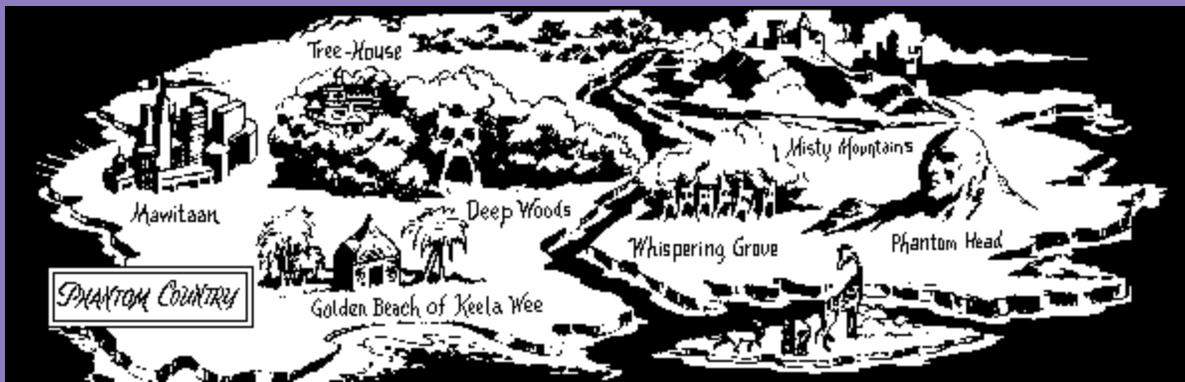


Comic by Lee Falk, Jump by Aehriman.

Four hundred years ago, a merchant ship was attacked by the dread Singh pirates in the Bay of Bengal. The sole survivor of the raid washed up on a remote Bengal shore. He had seen his father murdered by the Bengal pirates! Friendly natives nursed him back to health. One day, he found a body washed up from the sea, dressed in his father's clothes. He realized it was his father's murderer!

He swore an oath on the skull of his father's killer - "I swear to devote my life to the destruction of all forms of piracy, greed and cruelty. My son and my son's sons shall follow me!" - He was the First Phantom, and the eldest male of each succeeding generation of his family carried on. As the unbroken line continued through the centuries, men came to believe it was the same man, the Man Who Cannot Die, the Ghost-Who-Walks. So the legend of his immortality grew. Moving silently and swiftly as a jungle cat, the Phantom is usually known by the Sign of the Skull, his mark left on the jaws and faces of evildoers. Today, as always before, striking from the shadows, the Phantom works alone to protect all.

Have 1,000 Phantom Points (PP) and best of luck.



LOCATION

You start in Bangalla, a fictional nation originally designed to be mostly like India, but with strong African elements. It's precise relation to the subcontinent and continent has shifted over time. For an extra 100 cp, you may roll a random starting location.

1. Mawitaan - the capital city, sometimes anglicized to Morristown. A cosmopolitan city with an international airport, skyscrapers, all the amenities and problems of modern urban life.
2. The Whispering Grove - A wonder of the jungle, the trees here have distorted, mournful faces and when the wind blows they seem to whisper and moan "Phan-tom. Phan-tom." This is creepy, but oddly comforting to the good people of Bangalla.
3. Deep Woods - You're far off the trail, where few dare go, for the Deep Woods are home to many a terrible predator, and the Skull Cave where the Phantom lives and works, itself housing a vast treasure room (really, two) a throne room, the crypts and chronicles of the previous Phantoms. And also a modern radio room, to help the Phantom keep up with present events.
4. Golden Beach - A great secret, the most beautiful beach in the world with glittering sand like gold. Once the private retreat of Emperor Joonkar, who built the great House of Jade here, and left it to a previous Phantom as a wedding gift - it is a key part of the wedding ceremonies of the nearby Llongo and Wambesi tribes.
5. Phantom Head - The Great Peak, tallest mountain in Bangalla looks an awful lot like the Phantom. Generally held to have been 'sculpted by nature' some stories say it was a tribute by Emperor Joonkar, a good friend of the 17th Century Phantom.
6. Misty Mountains - The highlands of Bangalla, isolated from modern civilization, where jealous Rajas live as if it were still the 16th Century, in obscene luxury on the backs of peasants and raiding and quarreling with each other.
7. Isle of Eden - A hidden island in a piranha-filled river, where the various Phantoms have raised animals to live in harmony, even the lions and tigers eat of the river fish and lie down next to gazelles. There's also a handful of dinosaurs and strange animals unknown to modern science. It's a place where even the Phantom is filled with childlike wonder.
8. Free choice - Lucky you, you can pick your location and still get the points if you rolled.

AGE, RACE, SEX, ETC.

There's some... racial insensitivity in early Phantom comics, no question. Things have gotten much better, however, and sexism was surprisingly not much of an issue. Few women are damsels in distress, and at least three previous Phantoms were women, though one wonders how the illusion they are all the same immortal man was maintained. Point is, you can be anything you like, and let no one tell you differently.

ROLE

Phantom - You have sworn the Skull Oath, or are in line to do so and become Bangalla's next protector. The Phantom has no superpowers (ignoring that one cartoon) but is exquisitely trained from a young age to dispense justice.

Native - Whether one of the three tribes of the Deep Woods, a citizen of democratic and cosmopolitan Mawitaan, or even a subject of the various Rajas, Bangalla is your home.

Criminal - Pirates, smugglers, poachers, gun-runners, etc. There's a fortune to be squeezed from this rich land, if you're hard enough, and not frightened by ghost stories.



FRIENDS

Kit Walker (-50 PP) The 21st Phantom, and protagonist of virtually all the stories. A deeply principled and serious man, who nevertheless delights in nature and his family.

Guran (-50 PP) Medicine man and chief to the Bandar tribe who most zealously protect the Phantom's woods and its secrets, Guran is the Phantom's very best friend.

Diana Palmer (-50 PP) The present Phantom's high-school sweetheart and present day wife. Diana is a former Olympic diver, a black belt in judo and karate, a skilled pilot, a WHO nurse, a world-famous explorer, and an advocate for human rights to the UN. Many a villain has underestimated her, to their brief regret.

Kit (-50 PP) The son of Diana and Kit Walker, and presumptive next Phantom. Loves to hunt and run around the jungle.

Heloise (-50 PP) Diana and Kit senior's daughter, no less capable than her brother Kit.

Rex King (-50 PP) A foundling child the Phantom adopted when his missionary parents died of malaria. Rex served as his sidekick for many a year, a bubbly and enthusiastic teen. Later revealed to be heir to lost kingdom of Baronkhan, which he rules to this day.



SKILLS

Ghost-Who-Walks (-100 PP, free Phantom) All believe the Phantom to be a single, immortal man, despite four centuries and multiple women in the role. You can step into the shoes of any legendary figure, and people won't really question it. If you choose instead to build your own legend, you find it works in a fraction of the time.

Intimidating (-100 PP, free Phantom) The Phantom freezes your blood, makes cowards out of strong men. You can likewise be absolutely terrifying when you need to be.

Fighter (-200 PP, discount Phantom) When the Phantom strikes, lightning stands still. The Phantom has the strength of ten tigers. The Phantom has flesh of stone. The Phantom can shoot the wings off a fly at a thousand paces. None of this is literally true, but the physical regime and training of the Phantom is unreal, a lot closer to comic "peak human" than anything realistic. You are now remarkably strong, and skilled in both melee and ranged combat.

Stealth (-200 PP, discount Phantom) "You do not find the Ghost-Who-Walks, he finds you." -old jungle saying. You are a master of getting around unseen, whether in the deepest jungle or a city's back alleys.

Speak to the Jungle (-400 PP, discount Phantom) Call in the jungle, the Phantom will hear. It's not quite that literal, but the Phantom has countless friends from the deepest wilderness to the back-alleys of Mawitaan. You find it easy to cultivate such a vast and varied network of friends, informants and pen-pals that you too can easily seem all-knowing.

"Jungle Law" (-600 PP, discount Phantom) In the Defenders of the Earth cartoon (and only there) the Phantom had mystic powers letting him invoke the powers of jungle beasts with a short chant. "By Jungle Jaw, the Ghost-Who-Walks calls forth -" The speed of a cheetah, the nose of the wolf, strength of ten bears, etc. Now you can as well.

Trade (-100 PP, free Native) You're very well-educated, fluent in three tongues, great at math and highly qualified in one profession, such as auto mechanics or piloting. This can be taken multiple times at a discount.

Wilderness Scout (-100 PP, free Native) You know how to survive in the deep wilds, how to avoid the many perils of the jungle and to forage enough food, water and shelter to get by.

Iron Stomach (-200 PP, discount Native) You never panic, nor flinch. No matter how scary things get, you react with calm professionalism. You aren't squeamish and can get through any disgusting deed necessary.

Jungle Patrol (-200 PP, discount Native) It's not like the Phantom is the only protector of the wilds of Bangalla, there is also the dauntless Jungle Patrol! And if they get in over their heads they can always call up the Unknown Commander... In any case, you have the skills needed for the Patrol. Most especially the ability to track evildoers in the bush and fight while severely outnumbered.

Bandar Medicine (-400 PP, discount Native) Traditional medicine can heal far more than any Western doctor, at least in the reality of the Phantom. You are an expert in Bandar Medicine, and practically anything short of death can be healed, though sometimes you might need to hunt some rare herbs.

Twice A King (-600 PP, discount Native) You have the regal bearing, the charisma and the deft hand at administration and diplomacy to not only rule, but rule astonishingly well. Foremost among these are the ability to pick the most skilled and trustworthy candidates for any job. You could be a king or president worthy of the history books.

Actual Scum (-100 PP, discount Criminal) Let's be honest. Most of us can't quite bring ourselves to do the kind of things real pirates and crooks would do. So here's a perk that allows you to selectively silence your conscience and empathy, so that you can act like the scum you want to be.

Sneak Thief (-100 PP, discount Criminal) You are a master burglar and pickpocket, able to winkle away a quick buck with ease.

Hands Off (-200 PP, discount Criminal) You can be really scary. Enough to convince people to pay protection money, cops to leave you alone, and other criminals to respect your territory and operations.

Talk Like A Pirate (-200 PP, discount Criminal) You are a skilled sailor and close-quarters fighter, good at smuggling as well.

Cannon Fodder (-400 PP, discount Criminal) The stories say that the Ghost that Walks is unkillable or already dead. While you may have reason to doubt that, you would have to admit to any friends you have that at the least he's dangerously competent at dealing with people like you. So here's a perk that allows you to recruit your own kind, crooks, pirates, smugglers and criminals, so that they can keep him busy while you leg it. (Or try to get in position for a shot at his back.) By default they won't be as skilled or dangerous as you, but they'll at least keep the Phantom busy for a bit.

What was that? Really? Well, if you're one of those guidable fools who think they're good... I suppose the cannon fodder will be fools like that as well then.

Master of the Singh Brotherhood (-600 PP, discount Criminal) You have all the skills needed to run a vast criminal empire, from planning jobs to disposing of rivals. You'd make a fantastic

tyrant, or just an executive. You java a certain mystique about you that makes you seem untouchable, like Kigali Lubanga supposedly being a sorcerer.



EQUIPMENT

Skull Ring (-100 PP, free Phantom) The ring of the Phantom, though it far predates them. Various origins have been given through the years. The important thing is the ability to leave a permanent skull mark on the faces of those you punch, without anything like the force needed to pulp someone's skull. The second cross of 'P's good ring is less well known, but marks someone as under the Phantom's protection. Either mark conveys a small amount of good/bad luck, as appropriate.

Devil and Hero (-200 PP, discount Phantom) The Phantom wouldn't get far without his loyal horse, Hero, a gift from a mountain Raja, Nor Devil, the wolf he raised from a pup. So of course you'll need a doggo and a mount, though you can name them whatever you wish.

Skull Cave (-400 PP, discount Phantom) The headquarters of the Phantom, featuring a skull throne to receive the local chieftains, a modern radio room, the crypts and chronicles of all the previous Phantoms, and two treasure rooms. One holds an unimaginable fortune in gold and jewels, trinkets of little value to the Phantom. The greater room contains historical curiosities, trophies and memoirs of the Phantoms. Excalibur, Durandel, the Horn of Roland...

Papers (-100 PP, free Native) You have a passport, a license, letters of transit, tickets and otherwise documentation proving your right to be wherever you find yourself. Might not work so much in a hidden pirate's lair.

Inheritance (-200 PP, discount Native) You have been left a significant fortune, enough that you could spend 90% and still live out a decade in decadent luxury. Or an entire lifetime with a relatively restrained upper class lifestyle. This refills and reformats to local currency in any future Jumps.

Post (-400 PP, discount Native) You hold a position of some power. Not the greatest, like the President of Bangalla, but you might be on his cabinet, or a corporate board, or the commander of the Jungle Patrol.

Street Cred (-100 PP, free Crook) You have a reputation in the criminal underworld, either as a reliable man who gets things done, or a terrifying figure none dares cross, depending on your standing. In future Jumps you may import this pre existing reputation.

Ship (-200 PP, discount Crook) The means to move large cargoes discreetly, also has hidden arms if you want to engage in a spot of modern piracy.

Corporation (-400 PP, discount Crook) You have a large multinational corporation. Perfect for making you money, or laundering it, or making a difference in the world.



DRAWBACKS

Continuity (+0 PP) The Phantom started as a daily newspaper strip, but has had comics, games, multiple cartoons, serials, even a... regrettable 1996 movie. With so many different flavors and subtle variations on the Ghost-Who-Walks, it's only natural you should have the option to decide some of the finer details for yourself.

Defenders of the Earth (+0 PP) This Jump can be supplemented to any King Features, DC or Marvel Comics Jump, adding the African nation of Bangalla and the rich history of the Phantom to that setting.

Phantom 2040 (+0 PP) You start instead in the vaguely cyberpunk future of the Phantom 2040 cartoon. Most of the wilderness is gone to ecological disaster, megacorps like Maximum Inc. run amok. The only hope of the world rests in the mutant Ghost Jungle that grew up mysteriously outside Metropia (formerly known as New York City) and is defended by the Phantom.

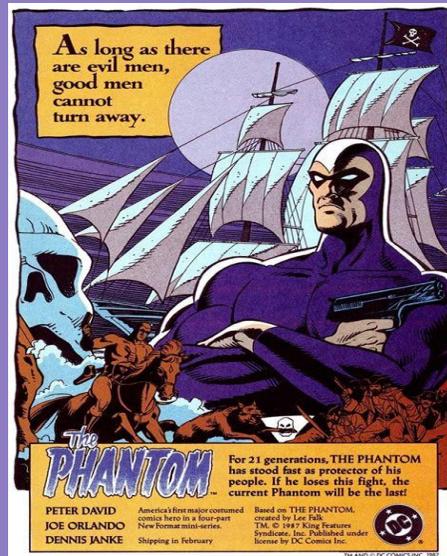
Long Haul (+50 PP) Stay another five years. This may be taken up to six times.

Clumsy (+100 PP) You are uncoordinated, constantly tripping, dropping things, running into objects, banging your toes and shins, and so on.

Pygmy (+100 PP) You are very short. The lack of reach could be a real problem in a fight, and will likely be a constant source of frustration.

Marked (+200 PP) You bear the skull mark of an evil-doer who has been beaten by the Phantom. Both common and authorities, as well as the Phantom(s) will treat you with great suspicion and hostility.

Weak (+300 PP) This is a pulp story with maybe some ambiguous magic from time to time. Your fancy powers from other Jumps have no bearing here, only your Body Mod and local purchases.



END

One final choice awaits...

Go Home

Remain

Press On

^The Jumper is aware that in the movie the skull ring works as a charm against supernatural evil, specifically the skull macguffins, but is also of the opinion that is unbelievably stupid. If you want to go with the movie continuity for some reason, fine, it can protect you from the skull-laser. Don't expect it to come up again.