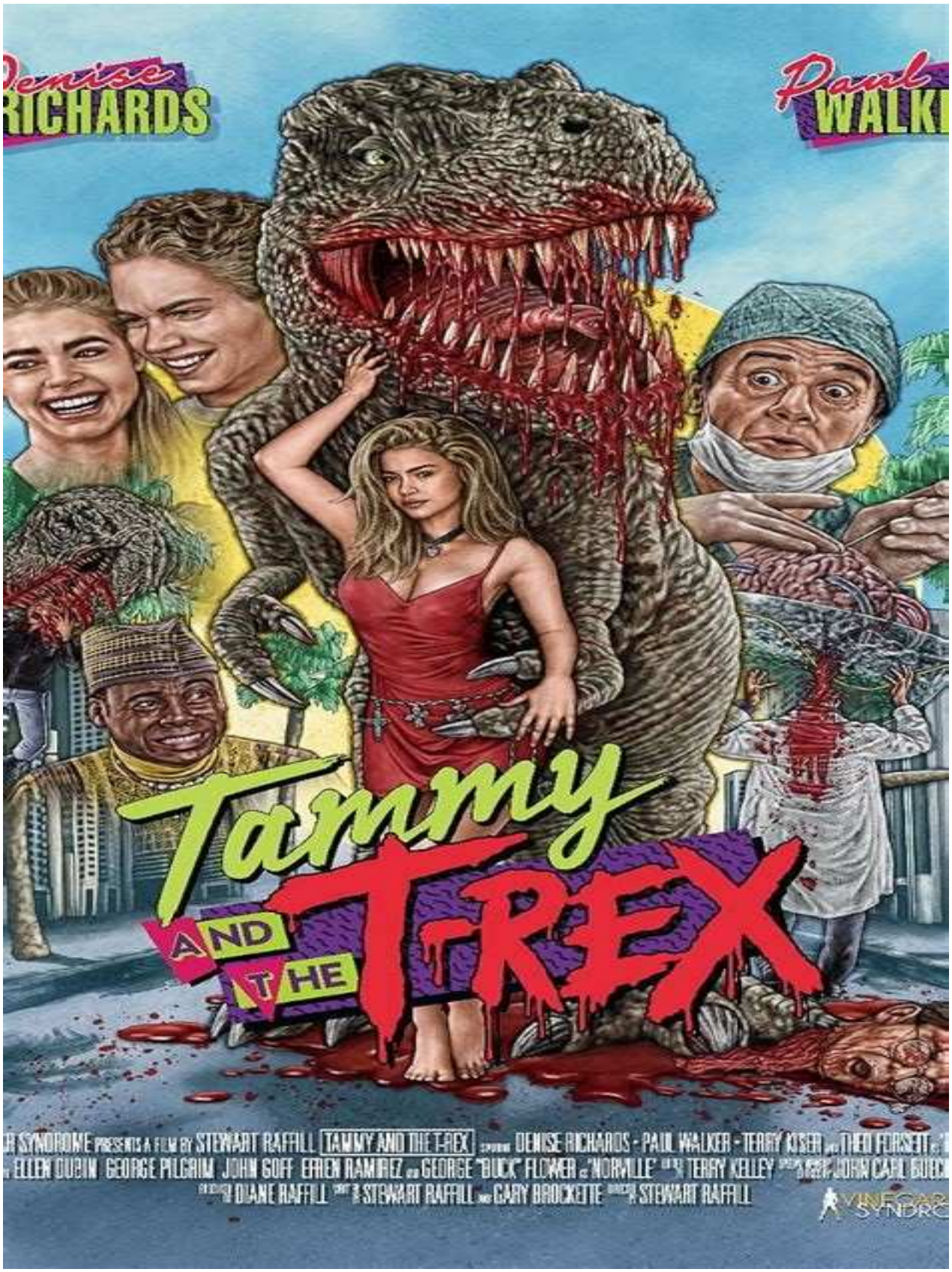

Denise
RICHARDS
Paul
WALKE
Tammy
AND THE T-REX
STEWART RAFFILL
TAMMY AND THE T-REX
DENISE RICHARDS - PAUL WALKER - TERRY KISER
ELLEN DUBIN GEORGE PILGRIM JOHN GOFF ERICK RAMIREZ GEORGE "BUCK" FLOWER "NORVILLE"
TERRY KELLEY
JOHN CARL BUECHLER
DUANE RAFFILL
STEWART RAFFILL GARY BRACKETTE
STEWART RAFFILL

Tammy And The T-Rex (1994 Film) 1.0

[A.K.A. Tanny and the Teenage T-Rex]

By Horrorshowjack

Poor Tammy/ She hasn't even been on a date yet with the guy she's in love with, Michael a handsome football player. Because a psycho she dated once will hurt anyone she's involved with. She's his property, man! Following one of the lamest fights ever committed to film, the police separate her two would be boyfriends and Billy threatens to kill Michael. In front of two cops and dozens of witnesses.

Later that night, Billy pulls an armed home invasion to catch Tammy and Michael in the act. Followed by driving off after Michael while threatening to kill him. With multiple witnesses. Michael mysteriously winds up in a Wild Animal Park, and is nearly eaten by a lion after being severely beaten with a baseball bat. The police don't have the faintest idea what to make of this mysterious mystery.

In their defense, they're all a bunch of idiots and the victim isn't a rich white woman.

Unfortunately, Michael dies in the hospital. And neurosurgeon Dr. Wachenstein transplants Michael's brain into an animatronic T-Rex. Not a T-Rex being portrayed with animatronics, but an actual in-universe animatronic T-Rex. Which now can be operated without a computer. Or a power supply apparently, since it runs all over the place without an extension cord. Because reason. Also Dr. Wachenstein and his assistant plan to implant themselves, and possibly everyone in the country into animatronics because they'll be immortal. Somehow?

It might not be all bad though. The T-Rex is... umm... the thing is... there's not a good way to put this. But it's implied on multiple occasions that, to steal a line from Lt Cmdr Data, the *animatronic* T-Rex is "fully functional."

+1000 Tanny Points.

Locations:

1. Los Angeles
2. Somewhere Else

Origins: There are no backgrounds here. You can choose something plausible if you want an origin.

As there are no origin discounts you get 6 Sexy T-Rexies. These can be redeemed to get anything costing 200 points or less at a discount (100 Point items free when discounted), or you may stack two tokens to get a 300 point purchase free or discounting anything more expensive.

Age and Sex options: Pick whatever you want.

Perks: These cost 100 points unless otherwise stated. Anything you buy here can be **purchased multiple times** provided it makes sense**.** Just don't beclown yourself. Doing so provides an additive bonus unless noted otherwise. Perks with the [MULTI] tag require you to pick a specialty from the perk's topic, and have the option of purchasing multiple specialties at the normal price. These are then treated as separate perks for the purpose of acquiring the additive bonus and other features.

Career Options: Choose a career. You get 10 years of experience with that career and updating credentials that'll allow you to practice it elsewhere in the future.

Presentation: You have an attractive face, and one body part (or pair if they come that way) that really stands out attractiveness wise. You're really skilled at calling attention to that part with dress and behavior I a manner that nobody finds off putting.

Nice: You have a nice, athletic looking body that comes with enough overall talent to be a successful high school jock or cheerleader.

Varsity: Pick a high school sport (including cheerleading). You have enough skill and additional training to be a varsity candidate at it. If taken with **Nice**, or a similar perk from another jump you have enough skill to be All-State or State Champ at it. [MULTI]

Cuppable: Your genitals are as resistant to damage and pain as if you were wearing a perfectly fit cup. This scales up with overall durability relative to human. You can turn off the damage and pain parts separately or scale them down.

Sure Can Ride: You're a natural at riding animals or mounts. Even something you've never been around before like an animatronic dinosaur.

Chipper: You have a positive attitude that makes you bounce back from hardship easier, in particular around your relationships. It's downright infectious to people you're close to.

Like My Toys: You're highly skilled at seducing and pleasing technology based partners such as robots, cyborgs, AI, and automatons. Even when it's implausible. This also applies as a minor boost for other non-living partners.

A Good Cause: People don't seem to mind you taking corpses or mishandling the dead all that much, and will rarely object at all if you have a good reason for it.

Stripper: You're great at stripping and related erotic performances. Even better you receive physical pleasure from doing so for someone, and they get a lesser amount in return. This scales upwards with how much emotional connection is involved. Why you could have a spectacular sex life dating a brain in a jar with just this perk and enough love

Smoking is Sanitary: Not only do you not suffer side effects from smoking, but when you do it it kills germs and viruses that are exposed to it. Really sanitizes the room. As a result, people rarely bother you about smoking even when they should.

Doughnut Chasers: (300) Outside of the most specialized or elite units, law enforcement just gets really dumb when trying to investigate you. Like on a good day they'd be half as good as a normal day. Doesn't mean they won't get there, but you'd probably have to be acting even dumber.

Body Control: (300) You have exceptional body control, even when the body isn't the one you had previously. You won't be thrown off by suddenly having a different body type, and even something like being transplanted into an animatronic dinosaur would only take you seconds to perfectly control.

Doesn't Count If I Died: (300) If your body died, but you survived afterwards then you aren't legally culpable for crimes you committed prior to death. Note this doesn't cover normal resuscitation, but brain transplants or undeath are just fine. This will even cover stuff you committed while undead if you're brought back to life or turn into a majorly different form of undead. However, societies where necromancy is common might have laws specifically countering this perk. In which case you'll just be much harder to handle legally.

Chew The Rope: (300) You can free someone from restraints, ropes, binding, and pretty much any form of confinement (including supernatural, clarketech, etc.) that doesn't involve an entire room or region by performing oral sex to completion on them. Particularly grandiose ones might need you to do it more than once, so put your mouth to the grindstone. Yes, you can use this perk on yourself if you're flexible enough.

I'm Not Afraid of Him: (600) Why would you be? You're not only much harder to injure significantly than you should be (your football coach will love you) but you heal faster than seems plausible. Why you could get into a fight, hit by a car, stomped and beaten by a half dozen thugs, mauled by a lion, and suffer such severe brain damage that you weren't expected to come out of the coma in the span of four hours... then be perfectly fine less than a day later. You just needed some rest. Try to avoid dismemberment or having your brain removed though. Even then, your brain might recover enough to seize control of an animatronic dinosaur in a few hours instead of taking a day to recover enough that you could be lobotomized safely.

Genius Brains: (600) You're fully trained and certified as a neurosurgeon, and know more about neuroscience than anyone alive. You're a full-blown genius and legend of the field. Which allows you to play cruel pranks, design neurological interfaces, and even transplant brains like it's easy. You'll continue to be cutting edge at research in the field with even basic effort, and are so skilled you could perform a brain transplant using tools from Ace Hardware successfully. There is no risk of infection for any neurological procedures you perform.

They Called Me Mad at the Imaginarium: (600) You're an absolute genius at making animatronics. Which also means you're in general great at pneumatic systems, most fields of electronics, a decent if specialized grasp of programming, and are damn good at foam and rubber fabrication. You can program controllers in your sleep, and designing complicated programs isn't much harder in the associated software. You can do the work of five when dealing with any of the related skills, but the work of twenty over time when specifically utilizing them for animatronics.

Mr. Humpboto: (600) Any non-living body you find yourself in, or individual parts, will have as much sensory feedback as a living body should you desire. Even if not designed for that. Additionally, not being alive doesn't prevent you from having sex. Even if what you're using isn't designed for that, and it won't be any more damaging to your partner than normal. Although the how may vary wildly. Ever seen *Tetsuo*? You could make that work. Non-living isn't just robots, but can include golems, corporeal undead, elemental constructs,..

Items: Cost 100 points unless stated otherwise. Comparable items may be imported into the item to gain features or treated as alt-form. Unless stated otherwise, items may be purchased more than once if it makes sense.

Panther Gear: (Free) Cheerleader outfits, jerseys, and supporter gear for this local high school team. Should be in great condition since we never saw any. You get a bunch of it, and it gets replaced when destroyed or lost after a week or so. Selling it results in not getting replacements until the next jump.

Media: (Free) You get a copies of the movie and a version showing your time here. Also versions leaning into any setting or style drawbacks you took. As an added bonus you get autographed pictures of Paul Walker and Denise Richards.

Fashion Plate: You get a closet full of fashionable clothes for being you in the 90s, including a nice selection of intimate apparel. It should cover most of your needs for California weather. They get repaired and replaced when destroyed or lost after a week or

so. Selling it results in not getting replacements until the next jump

Dinosaur Toys: Tyrannosaurus sex toys ranging in size from diminutive all the way up to life size . Includes both dong and onahole versions. They get replaced or repaired as necessary.

Vehicle: A relatively common, mass produced vehicle appropriate for the era. Can be older if not a major collectible. Refuels, repairs, and basic maintenance as needed. Insurance card is prepaid. If lost or destroyed will show up in a year.

Barn: A barn full of hay on a large plot at the end of a dirt road. Oddly, nobody will pick up that you own it or look for you there unless lead to it. Paperwork is mysterious.

Orchard: A 100 acre orchard of some type of fruit tree. Gets picked and tended to if a warehouse attachment, but won't turn a profit. Can be imported and farmed commercially if you make arrangements to have it worked. Permanently lost if sold.

Animal Empire: (200) You get a huge, free range, wildlife farm full of African animals. Has really big fences. Runs itself and turns a decent profit for you as owner. Try not to feed high school students to the lions.

Nice House: (200) A nice, borderline-upper class home on a half acre lot. You can upgrade to a mansion on a dozen acres for 400 TP. Insurance and utilities are covered. Repaired at start of each jump, and holds upgrades.

Animatronics Lab: (300) A converted warehouse with all the tools, including overhead cranes, to work on animatronics up to twenty feet high and forty feet long. Has most common supplies, but you can probably make what you need in the various shops. Materials can't be sold, but finished products can.

Meat Locker: (300) At any given time there are a dozen human bodies in there, with two getting swapped out daily. Age and appearance are random. Bodies are almost always preserved enough to use for special projects or dating. You can put a hold on one, which will prevent it from getting moved until you finish whatever you're working on. Nobody seems to know where these come from or go to. Humanoid bodies for species that are

baseline or weaker might show up in worlds where they are common.

Animatronic: (600) By default a 12' T-Rex animatronic, but you can pick a different dinosaur in that size range if you want. Perfect for implanting a brain into. As an added bonus, if you don't have a brain installed it is eligible for possession should you die. This serves as a one-up and prevents chain failure as long as you keep the animatronic functional until the end of whatever jump you're in. Does not require a power source when a brain is implanted or unit possessed.

Supplement Mode: You can choose to use this jump as a supplement and attach it to another jump.

Crossover Mode: Import another jump of your choice. You'll fill out the jump document, keeping the point totals separate. This setting and the other setting(s) you selected will then merge into one.

Companion Options: These cost 100 points unless otherwise stated.

Recruit Anyone: Free! Anyone you want to recruit in this world is free to join you as a companion if they agree. This is a perk you can use in future jumps.

Import: You can import all your companions, and they'll get 600 points to spend. They also get the same base discounts and tokens you got.

Drawbacks: Each of these offers 200 points unless otherwise stated.

Leave When The Story Finishes: Free! You can leave when you've brought the story to a conclusion. When the "canon plot" ends or is made completely impossible, you can go. Unless another drawback conflicts with this, in which case you'll stay until the drawback is settled.

Be The Main Character: You replace Michael or Heather. You need to keep both of you alive, deal with Billy, and try to keep the relationship working. Becoming a T-Rex still counts as alive if you aren't put down.

Longer Stay: You'll spend 10 more years here.

Item Lockout: You can't bring items from outside the jump into this jump.

Power Lockout: You can't use abilities from outside this jump here.

Warehouse Lockout: You can't access your warehouse.

Companion Lockout: Your companions can be imported and buy things, but they can't enter the jump with you.
Taking all four of the prior lockout perks also grants you an additional token. You may count chain drawbacks towards this goal if they are at least as restrictive.

Power Lockout 2: You don't get access to any purchases here until after the jump ends.

Be The Main Badguy: You're Doctor Wachenstein. You have to successfully get the animatronic t-rex thing going, and get yourself and Helga turned into animatronics by the end.

Rhymes, Puns, And Dad Jokes: You now can only speak and communicate exclusively in rhymes. The one exception is when an opportunity to tell a dad joke or a pun comes up. You can speak normally to do that.

Dossiers: If someone becomes your enemy, they'll soon after receive a detailed dossier on you with information about your general tactics, personality, and capabilities.

Scaling Rival: You have a custom enemy who gets a build here that lets them purchase things from this document using as many template points as you spent. They don't like you and want to defeat you.

The Boss Dislikes You: You've drawn the attention of a major antagonist and now must handle that.

Family Friendly: You're limited to acting in a manner befitting a PG film, and so is

everyone else. You will not see any nudity, and any sex you engage in (strictly for procreation) will fade to black and leave someone pregnant after. Incompatible with **Turn it up to 11".**

Turn it up to 11": The sleaze and violence factor is massively increased, and a movie about it would have a hard time being shown on Cinemax in the middle of the night. Incompatible with **Family Friendly**.

At Least You Fit In: You'll spend the entire jump with your personality and behavior being constrained to the sorts of bad stereotypes most of the characters fit.

Brain in A Jar: (500) You'll be spending the entire time as a brain in a jar and dependent on the care of others.

Notes:

Tammy and the T-Rex is the perfect comedy for people who found *Santa With Muscles* too intellectual and high brow.

Yes, it not only implies she had sex with the T-Rex, but has multiple jokes about how sexually attractive someone's corpse is. And they were planning on re-implanting his brain in a stolen corpse which would solve things somehow.

Change Log:

08/01/26 Version 1.0. Slightly late for Monthly Jump Challenge Dinosaurs.

Ending Options:

What will you do now? Stay here? Go home? Move on to the next jump?