



Lee Falk's The Phantom Jumpchain

By Ketch117

On a small island part of Malaysia, off the coast of India, or in deepest Africa, Bengali/Bangalla is a savage jungle in which lurks the Ghost who Walks, the man who cannot die. The Phantom. Immortal, implacable, foe to all evildoers (pirates especially) criminals everywhere speak in hushed whispers of this dread apparition. Debuting in 1936, he is a proto-superhero, and legend has it that Phantom can never die. This has been achieved through 21 generations of the same family swearing the oath, donning the costume, and secretly continuing a dynasty of warriors for justice. Ordinary people believe him to be the same man. Of course, the Phantom is an ordinary person capable of accomplishing extraordinary things. The unchanging costume, family resemblance, jungle cunning, and intensive strength and conditioning training enable him to appear to the same person for four centuries, The Man Who Cannot Die.

But the jungle, the seas and the wider world are vast and The Phantom cannot be everywhere at once. He needs to be able to project his presence and his impact far and wide. Early Phantoms quickly saw the value in fostering the hyperbole of storytelling, whether it be tales told around camp fires, or at sea by sailors and pirates, the hushed warnings among the criminal underworld, or the tales of the oral historians of indigenous cultures. Stories of his feats, most based on actual events, some grown purely from fear or wonder, grew the legend of The Phantom, the Ghost Who Walks, the Man Who Cannot Die.

Origins

Phantom Lineage [200CP]

Descended from Christopher Standish Walker, and probably an heir to the Oath of the Skull, yours is a powerful lineage that strikes fear in the hearts of pirates everywhere. You have been groomed your whole life, trained from birth both by your parents and by various tutors and trainers from around the world for the eventual role as the Phantom.

(Free) Drop-in

The vast majority have no conception of the Phantom's existence and wouldn't make anything of it if they did. That's you as well.

(Free) Diplomat

Whether you're a President of some nation somewhere, a representative from a global organisation, or a tribal leader, diplomacy has been your way of life.

(Free) Pirate

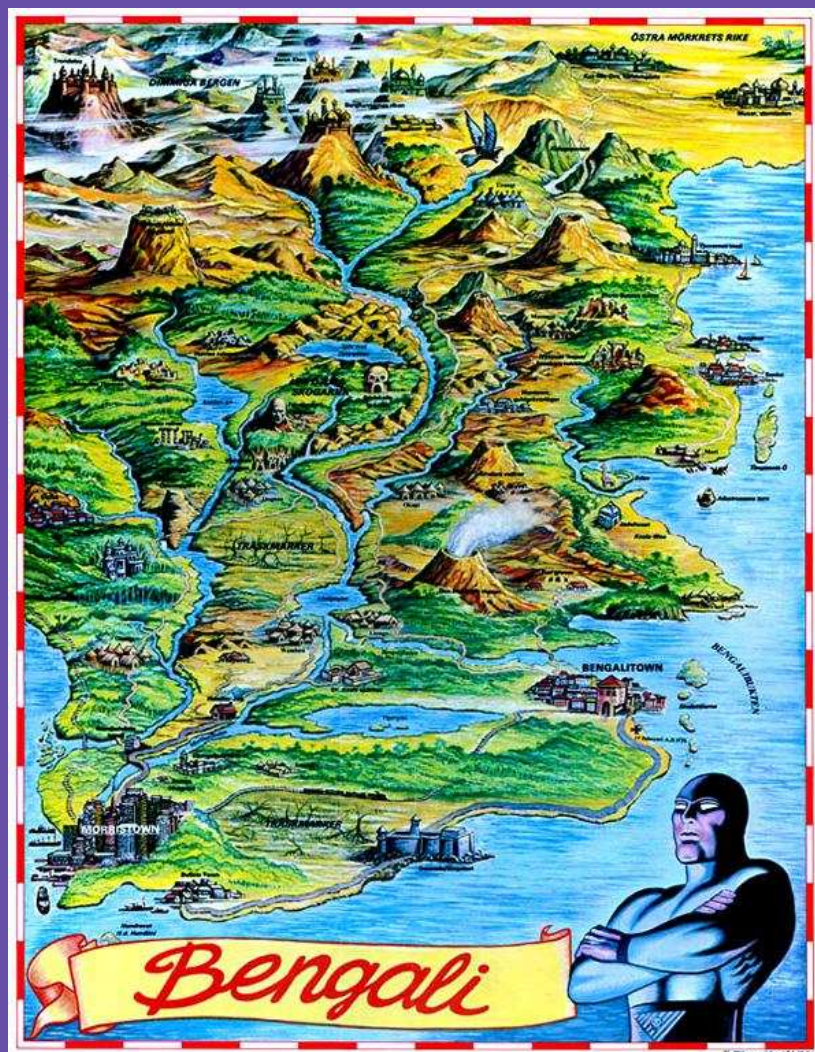
Singh Pirate, Thuggee, Triad, or Slaver. It doesn't matter, you're a hard man in hard circumstances who doesn't mind putting in a hard word or fist in the ear of anyone who isn't paying you the proper respect. Be warned, having successfully killed the Phantom earns you no street cred with the Singh Brotherhood (as most of them have killed him - or think they have - at least once).

Age and Gender

Your age and gender are yours to choose. From the very first issue, men and women have been able to be pirates, pilots, and diplomats without prejudice (and there was even a female Phantom, once - there's no reason there might not again). Phantoms and Pirates have begun very young, and stayed until they were very old. This is your story.

Time and Location

The Skull Cave has been positioned on the Indian Subcontinent, on Indonesian Islands, and lately, on the west coast of Africa. While its stories have spanned the time of Christopher Standish Walker in the 15th century, to the 31st Phantom in what is probably the 23rd century, most of them have focused on the 21st Phantom who took the mantle before the second world war, and handed it over to his twin children in the 1990's. You can choose any geographic or temporal point in the mythos to begin your jump - but keep in mind most of the material is written about the 21st Phantom. You can also set yourself in one of the alternate histories - such as the 'samurai Phantom', which explored who the first Phantom might have been if he'd washed on the coast of Japan - and even mix and match elements from the various Phantom tales produced by opposed publishers. Whatever gets you the better story.



Perks

Every origin gets its 100 CP perk free and the rest at a discount.

Undiscounted

Old Jungle Saying [100CP]

The Phantom actively fosters the mystery and uncertainty around his existence and his abilities in order to spread his legend, project his presence to places he can't be, and act as a general deterrent, and as a result Old Jungle Sayings are phrases or short sentences about that have emerged through the oral histories of Bengallan tribespeople over the past five centuries, calling to mind a myriad of Phantom elements, tropes, attributes and add to the mysteriousness surrounding him. And like him, things that you do have a way of becoming legends and getting you an overblown reputation complete with pithy sayings! As well as coming up with them yourself, if that's your thing.

Courage [100CP]

Acting in spite of fear or danger is a key to anyone - whatever they want to change or achieve. Your physical courage is sufficient to leave you capable of meeting any challenge despite extreme risk and danger. Bravery is all well and good, but equally important is moral courage, and just as physical courage is acting in spite of the fear, Integrity is choosing the hard right over the easy wrong, which you know how to do. This can't be toggled - if you want the courage to know right from wrong, you'll know what you're doing when you choose wrong.

Good Looks [100CP]

While less exaggerated than many comic books, there's no denying that it's flattering on you - you look damn good. Better yet, this and future places you go to will look the same way, and benefit the same way too, from this same artstyle (if you wish it to be).

Parkour Traceur [100CP]

Like Chris Moore, you are in excellent shape, and have freerunning and parkour skills down to a fine art. Whenever you need to go from point a to point b swiftly, you can move through a crowd like it's not there and leap, climb, jump and roll with grace and speed. The time it takes you to get from A to B is only as long as it would take you if you were moving in a straight line towards your destination. While this is intended for an urban environment, you can apply the principles to the jungle relatively easily.

Killer [100CP]

You have the temperament of a killer - you can end a life either in a passion or with cold-blood. You won't feel guilty about it, you won't suffer a crisis of conscience, and you won't hesitate and miss your moment. You also have enough skill with the tools of the job not to mess it up - you can handle firearms, improvised weapons and other tools. However, keep in mind this is the skillset of a murderer, not a bravo or warrior - largely ideal for people who aren't in a position to defend themselves effectively. The best way to kill a martial artist is not to let him use his martial arts on you.

For Those Who Came Late [100CP]

You can get caught up with a minimum of exposition no matter how complicated the affair you find yourself caught up in, grasping the essentials and what has taken place so far and not suffering misunderstandings or confusion. This makes you invaluable for getting a fresh perspective.

Phantom Lineage

It's Not A Dog, It's A Wolf [100CP]

No matter how transparent or thin your excuses, people will tend to accept them as long as whatever you're trying to get an exception for is not actively harming or putting anyone into active danger, and you at least made an effort to sound reasonable. If you can find some loophole, figleaf or technicality - no matter how thin, then you can most likely get away with it - as long as whoever you're reasoning to isn't trying to actively delay or sabotage you.

Disguise [100CP]

There are times when the Phantom leaves the jungle and walks the streets of the town like an ordinary man. This is one of those times. As long as you cover up all obviously identifying marks, nobody will question your assumed identity in the least. You'll have no trouble moving through customs, checkpoints, getting a home loan with your assumed identity, or otherwise questioned at all - though suspicious behaviour by this assumed identity might still attract consequences...

You Never Find The Phantom, He Finds You [200CP]

You are really good at finding people both in and out of society - admittedly this works best with people who want to be found, but when investigating you may follow any thread to the end, no matter how sparse the details may be. As long as you have some lead to follow - their name, a picture, someone's descriptions of them - no trail is ever dead - not to you, anyway - and strange as it is, just about everyone you talk to when searching for someone will have useful information (almost as if conservation of detail is working to your advantage...). The inverse, however, is not true, people trying to learn 'the truth' about the Phantom will find their efforts stymied, as everything that can go wrong does go wrong. Even if you are careless, there's a good chance you'll get away with it - though a good chance is by no means a certainty.

The Phantom Moves As Silently As The Jungle Cat [200CP]

You are completely at home in the wilderness - and not just the jungle. You know how to hunt and track (game and people alike), can hold your breath for ridiculously long times in water, and know just how to lose a tail in cities. You can effortlessly find paths, improvise gear with the bare basics (a knife and some sticks); and then outperform modern professionals with specialised kit using this improvised gear. You can tell with a glance what's safe to eat and what is dangerous, and avoid dangers. You never have to worry about snapping a twig you don't intend when you're stalking - and against all expectation, these skills transition perfectly to sneaking around in other environments - even urban ones.



When The Phantom Moves, Lightning Stands Still [300CP]

As for shooting, the Phantom can knock the flea off the ear of a warhog at 100 paces without hurting the beast. While the old jungle saying might be hyperbole, anyone who sees you with a gun in your hand might find it tough to disagree - because you might be the deadliest thing in the world with a gun in your hand - so much so that you are only as deadly as you want to be. You possess flawless aim, perfect balance, your reflexes are impeccable and can read a situation in a heartbeat and act just as quickly. You have no trouble at all drawing and shooting a gun out of somebody's hand before they can fire, or shooting them nonlethally, even without time to be consciously aware of your enemies positions. And, of course, if you want to take a life that's just as easy as sparing a person would be. At least, to you.

The Voice Of The Phantom Turns The Blood To Ice [300CP]

The presence of such a figure as the Phantom is one that brings shock and terror to those who gaze upon him - even those unaware of his formidable reputation will still find themselves scared. You project a powerful aura of intimidation which makes people quail and think twice, hesitating for a precious few seconds which gives you the chance to act before they can. This is strong enough that particularly weak-willed or inexperienced combatants will surrender at just your appearance. While the very strongest of will - or the truly fearless - can overcome this, even then you will unsettle and disorient others with your

presence, making them more prone to making errors and accepting supernatural explanations for what they (think they) see. What's more, people who surrender will generally surrender unreservedly.

The Phantom Has The Strength Of Ten Tigers [400CP]

You have gained extensive skill in many forms of combat - to the point that beating up one man or ten with your bare hands is a simple task. You are super fit and trained in various methods of fighting not just by professionals around the world and the jungle, but by experience. As a result you are one of the world's most effective combatants, easily (whichever world you happen to be on at the time), and know all the tricks and ways of what some might call 'dirty fighting' - and how to counter them. This is a scaling effect - on worlds where humans can train themselves supernatural abilities you can expect to keep pace with them (and indeed, to retain your position as among the 'best', precarious though it might be), but on more grounded worlds your abilities will be similarly grounded - as in, able to mix it with heavyweight boxers, athletic enough to outrun a deer and outswim a crocodile or shark. Furthermore, you gain a reputation for great strength - which you can usually live up to (though sometimes you've have to think your way around problems). You may purchase this a second time (undiscounted) to literally have the strength of ten tigers (like the 27th Phantom of the distant future of 2015), which (by chanting some variation of 'By jungle law, the ghost who walks calls forth the power of ten tigers') you can temporarily imbue yourself with.

When The Phantom Asks, You Answer [400CP]

People find it very difficult to refuse you, opening up and telling you whatever you ask without too much trouble - whether they intend to or not. While they might wonder at their behaviour later, at the time telling you everything will seem perfectly natural - and nobody will find it strange that they're telling you something that you should already know. Getting answers out of people (hostile or otherwise), finding out how they really feel, or just learning useful information is never difficult for you. Furthermore, breaking people's wills takes less work from you than it would for others. Some people won't even break under torture, but those who will, you can generally get to spill their guts with some threats.

He Who Looks Upon The Phantom's Face Will Die A Horrible Death [500CP]

So better to be safe. The Phantom's unmasked face has *never* been shown, and you will find that concealing your involvement or hiding your actions is simple, as circumstances contrive to assure that you won't be detected or found... unless you want to be, of course. Leaving behind evidence just doesn't happen to you. Also, on the occasion that you are put into a position where you've been captured, you're helpless and surrounded by enemies - well, they might kill you (even if they do think that you're immortal), but they definitely won't unmask you, whether due to the legend or for some other reason. And if they do see your face (without your willing consent)... well, things tend to arrange themselves to prove the curse right...

Where The Phantom Is, The Law's Long Arm Reaches Even To The Halls Of Princes [500CP]

Nobody is above the law... at least, not to the Phantom. After defeating an enemy, you have no problem seeing to it that justice is done - regardless of the absence of evidence, the corrupt (or nonexistent) nature of courts, complete lack of proof (or even a case) or your own lack of credibility as a witness. If you stop someone hellbent on villainy, even if you're the only person who knows what they tried they will still find themselves facing twenty to life at a maximum security prison after you turn them in. This perk can only be used for the sake of justice, however. It will never frame or convict an innocent man - even should you try.

The Phantom Has A Thousand Eyes And A Thousand Ears [600CP]

Tracking and investigative ability do not mean much without direction. Fortunately for you, they just seem to fall into your lap. No matter where you are or what you do, leads and opportunities find their way to you - whenever you travel you will constantly stumble on situations that you can intervene in very easily and resolve. Nine tenths of these will be simple opportunities to right wrongs and make the world a better place, however should you be actively pursuing any personal motivations or objectives then expect to have many opportunities to resolve it. You hear things before anyone else, and know how to act on them. Furthermore, you can also get word to anyone - simply through word of mouth.

Just drop the information to someone in your network, and eventually it will reach it's intended destination.

Drop-in

Doctor [100CP]

Of medicine - don't worry, that's still highly regarded! In between everything else, you took the time to do all the training you'll need to work as a doctor or a surgeon in Oxford (or an equivalent institution). You could easily work at a clinic or as a family doctor, do general surgery, or otherwise put your degree to work. Comes with a common specialty. Alternatively, you are a healer of the sort found in the jungle - able to stitch up almost any wound or ease any pains with nothing but the plants around you, and know the cures of the most ailments, sicknesses and poisons. This is a very impressive body of knowledge compiled over generations of trial and error - however it doesn't come with the pretty pieces of paper to show it. Either way, whatever someone is suffering, if you can't fix it yourself you'll be able to figure out what needs to be done to correct the problem. You may purchase both, if you wish - with the second undiscounted.

Admired [200CP]

There are a lot of qualities that can make a person admired, but you have a way of embodying uprightness, of showing yourself to your best effect. Whenever you act in a way in which the majority would approve (which varies tremendously by region - virtues in particular) people have a way of noticing and passing on their approval to others. As a result, a reputation as a virtuous peer of the people builds quickly for you, as people see you at your best - or what they perceive your best to be. You can expect to be popular and respected with this even if you don't do the obvious thing (and run for public office) - though be warned, this only enhances the qualities which you actually demonstrate. You shouldn't expect to get anything for nothing - not even something so fragile as a reputation.

Loremaster [300CP]

There is a lot of wisdom in old stories, myths and legends - just as there is in rumour and gossip. You are a bottomless reservoir for folk-sayings and stories, and as a result have a bit of knowledge about just every place you've been to or are already in. It's not much, maybe enough to save your life if you've got the right skills, but you'll never be completely out of your element. Furthermore, you have an excellent gut for sifting through nonsense for the facts, ignoring fantasy and grasping the facts and useful information. Plus, you've always got something to reference or talk about if you are running short of conversational topics.

Exceptional [400CP]

While even the best of us are somewhat overshadowed by the likes of The Phantom, you are without a doubt no slouch yourself - possessed of a great supply of intensity, sheer will and self-motivation. You can do great things when you set your mind to it - a seemingly bottomless reservoir of determination that lets you pick up new skills very quickly and refuse to quit or be controlled. Finding a way to contribute is just a matter of putting your mind to it, and wanting it enough. Furthermore, you have both restraint and moderation - you don't act emotionally and are not driven by vengeance or revenge even after suffering a great personal loss and can always use discretion.

Nose For Opportunity [500CP]

Where other people see a problem or a curiosity, you see an opportunity. You have a knack for not just making the best of circumstances but for seizing the occasion. Whenever events are taking place, whether set into motion by you, or simply as a happy accident, you tend to come out of them very well. The bigger and more chaotic the events, the better they tend to work out for you. You know when to act, when to wait, and when to call it quits and get out with all you've achieved. Even when things go wrong, you have a way of finding a silver-lining that lets you bounce back, or end up coming second.

Witchmen [600CP]

Like Hoogan and Lubanga (and Mandrake, for that matter), you possess genuine supernatural powers

- in your case, Voodoo. The Voodoo arts are more trickery than genuine magic - but there is enough of the latter to make them extremely dangerous. Though even the greatest of the Witch-men themselves aren't sure how much genuine power they command, and how much is mere empty ritual, though this very uncertainty has a way of making them more terrifying still. Uncertainties aside, while manipulating the foolish and superstitious is a part of this, there is real power, too. You can make potions and poisons with all sorts of rare ingredients - many which have effects unknown to modern science and no known cures. You can cast hexes, curses and even cause death or insanity with rituals. Doing so is not an easy matter, any more than binding the dead to inanimate objects or conjuring up their ghosts for advice - but all these things are powers that you can call upon, given the right resources and ritual - if not entirely safely or without fear.

Magician [1000CP]

There are greater powers, from a separate part of the world entirely. Studying them requires many years of dedication and extraordinary discipline, as well as a quick mind and a certain amount of discipline. Like that of the Witchmen, this is largely based on an unusually fast hypnotic technique - fooling perception, rather than actually disturbing the fabric of reality. By simply 'gesturing hypnotically', you can force your targets to believe they perceive or experience almost anything you can imagine, and this works efficaciously against gangsters, mad scientists, extraterrestrials, and characters from other dimensions. You also possess other powers, including becoming invisible, shapeshifting, levitation, and even teleportation - but these things are far more difficult, and it's usually easier to just convince people that's what you did hypnotically than to actually do them.

Diplomat



Olympian [100CP]

You are a living demonstration of where a lifetime of hard work and striving can get you - you're good enough to be an olympic medalist in a sport of your choice - diving or light weight boxing by default, but anything else that strikes your fancy - Car (at least unofficially), boat and horse racing is a sport. Competitive shooting and archery is a sport. Martial arts, gymnastics, and track and field are all sports - need I go on? You can actually have such a medal if you want (though if you want to be anonymous this is a bad idea). You also have a black belt in karate or Judo! Still, impressive as these qualifications are, don't let them go to your head. You can take this multiple times, if you want to for some reason - but only the first is discounted.

Communication Skills [200CP]

As a start, you could charm the pants off of almost anyone who will listen, you also keep your cool in tense situations, and you're a very skilled negotiator and interrogator. Far from a talent in interpersonal relationships, you have an academic background in threat deescalation and diplomacy, and when it comes to resolving conflicts and making peace, you're able to get almost anyone to calm down and listen to you - and from there it's not so difficult to get people to be willing to start negotiating. You can talk your way out of dangerous situations and resolve conflicts - even ones that have raged for years and longer - if you can just keep them talking.

You can even reach people who are not in their own right mind - reaching through even debilitating conditions such as drunkenness, drug-induced hazes or even fugue states.

Explorer [300CP]

The urge to explore is as old as mankind, and you have a knack for it - for finding places that are thought lost or are actively hidden. You are a well-travelled person of the world, and have come across many things in your travels, ancient secrets and forgotten places among them - which you

have a knack for finding - seeming drawn to them. On top of this, you are very skilled at bushcraft, able to tell at a glance what is harmful and what is safe, navigate in the wilderness, read maps, and in making and using rudimentary and simple tools from the materials you find in the environment.

The Rock [400CP]

Knowing how to negotiate is essential for any diplomat, but sometimes resolving conflicts is better done preemptively. Everyone - no matter how exceptional - grows because of their encounters with other people, people need other people. And your presence in a group makes people get along better, be more willing to compromise, and less likely to act in a way that hurts the others. You are pretty adept at reading people and use the ability to keep everyone together, a well of emotional support and stability. You can help people be their best selves and make lasting changes, giving them a powerful motivation to turn over a new leaf or live up to the example you set. No matter how set in their ways people are, no matter how locked the world is to the path fate or destiny sets for it, you can change things – even if only for a few people at a time.

Compromise [500CP]

The essence of politics - you're good at finding fair and equitable agreements, that both sides can live with. Even determined enemies - if you can get them to the negotiating table, you can hash out an agreement. You know how to tell them what they want to hear, how to feed them secrets and present the facts to win them over and convince them of anything. You're a natural at persuasion and manipulation, using your way with words, silver tongue, and sheer force of personality to throw someone off balance, confuse them, and sow the seeds of doubt. Of course, even if you don't have any villainous intent you'll still have a smooth and magnetic charisma. People can't help but want to be around you, whether it's as pawns, friends, or lovers. You could easily become a popular leader.

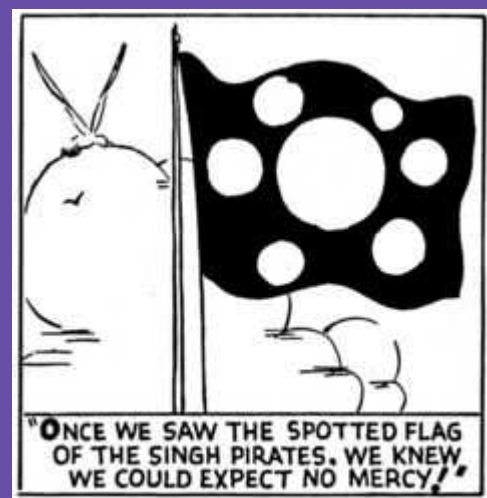
Lord And Law Giver [600CP]

There was a time where the Phantom was depicted as the Lord and law giver, with the right to pass judgement upon the tribes. This was gradually pushed out, and the chiefs are shown as the law givers and hold justice with the Phantom only in attendance as guidance, a friend and advice when needed. Unlike him, you, however, have this right - the right to pass judgement and justice, not simply to enforce the laws of the land. You may hold court and dispense justice, and so long as your decisions comply with the spirit of the law and the upholding of justice - even in an abstract manner - then people will go along with this judgements without needing the weight of the judiciary system to add it's backing to them.

Pirate

A Pirate 400 Years Too Late [100CP]

The golden age of piracy is (regretfully) long over, yet the Phantom's most ancient foes have remained as strong as ever, evolving with the times, adapting to new situations and staying under the radar. You have an inexplicable ability to join the ranks of criminal organisations, and to sever your ties with nearly all law-bearing organisations to the extent that you could live a life mostly free of things such as law, constraints and rules (as long as they don't catch you). People looking for illegal services who cross your path tend to get a gut feeling about you that you're the person from whom certain goods and services can be procured. Also, you can speak in an authentic Mummerset growl like the one which kept Robert Newton in gainful employment, and nobody will find this strange - even if you're not from Southwest England.



Ruthless Modern Pirate [200CP]

Of course, the old guard of scallawags and peg-leg Pete's are all very well, but the new order of

things, modern and up-to-date, is important as well. It takes a lot to keep operating in a modern country, what will all the law enforcement and the cameras in streets. No matter how established you are, there are always obstacles between you and profit. Fortunately, you have an incredible talent for dealing with such obstacles, and making your way through nearly any impediment in search of profit – legitimate or otherwise. Whether you run a legitimate business, rob a couple banks or blackmail a dozen people, you always seem to be successful in your endeavours... though consequences may still arise.

Thug [300CP]

Knowing the tricks of the game is important, but somehow it always comes down to this. You are big, and strong, and know how to fight - you can give as good as you get. Brawling with bare hands, knives, shivs and other improvised weapons comes naturally to you, and you're not shy of using 'dirty' fighting techniques that'd get you kicked out of a more respectable ring to even the field, with such facility that you can even the odds against the rare opponent who outclasses you (provided said opponent isn't equally gifted in fighting dirty and willing to resort to it). However, where you really shine is taking a beating - you can take far more punishment than can be easily explained, and you just never seem to get permanent damage no matter how you get knocked around. Any injury you survive, you can walk away from and can be expected to make a full recovery (given time to heal). And it goes without saying that you're more likely to survive than most - you're the type who even walks away from being thrown off a cliff once or twice.

Personal Finances [400CP]

Somehow, being thwarted never seems to cost villains in supplies - because in addition to your base salary (which is decent) and bonuses (also decent), you have access to hundreds upon hundreds of thousands upon thousands of dollars (much more than decent) - evolving from a pirate gang into a world wide criminal organisation is an expensive proposition. For whatever reason, embezzling has kind of a negative connotation, so let's call this personal wealth-building, and you are amongst the very best at building your personal wealth. When employed - or when running your own company, you can expense everything even tangentially related to your job, in addition to an (up to) fifteen percent pad with not your bosses, bosses accountants or any tax-office ever spotting the irregularities in your accounts. In addition, you can rapidly build your personal wealth by diverting funds that were supposed to have gone toward bribing foreign agents and officials. When you're doing the asking, almost any corrupt official or crooked developer will settle for less than the agreed-upon bribe: If they said they'd give you the schematics of their country's secret nuclear weapons facility for three million dollars, it's a safe bet that he'll give them to you for two (especially with the barrel of a weapon in their mouth). Most important of all, you can make these millions vanish into an untraceable bank account without trouble.

Rise to Power [500CP]

A man without schooling can rob a bank, a man with one can take the bank as well. Pirates increase in effectiveness the larger their organisation, but maintaining order and loyalty among such a group is a difficult task. It takes an exceptional person to run such an organisation - an exceptional person like you. For one thing, you know everything there is to know about running a criminal empire, from recruitment to muscling out the competition, smuggling, protection. More than that, you are brilliant at spotting opportunities and leveraging them to your advantage, and something about you seems to attract notice and patronage from people on the lookout for up-and-comers. Between these two things, you could take an entry level position in an organisation, and be running it - and running it YOUR way - in short order. As long as you excel, at least - if you don't live up to this potential don't expect to impress anyone.

Hostis Humani Generis [600CP]

Killing the Phantom is no easy feat, but you have what it takes. There comes a time for every story to end, and that's where you come in. You are a Hero Killer - the sort of person who can take on the things that nobody else can even imagine fighting and win. Firstly, your skill at espionage and wicked planning allow you to outmanoeuvre your enemies from a degree of separation - working to isolate them from their protectors and support network until at last you get them into a position where they

are forced into a confrontation where everything favours you. And when you have them there, you are both ruthless and effective enough to win that fight - you will not be distracted by scruples or last minute changes of heart, you never lose your cool in battle - fighting's just like a game of chess, and you can take the capabilities and predicted actions/reactions of yourself and your opponent and put them together to deadly effect. While they're caught up in the heat of the battle, you're already three steps ahead. Secondly, on top of your ability to arrange matters to give yourself the best shot, and on top of your practically unnatural talent for killing, when you kill something that something stays killed. This perk doesn't grant any special weapons or magic powers - you have to actually kill them to take effect, and that might well not be easy (or even impossible!) - but once you kill it, it will stay dead. Permanently. There is no coming back from a death brought about at your hands - though no protection from the consequences of your act either.

Items

You get a 50% discount for items matching your origin. 100CP Items are instead free.



Undiscounted Shield [50CP]

In the Highland tribes of Papua New Guinea, the best warriors will paint the Phantom on their shields to summon up his strength. Cut from tree trunks and painted with brilliant colours, these shields not only served as protection, but as a form of self-expression - before the spread of guns meant they started using metal (and then eventually stopped using shields altogether). You have one of these shields, and when using it your foes will briefly freeze in superstitious dread at the figure displayed. Makes a great wall decoration, too.

Consolidated C-87-CF Liberator Express Aircraft [100CP]

A transport derivative of the B-24 Liberator heavy bomber built during World War II for the United States Army Air Forces, with a total of 287 C-87s constructed, somehow a number of them fell into the hands of the sky pirates (led by Salla). While terribly obsolete in this day and age, they would still be ideal for jacking civilian crafts - the use that Salla put them to. Alas, even the best fighter plane from that era struggles to keep up with more modern vehicles. There may be a lesson in that. Note: This is revisionist nonsense - in 'The Sky Band' they used biplanes, however I wanted to link a reference to Thomas McAvoy using the Ghost who Walks as nose art in WW2, and this does link up to the film, at least.



Nyahpura [200CP]

Nyahpura was the name of the capital of the emperor Joonkar in modern day Bangalla, in the nation's golden age. The capital was situated on the plains below the Misty Mountains and was said to rival the European palaces and places in culture, food, parties and wealth. Now the palace is just ruins, but it is believed that many treasures of this ancient kingdom may remain - to say nothing about what could be learned about the ancient world. But there are no guarantees from this item (not from me, anyway) - if there is treasure, knowledge, secrets, or anything else - then it's up to you to find them, and it's a work that could take lifetimes and require the skills of anthropologists, archeologists and treasure hunters.

Resources [200CP]

You are loaded, filthy rich - with many hideouts, cash and assets all around the world. The exact form this takes is entirely determined by what would make sense for you and your origin, but no matter where you go as long as there is civilization you can expect to be able to get your hands on anything you need. But whether it be via a respectably-sized corporation you own, a large inheritance, a giant pile of secret Pirate Treasure, or pretty much anything else that fits you now have sufficient riches to

support a lavish lifestyle and fund a reasonable amount of superhero activities and/or revolutionary activity without much strain. If it matters, consider yourself solidly in the top 1% of the wealth curve - while it would be possible to squander all this, it would be difficult to the extreme. Furthermore, if you are forced into hiding or otherwise placed on the run from the law, you can expect them to miss the majority of this stock, allowing you to continue to live in comfort.

The Changra Idol [600CP]

Second only to the Singh Brotherhood as recurring enemies of the Phantom over the generations are the Thuggees - also called the Phansigars - a centuries old cult of assassins founded by 'the Old Man of the Mountains' with their headquarters at his castle (on an island)(named after them). Their favourite weapons are the silken noose, and they worship Kali as a goddess and bringer of destruction. While the castle and the island are long gone, destroyed by past Phantoms, you have the idol of Kali - and with it, you alone have the right to command the order - decentralised bands of murderers and religious zealots scattered throughout the world who keep in touch via word of mouth (they're old-school). While hardly an international threat, do not underestimate them - their great weapon is their anonymity and ability to infiltrate even the most secure of locations by being beneath suspicion, and their absolute dedication to their master - who speaks for their god. Machievelli said there was no defence from a fanatic, and they think nothing of remaining undercover for months until they get their moment, their preferred weapon is easily overlooked, and they have no fear of death if it furthers their cause... There are about five hundred of them in circulation at any one time, and while they'll never gather in one place or otherwise compromise themselves (pointedly nobody knows the full extent of the faction, so if taken alive they can't be forced to give them up), if you have a need for their services simply putting the word out will ensure that it reaches them, and they will get to work. You can be reasonably sure they'll take care of it for you without any further oversight or assistance from you.

Phantom Lineage



Costume [100CP]

Designed to evoke a particular idol worshipped by the jungle tribes, the suit is designed to 'change colour' depending on the lighting - it can shift from bright to dark purple, red, grey, or blue. Also comes with a surprisingly expressive mask and hood, black leather boots, and red-and-black striped trunks over the purple spandex. It is expected - and encouraged - that you will add personal touches to your costume - but don't go messing with the classics. Also far better protection than you'd expect! Lee Falk is reported to have articulated that he initially envisioned a grey costume for his character and contemplated naming his creation 'The Gray Ghost' - so if you prefer that, then yes it also comes in grey. If you are interested in changing the colour, due to certain colors carrying specific meanings, connotations, or associations that might influence how audiences perceive a hero, you have the following options: in Sweden, Norway, Denmark and Finland the costume is Blue; in France, Italy, Turkey, Argentina, Spain, Germany and Brazil it's red, and in New Zealand it's brown. If you are not the rightful wearer of the costume, by donning it you will be able to fool most (as 'Charlie McCrane' did), but if discovered you will be dubbed a 'pretender' and the results of this are NEVER pretty.

Pair of Smith & Wessen SW1911 .45 Calibre Pistols [100CP]

Semi-automatic pistols based on the M1911. This firearm retains the M1911's well known dimensions, operation, and feel, while adding a variety of modern touches. Updates to the design include serration at the front of the slide for easier operation and disassembly,

a high 'beaver-tail' grip safety, external extractor, lighter weight hammer and trigger, as well as updated internal safeties to prevent accidental discharges if dropped. Come in a natural black finish, and with a belt to come with them. They're excellent, if ordinary, guns, and with practice you could do amazing things with them.

The Tree House [200CP]

The Tree House was built by the Rope People - whom the Phantom had once assisted and is commonly referred to as the 'castle in the air'. This is a massive and elaborate house built upon a great tree with every imaginable comfort, and safe from the dangers of the jungle. To get within, one has to use a weight-displacement system, consisting of a huge boulder and cables. While every comfort has been considered, it's also safe from any opportunistic danger - only dedicated and determined dangers will find you in the Tree House. Also has every amenity despite being so far from civilization - it's a model of self-sufficient living!

Skull Throne [200CP]

A place for meeting petitioners who make it to the cave, and for thinking, this chair is more comfortable than it looks. Whilst you sit upon this throne, both you and anyone else who can see you is very aware of the weight of the phantom legacy, and you can intuit the advice of your predecessors. It's also perfectly positioned to overhear messages sent by jungle drums, whether directed to you or not (don't think too hard about the acoustics)...

The Phantom Peak [300CP]

The Phantom Peak is a famous peak that looks just like a Phantom's head, hence the name. In the time of the 7th Phantom, Emperor Joonkar decided to gift the mysterious man who had fought crime and injustice in his country. He decided that nothing less than a mountain would be appropriate. He commissioned an Italian sculptor of the school of Michelangelo to design the Phantom's head on a stone peak, and hired local tribesmen to do the carving. The result was the huge Phantom's head that stands today as a tribute by the emperor to the man who never dies. While it doesn't have much in the way of practical use, unlike a certain group of americans the face doesn't have to share it with others, and it resembles you in costume (and will change subtly over time to resemble you more).

Rings [300CP]

A paired set of signet rings - they're heavy enough to add a noticeable heft to your blows, and one is worn on each hand. Should anything happen to you, the two rings of the Phantom tend to find their way to your successor by hook or by crook - regardless of where and how it happened (how much of this is mere good luck and how much is spooky voodoo can probably be left as speculation).

On the right hand (for those you are forced to subdue) is a skull ring that forever leaves it's imprint on anyone you punch, marking them as your foe. This imprint foils all attempts to remove it - even dedicated surgery, and whenever the victim happens to see the mark (such as in a reflection) they will be caught by superstitious and existential dread of your return and further vengeance, as well as reminded of their bitter defeat. Also, other criminals will avoid them like the plague, not wishing to risk drawing the attention of the Phantom onto their own operations.

By contrast, the left ring has an insignia which represents the four sabre swords of Big Bart, Crusher, Redbeard and Salla (former pirates, and the founders of the Jungle Patrol). It is used to mark a friend of the Phantom, and it is only very rarely used - when someone helps The Phantom in a selfless and significant way. Anyone who notices the mark will (without quite knowing why) give them preferential treatment, and good fortune will always invariably follow them in a way beyond easy explanation - of course, this mark can only be applied if it's earned.

If you are not using the mantle of the Phantom (for whatever reason), these symbols can be substituted for others significant to you in some way, which will have the same effect. Other rings in your possession can be imported into them at no extra cost.

Bandar Tribe [400CP]

The Bandar are a pygmy tribe in the Deep Woods of the Bangalla jungle, also known as the poison people. The current chief is Guran (who grew up with the Ghost who Walks and knows his secret), and they have long resisted modernisation, preferring to keep to the ways of their ancestors, and are

protected as a consequence (though they have embraced western education and medicine). Their name comes from their iconic poison, which is made from a special type of berry that only grows in the jungle, and causes almost instant death. Their arrows and darts are all treated with the poison, and even a scratch means certain doom. However, it has to be both completely pure, and properly brewed, otherwise it loses its potency. They are sworn to the legacy of the Phantom, and have guarded him and his secrets nearly as long as the Phantom has existed. Their chief is Guran.

Skull Cave [400CP]

Hidden behind a large waterfall somewhere in the deepest depths of the jungle, the Skull Cave is the lair of the Phantom, situated with a long-extinct volcano with an extensive network of caves which have been carefully adapted for use. The Skull Cave is the ancestral home of the Phantom and his family, and even more amazing than the cave itself are its contents within. It has a throne-room that all leaders and important people see as neutral territory, and if brought before it will hold conferences or negotiate in good faith. Contains a throne room (that automatically contains the throne, if you bought it).

It contains a Chronicles Room, with four hundred years of history and observations, a legacy of information and accumulated wisdom in which the answers to any question can be found, if you're patient enough to find them. It contains a communications hub (which is completely untraceable and off the grid, baffling even the most sophisticated technology, allowing virtual impunity), an armoury containing enough explosives and bullets to arm a battalion - much of it admittedly obsolete and confiscated from enemies, a treasure room (containing more gold and jewels than you could spend, as well as treasures of antiquity, priceless fabled artifacts kept safe by the long line of Phantoms), and the Crypt - the tombs of all the previous generations of Phantoms, all who came before you (may or may not be haunted - there's evidence both ways, and even with access to powers that should clear up the question you'll never know for sure).

Despite it's somewhat morbid theme, the cave is a place of awe and wonder, and will never be discovered without assistance. In this jump it's also defended by the pygmy Bandar tribe's greatest and most dedicated warriors, but in future jumps you'll have to protect it yourself (or find other people to do it for you). If you have any other properties you want the cave to encompass - or acquire them in future jumps - the Skull Cave will quietly expand to accommodate them without issue.

The Jade Hut [500]

By reputation the most beautiful place on earth, The Jade Hut (carved of pure Jade) is located at Keela-Wee. Legend has it that half the sand on the beach is of pure gold dust. Generations of Phantoms have spent their honeymoons at Keela-Wee, staying in the Jade hut. Not only is it a beautiful place, decorated in your preferred style, with enough supplies to let you stay as long as you want, but you'll seldom be disturbed by mundanities or crisis' - especially so if you're there with a lover. Along with every Phantom who spends the night there with their bride, The Llongo and Wambesi also do mass weddings there officiated by priests. The ritual begins with the ceremony, then they dip in the water, roll in the sand and then go through the Jade Hut. All this being said - if you choose to exploit the place rather than merely enjoy its beauty, you'll find that the riches here are truly inexhaustible short of major and sustained efforts - simply by filling your pockets with sand you could live very well for a year! But be warned - there is an old Jungle Saying about the beach: 'He who comes to Keela Wee without love is buried there'.

Eden [500CP]

The island of Eden, populated by many peacefully coexisting animals in stable numbers. The carnivores have been raised eating fish - never having tasted blood. It also has a single genuine unicorn, a dinosaur (stegosaurus), and a whole family (male, female, single offspring) of semi-sentient prehistoric proto-men, who are gentle but very strong. There is something about the island that seems to allow other creatures introduced to it to adapt to this lifestyle, no matter how dangerous they might be...

Jungle Patrol [600CP]

Alternatively, you might take the Jungle Patrol - made up of ex-mercenaries and trained volunteers, they are trained to a level that special forces might envy. Originally led by repentant pirates given a

new lease on life by the Phantom, they've over time evolved into a mix of a private police force and conservationist movement, which still answer to the Phantom in secret, providing him intel and backup even if the rank-and-file don't always realise it. The patrol was originally sponsored by kingdoms around Bangalla from the 1600 century and is now sponsored by the surrounding countries, and the Jungle Patrol's jurisdiction is the jungle areas of Bangalla and its neighbouring countries. Each year thousands of recruits from all around the world try and join, but only 10 are selected a year. It is said that each patrolman is worth 10 normal guys, and while this might be exaggeration, it's not necessarily a big exaggeration.



Legacy of the Phantom [600CP]

"I swear to devote my life to the destruction of piracy, greed, and cruelty, in all their forms, and my sons and their sons, shall follow me." The Phantom regularly confronts groups of evildoers where the odds are stacked in their favour. They may outnumber him, have more resources, be stronger, faster, more ruthless. But as every public figure understands, reputation is everything. Uncertainty and insecurity are at the heart of all fear and anxiety. If an antagonist (and their support) are intimidated by The Legend (i.e. they are facing an unstoppable force), this is a force multiplier for the Phantom and presents an advantage. From now on, in any setting you visit, the Phantom's legacy and reputation precede you. The Phantom is a legend! One that exists and operates in the shadows - nobody is sure if The Phantom even exists. He is like the bogeyman - bad guys whisper his name in fear, parents use his name to scare the kids, grand parents talk about him as a legend. Whenever in the costume, you will gain the benefits of the superstitious dread associated with the Phantom, and the benefits of generations of ancestors establishing a reputation for you. People will accept all manner of supernatural phenomena associated with you (even if they normally wouldn't) - in a way that always works out in your favour, and take your statements to that effect - no matter how outlandish - at face value. In addition, at the beginning of a Jump you may choose to have your exploits in other Jumps in circulation - rumours that are attributed to you, increasing how quickly you gain fame in your current Jump. This, too, will always be in your favour, however, if you refuse to act the part, the benefits of this are somewhat stymied, as people pick up on the irregularities and begin to doubt you are who you say you are. Finally, should you pass away, you may, as a last act, bequeath the legacy onto an inheritor (ideally a son) and have them pick up where you left off. They will inherit your chain, though not retain your abilities (save this one), and they will live up to your example and carry on the example you have

set. They will have their own mind, and make their own choices... but coloured by your legacy (and the legacy of the Phantom). When they die, they will be able to hand on the chain the way you did, with each successor becoming a link in an endless chain far greater than the whole.

Drop-in

Job [100CP]

Sometimes life as an adventurer, public figure, politician or whatever else just doesn't work out, and it's good to have something to fall back on. Perhaps you studied to be a lawyer, a doctor or something else, but whatever it was, your parents are doubtless very proud, and if you prefer you can make a good, comfortable living doing this. Finding employment is never an issue, and for whatever reason everyone you've ever worked for leaves you extremely generous and moving recommendations.

Explorer's Club [200CP]

The Explorers Club is located in the older, more exclusive areas of Mawitaaan (originally called Morristown, the capital city of Bangalla/Bangali). Like any boys, country or exclusive club it is for invites and members only, and is a remnant of colonialism in the country. Offers excellent meals, and is a great way to overhear promising leads and network with useful people. You can always find someone who can assist you in this place - not necessarily in an immediately obvious way, and it won't necessarily be clear which person can assist you - but nonetheless if you put in the effort to maintain a relationship this can take you very far.

Dr Axel's Jungle Hospital [300CP]

A privately owned, financed and operated hospital surrounded by a large white fence to keep bad guys and animals out of the hospital, on one of the pillars in the fence are the Phantom's Good Mark - which assures both respect and good fortune (and will be respected by all but the most despicable in all future worlds you visit - it's a brave or desperate man who causes trouble anywhere near that mark!). The hospital is modern, uses up to date equipment and can handle operations, and it's staff are not only hard-working, dedicated and some of the best - but also masters of discretion quite able to keep a secret. Making it the ideal place for someone needing assistance who, for whatever reason, can't go through official channels.

Pendragon House [400]

A vast, rolling luxurious mansion first built in the Edwardian Era, but with modern facilities, situated on the beach near ragged cliffs in Portcullen - Cornwall, England. Contains extensive grounds and plenty of space, making it clear to all that you are a person of wealth and class. Well, wealth anyways.

Tribe [500CP]

In Bangalla there are 7 main tribes (Tirangi, Mori, Llongo, Wambesi, Bandar, Oogaan and the Rope People) and over 200 subgroups. You are now in charge of one of them - by default the Bandar, however it's ultimately up to you. It's your choice if you actively lead them as their chieftain - in which you will have to keep their respect and be expected to conform to their traditions, but will otherwise be free to lead the tribe however you want; or if you are simply a respected figure, who is free to ask for favors - anything as small as giving food to someone or as huge as moving to unknown territory or attacking a third party - but are ultimately not treated as one of them. If you change your mind how you want your relationship with them to work, it might take a while for them to get used to the new state of affairs, but once they have they should adapt fairly well (with no hard feelings).

Your Own Nation [600CP]

This here is your very own piece of Africa (no larger than Namibia) or south-east asia. By default it has a colonial past it's attempting to shed, and is struggling to find its feet, however possesses valuable resources that the rest of the world is looking to exploit. This can be a real part of the world, or an inexplicable nation added to the map (nobody will find this odd). It DOES keep changes you make, but only in a vague way - largely resetting with every new jump. Of course, this also means that it's never quite exhausted either...

Diplomat

Transferring Qualifications [100CP]

It can be difficult, moving from place to place, and as a result you get documents proving you're qualified to do anything and everything you're actually qualified to do... even if that's something that's not recognized by the society you are currently in, or even known to exist.

Diplomatic Immunity [200CP]

You have been appointed as an ambassador by the United Nations, and while you don't seem to have any particular responsibilities specifically, you do have this as a legal cover - immunity from prosecution as a diplomatic representative, with any harm or the like done to your person enough to get the censure of the UN and bring upon serious ramifications. Effectively, this shields you from interference by law enforcement, protects your bags from search and makes your car immune to all traffic and parking regulations. While this is an excellent shield, keep in mind that it will only guard you from official channels, and those rational enough to worry about the consequences.

The Phantom Trophy [300CP]

The Jungle Olympics is a sporting event held every four years where the tribes of Bangalla compete against each other, originally created as a proxy for the wars the jungle tribes used to fight. It was inspired by the Ancient Olympic Games, but with sporting events adapted for jungle conditions - and predates the international olympics - and the tribes have found many of the sports insufficiently challenging and added spikes, red-hot coals, and dangerous animals to make them more interesting. The most successful tribe of the Jungle Olympics is awarded the ten gallon gold trophy you now possess. All participating tribes pay an entrance fee of a coconut filled with precious jewels that are poured into the trophy, and the winning tribe is then responsible for guarding the trophy until the next Olympics (but can keep the jewels). Using this, you can start this up elsewhere - either as a proxy for conflicts, in pursuit of athletic excellence for its own sake, or for whatever other reason you have. Or else you can keep the trophy yourself - with everyone who sees it being suitably impressed by your athletic excellence.

Walkabout Foundation [400CP]

A philanthropic organisation created by one of the previous Walkers to help support charities in Bangalla and the surrounding nations of Africa, it was funded initially by pirate treasure from the very first Phantom's origins. A humanitarian movement with tens of thousands of volunteers, members, and staff worldwide, its headquarters is a concrete and glass skyscraper in New York. Though the Walkabout Foundation was founded with the best of intentions, it has become all that it once opposed, taking a role in fomenting discord and destabilising many regions of the world in the pursuit of profit and gain. As the chairman, it will be up to you what role it takes in the future.

The Golden Ox [500CP]

The peace of the Golden Ox is a key element to help keep peace in the jungle. The Oogaan tribe made the carving and all tribes donated gold to coat it. Every year, the tribes gather and shoot an arrow into the statue to pledge peace in the jungle. While sadly international peace is not so easily achieved, using this you can seal agreements just as effectively, with none breaking any agreements made in this way for at least a year. Of course, using it in this way, you can't break the peace or else the power will be broken forever.

Nobel Peace Prize [600CP]

While admittedly the fact that Kissinger has one somewhat lessens the credibility of the prize, you are a Nobel Peace Prize Laureate - which is one of the most prestigious awards in the world, and are treated with all the respect and difference such a remarkable achievement deserves. The award itself is a medal and a certificate, which have no special powers beyond representing acknowledgement of all your hard work - however the benefits of this are the massive reputation boost you get from this. You will be welcome in the halls of power, your opinion about social issues will be paid attention to by

both the powerful and ordinary people, and you will be aggressively courted by groups who want to borrow your credibility and get you to speak up in favour of them or their causes - or just be seen publicly associating with you. And your opinion carries great weight with the media. All this being said, if you misuse this rep, you'll start to lose it.

Pirate

Boat [100CP]

Your very own boat - generally considered to be indispensable in piracy. This is a good sized thing, almost the size of a yacht - it might actually be a yacht. The point is, it can comfortably carry enough crew to seize a freighter, and you have hired a crew of brigands who are actually very competent in evasion of authorities. While they'll never amount to more than a nuisance without your presence, with you leading them they may terrorise any one trade route you designate. The boat itself never seems to run out of fuel (though fill it up occasionally... just in case), and seems to survive and remain sea-worthy with any sort of treatment, and in any and all kinds of sea weather, but if it is destroyed it shall respawn at the beginning of the next jump. Comes with the spotted flag of the Singh Brotherhood - or another Jolly Roger of your choice.

Seedy Dive [200CP]

You have the deed and all relevant licences for a small bar in an ugly part of town. It's not much to be proud of - the only thing worse than the booze is the service, yet somehow it has become the favoured gathering spot of the local criminal population. Oh, they're a bunch of ill mannered thugs with a long list of prior convictions and no ability to keep their mouths shut... but they don't ask questions if you offer them a job (at the lowest rates around), and while they're trigger happy and not very bright, they do know how to keep their mouths shut when questioned by the law. And they'll even handle anyone asking awkward questions for free - if they make a fuss when they're trying to drink - though this might be more trouble than it's worth...

Flicker [300CP]

This enables you to brainwash people through specially planted cable TV set-top boxes, effectively programming them to complete certain tasks by planting suggestions in their subconscious. It's a form of hypnosis, and while it's hard to detect it's not subtle and it's not particularly sophisticated.

Sky Pirates [400CP]

Your very own crew of them! Consisting of hard-boiled, two-gun gals who (fortunately) are not afraid of mice (especially). They have their own vehicles - and specialise in using fast armed aeroplanes to force lumbering airliners into landing in a convenient field before robbing them on the ground. Thus far, it's proven incredibly lucrative, though keeping ahead of the law may be difficult. Interestingly, their ringleader, Salla, has an inexplicable resemblance to Diana Walker...

Port [500CP]

Located (probably) somewhere in Southeast Asia - a secret hideout on 'Cloud Island' where you control a majority share of the facilities and equipment of this small and independent nation where those on the run from the law are welcome. It may be a rambling, decaying mess ruled by a feuding patchwork of gangs and criminal rings, but the economy is (somehow) vigorous enough to purchase all your contraband and loot (converting it into clean money), and maintain a trading relationship with other nations. Like the Cayman Islands, it offers tax relief for the wealthy (encouraging investment). Furthermore, it's a great source of followers, and has at least one industry that you can ruthlessly exploit to turn a profit... if you can find enough people to work in it.

Mount Trepnich [600CP]

Mount Trepnich is in the East Indies, and is the legendary fortress of the Singh brotherhood in the very first Phantom Story! Now rebuilt, and in your hands. Well-concealed and hidden, it is an impressive fortress able to stand up to modern attack, a large space with room and training facilities for a few hundred of your dedicated followers, global communication facilities to coordinate your

efforts around the world, multiple ways in and out, and a whole lot more. The security setup on the place is so extensive as to be utterly absurd. Guards are armed with the most advanced in weaponry, automated systems equipped with sophisticated defences a decade ahead of anything on the market, and a whole lot more. Most importantly, the security scales with your own capabilities, and can effortlessly import any of your other other properties into it. Comes with a shark pool for disposing of those who cause problems without leaving evidence - the sharks are thrilled to have the work, don't worry about them. Also, by holding this, you are the acknowledged leader of the Singh Brotherhood - a centuries-old criminal organisation and the arch-enemies of the Phantom. While they've spread across the world and your influence may well be slight, they will always at least acknowledge your commands, and only go against them if they have either a pressing reason - or intend to betray you.

Three Skulls of Touganda [800CP]

Three mystic skulls carved entirely from precious materials, respectively silver, gold, and jade. If the skulls are separated, two of the skulls brought together will point the way to the third. Gathering the three together will produce a force greater than any army on earth (perhaps allowing the legends a little poetic licence and exaggeration of effects). The only thing that can resist this cataclysmic force and destructive power unleashed by the three skulls together is (according to legend) a fourth skull, which masters the three...

Companions

Devil [25CP]

Devil is a faithful wolf who stayed by the Phantom's side after he was abandoned as a pup. He's been around since at least 1936, until the modern day. Devil has a twin, also named Devil, who has the same inexplicable preservation - and loyalty directed to you. Your wolf is untamed but skilled and polite, so polite it's even been given legal citizenship status in your home country(!). Another pet can be imported to gain these qualities and companion status.

Hero [25CP]

Hero was a gift from the Maharajah of Nimpore, and it has been commonly believed that there is no finer stallion in the world than he. This is true - Hero has no better - only it's equal. Hero had a twin, and for whatever reason you own him, a similarly inexplicably preserved white stallion who will always be able to be ridden by you, and his size will adapt to your own. This horse is also named Hero, and Hero is tireless, strong, possessed of nerves of steel, and is intelligent enough to understand and act upon most attempts to communicate with him. Another mount can be imported to gain these qualities and companion status.

Import or Create Companion [50CP]

You may import up to eight of them here, giving them 500 points each along with a background of their choice... but if they want the Legacy of the Phantom, they'll have to purchase it. Multiple characters in that background are assumed to be siblings who've gone through the same training. Naturally, companions can't take drawbacks - or import other companions themselves.

Canon Companion [200CP]

On purchase, you may take a single canon character with you for each time you purchase this IF you can convince them to come along with you. This will contrive the meeting and assure they hear you out, but getting them to join is up to you.

Mandrake The Magician [300CP]

Lee Falk's other famous creation, Mandrake was educated in the mysterious *Collegium Magikos* in the Himalayas. Mandrake is the world's greatest stage magician, who can create any illusion he can think of in a target's mind just by gesturing hypnotically. His best friend Lothar, an African prince who preferred fighting evil to his princely duties, will naturally be joining him. The pair use a single slot.

Drawbacks

Defenders of the Earth [Free]

The title refers to a 1986 animated television show in which he once defended the earth with Flash Gordon and Mandrake the magician (the theme song's lyrics were written by Stan Lee, of all people) but over his existence many publishers had published The Phantom in many different versions - including both DC and Marvel! Feel free to combine this with one or more separate jumps in a crossover - one in which the Phantom could conceivably exist, and turning this jump into a supplement. CP balances are separate, and any drawbacks you take will adapt to the additional jumps. You may find yourself operating out of a volcano base.



Out of Genre Experience [100cp - not compatible with Defenders of Earth]

The Phantom occasionally (as in, maybe once every few decades) had encounters with visiting aliens. Well, every year (at least) you'll have an equally absurd experience, in which your skills and abilities will be tested to the utmost - no matter how hard it is to take this seriously.

I Want Grandkids [100CP]

You are haunted by the shade of your deceased parent (or other close relative), who'll continually pressure you to continue the work of your family. Whatever it is - be it continue the line so as to fulfil some ancient vow, avenge their death at the hands of some strange jungle superstition, bring peace to some war-torn region, or just get enough exercise and brush your teeth, they will appear to you every single day without fail, complaining about anything and everything that comes to their mind without letting you get a word in edgewise about how you need to shape up. This will be frustrating, but it does let you maintain a relationship with them, and they might have pertinent advice to deal with whatever you are dealing with on occasion.

Generic Power Loss [200CP]

You're stripped of any out-of-jump perks, powers, resources, items, or anything else that might give you an advantage. You are also stripped of memories and out-of-setting knowledge as well (not that they would help you much anyway).

Darker-and-edgier [200CP]

Written by a single author for over sixty years, it has been remarkably consistent over this period. However, occasionally there have been attempts to reimagine the character 'more seriously' - and it would appear you're in one of them - suddenly the setting is relentlessly dark and the only victories possible are small or temporary ones.

Dated Narrative Conventions [300CP]

There is no easy way to say this - with a character 85+ years old and created before some social norms were reality certain lores and elements from the 1930's and 1940's may not be accepted or even acknowledged in a contemporary period. Unfortunately for you, you are in an early story, and a particularly problematic one at that. What's more, you can't escape these simplistic tropes or overshadow the main character.

When Mortals get to happy, the Gods get jealous [300CP]

There is a curse. 'May you live in interesting times'. Whenever things seem to be going well for you, some manner of complication that needs your immediate attention will appear, running you ragged as you desperately put out fires (literal or otherwise). Never expect to make progress on anything - it will take every scrap of effort you can muster simply preventing everything from falling apart and getting worse. This scales to your capabilities.