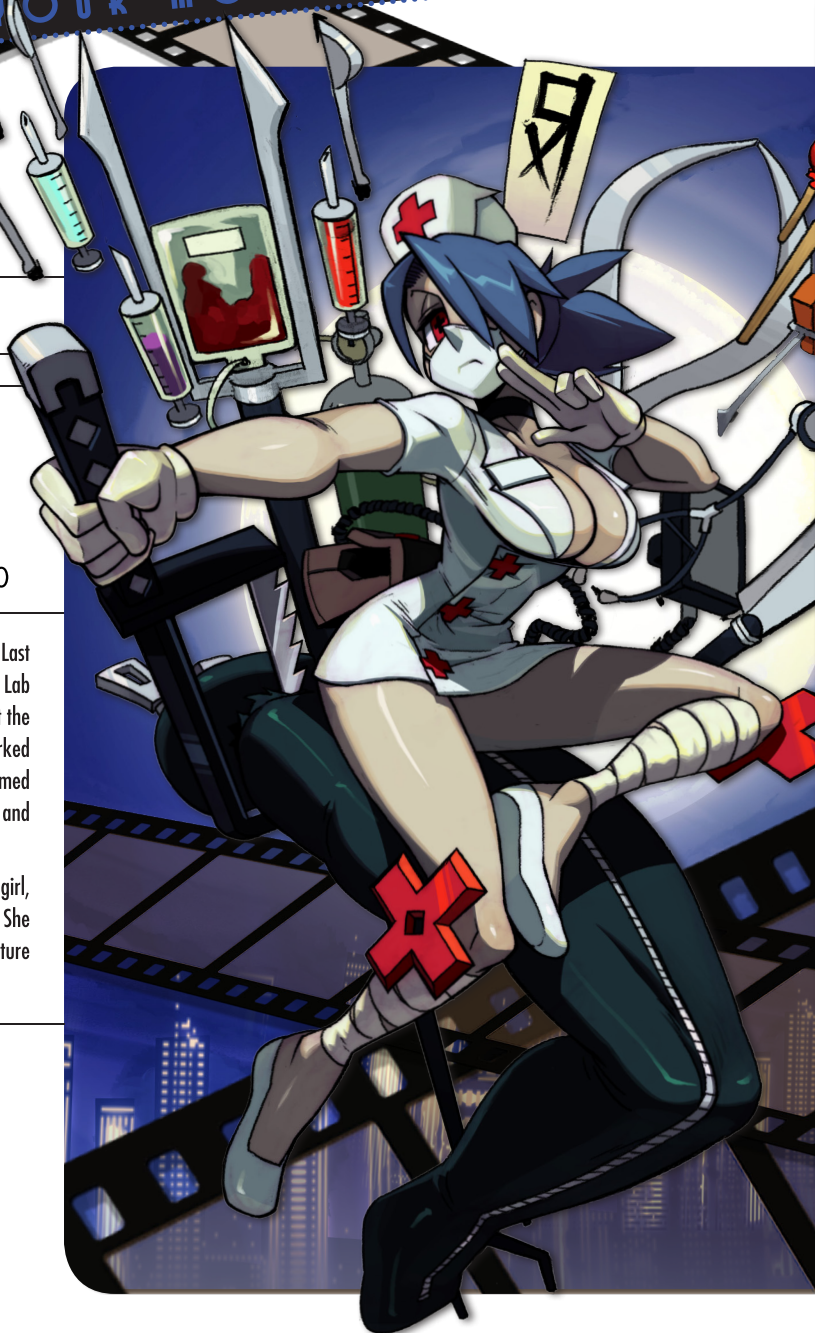
BLOODY ROMANTIC

**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	↓↘→ + P <i>*Can also be used in air.</i> <i>*Trajectory of projectile changes with punch strength.</i> <i>*Shuriken replaced by poison syringe once if used after Vial Hazard.</i>
VIAL HAZARD	↓↘← + P <i>*Can also be used in air.</i> Type A (LP): Damage over time Type B (MP): Increased hitstun Type C (HP): Input lag
MORTUARY DROP	↓↘← + LP+LK
SAVAGE BYPASS	↓↘→ + K <i>*Can also be used in air.</i> <i>*Disance and damage varies with kick button used.</i>

## ★ BLOCKBUSTERS ★

★ LEVEL 1 ★	↓↘→ + PP <i>*Can also be used in air.</i>
CHECKMATE INCISION	
EKG FLATLINER	↓↘→ + KK <i>*Can also be used in air.</i>
★ LEVEL 2 ★	↔↘↘ + KK <i>*Freezes opponent if no poison is loaded.</i> <i>*Becomes "Countervenom" if poison is loaded.</i>
ACQUISITIVE PRESCRIPTION / COUNTERVENOM	
★ LEVEL 3 ★	↓↘← + PP
DEAD ON ARRIVAL	
★ LEVEL 5 ★	↓↘← + MP+MK or HP+HK <i>*Revives fallen teammate with 30% health if used over KO'ed body.</i>
FORBIDDEN PROCEDURE: REBIRTH EX MACHINA	



## DOUBLE

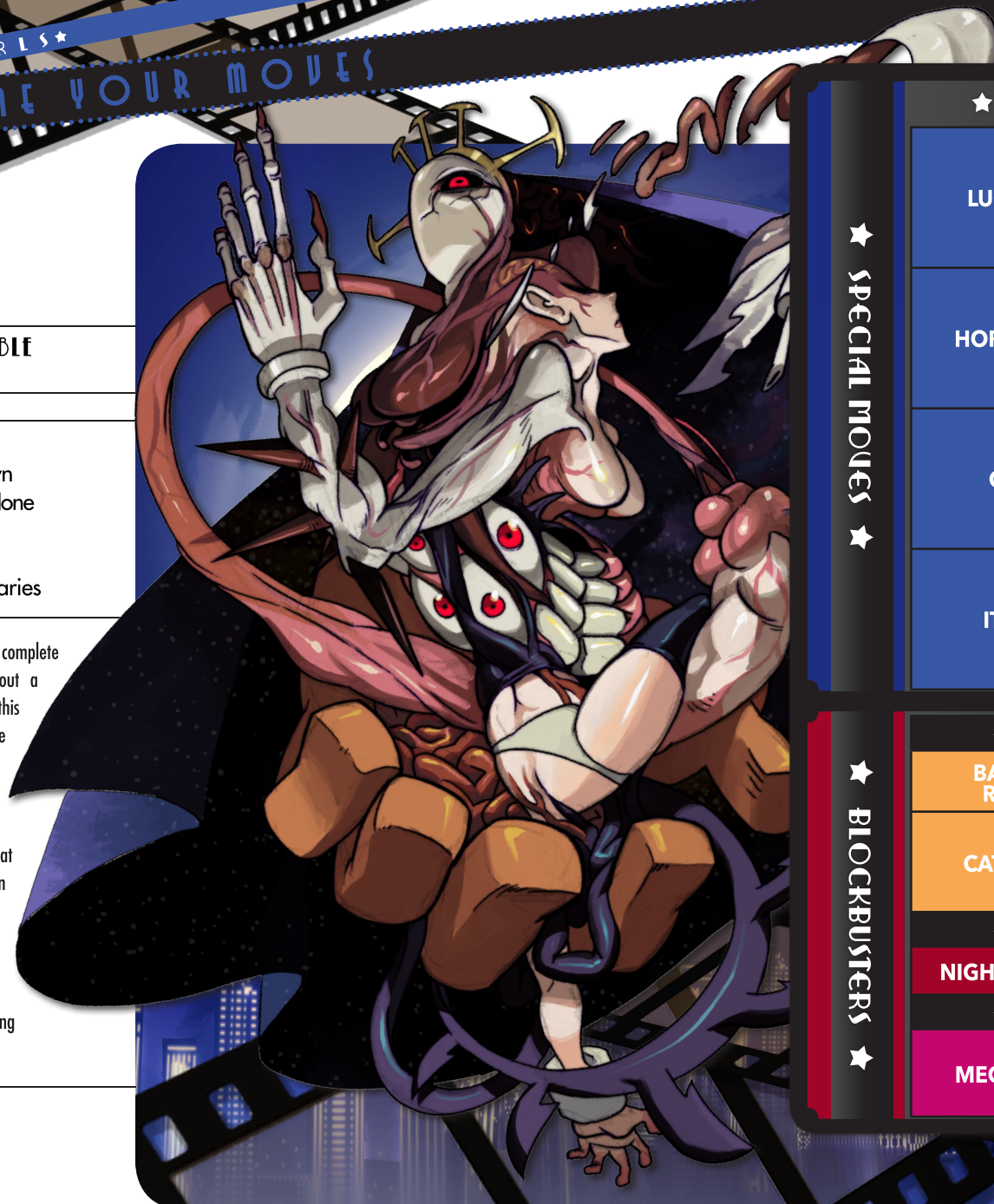
### TOIL AND TROUBLE

**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

↓↘→ + P  
*\*Trajectory of projectile varies with punch button used.*

##### HORNET BOMBER

→↓↘ + K  
*\*Distance and trajectory of projectile varies with kick button used.*

##### CILIA SLIDE

← + LK+HK

##### ITEM CRASH

(In air) ↓↘← + K  
*\*Attack properties and transformation vary with kick button used.*

### ★ BLOCKBUSTERS ★

#### ★ LEVEL 1 ★

##### BANDWAGON RUSHDOWN

↓↘→ + PP

##### CATELLITE LIVES

↓↘→ + KK  
*\*Summoned heads' attacks vary with attack button used.*

#### ★ LEVEL 3 ★

##### NIGHTMARE LEGION

↓↘← + PP

#### ★ LEVEL 5 ★

##### MEGALITH ARRAY

↓↘← + KK  
*\*Can be used in air.  
 \*Each attack button fires a different projectile.*