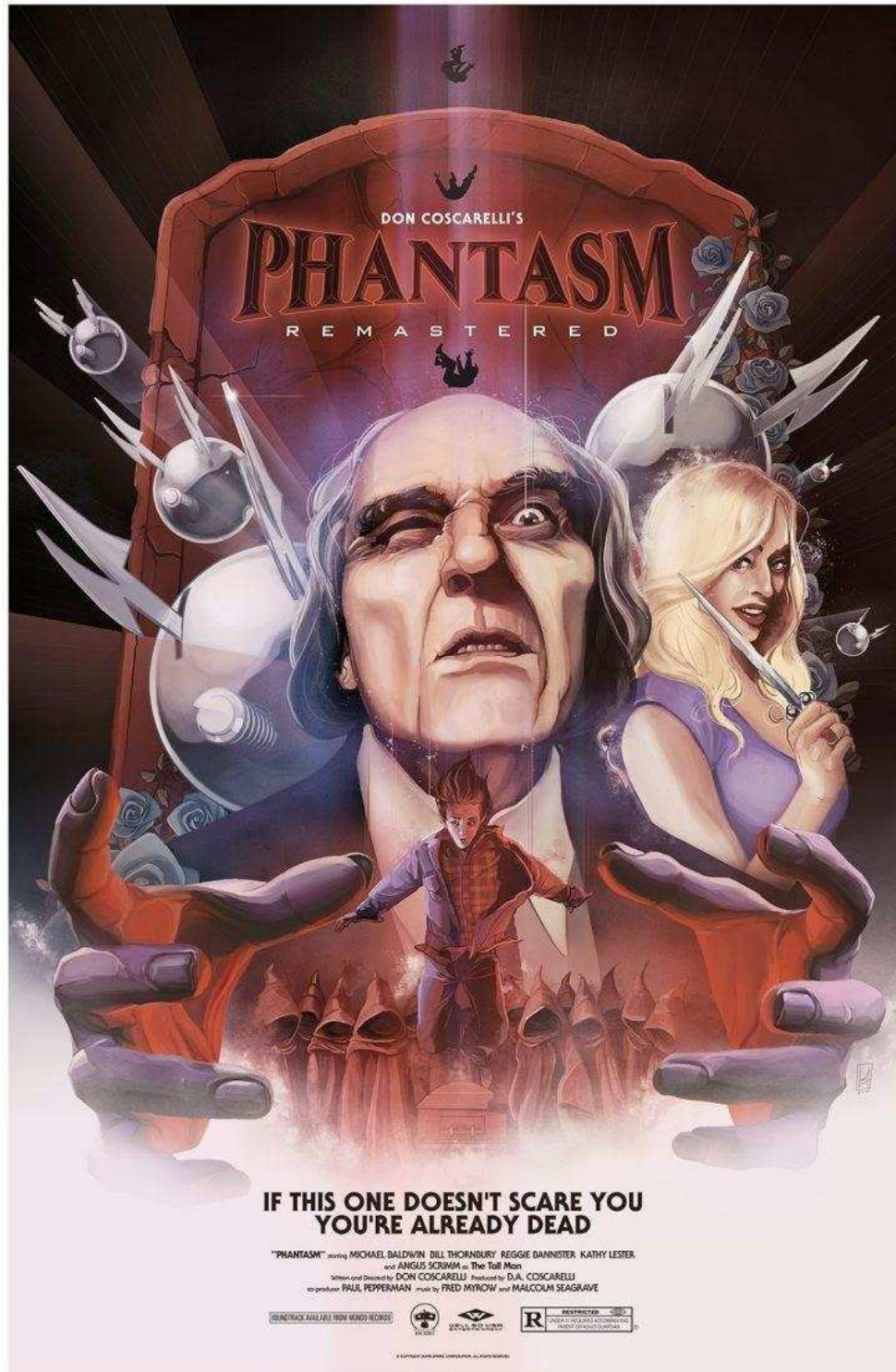


Phantasm Jump

Version 1.0.2



In the 19th century, the kindly mortician Jebediah Morningside stepped through a dimensional transportation machine. He never came back, but the Tall Man did.

What happened afterwards is unclear, but in 1979 the Tall Man is in the town of Cherry Grove and the Morningside funeral home and mortuary. It is here and now that Mike Pearson will cross paths with the Tall Man and begin to unravel his interdimensional work, stealing the dead to create his servants and deadly sentinel spheres. Over the course of the years that follow the Tall Man will leave a swathe of dead towns in his wake, creating a path through America, and allowing Mike Pearson, and his friend and guardian Reggie, to follow along his trail and work to oppose him.

This is a world of nightmarish events, and if nothing is done it will end in a world overtaken by the Lord of the Dead, infection spread through the world, its sky reddened, and the Tall Man's undead minions roaming across it as those who have faced against him for years are forced to flee to the frozen north in hopes of finding some way to oppose him from there.

You may be arriving here in 1979 and the start of Phantasm. Or 8 years later as Phantasm II begins. Or during the events of Phantasm Ravager, shortly before the rescue of Reggie (at least) a decade after Phantasm Oblivion.

You will be spending at least a decade in this place, and unless you take active effort to avoid it, you will find the Tall Man's path crossing yours in your time here. Whether you possess the ability to oppose him any more meaningfully than his favorite playthings depends upon you. Or maybe you'd rather join him?

Whatever you intend, to survive this nightmare world, you might need these:

+1000 Choice Points

Good luck, and good jumping.

Origins:

There are no fixed origins in this jump. You may instead be a drop-in if you choose, having no memories or connections to this world, or insert into it with a full fledged background which is tailored towards your purchased perks and items.

Whatever you choose you will instead have 2 Free 100 CP or less perks, 2 discounts (50%) on each of 200, 400, and 600 CP perks, 2 Free 100 CP or less Items, and 2 discounts (50 CP) on each of 200, 400, and 600 CP items.

Location:

Unless you choose to start during Ravager, you will be finding yourself in one of the small towns in the Tall Man's path. He will be passing through your area during your time in this world, though whether you're at a spot he already is or will be soon is a question. If you select to start during Ravager he may have already apocalyptically swept through most of the Earth, and you will just find yourself starting in a region under his influence and sway.

Age and Gender:

You may choose freely from any age or gender which fits your background in this world. If you dropped-in you are instead whatever age and gender you were previously.

Perks:

Two 100 CP or less perks are free. You may also discount up to 2 200 CP, 2 400 CP, and 2 600 CP perks. **Red** perks represent powers and abilities associated primarily with the Tall Man. **Blue** perks represent rather clearly psychic powers; while many of these are exclusive to the tall man – and some of the other perks may be psychic in origin and nature – given the fortune teller, Liz's, and most of all Mike's psychic powers it is worth noting them separately.

Musician (50 CP): You've got musical talent. You'll not be instantly rising to world wide, or even country wide, fame, but you can sing, you can play an instrument, and you can even write your own songs being both lyricist and composer. You're the whole package.

Seduceable (50 CP): Your enemies seem to consider your little head your ultimate weakness. At the very least they like to send people you'd find physically attractive out to seduce you. Sure they'll attempt to kill you eventually, or are spying on you, or otherwise working against you, but your enemies will send hotties out to try and get close to you, and this might very well get you laid.

You can toggle this off or on if you don't want your enemies strangely insistent on honey traps.

Mechanic (100 CP): You've got some good mechanical aptitude. You can take a car apart or put it back together, and generally repair other machines. This works better with mechanics than electronics, you're not a programmer, but you're good at recognizing how machines work, and are put together. You won't be reverse engineering Clarktech with just this, but you're good at working with tech.

Steady Aim (100 CP): You're a good shot with firearms. You're not ricocheting bullets or making impossible shots, but you can hit a target, could maybe shoot a sentinel sphere out of the air, and are good at aiming and taking a shot even in a chaotic melee when things get nasty.

Stunt Driver (100 CP): You're an excellent driver. You're good enough to drive while facing attacks – either from a murderous hearse trying to drive you off the road, murderous spheres, or just someone shooting at you – and even while distracted with having to fight yourself. It might help if you're on a long, lonely stretch of desert road, but you're good at driving while engaging in combat.

Taken with **Steady Aim** you're also quite good at shooting while driving.

Watch the Upholstery (100 CP): Kids aren't allowed to drive. Kids aren't allowed to do a lot of things. But well rules are sort of falling apart, and if you can deal with the Tall Man you're probably adult enough. People are oddly willing to let you do things that normally would require you to be an adult – things like drive, or drink, or make your own decisions about life – and treat you like an emancipated child when you're (physically) a kid.

Home Alone (200 CP): You are an expert in making and laying traps and preparing makeshift fortifications and defenses for a building. You can create booby traps, alarms, and means to blow to hell whoever thinks it's a good idea to try breaking and entering on you. Though if you lack explosives or firearms you might have to satisfy yourself with less immediately lethal traps.

I'm Not a Kid Anymore (200 CP): It doesn't matter if you're physically a child, once you've survived the Tall Man you're not a kid any longer. It's not that it traumatizes you, it's that it forces you to grow up fast. You are highly resistant to trauma, and instead seem to mature and grow through tragedy and harsh events, becoming more mature and growing as a person from events that would normally risk trauma.

Lucky Looting (200 CP): You seem to have luck in finding useful supplies when you're looting areas. Whether it's an abandoned town, or just a burned down house, you're liable to find food, potable water, clothes, and most of all weapons and objects that can easily be repurposed as weapons. Even as the world goes to shit and everywhere breaks down, you'll be finding useful stuff. You won't be finding anything unique this way, or something that shouldn't exist at all; so no magic swords in a non-magic world.

Thanks for Standing With Me (200 CP): Friends are important. And not just fair weather friends, but those who will stand by you through thick or thin. You seem to have luck in making the latter. Not everyone you meet necessarily will be, but you'll find them more common than they should be, and you'll find that your real friends – your close friends – will stick with you even when it turns out that an unearthly horror has come to town and somehow you've drawn its direct attention and are engaged in a one-child war against a dark god. They might still be rare, but you make the sort of friends who will ride or die beside you all the way as long as you'll do the same for them.

Killing Him Doesn't Work (400 CP): Death doesn't stick too well around here. Ignoring the Tall Man and his spare bodies, or his zombies, Reggie, Mike, and Jody all died at least once. Mike's was only a near death experience and he came back from the light, but

Reggie and Jody each have at least 1 completely unexplained return. And now you will too. Once per jump if you die you will come back somewhere/when not in immediate danger. This might have an explanation, but it might not. If it doesn't people will even just sort of accept it as if your death had never happened.

Poking Your Nose In (400 CP): You have a way of stumbling onto seeing things that you shouldn't. Or at least that people wouldn't want you to. You have a way of accidentally observing and overhearing crimes, conspiracies, and supernatural events happening in your surroundings. If you live under a rock and don't interact with people this won't do much. But if you go around sneaking about and spying on people you'll have an eerie tendency to spot them when they're doing something they shouldn't be.

Survival Instincts (400 CP): You've got them. You can make decisions fast when time is of the essence, not freezing up like a deer in the headlights when a murderous sentinel sphere launches itself at your face. Beyond that you're good at thinking outside of the box when you're in danger and taking in your surroundings and the information you have on a situation and finding a way to survive and escape, or even, if they're not too beyond your capabilities, kill the threat to you.

Scrappy Engineer (600 CP): You made an advanced alien murder sphere out of a car's engine? And a powerful bomb? That's impressive. This perk on its own won't be giving you the ability to replicate the Tall Man's technology, but you're strangely adept at making technological marvels with inferior, primitive, and limited resources. This won't teach you how to make a sphere or a dimensional tuning fork, but it'd help you manage it with Civil War technology if you knew the principals involved, or with just the parts from a car's engine.

If taken with **Mechanic** and **Use Your Brain** this will give you a very basic understanding of the Tall Man's technology. You won't be replicating fully functional spheres, or dimensional tuning forks with just these two, but you will have a good intuitive idea for them both, and you might manage a more limited version of either one with nothing more than earthly materials, such as a sphere you could psychically direct without relying on an implanted human brain as part of its control system. You'll find yourself possessing a similar intuitive understanding of other advanced technology, especially that dealing with dimensional physics and psychic powers.

Sheriff (600 CP): You are one deadly child. Or well you don't have to be a child, but you are definitely deadly. You seem to have a knack for dealing out death. Your shots seem to hit true and where even with a handgun you'll have the stopping power to put someone in

the grave, and even against zombies which don't die easily you tend to hit them where it'll at least slow them down. Throw a tomahawk and even without training it'll hit with the blade sinking into the head, even if your target dodges and it hits an enemy behind them. Even makeshift weapons are extremely deadly in your hands, especially those made from toys, such as a frisbee covered in razor blades.

You Play a Pretty Good Game (600 CP): Your enemies seem to prefer to play with you and toy with you. They'll hold back their full power, hold off on killing you, and even accept defeats and setbacks because they were toying with you instead of giving it their all. This is especially true when they believe they hold an overwhelming advantage in power and capabilities, that they are a god compared to your pathetic mortal self, but even as you setback their plans again and again they never seem to truly learn. Oh they might eventually toy with you less, and they might take you more seriously if it's clear you're a real threat to them, but your enemies have an odd tendency to continually underestimate you even as you prove an eternal thorn in their side.

Boy! (100 CP): Like Angus Scrimm, or the Tall Man, there's just something about you that's scary. It's the way you hold yourself, it's the way you move, it's the way you talk. It's as if every motion, and action was calculated to induce terror. You can control this, you can turn this off entirely if you want, or keep it more at mere unease, but you can even give those willing to believe the feeling that you really are some supernatural horror merely in the shape of a man. It's all a masterful presentation of a monster even without one bit of evident supernatural or inhumanity; and when you add that, well let's just say you're good at giving nightmares when you want to.

Dwarf (100 CP): You seem to resemble one of the Tall Man's dwarfs. You haven't had most of your brain removed leaving you to act on instinct and impulse alone, but you have been shrunk down to a small size, and compacted. This transformation has left you much better adapted for arid heat, and has left you proportionately stronger and better capable of dealing with high gravity. In fact you might not just be proportionately stronger, but even seem a little bit stronger than you were at full size.

This is an alt-form.

Lurker (100 CP): No, you're not one of the lurkers, that's dwarf. You are instead really good at sneaking. Whether it's moving quietly, or hiding, you seem to be particularly adept at getting around unseen and unnoticed and finding a good place to lurk while waiting for your victims. This is good for striking unnoticed, but seems to work even better when you're doing it to provide a scare before striking.

Dead Strong (200 CP): You're strong. Like real strong. You could heft a 500 lb coffin in one hand like it was a sack of potatoes and possess quite clearly superhuman strength. You're strong enough that it'd take a real fool to try and face you hand to hand and you're pretty physically tough as well, though this doesn't protect your body from penetration, just blunt impact trauma.

Face Stealer (200 CP): You possess the ability to skin a person's face and wear it. When doing so you will take on their appearance, even shifting in size and shape within limits. As a towering behemoth of a man you won't become a small dwarf, and you won't be shifting to be a quadrupedal animal but you could lose a foot or two of height or become a woman. The mask will seem to merge with your face, but can still be (easily) pulled free and doing so will cause you to resume your previous shape.

Just Shoot Him Already (200 CP): People have trouble shooting you. They freeze up. Their gun jams. They need to reload. This won't last too long, but you seem to have a grace period against ranged attacks. And hopefully you won't need a very long window. Even when they do shoot they seem to be less accurate than usual, as if their aim is being interfered with, but like the hesitation and jamming this will only last so long, but it does serve to potentially extend your grace period.

Body of Monsters (400 CP): Your body parts do not die if they are removed from your body. A cut off finger will continue to twitch and move on its own. A cut off hand won't be running around and choking people, but it will be alive. And given time your dismembered parts will mutate into monstrous creatures that can run around and fight on their own. A finger might turn into a vicious fly-like monster, or a hand could turn into a large, scorpion-like creature. While you don't have perfect micromanagement of these disembodied limbs you possess a mental connection through which you can get an idea for what they are sensing – and once mutated they will have sensory organs of their own – and can direct them with your mind.

You can cause these limb-monsters to revert to what they were previously, in case you want to reattach them or something. Though they will retain damage gained as monsters.

Sentinel (400 CP): You are a sentinel sphere, one of the silver spheres used as weapons and guardians by the Tall Man. You are a metallic sphere about the size of a baseball, capable of projecting serrated blades from in front of you, drilling into skulls, quickly emptying a body of blood through the forehead, and flying at speeds fast enough to catch up with a car speeding on a desert road. You can also extend an observational scope that allows you to send images you see back to some other location, and interface with

technology designed for you to interface with via lasers. You won't be able to enter dreams like Jody did as a sphere, but you can expect to be able to do anything else the silver spheres were capable of.

This sphere form is an alt-form, however you may enter it while still in another alt-form, having the sphere take the place of (part of) that form's brain and allowing you to leave your body as the sphere to escape should your fleshy vessel be critically damaged or killed.

If you have **Use Your Brain** you will be a golden sphere instead. While no two golden spheres demonstrated the same ability, they had more weapons, and more power with one possessing a powerful offensive laser and another possessing enough power to simply barrel through a zombie's head. You will similarly be an improved and superior model.

Super Zombie (400 CP): Like the three looters from *Phantasm III* after they were resurrected as visibly damaged and decayed zombies you're nigh unto unkillable. Where most of the Tall Man's minions can go down from a good shot to the head or the heart, you can ignore both of these things and take large amounts of damage. You have a yellow substance instead of blood, and if enough of it is drained from you, or if it was pumped full of hydrochloric acid that might take you out, and something like having a large hole put through your head could do it, but it'd take destruction of the majority of your brain, or a loss of the majority of your animating fluid. Anything else won't do much more than slow you down. And this doesn't require you to be decaying at all.

You can toggle this perk on and off like changing an alt-form. In case you want to be properly alive.

The Town Went Quietly (400 CP): News of your activities don't seem to spread as much as they should. If you were subtle and careful, and perhaps a tad unbelievable by the standards of the world, you could turn a town into a ghost town, killing its people and looting its graves and word would only spread slowly, the survivors only having a vague idea of who or what was responsible. And you could do this on a larger scale, disappearing small towns all across America, leaving a clear path of destruction behind you, and still avoid any federal response or large-scale awareness even as large swathes of the country became ghost towns at your hand. This works on other activities than the wholesale destruction of townships, allowing your presence and influence to spread across the world without being as readily apparent as it normally should be. Think of this as a weirdness censor not for your direct acts and abilities, but their consequences and

second hand effects; if someone sees you lift a coffin like it was weightless or kill someone they'll still react it just will be harder for the news to spread out from there.

It's Never Over (600 CP): It's a simple fact of the setting that the Tall Man cannot be locked away or sealed. Oh, he has in universe reasons, but well before we see those it's shown that it's never over and something like locking him up doesn't work. And now that applies to you as well. However you're locked away, however you're sealed, however you're dealt with unless it truly ends you permanently you will escape before long to where you can enact your will upon the world once more.

I See You (200 CP): You possess an awareness of psychic and spiritual presences. You are able to feel when you are being viewed from afar through psychic, or magical means, and even watch back at them through the link created, and to see entities watching you from psychic planes such as through astral projections or overlapping dimensions such as when they're in an out of sync dimension.

Inescapable (200 CP): You cannot long be escaped. You are able to psychically mark those who you interact with, allowing you to create psychic links through which you can sense their location. This works best with emotional investment, and meaningful interaction, but you are able to form links allowing you to sense their location and follow them from afar at your leisure even as they hunt you across the country. This isn't a passive sense, but one which requires active force of will, concentration, and psychic abilities to make use of.

Mental Projection (200 CP): You are able to appear in the mind's eye of those who you possess a connection to. You can form this psychic connection through interaction and emotional investment on both sides. You won't simply appear before them, but you can appear out of the corner of their eye and remain when they focus on you. You are even able to converse with those you appear before, letting you have two way conversations. You're only a psychic vision and a strong enough force of will can break the connection. Taken with Inescapable you can observe things fully through this connection, otherwise you'll only be able to observe them.

Dream Visions (400 CP): You possess dreams that show you others and their activities. These are primarily about those you possess some psychic link with, but can be merely those who you have some strong connection to, though the more psychic or otherworldly power they possess the easier it will be to pick up on them. These can be in the present, past, or future, and it can be hard to tell exactly which, and they aren't all comprehensive,

instead merely being flashes and bits of warnings that can help guide you either to protect them, or to protect yourself from them.

Object Manifestation (400 CP): You are capable of materializing objects from another dimension with force of will. The larger the object the more effort it will take to materialize. You can send objects to that dimension as well. This dimension defaults to your warehouse, but if you lack one it will be a small personal pocket dimension. You cannot transport living creatures to or from this dimension this way.

Telekinesis (400 CP): You possess telekinesis similar to the Tall Man's or that which Mike developed. We never see it used directly on individuals, but it's powerful enough to blow a door out of its frame, lift a chest sized rock and drop it on a scorpion, or to lift someone and choke them to death by telekinetically manipulating a sufficiently sturdy necklace. It's worth noting we do not see it used when time is of the essence, or in the middle of actual battle.

Dream Traveling (600 CP): You are able to travel through psychic and spiritual dimensions, including, but not limited to, dreams. You are even able to bring dreaming people with you. When returning to normal physical reality, you will have to put dreamers (and your own) mind back into your proper bodies, but you can take them with you to other planes of the mind and spirit. Despite being planes of mind and spirit, it is fully possible on some of these for beings to physically exist; Reggie's dreaming consciousness was able to visit whatever dimension the Tall Man had dragged Mike physically to, and physically interact in that reality. This won't create psychic planes to visit in future jumps, but it will continue to work to visit dreams, realms of the mind, and magical dimensions; if ghosts exist on a different 'layer' of physical reality it might be possible to visit that layer, or if cyberspace has reached the level of being its own dimension you might be able to visit it.

This also gives you some level of control over dreamscapes. Jody didn't show much, but the Tall Man seems to be able to influence the dreams of others.

Use Your Brain (800 CP; free if all other blue perks are purchased): You're psychic. Instead of picking up such powers piecemeal above, by selecting this power you possess psychic potential similar to Mike, and abilities like those he demonstrated in *Phantasm IV Oblivion*. This won't make you an equal to the Tall Man with these powers, but with time and understanding perhaps you could become his equal or even surpass him. It is unclear what all Mike could potentially do with this, but you can at least potentially develop all

of the Tall Man's psychic powers, if not those related to his yellow-goop filled nature, or having tens of thousands of spare bodies, or his technological knowledge.

This won't give you Mike, and possibly the Tall Man's, seemingly intuitive understanding of technology. For that you also need **Mechanic** and **Scrappy Engineer**.

Items:

2 100 or less CP items are free, and 2 200 CP, 2 400 CP, and 2 600 CP items are each discounted. **Red** items are those more associated with the Tall Man, but have no mechanical difference.

You may purchase multiple copies of items. Purchases of an item after the first are discounted (50%); this does not stack with other discounts. You may import similar items into those you purchase here merging them together, or even combine similar items purchased here.

Followers (lurkers, gravers, and sentinel spheres) will replace themselves over time if killed or destroyed. The exact rate will vary, each individual follower replaced more quickly the more followers of that type you purchased.

Car Parts (50 CP): It took Reggie years to completely fix the Hemicuda. Again and again. You'll find it easier, at least. This is a monthly supply of car parts. Whether you're building one from scratch, or just need to replace a brake line or carburetor, you'll find that this box of parts is more likely to have what you need than if it was truly random, though it might still take some time to build a car from scratch with just this. These parts will continue to appear even if you don't use them as long as you unpack the box they appeared in.

Frozen Treats (50 CP): This is an ice box full of frozen treats and well ice. It will resupply with both over time as they're used, so long as you empty the melt water so that there's space. Its replenishment rate means it's far more fudge pops and icy sweets than one person should eat in a day even on a splurge much less a daily basis.

Guitar (50 CP): This is a guitar. It never seems to need tuning, but is pretty basic. It's just a guitar that stays in tune and will repair or replace itself if damaged, destroyed, or lost.

Monkey (50 CP): This is a monkey. It is very good at finding its way home even if you try and get rid of it, and is friendly towards you. What's something this silly even doing here?

Nunchaku (50 CP): This is a pair of nunchakus. That is 2 wooden club-handles linked with a chain, and you get a pair of these. They're surprisingly easy for someone to use, and while this won't give them instant mastery or combat skills, they at least won't be accidentally hitting themselves with the weapon, and will find that they're somewhat

easier to control and use than nunchakus should be. The chains also seem to break easily on command, in case you decide you'd rather have a baton to club people with. They will repair over time, and replace themselves if truly lost to you.

Uniform (50 CP): This is a simple uniform that one might get when working selling ice cream, working retail, or even working fast food or anything like that. It's the sort of uniform that should be lame, and sort of dorky. Somehow, however, it is inexplicably badass on you.

Colt Army Issue (100 CP): This is a Colt MK IV Series 70 handgun. It packs a good deal of stopping power, and maybe even a touch more than it really should. It's good enough to knock out most lurkers it doesn't kill. It will maintain, repair, and reload itself over time.

Hearse (100 CP): This is a black hearse. It's surprisingly fast for a hearse, and surprisingly easy to drive if you're too short to both reach the pedals and see the road at the same time. It will repair, maintain, and refuel itself over time when not in use.

Hemi 'cuda (100 CP): This is a rare, convertible 1971 hemi 'cuda. A classic example of American muscle, and a powerful force in 1970s French road racing. And unlike Reggie you won't have to spend years fixing the body work after it's damaged, because it will repair, maintain, and refuel itself over time when not in use.

Home (100 CP): This is a small, two story house that might have been found in an American small town in the 1970s or 1980s. It will maintain itself and repair itself slowly over time, but otherwise is nothing special. It will import itself into new jumps, and does come with taxes automatically paid for at least.

Ice Cream Truck (100 CP): This is an ice cream truck. While not as fast, or traditionally cool as the hearse or hemi 'cuda, it does come with a cold box in the back, and an automatically resupplying supply of ice cream and frozen goods. It will repair, maintain, and refuel itself over time when not in use.

Suit (100 CP): This is a nice, respectable black suit such that one might wear to a funeral, or when working at a funeral home. It looks nice and respectable and seems to resist attempts to leave it in disarray or damage it. It won't work as armor but holes in it don't show well, or close when no one is paying attention to it. Stains, dirt, and general disarray not only seem unlikely to affect it in the first place, but also quickly disappear when attention is turned away.

And with a thought you can make the suit take on an oddly intimidating and menacing nature. This won't be enough to suddenly terrify foes, but it will have a subtle effect of increasing your potential menace.

Cryogenics (200 CP): This is a cryogenic freezing machine, with a large reservoir of liquid nitrogen and even a canister of it to keep frozen heads floating around within it. It comes with an operating room, which will attach to your warehouse as an add-on or an existing property, for cryogenically freezing people and a powerful freezer room for keeping frozen bodies – or other things – within so they don't thaw out. This room won't require external power or resources to maintain its cold as long as the door isn't left open.

Dwarf Casks (200 CP): This is 2 dozen, plastic containers holding lurkers. These creatures were once humans, but the majority of their brain has been removed and they have been shrunk down into the size of a small, dwarf-like creature. Their fingernails have sharpened into minor claws, and they have grown to be creatures of instinct and impulse, though they are completely loyal to you, will follow your commands, and can even get general telepathic orders (ordering them to hide, follow an individual, or kill or not kill them would be fairly easy, detailed orders of exactly how to perform something will probably be difficult). They are skilled at stealth, and their altered physiology leaves them adapted to high temperatures and higher gravity as they seem to be very close, possibly equal, in strength to their full sized counterparts. They are also surprisingly resilient to damage.

You may double the number of casks received by paying an additional 100 CP. You may do so multiple times each time doubling the entire number of dwarves received. That is to say 100 additional CP gets you 4 dozen, 200 additional CP gets you 8 dozen, 300 additional CP gets you 16 dozen and so forth. You can discount the base price of 200 CP, or the total price if it is 600 CP or less.

Gravers (200 CP): This is a dozen gravers. They are similar to lurkers, though show superior weapon use. Unlike lurkers they are fully human sized, only ever shown wearing gasmasks, and used to dig up graves to collect bodies for conversion into servants of the Tall Man. While seemingly mute, and still lobotomized, they do seem to be somewhat more intelligent than lurkers. They are still capable of serving as soldiers or servants, and are somewhat more resilient to damage than living humans, though do still go down to bullets and chainsaws. They are completely loyal to you, will follow your commands, and can even get general telepathic orders (ordering them to hide, follow an individual, or kill or not kill them would be fairly easy, detailed orders of exactly how to perform something will probably be difficult).

You may double the number of gravers received by paying an additional 100 CP. You may do so multiple times each time doubling the entire number of gravers received. That is to say 100 additional CP gets you 2 dozen, 200 additional CP gets you 4 dozen, 300 additional CP gets you 8 dozen and so forth. You can discount the base price of 200 CP, or the total price if it is 600 CP or less.

Mortuary (200 CP): This is a mortuary, with an attached funeral home, and graveyard. It comes with a few assistants who can keep it, barely, running alone, though don't expect it to provide you with much of a supplementary income. What it does provide you with is a good number of dead bodies. It's as if they're looting the cemetery, providing you with a steady stream of the dead for whatever purposes you possess. It also seems to have its own power and water supply, given it will keep both in good condition even in a town someone has turned into a ghost town.

Razor Blade Frisbee (200 CP): This is a plastic frisbee which has had razor blades stuck into it along the edge. It's strangely easy for you to hold it to throw it despite this. It's also strangely easy to aim, seeming to curve through the air to try and hit your target. It's not a boomerang so if it misses it won't be coming back to hit them from behind, but you could find it curving towards their throat or to cut where you wanted it to hit. It's not impossible to dodge it, but it's strangely able to hit where you focus when you throw it, almost like you're guiding it telekinetically.

Quadbarrel Shotgun (200 CP): Two shotguns tied together and cut off so that their barrels form a 'v' shape. Or maybe they were welded together? Or made as a single weapon from the ground up. Either way it's a 4 barrel shotgun. It'll reload itself over time, though if you want to keep shooting in battle you'd better learn to reload it quickly with the shells that seem to appear in your pockets when you need them. This shotgun is also highly effective at blasting away lurkers, gravers, and the undead in general, seeming to do disproportionate damage to the walking dead.

Sack of Armaments (200 CP): This is a simple looking shoulder bag, made to be carried over one shoulder. It's full of a whole car trunk worth of weapons, far more than it should be able to carry. This includes a mixture of guns and melee weapons, such as shotguns, rifles, submachine guns, swords, chainsaws, and various other weapons. It's definitely more than should fit in this bag, and enough to arm a small force on its own, though as it only has one of each weapon they'd be far from uniform. The bag only resupplies ammunition and weaponry slowly, but it is lighter when fully packed than it should be – almost like there was only 1 or 2 guns and 1 or 2 swords inside of it – and it can be filled

with non-weapon things and retain its ability to hold almost a full car trunk's worth of goods and still be strangely light.

Battle 'cuda (400 CP): This was a rare, convertible 1971 hemi 'cuda. A classic example of American muscle, and a powerful force in 1970s French road racing. However it has been modified. It's lost its convertible top for a more permanent hardtop as part of the armor reinforcement to the car, leaving it comparably tough to a tank. Metal bars and mesh have been placed over the windows to ensure no undead dwarves or spheres can break through the glass while still providing visibility. Miniguns have been placed on the front of the hemi 'cuda to provide it with the firepower needed to cut down enemies. High powered floodlights have been put on the roof to really light up the night, and blind oncoming traffic. And somehow it's not lost one iota of speed, acceleration, or gas mileage despite this armored reinforcement. It will repair, maintain, and refuel itself over time when not in use, and the rotary guns will reload relatively quickly even when you are driving it.

Burnt Out Sphere (400 CP): This is a mostly non-functional sentinel sphere. Originally probably silver, it's been burnt to a black and charred color. It is linked to another being, much like Jody seemed to maintain a link with the Tall Man even as a damaged sentinel. When you hold it, it can tell you the being's direction, and vaguely the distance, warn of their approach, and even seems to get small inklings to their plans and intentions; it's far from a full reading of their surface thoughts or even current mindset so it will need to be a more longer term plan or intention to pick up anything more than something very vague. The being this is linked to can be changed, but it requires about a month of inactivity from the sphere, and for the sphere to have been in their proximity at some point.

Dimensional Tuning Fork (400 CP): This is a set of a dozen pairs of metal rods which placed parallel to each other and at the right distance from each other form a dimensional tuning fork. These forks can be used to teleport between each other, allowing someone who understands how to manipulate them – seemingly simple in its most basic of touching them and linking to another fork – to create a gateway between pairs of forks even if they are on different dimensions. With mastery one may develop further tricks with these forks.

You may double the number of dimensional tuning forks received by paying an additional 100 CP. You may do so multiple times each time doubling the entire number of dimensional tuning forks received. That is to say 100 additional CP gets you 2 dozen, 200

additional CP gets you 4 dozen, 300 additional CP gets you 8 dozen and so forth. You can discount the base price of 400 CP, or the total price if it is 600 CP or less.

During your chain these tuning forks will only be able to function within the confines of the current jump's local multiverse. Tuning forks left behind in a jump's setting will be immediately replaced at the start of a new jump.

Handgrenades (400 CP): This is a set of handgrenades. You've got about a dozen or so, enough to thoroughly boobytrap a house, and keep one on hand as an emergency weapon. They can be set with a deadman's switch at a thought in your hand, and then deactivated just by willing it so, or have their pin pulled and thrown on a delay as normal, though even then you can will them to be a dud up until they've actually exploded. It won't deal with the Tall Man, killing him doesn't work, but most of his minions can't take a hand grenade to the face. These grenades will replenish at a rate of 1 a day if used.

Sentinel Spheres (400 CP): This is a set of 13 sentinel spheres. 12 are the common silver spheres. They are fast moving, murder drones, controlled by human brains installed into them, able to stab into skulls, drill through them, and lethally eject copious amounts of blood. They have a somewhat poor field of vision, but are still dangerous flying machines of war, though can be destroyed by guns. The 13th sphere is a golden sphere, possessing superior power – able to drill through doors and walls – and weaponry such as a powerful laser, and various other drills and power tools that can extend out of the sphere. Some of your basic spheres may include additional functions that some spheres showed such as spying eyes, assuming a human-appearance, or manipulating dimensional tuning forks, but most will be of the common variety. You are able to telepathically direct these spheres.

If you want the kamikaze red spheres which attached to a head and made it explode but destroyed themselves in the process, you can get 4 such spheres in place of one regular silver sphere.

You may double the number of sentinel spheres received by paying an additional 100 CP. You may do so multiple times each time doubling the entire number of spheres received. That is to say 100 additional CP gets you 2 dozen (and 2 golden spheres), 200 additional CP gets you 4 dozen (and 4 golden spheres), 300 additional CP gets you 8 dozen (and 8 golden spheres) and so forth. You can discount the base price of 400 CP, or the total price if it is 600 CP or less.

Conversion Chamber (600 CP): This is a room for the conversion of human corpses into the undead. It possesses all the tools, and a restocking supply of the yellow fluid and other supplies needed, to take a human corpse (not included) and shrink it down into a reanimated dwarf while using its brain to create a sentinel sphere. Alternatively it can be used to create gravers, or even zombies that can pass as their living selves. It would take more resources, thus more time, but it could even be used to create more powerful super zombies capable of surviving what should be new fatal wounds. The room provides everything needed to make the Tall Man's undead minions, except the corpses. That said, creating golden sentinels seems to be a much more involved process and requires very special subjects.

If you bought the Mortuary you will get an additional copy of this room in the Mortuary which can be run purely by assistants.

The room will also make it easier to perform other feats of necromancy magical or scientific, seeming to make re-animating the dead simpler when it is performed here and less resource intensive.

Giant Sphere (600 CP): This is a massive, silver sentinel. It's larger than most buildings, and dwarfs fighter jets. It is a machine of dominance and war, able to survive missiles from attack helicopters completely unscathed, and able to open an aperture to release a laser which can cut through skyscrapers in an instant. This is one of the Tall Man's machines of all out war, used to enforce his will and dominion in a bad future. You only get one of these spheres but it is a powerful autonomous war machine.

Tuning Fork (600 CP): This is a simple tuning fork, but appears to be the single most powerful weapon against the Tall Man and his forces. While it won't affect lurkers or gravers, its sound can cause sentinel spheres to explode, and even when they're shielded by skinsacks like the Tall Man's and Jody-Sphere's bodies it can shut them down.

In the future you will find this working on other forms of super advanced machinery, especially clarketech, able to damage it with just the sound of the fork, potentially destroying it or shutting it down completely and impairing its function even when it is too large or well shielded for that. It won't affect your own machinery, or primarily biological technology, however.

Red Planet (800 CP): This is a hot, arid planet with a red sky, and gravity greater than Earth's. It is yours existing in a dimension accessible via your warehouse. It will follow you in your chain as its own dimension, still accessible via your warehouse. It will retain

modifications made to it, and can be used as storage space or living area, though at the start of any jump you may choose to simply reset it to its original state.

Spare Bodies (1000 CP): These are 10 spare bodies each one a perfect replica of yourself. They lack your mind and soul, but should you die these will immediately transfer over to one of these bodies allowing you to continue on your chain, and reviving you in that new flesh. Used bodies replenish at a rate of one per year.

You may increase the number of bodies by an order of magnitude for each additional 100 CP spent (meaning 100 additional CP gives you 100 bodies, 200 additional CP gives you 1,000 bodies, 300 CP gets you 10,000 bodies), but this doesn't increase the replenishment rate meaning that while it will only give you a larger stockpile.

Companions:

Companion Import (50+ CP): For 50 CP you can import or create 1 companion with 600 CP; they gain an origin as normal. For 100 CP you can import or create 3 companions with 600 CP. For 200 CP you can import or create up to 8 companions with 600 CP. If you want more than 8 companions you can pay an additional 50 CP per companion to give them 600 CP (and ability to get an origin). You may pay 150 CP to import 4 companions if needed.

If you desire to give a companion more CP you may transfer CP to a companion at a 1 to 1 ratio. Each companion is given CP this way separately.

Canon Companion (50+ CP): For every 50 CP you pay you may recruit 1 canon character other than the Tall Man.

The Tall Man (Free): The Tall Man would be more than happy to ~~use you to extend his influence and conquest to further realities~~ join you on your journeys. That is if you can survive your stay here. One must play a very good game first. And he won't go easy on you just for this opportunity. Perhaps you can convince him to, but it won't just be by making a purchase here.

Drawbacks:

Need more than 1000 CP, you may take drawbacks for additional CP. All drawbacks fade at the end of the jump.

Phantasm Ends (Toggle): Phantasm Ravager is... kind of bad. If you want you can replace it as the ending of the series with Phantasm 2013 AD the script that was shopped around, with Phantasm Oblivion being made to keep interest alive, and then it still never materialized. It was supposed to have Reggie team up with Bruce Campbell... and it was also kind of bad. Still it was a big deal in fandom for years until it was leaked. Or if you prefer you can throw both out and find out the true secret of the Tall Man yourself.

Full Series (Varied): Phantasm 2 takes place 8 years after the original film. Phantasm 3 starts immediately after 2, but after a montage they mention Jody was dead for 10 years, meaning your stay should end sometime during that montage. That leaves you leaving halfway through the story if you start at the beginning maybe sooner. So by taking this you can start at the beginning and increase your stay to 30 years or however long it takes to reach the end of the series whichever is longer, and can increase it to up to 100 years if willing to stay longer, though after 30 years you can choose to leave earlier than your chosen stay length if the Tall Man is defeated or all resistance crushed. This will put you staying for many more years and an additional apocalypse.

This gives you +100 CP, plus another 100 CP for every 400 CP worth of other drawbacks taken.

Big Brother Instinct (+100 CP): You might not actually be a big brother, but you have protective instincts that lead you to put yourself into danger for the people you like and care about. Like Jody you'll be prone to hold them back from danger, while going to face it alone even when support could be useful to you.

Child (+100 CP): You are a child. Kids grow up around the Tall Man pretty fast so this won't affect you emotionally or mentally too much. But you are physically a child, no older than 10 years old, with short limbs, small size, and reduced physical capabilities. You'll mature and grow at no more than a normal human rate.

Haunting Music (+100 CP): Haunting, spooky music will begin playing around you at unexpected times. It will always be unsettling and set your nerves on end, leaving you edgy whenever it happens and with a feeling of paranoia and unnoticed danger. Unfortunately it seems to be completely uncorrelated with actual danger.

Nightmares (+100 CP): You have recurring nightmares. Many will feature the Tall Man, but not all. Unfortunately these are very realistic and life-like nightmares and may disrupt your sleep. If you don't need sleep you'll still occasionally black out just to have these nightmares.

On the Board (+100 CP): The Tall Man is aware of you and your nature as an outsider to this reality. Expect him to be calculating plans for your interference. If taken with **No More Games** this ensures he has a thorough understanding of your powers and abilities.

Spent the Entire Budget on the Spheres (+100 CP): It seems that the universe's budget unfortunately wasn't very high. Anything that'd require special effects seems to be rather shoddily made, or worse done with really bad CGI you'd expect from a fanfilm or a bad SyFy original movie. This includes anything you're bringing from other worlds too. It also seems to have affected the population of the world. It still exists, but somehow you'll be finding very few people around even before the Tall Man comes to a town, have a way of not seeing any of the sights in big cities, and that when something really does call for a crowd – or an army – you're only able to perceive a small fraction of it at a time.

Thinking With Your Wrong Head (+100 CP): You've got what one might call a healthy libido, and a tendency to think with it more often than is healthy.

You've Got an Overactive Imagination (+100 CP): You'll find people have a hard time trusting you when you report information that's out of the ordinary. So you saw someone stealing a body with super strength, and some horrible dwarf monsters, don't expect people to believe you. Maybe once they have direct experience of the Tall Man they might, but even then when you introduce some new bit of information expect them to need it proven first.

Baghead Plague (+200 CP): During the Tall Man's invasion between Oblivion and Ravager, he used a plague that made people's heads swell and explode. Phantasm 2013 AD developed the idea in more detail, calling it the Baghead Plague, an artificial virus which spread quickly and crippled the world, the swelling on the brain reducing the infected to violent zombies, and the plague able to go undetected until that point, spreading through skin contact with blood, and in the terminal phases it could cause human heads to explode with the force of grenades, using bone shrapnel to tear through protective wear and ensure exposure. Depending upon when you arrive it might not even exist, but now you'll find that the plague is spreading quite unconnected to the Tall Man, already introduced across the world resulting in plague infected zombies as a rather

random hazard to face. And when the Tall Man is ready for his invasion you can expect even more dangerous and horrible bio-weapons to be revealed.

Car Accidents (+200 CP): Mike's parents died in one. Jody died in one. Even Oblivion has a girl almost die in one. And now you might die in one. After all, you seem to get involved in car accidents a lot. Any vehicle you attempt to use is liable to crash, whether you're driving it or just riding in it, and even if you avoid using them yourself other people might crash into you so you'll have to be careful wherever you go where vehicles are around.

Hates the Cold (+200 CP): The cold seems to restrain your powers and weaken you. Intense cold, such as liquid nitrogen, will be fatal to you no matter how powerful or immortal you may be. Even a normal freezer will see your life draining away, your powers massively reduced, and even temperatures humans find comfortable will see you weakened and your powers and abilities at less than their optimal levels. It'd take temperatures actively dangerous to humans for you to be completely unaffected by the draining effect the cold seems to have on you, and as a rule the colder it gets the worse you'll be drained.

Losing Friends (+200 CP): Your followers are dead. Your companions will die either shortly before or soon after the start of the jump and you will have to deal with their deaths as they will not be coming back during this jump unless it is as the Tall Man's minions. And even family and friends you make in this world will have a terrible tendency to die, most often due to the Tall Man but not exclusively.

You Really Have an Overactive Imagination (+200 CP): It's not that people don't believe you this time. It's just that your brain tends to play tricks on you. You take half seen shadows and interpret them as monsters, sounds in the night become exaggerated and the creeping assault of terrors, and when something happens you have a tendency to develop rather intricate fantasies. A house explodes due to a faulty gas line? Well it was evil dwarves working for an interdimensional invader. Your brother dies in a car accident? Well maybe it was that the interdimensional invader targeted him and assassinated him. The Tall Man is still real, but your imagination makes you an unreliable narrator at best.

Dementia (+300 CP): You are in a nursing home with (potentially early onset) dementia. Your memory is faulty and flawed, and your friends and loved ones care for you, trying to help you realize that this whole Jumpchain thing you believe you are on is just fantasy. The fact that you do seem to be just a normal human, with no special powers would

indicate that they're right. Except sometimes you are in a world with the Tall Man and all the horrors of Phantasm and all the powers you would expect to have as a jumper. One of these worlds is the real one, and the other is only a phantasm, and shortly before the end of the jump you must come to a resolution as to which it is. Until the time for this resolution you'll be mentally sliding between these worlds. Maybe the nursing home is a trap constructed for you by the Tall Man or another enemy, and you're really there with the world where you have your powers being just an attempt to make you withdraw into a dream world, or maybe that's the real world and the other is just the Tall Man gas lighting you. But you'd best figure out which is the real world, because if you choose the wrong one it will be the end of your chain.

No More Games (+300 CP): The Tall Man makes it clear many times that he is just playing with Mike and Reggie. That Mike was a project, and Reggie is just a diversion for his entertainment. Well you're a threat and he has recognized you as such. The Tall Man might not know the details of your nature and abilities, but he is no longer holding back, and whatever his true resources and capabilities are he will be using them all against you with the tactical genius of one who has experienced untold life times and conquered worlds time and time again. And before you believe these are free points due to being a big enough threat the Tall Man would have not held back anyway, you'll find that he has grown in power proportionate to how much of his full effort and power he would have directed towards you without this.

Pawn (+300 CP): Normally your powers and abilities from countless jumps would make you potentially a true threat to the Tall Man. Now, you're nothing more than a minor pawn in the game. All of your out of jump powers, abilities, perks, items, warehouse, followers, pets, AIs, automatons, and the like are sealed away from you leaving you with only your body mod to protect you. Your imported companions are likewise sealed and reduced, and your non-imported companions cannot be interacted with at all.

Seeing is Easy Understanding Takes a Little More Time (+300 CP): No you're not hallucinating. The dream logic, and nightmarish unreality is completely real. Events in Phantasm are always a bit of a mindscrew, but experiencing it directly and with your powers and capabilities you'd normally have a decent chance of actually figuring out what's going on. Now, though, sometimes things will happen with neither rhyme nor reason, events in the past may change themselves such that someone who died is back to life and someone who should be alive was killed instead, and enemies may seem to develop new abilities and capabilities out of thin air. The world makes a whole lot less sense now, and no matter what you do you'll never really be able to make full sense of it,

and this will generally work to make your goals harder and to make your enemies more dangerous.

Outro:

Your time here has come to an end. Whether through failure, or success, it's time to leave this world behind, and to make the final choice of a jump.

It Was All a Dream: The only option if you failed your chain. Return home, time resuming on your home dimension and every one you visited on your chain. You get to keep what you had gained on the chain at least.

The Fight Continues: You've grown to like it here. You're definitely not leaving. End your chain, time resuming on your home dimension and every one you visited on your chain. You will remain in this reality, no longer a jumper, but you will keep what you gained from your chain.

Through the Omniversal Tuning Fork: You can't just throw away the gift of a chain. You'll leave this world behind, passing further than even the nexus of all-realities might allow you, continuing on to another world and another jump. Proceed to your next jump.

Notes:

Jump by Fafnir's Foe

What is the Tall Man? Interdimensional invader of some sort. Inexplicable horror in the shape of a man? Seriously your guess is probably as good as mine, and none of the films really have it found out.

How does the Tall Man work? What are the rules he exists by? I don't know. Your guess is as good as mine. He doesn't like the cold. Kill him and another Tall Man will simply appear from another dimension.

This jump has a lot more head canon-ing, guess work, and the like than I honestly like, but well Phantasm is a nightmare committed to film with a lot more questions than answers.

I could have made there be backgrounds and a few general perks/items. I chose not to because of the way Jody played both sides, and Mike's transformation into a Tall Man-like thing. It made it feel appropriate to mix perks from heroes and villains. It also let me have you discount Tall Man perks without some background that implied you were linked to him or shared his nature, which given we never really learn his nature felt for the best. As a rule I prefer background, and feel lazy/half-assed without them, but I couldn't make myself add them.

Gravers didn't get much of anything because... well we really don't see much that makes them special. They're smart enough to rob graves, and able to think enough to use a weapon (which might make them smarter than a lurker right there), but they're not able to speak, don't show particular toughness or strength. They might take more to kill than an ordinary human, a lurker does, but we don't actually even see that as none show in Oblivion, they barely show in 3, and in Ravager they're just sort of quick and done minions who get gunned down. The first graver fought is the only one ever a threat and that's because Reggie just has a chainsaw and he has a bigger one.

With Killing Him Doesn't Work, Reggie's unexplained return is in the original film. He's stabbed, found dead, and then back in the ending where it's revealed the whole events of the first film were a dream... Except the Tall Man shows up at the very end. Cut film. Classic horror film ending and it'd be something of 'it was all a dream but he's real' except that later films treat the events of Phantasm as real, Ravager going as far as having Reggie have flashbacks of his fatal stabbing. Maybe it's a multiverse thing, which certainly would fit with all of the films and even more so with Ravager. Jody's

unexplained return is not in 3, he's a sphere working for the Tall Man, but in Ravager where not only is he part of the team again at the end, he shows up for Reggie's death in the nursing home dimension where he had been confirmed to be dead by Mike and there is 0 comment in the film about this. Mike is also dying at the end of Oblivion and just fine in Ravager so that actually might count too.

Sheriff is mostly inspired by Tim in *Phantasm III*, but to an extent just *Phantasm III* in general. Rockie and Reggie were more effective at dealing death and dealing with monsters in that film than anyone was in most, even if Tim was still somehow better.

Face Stealer is based on the fake cop from *Oblivion* and the Tall Man taking on Alchemy's appearance in *Phantasm II* where his skin peeled off at the end. The real cop was in the trunk alive but with his face peeled off. I thought about an upgrade for the woman in a lavender dress but it's unclear if that's related, or supposed to be the same and just budget stuff.

Mental Projection could be argued to be teleportation. It just seemed more likely that his tendency to appear, freak them out, and disappear while doing nothing of substance was probably hallucinatory and not teleportation since when he physically interacts there's a Dimensional Tuning Fork he uses to leave through, or he physically makes his way in.

Canon Dream Traveling might have required a Dimensional Tuning Fork, though one questions how one got into Reggie's dream in the first place in that case.

As for dream influence, the Tall Man does seem to be able to do so, but he's nowhere near Freddy and a lot of it could just be 'he exists there which changes it because they fear him.'

Yes Use Your Brain is me basically throwing up my hands and going 'just have the ill-defined psychic powers, but you figure them out.'

Use Your Brain vs various psychic perks: All the perks are based on things from the films, and thus in some way or extent can be copied with Use Your Brain. But many of the perks do not perfectly match up, or are a specific take on vague abilities. Dream Visions for example will continue to work precisely the same in future jumps, but Use Your Brain while it could give you similar visions will probably require some form of psychic entanglement instead of being easier with it, given Mike never got visions of Reggie or Jody this way, just Liz and the Tall Man. Object Manifestation links to your Warehouse, while the rules for how the fortune teller and the Tall Man did it are hard to determine what the limits and restrictions are.

The monkey is a reference to Titi from the *Phantasm 2013 AD* script.

Tim's frisbee was a very silly and b-movie trash scene.

Battle 'cuda combines elements of the one from Ravager and the one from the 2013 AD script. Mostly because I felt it was more fun/fair to make it have tank-like armor, and I suspected it was supposed to be more heavily reinforced and just that there was budget/effects limitations given Ravager's obvious special effects problems.

The Dimensional Tuning Forks can be used for time travel in the movies, but the rules of it are extremely unclear. Jody, working for the Tall Man, managed it, but Mike only got to be dimensionally out of sync when he tried. You get into a whole slew of multiverse stuff in the process too. It's likely not as simple as just dialing up one of the tuning forks sometime in the past and might even require you not to already exist at that point in the timeline (the Tall Man doesn't double up on himself and Mike and Jody go to before they were alive). So it might be possible, but don't expect it to be easy to turn the tuning forks into a time machine, and they might not be able to in all jumps depending upon how time works in different settings. Or maybe if you feel 'could be repurposed into a time machine maybe' is too strong any time travel function could be completely locked off. It's your story.

Post-chain the dimensional tuning forks left behind in prior jumps might still connect to each other allowing for limited inter-verse travel even if you fail to spark.

Full Series has '30 years or end whichever is later' because time is a bit wonky. 3 says Jody has been dead a decade. Oblivion seems to only take place over weeks or months, since Mike doesn't seem to have been alone in the desert for years. Ravager is a decade after Reggie re-emerged after Oblivion but who can say how long that was, what with traveling through something that links different times and dimensions; with just stated times it should be about 20 years but there could be many unaccounted for year. Ravager does specify that events started in 1979 but it doesn't specify when current year is.

Phantasm 2013 AD specified it was 2013 but doesn't give any clear indications of how long after Oblivion it was supposed to be, and it's unclear if it was using some sort of sliding timeline for the start of the first film since well 3 was made more than 10 years after the first film.

Nor More Games could be interpreted as a drawback to make the Tall Man scale to you. He won't be weaker than he would be just by not holding back, but he could be a great deal stronger.

If I had to pick 1 complaint about *Phantasm Ravager* it is that it tried to present things as Reggie's story instead of Mike's. Even III and Oblivion were Mike's story, Reggie was the viewpoint character and we followed him, but it was about unraveling Mike's story. If I had to pick 1 complaint about *Phantasm 2013 AD* it is that it made it Reggie's story instead of Mike's by killing Mike off-screen. It was specifically Mike from part II where he had a different actor than in 1 and 3 (and given this was the post Oblivion rewrite also Oblivion), which makes me think it's implying that there's multiple Mike's out there, but in that case Mike just never appears which is still bad.

I thought about making an end jump scenario that expanded upon the No More Games drawback to make it something truly Spark Worthy but while the Tall Man has enough nebulous diabolus ex machina proto-creepypasta omnipotence that it is probably possible, but I didn't feel a good hook (best I could get was a gauntlet of dead friends and enemies supporting him and even that felt weak). Maybe I'll add one later.

Changelog:

Version 1.0.0: Released.

Version 1.0.1: Fixed that dwarf didn't note it was an alt-form.

Version 1.0.2: Had accidentally left a drawback behind in the on paper notes.