

# PHANTASM

2010



4-END TRANSMISSION



# PHANTASM 2010

*A GRINDHOUSE HORROR RPG*

BY DEVON ORATZ

## ABOUT THE AUTHOR [2010]

While fiscal realities would make it a lie to say that Devon Oratz makes games “for a living”, he does at least spend his life making games, working with a small group of sometime collaborators known collectively as **End Transmission Games**. In addition to **Phantasm(2010)**, he has made several homebrew video games (**Iron Gaia**, **Backstage**, and others), a modestly successful and long running Live Action Roleplaying Game (**Systems Malfunction**), a handful of novels (unpublished), several short

stories (one published) and a short film. Which is nowhere near a comprehensive list. Most if not all of these works are less intentionally derivative than **Phantasm(2010)**.

He has also made bits and pieces of more than a dozen other tabletop roleplaying games (including an earlier version of this one) in the last fourteen years. **Phantasm(2010)** is the first one that he has ever actually finished.



## PLEASE NOTE:

This RPG has no absolutely no affiliation whatsoever with the fantasy RPG Phantasm, published by Wildhaven Creative.

This RPG **was** partially inspired by the 1980 horror movie Phantasm, written and directed by Don Coscarelli, and that film's sequels. Other movies are mentioned herein to provide examples of the game's intended tone and themes; no ownership or right to this material is meant to be implied. The creator of this game in no way takes credit for any of the content in this game unique to or borrowed from the Phantasm series or other classic horror movies. He's just a fan.

While we're acknowledging debts owed, I'd like to thank Call of Duty developer Treyarch, who, while not the first people to think of combining Nazis and zombies, created an iteration that was certainly memorable to me, as you will see in the final chapters of this rulebook.

**Phantasm(2010)** was created and developed by Devon Oratz.

As it is not based on original intellectual property, this game is freeware, more accurately, postcardware or beerware. I won't turn down money, but it's free to play. I'd really like it if you sent me some feedback, though.

It is NOT "open source", so please kindly do not take apart, rewrite, alter, or redistribute. Of course, considering that this is itself a derivative work, I recognize that I am restricted to asking nicely.

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## COMING ATTRACTIONS

**Phantasm(2010)** is a roleplaying game of in-your-face, blood-and-guts, grindhouse cinematic horror. Players take on the roles of ordinary people who must survive horrifying situations—the zombie apocalypse,

the demonic invasion, the vampire uprising—with only their wits... chainsaws, and shotguns. Always, chainsaws and shotguns.

### WHAT IS A ROLEPLAYING GAME?

Did you ever play “cops and robbers” as a kid? Or “Cowboys and Indians”? Well, Phantasm will provide you with rules and a referee so you can play “beleaguered, borderline sociopathic shotgun-toting survivors and slaving zombie hordes”. Like almost all roleplaying games, it’s “cops and robbers”, for grownups\*. To play Phantasm, you’ll need these rules, some six sided dice, pencils, paper, and a handful of friends, one of which will take the role of the GM (game master), interpreting the rules and lovingly handcrafting the nightmare the other players must endure.

pretending that you’re someone else. Some people use roleplaying in order not only to better understand other people, but also to better understand themselves. Others use roleplaying because they want to blow things up and steal in a relatively consequence-free environment—a shared imaginary space. For most people, the fun of roleplaying falls somewhere in between.

That said, if this is the first time you’ve heard of a roleplaying game, it might behoove you to set this book aside and Google a better definition.

Roleplaying is all about storytelling, closer to an exercise in improvised acting than a traditional, monopoly-style board game. The story is paramount; the mechanics are secondary. It’s about immersing yourself in your imagination and

\*More or less.



## WHAT IS GRINDHOUSE HORROR? (OR AT LEAST WHAT WE MEAN WHEN WE SAY GRINDHOUSE HORROR.)

The rules and flavor of *Phantasm* are designed to emulate classic b-grade horror films of the 70s, 80s, and 90s (and some more recent films paying homage to them) such as ***Phantasm***, ***Hellraiser***, ***Dawn of the Dead***, ***From Dusk Till Dawn***, and ***Planet Terror***. While this section will try, it really will, to explain the setting, tone, and tropes we're going for here, watching even one of those movies, if you haven't already, would really be worth a hundred million words towards understanding what *Phantasm* is all about. *Phantasm* is designed to pay homage to B movies, not Z movies; while a little schlock and cheese are allowed and even encouraged, *Phantasm* is still meant to be

scary and/or awesome, not so-bad-it's-good funny.

*Phantasm* isn't Lovecraftian or psychological horror, not quite dark fantasy, slasher or splatterpunk, and it's not Gothic (ghosts and castles) or a suspense thriller (cops and killers) either. As a genre, Grindhouse Horror (for our purposes) is characterized by gratuitous badassery, shlocky dialogue, busty heroines, square jawed heroes, non-existent budgets, dubiously low production value, surprisingly high shock value, zombies, chainsaws, muscle cars, monsters, pickup trucks, shotguns, and gallon and gallons of blood.

## CHARACTERISTICS OF GRINDHOUSE HORROR (OUR DEFINITION)


*Contrary to popular belief, we are actually still in Kansas.*

***Phantasm*** takes place in the real world, or at least, a twisted mirror image of it. Characters, human characters anyway (we'll get to that) are "regular" people. Bikers, stickup men, fire fighters, and the occasional

cop are fine, but no special ops soldiers, wizards, or cyborg killing machines.

The default setting of ***Phantasm*** is some time in the past hundred years, somewhere in the American southwest. The isolation of small rural towns from one another and the world





at large is a perfect metaphor for the isolation of human beings. Small town folk forced to drop the tools of their trades and take up weapons to defend the people they love, make extremely likeable heroes. Occasionally, we all have to make sacrifices to save those most dear to us. This isn't to say you can't do Phantasm in an urban setting, but it will be harder to sell the horror of wiping out a big city than a small town that could easily disappear.

For retro-flavor, you could also set your campaign in the 80s, 70s, 60s, 50s, or whatever suits your fancy. If you set it earlier than that — say during WWII — we would strongly recommend a move to Europe and the combination of Nazis and zombies, which go together like milk and cookies. We don't recommend setting Phantasm any time in the future, but if you or your GM come up with a cool idea, run with it.

Of course, you could also set it in your very own neighborhood. (Something about an abandoned

(and secretly ghoulish infested) ghost town very closely resembling the town where you grew up should throw a shiver down your spine. Dead bodies in cafes and gas stations are more solid and more real to us than those in space ships or gothic castles; chances are we've seen death in such places in real life. Then, there's Romero's (brilliant) conceit; when you see an army of zombies filing out of a Starbucks, you wonder just how analogous those walking dead might be to the mindless, conformist consumerism that draws so many people into the Starbucks' to begin with.)

A corollary to the above; to increase the sense of dread, there should be no cavalry to call in. Military authorities (and to a lesser degree the police) should be skeptical to the point of blindness, nowhere to be found, or already corrupted. It will be normal people that have to save the day. Or die trying.


If Phantasm was a comic book, it would be **Preacher**, not **Sandman**.

### *IF IT BLEEDS, WE CAN KILL IT.*

This is not Lovecraftian horror, where no amount of human ingenuity, technology, or bravery

can possibly stand up to the onslaught of horror. You stand a chance, albeit a very small one,





and any demon, no matter how vague, abstract, or seemingly immortal, can be thwarted (at least temporarily) with a **big enough gun**.

If Phantasm was a videogame, it would be **Resident Evil**, not **Silent Hill**.

## MORAL RELATIVISM

On the flipside of the coin, vampires, werewolves, necromancers, zombies – these things are fucking monsters. Any intellect or sentience they possess is for pure, corrupted evil, if they're not utterly mindless, drooling, rabid beasts. Leave trying to make monstrous characters sympathetic to, you know, that other roleplaying game. These fuckers are out to eat your soul. Shoot them before they get close. Just pray you don't miss.

Of course, if your GM is okay with you **playing** one of the things, remember you're not some morally conflicted vampire

trying to control his beast or an ugly elf just trying to fit into the human world. Don't hesitate to rip out people's organs and chomp on 'em. They probably deserve it. But don't concentrate on your fellow players; it's rude. You'll need them, to keep the bigger, nastier things out there from eating **you**.

If Phantasm was a vampire novel, it would be **'Salem's Lot**, not **Interview with a Vampire**.

## IT'S NEVER OVER

Relative to the other shit out there, once the shit hits the fan, by default, fellow humans are assumed to be the good guys. Basically. But no one is perfect. Good characters have flaws; great characters are so flawed, they're more like anti-heroes. It's much more gratifying when a guy who's spent his life as a hardcore criminal does the right thing and goes back to help the

innocent family trapped inside a car surrounded by zombies than when Dudley Doright does the same thing.

On one hand, the problem is largely self-contained to a small town. And if you die saving the world, no one will know about it. If you fail and the bad-shit-o-meter gets kicked up one notch toward zombocalypse, no one



will be warned. But still, the nightmare will be more of a personal apocalypse.

Sometimes, there are no happy endings.

Even when the good guys think they've saved the day, the big bad guy might come around to rip their heads off without so much as a chance to roll the dice. The important thing is that they get the crap scared out of them. Then again, if the characters are likable enough, maybe they will be allowed to survive...at least until the sequel.

If zombies exploding cheesy, laughable b-movie dialogue that would sound good coming out of Bruce Campbell's mouth is what you're looking for in Phantasm,

go for it. If, on the other hand, you want a genuinely horrific motivation underlining some great evil's true plans for world domination, and a gruesome, epic struggle across the nightmare landscape of small town U.S.A. to stop it, then good for you. Stories can be finished in one long game session like a feature film, or continued indefinitely, like a series, or divided into good, self contained chunks of story, like a movie franchise. Phantasm as a game system is very malleable; it can be molded to suit your needs.

Phantasm is an RPG, and it's not **Vampire** or **Call of Cthulhu** or even **All Flesh Must Be Eaten**. It's Phantasm.

### HAVE FUN





## THE ESTABLISHING SHOT

This chapter will serve as a brief basic introduction to some of the gameplay mechanics used in Phantasm(2010) to determine what happens when a character tries something tricky. This chapter is somewhat removed from the tone of the rest of this book, to ensure that the rules text can be quickly and easily absorbed.

### DICE CONVENTIONS

In Phantasm, like in most tabletop RPGs, rolling dice is never called for unless a character attempts an action that is reasonably difficult to complete, and/or would have negative consequences for failure. Driving your car to work would never require a Drive test, but running down zombies while pulling a 180 to come to stop with your door facing another character definitely would.

Phantasm uses only six sided dice, because these are genuinely the easiest to come by. As shorthand, Phantasm uses the standard code of (Integer)d(ice) (#ofsides). For instance, roll 1d6 means "Roll 1 six-sided die" and roll 4d6 means "Roll four six-sided dice". Almost all checks,

tests, and attacks (rolls made to see if a character succeeds at doing something) in Phantasm involve rolling 2d6. Whenever you roll dice in Phantasm add the results together. Sometimes you will want the result to be low, sometimes you will want it to be high, depending on the kind of test you're making. See below.

Phantasm doesn't use the same massive quantities of d6 as some other RPGs, but you will still need to cannibalize more than one Monopoly game to get a set. Each player (including the GM) should have two six sided dice available, and another pool of at least five-to-ten six sided dice should be available for use as additional damage dice.

### CHECKS, TESTS, AND ATTACKS

There are three types of primary die rolls in Phantasm which determine if a character succeeds or fails at something. These rolls track a simple Boolean variable; you either succeed or fail, hit or miss. Degree doesn't matter.



## ATTRIBUTE CHECKS:

All characters have Attributes, scores or statistics that measure how weak or powerful that character is in various areas. Attributes are generally rated from 1 (pathetic) to 10 (superhuman) with a 3 being average for a human and a 5 being very good. The four attributes every human has are Strength, Speed, Wits, and Will. Attributes will be discussed in more detail in Casting Call, the character creation chapter.

When you roll an Attribute Check, you want to roll **low**. A GM should call for an attribute Check whenever a character's raw strength or endurance, pure dexterity or foot speed, intellect, perception, courage, or willpower are being tested. To make an Attribute Check, roll 2d6. If the result is equal to or less than the Attribute being tested, the character has succeeded. The higher an Attribute is, the easier it is to succeed a Check of that attribute.

## EXAMPLES:

✱ Chuck is trying to force open a door. The GM calls for a Strength Check. Chuck's player rolls 2d6 and gets a four. Since Chuck has a Strength of 5, he succeeds, and the door is bashed open.

✱ Maria is trying to grab a key that has been knocked loose and is skittering and bouncing on the floor, before it falls through a grating. The GM calls for a Speed Check. Maria has a Speed of 6, but rolls an 8 on 2d6. The key falls through the grating, and they'll need to find another way through the door it went to.

✱ Larry is getting into his car. Does he notice the hideous zombie dwarf in the back seat? The GM secret makes a Wits Check, rolling 2d6 and getting a 3, which is the same as Larry's wits. This time, Larry notices his attacker in the rearview mirror and is not caught unawares. He will still have to deal with the creepy critter. If Wits Check had failed, Larry's player wouldn't have known what was about to befall him until it was too late.

✱ Selena has every reason to believe that her family has been butchered by vampires, but wants to see if there are any survivors. To see if she can





defeat her fear, the GM has her make a Will Check. Her Will is a 4; she rolls 2d6 and gets a 9. She just can't face up to going inside, even knowing her little sister might be hiding there, terrified, drenched in her parents' blood.

In general, whether or not a failed Attribute Check can be retried is up to the GM and

should be determined based on the situation. Likewise the time an Attribute Check takes is up to the GM.

A natural 2 (snake eyes) on an Attribute Check is always a success. A natural 12 on an attribute Check is always a failure.

## SKILL TESTS:

Skill Tests are like Attribute Checks, with some important differences. **When making a Skill Test, as with an Attribute Check, a lower roll is always better. A Skill Test is resolved as a modified Check of the skill's Linked Attribute (see Casting Call), which is adjusted as indicated below.**

✖ If the skill is UNTRAINED (i.e. the character does not have the skill), use the **Attribute -2**.

✖ If the skill is TRAINED, use the unmodified attribute.

✖ If the character has the skill at the Apprentice Level, add +1 **Skill Bonus** to the Attribute.

✖ If the character has the skill at the Expert Level, add +2 **Skill Bonus** to the Attribute.

✖ If the character has the skill at the Master Level, add +4 **Skill Bonus** to the Attribute.

In general, whether or not a failed Skill Test can be retried is up to the GM and should be determined based on the situation. Likewise, the time a Skill Test takes is up to the GM.

A natural 2 (snake eyes) on a Skill Test is always a success. A natural 12 on an Skill Test is always a failure.

## EXAMPLES:

✖ Selena is attempting to quickly pick a lock. This is a Locksmith Skill Test. Selena is an Expert with her lockpicks,

so she need only roll below her Speed of 5 + 2 (7). She rolls a six, and succeeds in picking the lock.



✱ Larry is trying to provide first-aid to a wounded survivor. This is a First Aid Skill Test and Larry is an Apprentice Medic. To do more good than harm, he needs to roll a 4 or under (his Wits of 3 + 1).

✱ Chuck is trying to fling an important package — accurately

— over the heads of a horde of zombies and into the hands of Maria. This is a Throwing Weapons test — normally Throwing Weapons is a combat skill (see below) but it is the most appropriate skill for this situation. Chuck is Trained at throwing, but no better — this is a straight Strength Check.

## DIFFICULTY MODIFIERS (DM)

Not all tasks are created equal and that is where Difficulty Modifiers come into play when making Skill Tests and Attribute Checks. **A difficulty modifier (DM) is a +/- adjustment applied to the Attribute being checked or the Linked Attribute of the skill being tested.**

DIFFICULTY	DIFFICULTY MODIFIER
Very Easy	+4
Easy	+2
Average	+0
Hard	-2 (Min. 2)
Crushingly Hard	-4 (Min. 2)

## EXAMPLES:

✱ Chuck was hiding from a pack of zombies in the dumpster, and has left his cell phone behind. The dumpster is filled with reeking garbage and maggots but compared to the maggot hotels represented by the living dead, it's really nothing. The GM decides this is a Very Easy (but not automatic) Will Check and treats Chuck's Will as four higher than it is for the purpose of this Check. Chuck has a Will of 4, so he need only roll an 8 or under to succeed.

✱ Maria has found herself in a twist on a recurring nightmare. She's in her high school, gymnasium, in her underwear and has to climb the rope. This time, though, it's to avoid getting devoured by the ravenous dwarves below. Since the rope is knotted and dry, the GM calls this an Easy Climbing Test. This balances out the -2 Penalty from the fact that Maria is an UNTRAINED Climber. This results in being a straight Strength Check.



✱ Selena is trying to remember where she has heard of the "Arrowhead Project" before. As this is obscure information that she came by a long time ago, the GM calls for a Hard Wits Check.

✱ Larry is trying to hastily hotwire a car in the rain, while

wounded, with cultists hot on his tail. The GM decides that these circumstances make for a *Crushingly Hard Electronics Test*. Larry is an *Expert Electrician* and has *Speed 6*, but still must roll a 4 or under to succeed.

## ATTACKS:

A character attacks when he attempts to use a combat skill to harm another character or a monster. Unlike skill tests and attribute checks, players making an Attack want to roll **high**. A **higher** Attack roll is better than a low one. To make an attack, roll 2d6 and add the **Skill Bonus** from the relevant Combat Skill to the result. Firing a handgun would use Pistols, whereas swinging a

baseball bat would use Clubs. If you don't have the relevant skill, apply a -2 Penalty to the result of the roll instead. If the result is equal to or greater than the target's Defense, the attack hits; roll damage. Other bonuses or penalties may be added to Attack Tests, based on the Techniques used. (See **The Fight Scene** for more details.)

## DEFENSE MODIFIERS:

Like Difficulty Modifiers, Defense Modifiers are applied to the target's Defense when making an attack test instead, and are often situational. Common Defense Modifiers include

aiming, visibility penalties, and cover. For a complete list of Defense Modifiers, see **The Fight Scene**.

## DAMAGE:

Damage is one of the only times in Phantasm that you roll dice without succeeding or failing. To roll damage, roll the number of d6 indicated and add them

up. That is how much Health the target loses. For much more in-depth rules on damage, death, and healing, see **The Fight Scene**.



## CONTESTS

When two characters are directly opposing one another, a Contest is called for. The most common are Attribute Contests—situations where two characters are using the same

attribute to achieve opposite ends. Skill contests can also occur—car chases are the most likely example.

### SOME CONTEST EXAMPLES:

- ✧ Forcing Open/Holding Shut a Door [Strength Contest]
- ✧ Trying to lose/catch someone on foot [Speed Contest]
- ✧ Staring someone down [Will Contest]
- ✧ Trying to lose someone/ram someone in a car [Drive Contest]
- ✧ Debate [Rhetoric Contest]

**To resolve a contest, each player (or one player and the GM) should roll 1d6 and add the relevant Attribute (plus the relevant Skill Bonus if applicable). The character with the higher Contest result wins the Contest.** In the event of a tie, reroll.



## CASTING CALL

"I have come here to chew bubblegum and kick ass. And I'm all out of bubblegum."

-George Nada (Roddy Piper) in John Carpenter's "They Live"

This chapter outlines rules for character creation. These rules only cover the creation of baseline human anti-heroes and heroic sociopaths. The rules for using non-humans as playable characters appear in **The Tag** along with other additional and optional rules. We do not recommend having more than one non-human character in a typical Phantasm posse, unless the GM and the players really want to.

Since Phantasm is an actual roleplaying game, and not a video game, who your character is is more important than what your character can do. You will have plenty of time to blow things (and people) up later on, so take a moment or so to come up with a concept for your character to go along with his stats. Complexity and nuance are great, and so is back story, but ultimately you should be able to sum up your character in a snappy one liner, like 'paranoid librarian' or 'brave ice cream man' or

'homicidal country musician' or 'militia leader and loving father' or 'pyromaniac college professor'. Note that stereotypes do not generally make very interesting characters but are almost always useful jumping-off-points.

Once you have a basic concept, spend a little time fleshing it out by creating the details of your character's personality, appearance, relationships and personal history. You can decide where he's from, but the GM will decide where he is at present to fit his story.

Once your character is a complete person, assign him a name, and any other relevant details. Then, we can decide his stats. Alternatively, you're free to create a character's stats first and then build a person around the numbers, but this can tend to result in somewhat wooden characters.



## ***A MANY-SPLENDORED BADASS***

Phantasm characters are divided into three tiers which are differentiated based on the exact scope and genre of campaign that the GM runs. Every tier is acceptable for play in a Phantasm game, but the higher tier a character is, the more the campaign tends toward action over horror, and the less likely a possibility gruesome and/or squishy character death becomes. For that reason, as a hard-and-fast rule, all player characters

should be at the SAME level of badass.

### **BADASS NORMAL:**

Characters are basically normal human beings (or at least the Hollywood approximation of such) and while capable of the occasional feat of stupendous awesomeness, they are fragile, fragile creatures and their days are numbered. Perfect for a True Horror campaign.





**Example Badass Normals:**

Roger from *Dawn of the Dead*. Richie Gecko and Jacob from *From Dusk Till Dawn*. Kirsty from *Hellraiser*. Mike from *Phantasm*. Earl McGraw and Dakota Block from *Planet Terror*. Ash (*Evil Dead*).

**What A Badass Normal Could**

**Do:** Escape alive from a room with ten zombies in it, by running, hiding, fighting, or trickery.

**UBER BADASS:**

The uber-badass is that stuff action movies are made of. If zombies had brains, they would be terrified of these guys. On a good day, an uber-badass can kill his way from point a to point b, stopping only to crack wise and reload. Of course, at this level, Uber Badasses still feel fear, and are certainly not invulnerable. The uber-badass is the default level for a starting *Phantasm* character.

**Example Uber-Badasses:** Peter from *Dawn of the Dead*. Seth Gecko, Sex Machine and Frost from *From Dusk Till Dawn*. Jody from *Phantasm*; Mike and Reggie in *Phantasm II*: Tulip O'Hare from *Preacher*. Abby, JT Hague, and Sheriff Hague from *Planet Terror*. Chris Redfield (*Resident Evil*). Ash (*Evil Dead II*).

**What An Uber Badass Could Do:**

Kill 25 zombies with just his trusty handgun.

**SUPERHUMAN BADASS:**

For most people, the appearance of evil supernatural forces bent on destruction and mayhem is pretty much guaranteed to ruin your day. For the superhuman badass, it is their time to shine. For whatever reason—faith in God, genetic engineering, or because they're just that damn tough—some badasses are more than human. At this point, the genre becomes more action than horror, as the possibility of the hero's untimely death becomes more and more unlikely. Superhuman Badasses still have weaknesses and flaws, but they are usually of the character and personality type; unlikely to prove fatal except under the most extreme circumstances.


**Example Uber-Badasses:** Jesse Custer and Cassidy from *Preacher*. El Wray and Cherry Darling from *Planet Terror*. Chris Redfield (*Resident Evil 5*). Ash (*Army of Darkness*).

**What A Superhuman Badass Could**

**Do:** Kill 100 Zombies with your bare hands (or just your chainsaw-arm) without breaking a sweat.



## ATTRIBUTES



Not all people are created equal. Some people are just more physically fit or mentally agile than others. You could roll dice to determine the genetic makeup of characters and in fact it might be more accurate to do so. But it's no fun for anyone when the player characters in a roleplaying game aren't created equal. For this reason, **Phantasm(2010)** gives you a pool of points with which to buy your attributes. However, players are free to spend this pool of points however they please, resulting in diverse characters that are equal, but different.

Other roleplaying games have LOTS of statistics to keep track of, usually between six and twelve. Phantasm has only FOUR main attributes (although there are some optional and derived statistics to track) and those are the following:

## MAIN ATTRIBUTES

**Strength:** Your character's physical strength and toughness.

**Speed:** Your character's raw physical speed and agility/dexterity.

**Wits:** Measures intelligence, mental speed, memory, and the acuity of sensory perceptions.

**Will:** Your character's courage and willpower.

Phantasm notably doesn't track the following characteristics:

**Charisma/Attractiveness:**

At least in Phantasm, your charisma and persuasiveness will be based primarily on how you roleplay your character and the situation at hand. If you want to play an ultra-suave character, be suave. Likewise, how hot or gross your character is will rarely make a difference in Phantasm. The zombies simply won't care. Your character can be as attractive or unattractive as you want, or you can simply roll 1d6 let the result determine your attractiveness, with 6 being a supermodel and 1 being some kind of hideous deformed freak. Ask which your GM would prefer.

**Wisdom:** As far as Phantasm is concerned, "wisdom" is really common sense. And since no statistic on the character sheet is going to stop your character from doing dumb things, this one is really up to you. If you want to roleplay a wise character, make wise decisions. If you wind up making stupid decisions, your character isn't all that wise. Which isn't necessarily a bad



thing (if you can get out alive) and almost always makes for good drama and storytelling.

All of your main attributes are rated from one to ten (although non-human characters and monsters may rarely have attributes of above ten). Ratings from one to six are within realistic human norms whereas ratings above six would be considered superhuman in the real world but are possible for Hollywood humans.

All Phantasm characters have a pool of points to spend on their attributes during character creation. This number of points is called your Badass Index (BI) and is determined by your character Tier.

ATTRIBUTE RATING	DESCRIPTION
1	Handicapped or disabled in some way.
2	Below average. Embarrassing.
3	Average for a normal human.
4	Above average. Decently developed.
5	Good or very good for a normal human.
6	Peak of 'real' human development.
7	Heroic
8	Legendary.
9	Super-Heroic
10	Undeniably superhuman.



**BADASS INDEX BY TIER**

TIER	BADASS INDEX (POINTS TO SPEND ON STARTING ATTRIBUTES.)
Badass Normal	20 (Cannot take attributes over 7.)
Uber Badass	30
Superhuman Badass	40

All Main Attributes begin at 0, but all players must purchase all four attributes at least at Rating 1. The cost to purchase an attribute varies by the rating (as shown on the following table) but is the same for all four of the main attributes.

ATTRIBUTE RATING	POINT COST TO PURCHASE
1	1 (Mandatory)
2	2 (Strongly recommended.)
3	3
4	4
5	5
6	6
7	8
8	10
9	12
10	15

**EXAMPLE**

We're going to build Reggie Bannister from *Phantasm II* as an Uber Badass using 30 points. Reggie, while not the sharpest knife in the drawer, or particularly fast, is a fairly strong guy (carrying big cardboard boxes of Freez-E pops tends to build muscles) and extremely brave, sometimes even when he shouldn't be. Assuming that Reggie was an Uber Badass, we would assign his stats like this.

**Strength:** 8 [10 Points]

**Speed:** 5 [5 Points]

**Wits:** 5 [5 Points]

**Will:** 8 [10 Points]



## SPECIAL (DERIVED) ATTRIBUTES:

Besides the main attributes, there are several more Special Attributes that are derived from them.

**Health:** Measures how much punishment a character can take before they're down for the count.

**{Knockout Threshold}:**

Determines when a character will lose consciousness from pain/shock.

**{Death Threshold}:**

The final word on what is or isn't survivable for the character.

**Defense:** Measures how hard the character is to hit in combat.

**Initiative:** Determines in what order characters act in combat. (See **The Fight Scene**.)

**Faith:** A measure of "spiritual firepower", not all characters have Faith.

## DETERMINING SPECIAL ATTRIBUTES

SPECIAL ATTRIBUTE	FORMULA TO DETERMINE
Health	<b>Badass Normal:</b> Equal to Strength x 6. <b>Uber Badass:</b> Equal to Strength x 10. <b>Supernatural Badass:</b> Equal to Strength x 15.
Knockout Threshold	<b>Badass Normal:</b> Equal to 15 - Will <b>Uber Badass:</b> Equal to 10 - Will. <b>Supernatural Badass:</b> Equal to 5-Will.
Death Threshold	<b>Badass Normal:</b> 0 <b>Uber Badass:</b> 0 - Strength <b>Supernatural Badass:</b> 0 - Strength - Will
Defense:	<b>Badass Normal:</b> 1 + Wits <b>Uber Badass:</b> 3 + Wits <b>Supernatural Badass:</b> 5 + Wits
Initiative	<b>Badass Normal:</b> 1d6 + Speed <b>Uber Badass:</b> 2d6 + Speed <b>Supernatural Badass:</b> 3d6 + Speed
Faith	<b>Badass Normal:</b> NA (0) <b>Uber Badass:</b> Equal to Will x 5. <b>Supernatural Badass:</b> Equal to Will x 10.



**EXAMPLE:**

Our Reggie, for instance, has a very respectable Health of 80. He doesn't lose consciousness until he hits 2 Health {Knockout Threshold of 2} but by that point he will almost be dead {Death Threshold of -8}. He will need all of that health, because he is not especially difficult to hit: an 8 or better on 2d6 hits him, with his Defense of 8. His initiative

is  $2d6 + 5$ , meaning that he can beat most zombies on the draw but isn't exactly The Flash. Finally, he has a whopping 40 Faith.

With that, Reggie's basic makeup, his Main and Special Attributes, are complete.

**SKILLS**

Skills represent learned abilities and trained talents that characters were not born with, but acquired over the course of their lives. Skills are bought with Skill Picks; the number of Skill Picks that characters have to spend are determined by their Tier and Wits attribute, as explained on the following table.

TIER	NUMBER OF SKILL PICKS
Badass Normal	Wits
Uber Badass	Wits x 2
Superhuman Badass	Wits x 3

Skills that have been learned and developed have three levels: Apprentice, Expert, and Master. Skills that characters do not have AT ALL are considered Untrained. Skills that characters have TRAINED in but not advanced at all will be covered later in this section.

SKILL LEVEL	# OF PICKS TO LEARN	BENEFITS
Apprentice	1	When using the skill, you need only roll under the Linked Attribute + 1.
Expert	3	When using the skill, you need only roll under the Linked Attribute + 2.
Master	5	When using the skill, you need only roll under the Linked Attribute + 4.



Phantasm neither has an exhaustive, detailed list of in-game skills to choose from NOR includes in-depth descriptions of what each skill can and cannot do.

Phantasm abstains from the former (exhaustive skill lists) in the name of creative expression; if our list does not contain a skill you want, you can freely create any skills you think your character would have, from Guitar to Demolitions. Just make sure you, your GM, and all the other players agree that the new skill is fair. We have provided many example skills provided to give you an idea of how specific skills should be. A notable exception is combat skills, which we have specifically mapped out and balanced.

We have abstained from the latter (detailed skill descriptions) in the name of GM fiat. In any

roleplaying game, it will be ultimately up to the referee to determine what skills can and cannot do in any given situation; Phantasm recognizes this, and leaves that call to the GM from the start.

The following list gives several usable sample skills—you can pick from these skills or use these as guidelines to create your own. Remember that most skills in Phantasm are active. Passive, knowledge based skills are for other games. Again, combat skills should stay as is; there is no reason to create your own Combat Skills. This list can help you decide which Attributes skills you create will be linked to; every skill must have a linked attribute. It is important to note that linked attributes are much less important for combat skills than for non-combat skills.

### SAMPLE SKILL LIST

SKILL NAME	LINKED ATTRIBUTE	SAMPLE TASK	COMBAT SKILL?
Blades	Speed	Decapitate a zombie with a katana.	Yes.
Clubs	Strength	Send a midget-ghoul flying with a baseball bat.	Yes.
Brawling	Strength	Throw a killer uppercut; Dispatch an opponent with a broken bottle or a steel folding chair.	Yes.

(Cont'd.)



SKILL NAME	LINKED ATTRIBUTE	SAMPLE TASK	COMBAT SKILL?
Pistols	Speed	Fire a 9mm Handgun.	Yes.
Automatics	Strength	Fire an Uzi; Fire an AK-47.	Yes.
Rifles	Wits	Fire a shotgun; Fire a sniper rifle	Yes.
Throwing Weapons	Strength	Throw a shuriken; Throw a grenade.	Yes.
Heavy Weapons	Strength	Fire an M-60; Fire a rocket launcher.	Yes.
Chainsaw	Strength	Cut someone in half.	ALWAYS
Drive	Wits	Run down a gaggle of ghouls.	Sometimes.
Bike	Speed	Navigate around a crashed 18-wheeler.	Sometimes.
Automotive Repair	Wits	Fix a blown tire on your Hemi-Cuda.	No.
Locksmith	Speed	Pick a padlock.	No.
Electronics	Wits	Fix a broken generator; hotwire a car.	No.
Stealth	Speed	Hide from the Tall Man.	No.
Swimming	Strength	Avoid drowning.	No.
Climbing	Strength	Scale a building.	No.
Guitar	Speed	"Stairway to Heaven"	No.
Demolitions	Wits	Create a pipe bomb.	No.
Chemistry	Wits	Make acid from household chemicals.	No.
Calculus	Wits	Find the total flux of an electromagnetic field.	No.
First Aid	Wits	Disinfect a gunshot; Sew an open wound shut.	No.
Cooking	Wits	Prepare a delicious breakfast.	No.
Intimidation	Will	Force a human opponent to back down without firing a shot.	No.
German	Wits	Speak and understand German.	No.
Latin	Wits	Read and write Latin.	No.

(Cont'd.)



SKILL NAME	LINKED ATTRIBUTE	SAMPLE TASK	COMBAT SKILL?
Stand Up Comedy	Wits	Make someone laugh in an inappropriate situation.	No.
Drawing	Speed	Accurately sketch an arcane sigil for later reproduction.	No.
Pilot	Wits	Land a prop plane; Control a helicopter.	No.
Security	Wits	Bypass an alarm system; Set a trap.	No.
Negotiation	Wits	Complete a drug deal.	No.
Subterfuge	Wits	Fast-talk your way past a security guard; Win a court case.	No.
Leadership	Will	Convince the cowardly townspeople to fight by your side.	No.
Awareness	Wits	Find a hidden passageway; Avoid an ambush.	No.

### BASIC TRAINING:

In addition to **Developed** skills, all Phantasm characters are **Trained** in a number of additional skills equal to their Wits. While being

**Trained** is not quite as good as being an **Apprentice**, it is much better than being **Untrained**.

SKILL LEVEL	BENEFITS
Untrained	NONE. When attempting to use the skill you must roll under the linked attribute - 2. If the skill is a combat skill, you suffer -4 to your roll.
Trained	When using this skill, treat it as a standard Attribute Check of the linked attribute. If the skill is a combat skill, just roll 2d6, and do not add or subtract anything.



**EXAMPLE:**

Reggie is only really good at two things; playing guitar and kicking ass. With ten skill picks, we'll make him an Expert guitarist and an Expert with rifles; the better to use his custom four-barreled shotgun. Remembering the legendary Hemi-Cuda, we make him an expert driver and give him Apprentice level in Automotive Repair.

Of course, that doesn't make for a very well rounded character. Fortunately, we also get four more skills at Trained from Basic Training. We decide that Reggie can also handle himself in a fight, can be kind of quiet, and probably knows how to shoot a handgun; we make him a Trained Brawler and increase his Pistols skill to Trained. He might get his hands on that flamethrower he's been eyeing, so we give him Trained in heavy weapons, just in case. With one pick left, we decide to invent a new skill with it. Reggie was an ice cream man, after all, so we round out the character by making him Trained in Food

Preparation (Ice Cream). Not likely to be useful, but then again, who knows...?

**REGGIE BANNISTER**

Human Uber Badass (BI: 30)

**Main Attributes:**

Strength: 8

Speed: 5

Wits: 5

Will: 8

**Special Attributes:**

Health: 80

Knockout Threshold: 2

Death Threshold: -8

Defense: 8

Initiative: 2d6 + 5

Faith: 40

**Skills:**

Expert (+2) Guitarist,

Expert (+2) Rifleman,

Expert (+2) Driver,

Apprentice (+1) Auto-Mechanic.

Trained (+0): Pistols,

Heavy Weapons, Brawling,

Food Preparation (Ice

Cream), Stealth.



## TECHNIQUES

Call them feats, talents, moves, maneuvers, or whatever you like — just don't call them Skills or Attributes, to avoid confusion — Techniques are how your character kicks ass. Techniques make combat exciting, varied, and dynamic rather than a boring attack-fest. The number of Techniques that characters begin with depend on their Tier

and Will score. The Techniques themselves are listed in **Special Effects**.

TIER	NUMBER OF TECHNIQUE PICKS
Badass Normal	Will/2 (Round Up)
Uber Badass	Will
Superhuman Badass	Will x 2

## EQUIPMENT

There are games where every piece of gear is kept track of in fastidious and exacting detail. Phantasm is no such game; guns, melee weapons, armor, and vehicles are important, along with the gasoline and ammo you'll need to keep them running, and maybe the medical supplies you'll need to keep you on your feet. Everything else can be handily abstracted by the GM. Starting characters begin with any miscellaneous junk they need (accommodation,

food, clothing, a cell phone). The GM should not obsess over nonessential gear; players, in turn, shouldn't abuse it.

Players receive starting Weapons and Vehicles based on their level of training in the respective skills. Some high-quality Weapons and Vehicles take more than one pick. For a BIG list of individual weapons and other gear, see **The Prop Department**.



## STARTING WEAPON PICKS

SKILL LEVEL	WEAPON/ VEHICLE PICKS	EXAMPLE
Trained or less.	Nothing	NA
Apprentice	1	An Apprentice of Blades could start with a switchblade. An Apprentice of Drive could start with a Honda Civic.
Expert	2	An Expert of Pistols could start with two Glocks, or one Desert Eagle. An Expert of Bike could start with a badass Harley or with two wimpy Vespas.
Master	4	A Master of Automatics could start with a Tec-9, a Mac-11, and two Micro-Uzis, or with two AK-47 assault rifles, or one Steyr-Aug assault rifle and one Micro-Uzi. A Master of Pilot could start with an attack helicopter. A Master of Blades could start with four switchblades, two rapiers, or a katana.

## STARTING CASH

All characters start with (Wits)d6 x \$100 in starting cash that can be used to purchase additional weapons, ammunition, and incidental gear. Starting cash left unspent

at the end of character creation comes into game as cash-in-hand. Additional weapons and gear can be found over the course of the game.

## CHARACTER ADVANCEMENT

See page 137 (in **Behind The Scenes**) for details on how Phantasm characters level up.



## SPECIAL EFFECTS

"I never killed nobody, I promise you're my first.

They say you always remember your first."

-Say Anything, "An  
Orgy of Critics"

This chapter includes rules for special abilities used by human badasses (Techniques). The special abilities of monstrous PCs (Powers) are covered in **The Tag**. Also in this section

are special rules for covering different circumstances that might occur over the course of the game. It might behoove you to read **The Fight Scene** first to understand the basic combat rules; Techniques work by "Breaking" these rules in small but significant ways. Each technique can only be picked once unless it specifies otherwise.

### TECHNIQUES

TECHNIQUE NAME	# OF PICKS	PRE-REQUISITES	USE LIMITATIONS (X PER DAY OR FAITH COST)	BENEFITS
Batter Up	1	Strength 5+	--	When armed with a two-handed weapon, you can spend a Full Turn action to make a melee attack at -2 to hit. Treat your strength as twice what it actually is to determine the damage of this attack.
Blitzkrieg	1	Speed 5+	--	You can attack and move, or give up your attack action to move twice in a turn. (Normally, characters can only move and then attack, not the other way around.)

(Cont'd.)



TECHNIQUE NAME	# OF PICKS	PRE-REQUISITES	USE LIMITATIONS (X PER DAY OR FAITH COST)	BENEFITS
Frenzy	2	Blitzkrieg	--	You can give up your move action to attack twice in a turn. Each attack is made at a -2 penalty.
Boom!Headshot	1	--	--	When using any pistol, rifle, or shotgun, you can declare you are aiming for the head. Aiming for a specific target is a move action, which must be followed by an attack action to fire, hence using Boom!Headshot is a Full Turn action. Your attack roll is at a -2 penalty, but you deal double damage if you hit. Good for dealing with zombies.
Kneecapper	1	--	--	When using any pistol, rifle, or shotgun you can use a move action to aim for the target's kneecap (if the target HAS kneecaps), immediately followed by an attack action to take the shot. The attack roll is made at a -2 penalty, but if you hit, the target can only move one yard per turn until healed; the attack does normal damage.

**(Cont'd.)**



TECHNIQUE NAME	# OF PICKS	PRE-REQUISITES	USE LIMITATIONS (X PER DAY OR FAITH COST)	BENEFITS
Trick Shot	1	Speed 5+	--	You can spend a move action to Take Aim, and take a -2 penalty on a subsequent attack roll to hit a very small, specific target. Traditionally, this can be used to knock a weapon out of a humanoid enemy's hands but it could also be used to hit difficult targets, like the tires of a car or a Screamer's eyes. If this attack hits a weapon, the weapon is destroyed or knocked 2d6 yards away, at the GM's discretion.
In The Face!	1	--	--	As Boom!Headshot but for use with non-explosive throwing weapons, such as throwing knives and shuriken.
Bull's Eye	1	Wits 5+	--	As Trick Shot, but for use with non-explosive throwing weapons, such as throwing knives and shuriken.
Counter Attack	3	Expert in Blades, Clubs, or Brawling.	--	Whenever you're hit with a melee attack, you get a free melee attack on them, at a -1 penalty, at the end of the turn in which they hit you.

**(Cont'd.)**



TECHNIQUE NAME	# OF PICKS	PRE-REQUISITES	USE LIMITATIONS (X PER DAY OR FAITH COST)	BENEFITS
Critical Attack	1	--	--	When you roll a natural 12 on an attack roll, you automatically hit, and make a separate attack roll. If that attack roll would hit, your attack does double damage.
Improved Critical Attack	2	Critical Attack	--	Whenever you roll a natural 12 on an attack roll, you automatically deal double damage.
Longshot	1	Wits 6+	--	Double the range increments of all firearms you use.
Sniper	3	Longshot and either Boom! Headshot, Kneecapper, or Trick Shot	--	When using a scoped weapon (such as a sniper rifle) ignore the to-hit penalties for making Boom!Headshot, Kneecapper, and Trick Shot attacks.

**(Cont'd.)**



TECHNIQUE NAME	# OF PICKS	PRE-REQUISITES	USE LIMITATIONS (X PER DAY OR FAITH COST)	BENEFITS
Dodge	2	Speed 5+	--	You can give up a combat turn to take evasive action; make a Speed Check. If you succeed, add a Defense Modifier equal to $\frac{1}{2}$ your Speed (round up) to your defense for the rest of the round. If you are attacked before your turn in a given combat round, you can give up your next action to reflexively dodge (you must declare this before the attack roll against you is made) but if you have already acted in a combat turn, you cannot dodge.
Bullet Time	1	Dodge; Uber Badass and higher only.	2 Faith	By spending 2 Faith, you can add +4 to your Speed for the purpose of any Dodge test you make versus a ranged attack.
Matrix	1	Dodge; Uber Badass and higher only.	2 Faith	By spending 2 Faith, you can add +4 to your Speed for the purpose of any Dodge test you make versus a melee attack.

**(Cont'd.)**



TECHNIQUE NAME	# OF PICKS	PRE-REQUISITES	USE LIMITATIONS (X PER DAY OR FAITH COST)	BENEFITS
Ambidexterity	2	Expert or higher in Blades or Clubs.	--	You can wield two (reasonably small) melee weapons in combat, allowing you to make one additional melee attack per attack action. Both melee attacks must be on the same target. If you choose to attack twice, each attack is at a -1 Penalty. If you also have Frenzy, you can make FOUR attacks, but since the penalties are cumulative, each will be made at a -3 Penalty.
Dual Wield	1	Ambidexterity	Daily	Once per day, if you are equipped with two melee weapons, you can attack with both weapons at a +4 Bonus instead of the usual -1 Penalty. Both attacks must be made against the same target. If you are using Frenzy, instead you make FOUR melee attacks at a +2 Bonus.

**(Cont'd.)**



TECHNIQUE NAME	# OF PICKS	PRE-REQUISITES	USE LIMITATIONS (X PER DAY OR FAITH COST)	BENEFITS
John Wu Special	2	Speed 6+; Uber Badass and higher only.	--	You can wield two pistols at once in combat. You can choose to fire both pistols with one attack action; each attack is at a -2 Penalty. If you are using Frenzy, you can instead fire each pistol TWICE but each attack will be at a -4 Penalty. You can split the attacks up however you choose between the available targets.
Equilibrium	1	John Wu Special	Daily	Once per day you can fire two pistols at once and receive a +4 bonus to each attack. You can split these attacks up however you see fit among available targets. If you are using Frenzy, you can make FOUR pistol attacks, each at a +2 Bonus.
Killing Hands	1	Expert Brawler; Strength 7+	--	Your unarmed attacks can inflict non-subdual damage. (Normally unarmed attacks can only inflict subdual damage, which can only knock out, not kill.)

(Cont'd.)



TECHNIQUE NAME	# OF PICKS	PRE-REQUISITES	USE LIMITATIONS (X PER DAY OR FAITH COST)	BENEFITS
Lethal Strikes	1	Killing Hands; Superhuman Badass.	--	Your unarmed attacks deal +1d6 damage. You may pick Lethal Strikes up to three times, gaining this benefit each time.
Point Blank	1	--	--	Attacks made with firearms against targets one yard away or closer receive a +1 bonus and deal +1d6 damage.
Reposition	2	Speed 6+	--	You may choose to reroll your initiative between combat rounds. (Normally you are stuck with the initiative you initially roll.)
Too Damn Fast	1	Reposition; Speed 7+	--	Add 1d6 to your initiative roll. You may pick Too Damn Fast up to three times, gaining this benefit each time.

**(Cont'd.)**



TECHNIQUE NAME	# OF PICKS	PRE-REQUISITES	USE LIMITATIONS (X PER DAY OR FAITH COST)	BENEFITS
Blade Dance	3	Blades Expert; Uber Badass and higher only.	5 Faith	You can divide the damage from a normal Blades attack however you choose between the primary target and any number of other targets that are within Speed yards. Blade Dance can't be combined with other techniques; you must declare that you are using Blade Dance before making the attack roll.
Desperation Strike	2	Will 5+; Uber Badass and higher only.	Costs Health (See description.)	When you make a melee attack (using blades, clubs, or brawling) before making the attack roll, you may spend as many points of Health as you want, up to a maximum of Will. If the attack hits, it deals extra damage equal to the Health spent.

**(Cont'd.)**



TECHNIQUE NAME	# OF PICKS	PRE-REQUISITES	USE LIMITATIONS (X PER DAY OR FAITH COST)	BENEFITS
Impaler	2	Strength 7+; Batter Up; Uber Badass and higher only.	5 Faith	When armed with any melee weapon capable of penetrating an opponent's body (such as a broken pool cue or a sword) you can spend 5 Faith and a Full Turn action to make a melee attack at -2 to hit. This attack does triple damage if it hits, and the target may not counter attack.
Stealth Kill	2	Master of Stealth; Uber Badass and higher only.	10 Faith	If you are undetected (i.e. if you win a contest where you roll 1d6 + Speed + Stealth versus an enemy's 1d6 + Wits + Awareness) at the start of a combat, and armed with a one handed melee weapon (such as a combat knife or blackjack) you spend 10 Faith to attempt to immediately coup an unsuspecting enemy. This attack hits automatically for double damage.

**(Cont'd.)**



TECHNIQUE NAME	# OF PICKS	PRE-REQUISITES	USE LIMITATIONS (X PER DAY OR FAITH COST)	BENEFITS
Faith Shot	1	Uber Badass and higher only.	1 Faith	Spend 1 Faith to add +1 to an attack roll with any firearm. You can only spend 1 Faith this way each turn.
Burning Faith	3	Faith Shot; Superhuman Badass only.	X Faith	When making a Faith Shot, you may spend any number of Faith points before making the attack roll, up to a maximum of Will. If the attack hits, it does +1d6 damage for each point of Faith spent beyond the first.
Shotgun Fireworks	3	Uber Badass and higher only. Expert in Rifles or Automatics.	5 Faith	When armed with a shotgun or a weapon capable of fully automatic fire, you can spend 5 Faith to divide the damage from a normal ranged attack however you want between the initial target and any number of other targets that are within Wits yards of the initial target. You must declare that you are using shotgun fireworks before making the attack roll.

**(Cont'd.)**



TECHNIQUE NAME	# OF PICKS	PRE-REQUISITES	USE LIMITATIONS (X PER DAY OR FAITH COST)	BENEFITS
Magnum Force	2	Uber Badass and higher only. Expert in Pistols or Rifles.	5 Faith	If you are armed with a Single Fire weapon that has a base damage of 5d6 or higher, you can spend 5 Faith to make an attack that will deal double damage and penetrate <i>straight through</i> the target, dealing normal damage to any targets directly behind the first.
One-Punch Knockout	2	Expert Brawler; Critical Attack	--	If you roll a natural twelve on an unarmed attack roll, your target's Health is immediately lowered to its K.O. threshold, if it has one.
Neck Snapper	3	Killing Hands; Lethal Strikes; Critical Attack; Superhuman Badass	10 Faith	If roll a natural twelve on an unarmed attack roll, your target's Health is immediately lowered to its death threshold. Some powerful enemies may be immune to this instant-kill ability.

(Cont'd.)



TECHNIQUE NAME	# OF PICKS	PRE-REQUISITES	USE LIMITATIONS (X PER DAY OR FAITH COST)	BENEFITS
Chainsaw Gouge	3	Expert in Chainsaw; Uber Badass and higher only.	5 Faith	You can spend 5 Faith to make a chainsaw attack at a -2 penalty to hit. If this attack hits, it does triple damage as you thrust into and then cut up and out of the target.
Inferno	2	Expert in Heavy Weapons or Throwing Weapons; Uber Badass and higher only	5 Faith and 5 Health	Pour on the flames! When using any fire based weapon, you can spend 5 Faith and 5 Health before making the attack to add +1d6(d6) (i.e. 1-36) damage to the attack if it hits.
True Faith	1	Uber Badass and higher only.	Daily; 10 Faith	Once per day, you can spend 10 Faith to reroll any one die roll.
Faith Healing	3	Superhuman Badass; True Faith.	5 Faith	You can take a full turn action, spend 5 Faith and lay-on-hands to heal yourself or an ally for a number of points of Health equal to your Will + 1d6.
Desperate Rally	1	Superhuman Badass; Faith Healing.	5 Faith	You can spend 1d6 Health and a full turn action to restore 2d6 Health to all allies (not you) within Will yards.



## FILM BREAKS

The heroes are surrounded. Slavering, growling horrors close in on all sides. The good guys are wounded, outnumbered, and outgunned. They're down to their last two shells. What happens?

In a movie? Some kind of deus ex machina will most likely provide a way for at least most of the good guys to escape, with minimal casualties, unless it's the end of the movie and the movie has a downer ending, that is. But in the first act? Survival is all but guaranteed.

In a typical roleplaying game? They may well die. Even if it is the first act.

Film Breaks are how Phantasm strikes a balance between guaranteed survival (boring) and the possibility of anti-climactic, dramatically inappropriate character death (frustrating). In the above scene, if one of the players used a Film Break, the

action would stop—as though the film on an old projector had melted or snapped, hence the name—just long enough for a brief break. Maybe long enough to grab some pizza or just long enough for someone to use the bathroom. After that? The action would resume in the next reel. The heroes would be out of immediate danger, but they could very well have arrived in another “interesting” situation, possibly even “out of the frying pan but into the fire”.

That is how Film Breaks in **Phantasm(2010)** work.

CHARACTER TIER	# OF FILM BREAKS PER PLAYER PER GAME SESSION
Badass Normal	0
Uber Badass	1
Superhuman badass	2

## FILM BREAK RULES

✖ *Film Breaks must be called BEFORE character death/total party wipeout occurs. Film Breaks do not allow players to reroll any dice or reset anything that has*

*already happened. They only allow players to get out of bad situations. After a film break, players are just as wounded and/or dead as they were before the film break. The*



GM decides where players wind up after a film break, and if necessary, what happened (see below). \*Characters know what happened during a film break, even if players don't. Since they all know, why do they need to discuss it? Experienced players can have their characters make oblique references to the whacky circumstances that got them out of the jam, as a source of comic relief. Unless, of course, the game session has already had far too much comic relief.

✖ Using a Film Break costs 25 XP (see **Behind the Scenes** for more details). If a character doesn't have 25 XP, the GM may either rule that he cannot call a Film Break or that he goes into negative XP that must be "worked off" with the next XP he earns, depending on the situation.

✖ Finally, the players collectively can veto any player's use of a film break with a majority vote, and the GM can of course veto any use of a film break at any time for any reason.

## FAITH BASED EFFECTS

For Uber Badasses, Faith is simply the MacGuffin or applied phlebotinum that defines the things the character can do that humans can do "in the movies" but not in real life. An abstract characteristic that characters are not innately aware of, you can call it the human spirit or the drive to survive. For Superhuman Badasses, faith is a reserve of spiritual power that makes the character more powerful than even a "Hollywood human". That is why Superhuman Badasses can use Faith almost like magic, with lots of pyrotechnic effects, to heal wounded team mates and fire glowing bullets.





In either case, certain special rules apply:

✖ A character who has spent all of his Faith points and is at 0 Faith is Drained, and receives -2 to Will until some Faith is restored (see **The Fight Scene** for rules on how Faith is restored over time and by other conditions). If this reduces the character's Will to 0, the character falls Unconscious until some Faith has been restored.

✖ \*Some monsters and enemies have attacks that reduce Faith directly, instead of Health. If a character's Faith is reduced to 0 in this way, he becomes catatonic, and is Dying (see **The Fight Scene**) until he reaches his Death Threshold, or his Faith is somehow restored. In this way, attacks that target Faith are even more deadly than physical attacks.

## TAKING A MULLIGAN

A more player-centric approach to the same concept as a Film Break, Taking a Mulligan is an option that Phantasm gives to players whose characters have the correct skills to succeed a crucial action, but fail due to poor dice luck. A player who wishes to Take a Mulligan can spend 25 XP (only if he has that much unspent XP) to reroll a failed Attack Roll, Attribute Check, or Skill Test. Unlike the Film Break, this is not restricted to life-or-death situations. A given roll can only ever be rerolled once with this rule.

To prevent characters with high XP from abusing this rule to avoid ever failing (thus garnering more XP), and since failure is part of the game, the following rules limit the number of Mulligans that can be taken by character tier.

CHARACTER TIER	REROLLS ALLOWED PER PLAYER PER GAME SESSION
Badass Normal	3
Uber Badass	5
Superhuman Badass	7



## THE FIGHT SCENE

“JODY:

Now, remember: you don't aim a gun at a man unless you intend to shoot him. And, you don't shoot a man unless you intend to kill him. No warning shots. Hey, you listening to me? No warning shots. Warning shots are bullshit. You shoot to kill, or you don't shoot at all.”

-Phantasm (1979)

Outside of combat, **Phantasm (2010)**, like all roleplaying games, is fairly abstract. Players describe what actions their characters take, and speak as their characters, interacting with each other, the environment, and non-player characters controlled by the GM to advance the story. When

the shit hits the fan, however, even as the action in the game world gets more frantic and fast-paced, the pace of the game itself slows down, becoming more methodical and precise as the game enters a turn order. Combat in Phantasm is designed to be fun, fast paced, and incredibly bloody. A typical combat in Phantasm should take between twenty minutes and an hour of real time to resolve, but takes place in a much shorter time within the game, all of the shit going down in a matter of seconds.

### THE COMBAT ROUND

The combat round in Phantasm lasts 10 Seconds. Combats can be as short as one round, and although there is no upper limit, they rarely last more than ten rounds. The combat round is divided into one turn for each combatant. The combat round

follows a specific operating order (which will be outlined here) as players take turns describing what their characters do. Of course, the monsters get their turn to act too.

### INITIATIVE

When combat starts, each character in the combat should roll Initiative. All PCs and named NPCs have their own initiatives, but groups

of similar enemies or monsters — such as zombies — should all act on the same initiative, to simplify bookkeeping.



CHARACTER TYPE	INITIATIVE ROLL
Badass Normal	1d6 + Speed
Uber Badass	2d6 + Speed
Supernatural Badass	3d6 + Speed
Human NPC	1d6 + Speed
Monster	Varies. (See <b>Extras</b> )

Characters act (take their turns) in Initiative Order, from the highest result to the lowest. Characters with the same initiative act *simultaneously*.

Note: Characters with the Reposition Technique have the option of rerolling their initiative between combat rounds. Characters without Reposition are stuck with their initiative result for the duration of the encounter.

## SURPRISE

If one or more combatants has the drop on the opposition — by using Stealth to strike from concealment or set up an ambush, or if combat began with one side holding the other at gunpoint — that character

or group of characters gets an entire free round worth of actions (one turn per character with the element of surprise) before initiative is rolled.

## THE COMBAT TURN

Within each Combat Round, each combatant has one Combat Turn, which happen in descending order of Initiative as described above. Each Combat Turn, by default, allows the acting character one Move Action and one Attack Action (in that order), and any number of Free Actions.

Free Actions are minor actions that have little or no effect on the tactical situation. Typical free actions include speaking up to

ten seconds worth of in-character dialogue, or making hand gestures (of either the tactical or incredibly rude variety). Anything else is most likely significant enough to be a Move or Attack action, but if you think something might be insignificant enough to be a free action, ask your GM.

Note<sup>1</sup>: Characters with the Blitzkrieg Technique may choose to take two Move Actions instead of one Move Action and one Attack Action. They



may also choose to Attack (make an Attack Action), and then Move (make a Move Action); by default, characters may only Move and then Attack. Any character may choose not to move or not to attack within a given turn.

## COMBAT MOVEMENT

Unsurprisingly, the standard Move Action is to move your Speed in yards. You could use miniatures and graph paper or hex grids (with a scale of one yard per hex/square) to keep track of character movement and position, but this is not strictly necessary. One important aspect of combat movement is that characters must be adjacent (within three feet) to engage in melee combat. Another is that different ranged weapons have different ranges (also measured

Note<sup>2</sup>: Characters with the Frenzy Technique may choose to attack twice (take two Attack Actions) instead of taking a Move Action and an Attack Action, as normal.

in yards). Characters with the **Blitzkrieg** technique can use a Full Turn action to move twice their Speed in yards, useful for making a quick getaway.

Besides moving, several other minor but not inconsequential actions count as Move Actions as shown on the following table. This is not meant to be an exhaustive list but covers the most common, tactically relevant options.

## ATTACK ACTIONS

MOVE ACTIONS	TEST REQUIRED?	NOTES
Move (Speed) yards.	None.	--
Open or close a door.	None.	--
Drop prone or stand up.	None.	--
Put away a weapon or draw/ready a weapon. (Not both.)	None.	--
Reload firearm. (Change clips.)	None.	--
Take cover.	None.	--
Control a motorcycle.	Bike	(Variable Difficulty)

(Cont'd.)



MOVE ACTIONS	TEST REQUIRED?	NOTES
Pick up/drop item (not both).	None.	--
Aim.	None.	Each action spent aiming a ranged weapon at a given target provides a -1 Defense Modifier to that character for your next attack on the target, to a maximum -DM of your Wits. If you spend any actions doing anything but aiming before making the attack, the aiming bonus is lost.
Use Technique	Variable	Techniques that can be used as Move Actions, only.

The default attack action is, unsurprisingly, to attack (with your bare hands, a melee weapon, a gun, or a thrown weapon) by making an attack test. To reiterate: you make an attack test by rolling 2d6 and adding the appropriate skill bonus; if your result is equal to or higher than the target's defense, your attack hits and deals damage. Characters are not restricted to only attacking,

and attack actions can be used for other tactically significant purposes. The following table covers some of the common possibilities for attack actions.

Note: Characters with the **Frenzy** Technique can make two attacks (or take two attack actions) per turn. If even one of the two actions requires a Test, Check, or Attack roll, each action is made at a -2 Penalty. Also note that characters that attack twice or otherwise take

ATTACK ACTIONS	TEST REQUIRED?	NOTES
Fire a gun.	Pistols, Rifles, Automatics or Heavy Weapons	--
Attack in melee.	Blades, Clubs, or Brawling.	--
Throw weapon.	Throwing Weapons.	--
Smash window/kick in door.	Strength Check	--
Reload Firearm. (Revolver or internal magazine.)	None.	--
Use machine/terminal/computer.	Maybe	--

(Cont'd.)



ATTACK ACTIONS	TEST REQUIRED?	NOTES
Use Technique.	Variable.	Techniques that can be used as Attack Actions, only.
Control car.	Drive.	(Variable Difficulty)
Control aircraft or watercraft.	Variable	(Variable Difficulty)

two attack actions spend their entire turn attacking and don't get a chance to move.

## REACTIONS

Reactions do not count as Attack Actions, Move Actions, or even Free Actions. They happen outside the normal flow of initiative. Reactions are granted **only** by Techniques and other special conditions.

REACTION	TECHNIQUE NEEDED	TEST REQUIRED?	NOTES
Counter	Counter Attack	Melee Attack Test.	Whenever you are hit in melee combat, you may make a free, immediate melee attack test (in the same combat turn) at a -1 penalty against the character who just hit you.
Reflexive Dodge	Dodge	Speed Check.	If you have not acted yet in a combat round, you may give up your upcoming turn to reflexively dodge an attack roll being made against you. (You must declare that you are dodging before the attack roll is made.) If you succeed a Speed Check, add $\frac{1}{2}$ your Speed (round up) to your Defense for the duration of the Combat Round.



## MELEE COMBAT

To attack a character in melee, you must close to within one yard and make an Attack Test, rolling 2d6 and adding your skill bonus from Blades (if armed with an edged weapon), Clubs (if using a blunt weapon) or Brawling (if unarmed, or using an improvised weapon). If your result is equal to or greater than the target's Defense, you hit although the target may still have the option to Counter Attack or reflexively Dodge depending on what Techniques the target knows.



## MELEE DAMAGE

The damage dealt by basic unarmed attacks (the fists and feet of humans) is covered by the following table.

### UNARMED DAMAGE BY CHARACTER TIER

CHARACTER TIER	BASE UNARMED DAMAGE
Badass Normal	Strength (Subdual)
Uber Badass	1d6 + Strength (Subdual)
Superhuman Badass	2d6 + Strength (Subdual)

All unarmed damage is Subdual damage (see **Damage, Death, and Healing** for details).

Attacks with melee weapons also benefit from Strength. Add  $\frac{1}{2}$  your Strength (round up) to the damage of one-handed melee weapons (like kitchen knives, claw hammers, and rapiers). Add your full Strength to the damage of two-handed melee weapons (like baseball bats, pick-axes, and claymores).



## GRAPPLING

A character who makes a successful Melee Attack may choose to grapple instead. The two characters have a Strength Contest. If the attacker wins, the defending character is successfully grappled. Grappled characters may not take any actions but attempting a Strength Contest to break free although if a grappled character successfully breaks free, he may then grapple the other character, thereby

turning the tables. The character maintaining the grapple may deal Unarmed Damage to the grappled character by winning a Strength Contest. Simply maintaining the Grapple is a full turn action with no test.

Making a Strength Contest to grapple—whether trying to deal Unarmed Damage or to escape from a grapple—is a full turn action.

## MELEE DEFENSE MODIFIERS

SITUATION	DEFENSE MODIFIER
Attackers outnumber defenders in melee.	-1 for each net friend in the melee to a maximum of -4. [If four dwarves are attacking Reggie, Reggie receives a net Defense penalty of -3.]
Defenders outnumber attackers in melee	+1 for each net friend in the melee to a maximum of +4. [If Reggie is trying to punch out one of the four dwarves, the dwarf receives a Defense bonus of +3.] <b>Defenders must be intelligent enough to take advantage of their numbers to receive this bonus; i.e. standard zombies do not benefit from this Defense bonus.</b>
Defender successfully grappled by another combatant.	-Strength of the grappling character, but if the attack misses, it hits the grappling character instead.
Defender Prone.	-2
Attacker Charging	-2 to both the Defender for this one attack <b>and</b> the Attacker for the duration of the Combat Round.
Attacker has longer weapon reach.	-2
Defender has longer weapon reach.	+2



## RANGED COMBAT

Characters attack in ranged combat by making an attack test using the appropriate combat skill (Pistols, Automatics, Rifles, Throwing Weapons, or Heavy Weapons). Roll 2d6 and add the appropriate skill bonus; if the result is greater than or equal to the target's modified Defense, your attack hits and deals damage. Base ranged combat

damage is determined entirely by the weapon used, except non-explosive throwing weapons which add Strength-based bonus damage in the same way as one handed melee weapons. There are, however, several factors that affect ranged combat and make it more complicated.

## BURST FIRE

Automatics and other weapons capable of Burst Fire can fire three round bursts. Three round bursts use up three shots of ammunition and are made at a -1 Recoil penalty to the attack. The character firing the burst must choose whether to hose or

spray before making the attack roll.

**Hose:** Attack deals +1d6 damage.

**Spray:** Defender receives a -2 DM for this attack.

## SHOTGUNS

Shotguns in **Phantasm** are assumed to be firing 00 Buckshot. (Birdshot would deal significantly less damage whereas slugs would make shotguns more like rifles.) Therefore:

✱ Shotguns that are fired from more than 5 Yards away inflict a -2 DM on the defender but receive a -1 penalty to the attack (like an automatic firing a Burst Fire spray).

✱ Shotguns that are fired from within 5 Yards deal +1d6 Damage.



## FULL AUTO

Automatics and other weapons capable of autofire can blaze away on FA. This burst fires between five and thirty bullets (must be a multiple of 5), limited by the amount of ammo left in the clip. The attack receives a -1 Recoil penalty for every five rounds fired. The attacker must choose whether to hose or spray before making the attack roll.

**Hose:** The attack deals +1d6 damage for every five rounds fired.

**Spray:** The defender receives a -2 DM for this attack for every five rounds fired.

## COVERING FIRE

Automatics and other weapons capable of autofire can be used to cover an area, discouraging enemies from moving through it. If the attacker has at least thirty rounds in the clip, he can empty the entire clip to “cover” an area of (Wits) square yards

from the moment he begins firing until his next combat turn. Anyone moving through this area without taking cover — or popping up from cover to attack within this area — must succeed a Speed Check or suffer the weapon’s base damage.

## GRENADES

On a successful throw, grenades land at the feet of the target they were thrown at. On an unsuccessful throw, grenades can land anywhere, at the GM’s discretion, but are unlikely to be close enough to damage the intended enemy. Either way, grenades “go off” and deal damage to everything within their blast radius (see Props) on the **next** combat turn of the character who threw them. In the intervening turns, a

particularly brave character near the grenade can use a move action to make a successful Hard Speed Check to pick up the grenade. If the character succeeds, he can make a Throwing Weapons test to throw the grenade elsewhere. If the character fails at picking up the grenade, he is right at ground zero when the grenade goes off.



## RANGED DEFENSE MODIFIERS

SITUATION	DEFENSE MODIFIER
Defender has soft cover (bushes, glass door)	+1
Defender has partial cover (crate, car door)	+2
Defender has full cover (pillbox, trench)	+4
Attacker aiming.	-1 for each action the attacker has spent aiming.
Defender running (moving 2xSpeed yards in one turn)	+2
Defender Prone	+2
Attacker using burst fire spray or shotgun at more than 5 yards.	-2
Attacker using autofire spray	-2 to -12 DM
Poor visibility (partial light, light glare, smoke or fog)	+2
Terrible visibility (pitch darkness, blinding glare, heavy smoke or fog)	+4
Attacker moving (attacker has moved at least Speed yards before attacking)	+1
Defender unaware of attacker's position	-6

## STATES OF BEING

Fresh characters are perfectly healthy to lightly wounded, and have no significant penalties.

Wounded characters are at or below one half their Health (rounded up). They receive -2 to Strength and Speed (Min. 1).

Dying characters are those at or below 0 Health. While they can still move and act as long as they are not also **Unconscious** (see below)

they may only take one move action or one attack action each combat turn. More importantly, they lose 1 Health each combat turn until they die or are stabilized by a standard First Aid test. Characters whose Faith is reduced to 0 or below by enemy attacks are immediately Dying, even if their Health is well above 0. **No amount of Subdual damage can ever reduce a character past 0 Health.**



Unconscious characters are those whose Health is at or below their Knockout Threshold. They are almost certainly Wounded, and may also be Dying. Unconscious characters regain 1d6 Health in 10 – Strength hours, and regain consciousness if that brings them above their Knockout Threshold and they are not Dying. Unconscious characters can't do anything.

Dead characters are those whose Health is at or below their Death Threshold. It is possible for a character to die without ever being knocked unconscious but not without being first Wounded, and then Dying. If your character is dead, make a new one.

## DAMAGE, DEATH, AND HEALING

Badass Normal characters can only naturally regain Health on days where they do nothing but rest. Characters at higher tiers regain Health and Faith as long as they get at least 8 Hours of Rest.

CHARACTER TIER	REGAINED PER DAY OR 8 HOURS OF REST:
Badass Normal	1d6 + Strength Health
Uber Badass	2d6 + Strength Health ; 1d6 Faith
Superhuman Badass	3d6 + Strength Health ; 2d6 Faith

Players can also regain Health via Faith Healing or the use of the First Aid skill. (A successful First Aid Test can restore (First Aid Skill Bonus)d6 Health to a

wounded character. First Aid can only be used this way once per day, and only once per set of wounds. First Aid must be used within one hour of the initial damage being taken.) Non-human players regain health through other means, as described in the Special Effects chapter.

If something gruesome happens to a human player (as a result of double or triple damage from a critical attack of some kind), like losing an eye or a limb, this- and any incurred penalties- cannot be healed by just resting, and requires professional medical attention to save the body part. However, the Faith healing technique can fix such disfiguring and crippling wounds.



## KEEPING THE FAITH

In addition to resting, each player should choose one **trigger condition** for their character that will restore Faith. This should be something appropriate to the character, something that is neither easy nor impossible to accomplish. Possible examples include starting a bar brawl, getting laid, cracking the entire group up by acting in-character, hard drinking (it's not called liquid courage for nothing),

going to confession, or practicing yoga. You should work with your GM to accomplish something unique. Depending on how difficult your trigger condition is to accomplish, you should be able to restore between 1d6 Faith and all of your Faith this way, at the GM's discretion. In any case, you should only be able to trigger Faith restoration once per day.



## PROPS

“And he stopped off in Tushka at that  
 “Pop’s Knife and Gun” place  
 Bought a SKS rifle and a couple of full  
 cases of that steel core ammo  
 With the Berdan primers from some  
 East bloc nation that no longer needs ‘em  
 And a Desert Eagle that’s one great big  
 ol’ pistol  
 I mean .50 caliber made by badass  
 Hebrews  
 And some surplus tracers for that old  
 BAR of Slayton’s  
 Soon as it gets dark we’re  
 gonna have us a time.”  
 -James McMurty, “Choctaw Bingo”

This chapter has all the shotguns,  
 chainsaws, muscle cars, and  
 gasoline your Phantasm characters  
 will need to combat the forces of  
 darkness. Cash prices are loosely  
 based on rough approximations of  
 “Real World” prices in 2009; in the

case of older weapons, the prices  
 given are for replicas or “fixer-  
 upper” models refurbished by the  
 character. Campaigns set in the past  
 might need to adjust these prices  
 creatively, at the GM’s discretion.  
 Seeing as you’re provided with free  
 living accommodations, food, and  
 clothing, your starting cash should  
 be spent primarily on weapons and  
 ammunition. Remember that you  
 get 1 Free Weapon Pick for any  
 Combat Skill you’re an Apprentice  
 in, 2 Free Weapon Picks for any  
 Combat Skill you’re Expert in,  
 and 4 Free Weapon Picks for any  
 Combat Skill you’ve mastered.  
 Better and harder to find weapons  
 cost more than one pick, and the  
 number of picks a weapon costs  
 will be indicated next to its price.

### WEAPON RANGE INCREMENTS IN YARDS

WEAPON TYPE	SHORT RANGE (NO ATTACK PENALTY)	MEDIUM RANGE (-1 ATTACK PENALTY)	LONG RANGE (-4 ATTACK PENALTY)
Any Melee/Unarmed	<1 Yard	NA	NA
Muscle-Powered Weapon (Bow, Grenade, or Throwing Knife)	Strength x 2 Yards	Strength x 4 Yards	Strength x 8 Yards
Pistol	5 Yards	30 Yards	90 Yards
Shotgun	5 Yards (+1d6 Damage within this range.)	40 Yards (-2 DM to Defender within this range.)	80 Yards

(Cont’d.)



WEAPON TYPE	SHORT RANGE (NO ATTACK PENALTY)	MEDIUM RANGE (-1 ATTACK PENALTY)	LONG RANGE (-4 ATTACK PENALTY)
SMG	15 Yards	50 Yards	120 Yards
Rifle (Sniper or Hunting)	50 Yards	100 Yards	250 Yards
Rifle (Assault)	25 Yards	75 Yards	150 Yards
Machine Gun	40 Yards	90 Yards	150 Yards
Flamethrower	5 Yards	10 Yards	NA
Heavy Weapon (Rocket Launcher; Grenade Launcher)	50 Yards	100 Yards	150 Yards

Note<sup>1</sup>: Weapons effectively cannot be used on targets farther away than "Long Range".

within 60 Yards as within medium range, and could hit targets within 180 Yards!

Note<sup>2</sup>: Characters with the Longshot Technique double the range restrictions for each range category when using firearms. For instance, a character with Longshot using a pistol would treat targets within 10 Yards as at short range, would treat targets

Note<sup>3</sup>: The maximum ranges listed here are the ranges at which Phantasm characters might realistically have a chance of hitting a target; they are not meant to reflect how far a weapon can throw a projectile.

## MELEE WEAPONS

All one-handed melee weapons add  $\frac{1}{2}$  Strength (round up) to the listed damage unless otherwise noted. All two handed melee

weapons add Strength to the listed damage unless otherwise noted.

WEAPON	HANDS NEEDED	SKILL USED	DAMAGE	NOTES	PICKS (PRICE)
Kitchen Knife/Switchblade	One	Blades	(Strength)	Do not add bonus damage from Strength.	1 (\$20)
Straight Razor/Scalpel	One	Blades	10	--	2 (\$65)
Claw Hammer/Night Stick	One	Clubs	2d6	--	1 (\$20)

(Cont'd.)



WEAPON	HANDS NEEDED	SKILL USED	DAMAGE	NOTES	PICKS (PRICE)
Glass Bottle	One	Brawling	1d6	On each attack, roll 1d6. On a 1-3, the bottle breaks and becomes a broken bottle.	NA
Broken Bottle	One	Brawling	1d6 + 2	On each attack, roll 1d6. On a 1-2, the broken bottle breaks and becomes useless.	NA
Bar Stool/ Steel Chair	Two	Brawling	2d6	If not metal, roll 1d6 on each attack breaks on a roll of 1-3, becoming a broken chair leg.	NA
Pistol Whip/ Rifle Butt	One/Two	Brawling	1d6/2d6	--	As firearm.
Broken Pool Cue/ Chair Leg	One	Brawling	1d6 + 3	Paralyzes a vampire on a successful critical attack.	NA
Baseball Bat/ Axe Handle/ Waking Stick/ Golf Club	Two	Clubs	2d6	--	1 (\$10-\$100)

(Cont'd.)



WEAPON	HANDS NEEDED	SKILL USED	DAMAGE	NOTES	PICKS (PRICE)
Machete/ Combat Knife/ Ornamental Sword/ Bayonet	One	Blades	1d6 + 4	--	2 (\$40)
Shortsword/ Wakizashi/ Gladius/ Rapier	One	Blades	1d6 + Speed	--	2 (\$1,000)
Hand Chainsaw	One/Two	Chainsaw	(Strength/2) d6	Round up; if not used two handed, apply a -1 Attack Penalty.	2 (\$500)
Crowbar	Two	Clubs	1d6 + Strength	Add bonus damage from Strength on top of the listed damage.	2 (\$75)
Axe/Pickaxe	Two	Blades or Clubs	3d6	--	2 (\$100)
Sledgehammer	Two	Clubs	3d6 + Strength	Strength 6+ to use. Add bonus damage from Strength on top of the listed damage.	3 (\$300)
Scythe	Two	Blades	4d6	Strength 6+ to use.	3 (\$500)
Katana	Two	Blades	3d6 + Speed	+1 to attack rolls with this weapon.	4 (\$5,000)

(Cont'd.)



WEAPON	HANDS NEEDED	SKILL USED	DAMAGE	NOTES	PICKS (PRICE)
Chainsaw	Two	Chainsaw	(Strength)d6	Strength 4+ to use. Do not add bonus damage from Strength. +1 Defense against enemies with Chainsaws.	3 (\$1,000)
Industrial Chainsaw	Two	Chainsaw	(Strength)d6 + (Strength x 2)	Strength 8+ to use. Do not add bonus damage from Strength. +1 Defense against enemies with Chainsaws.	4 (\$3,000)

### A NOTE ON CHAINSAWS:

**Chainsaws can be gassed up with gasoline for 2d6 + 10 turns of use, and require a Move Action to rev up or switch off. A turn of use is expended whether or not a chainsaw is used to attack. \$10 buys enough gas to fill a hand chainsaw; double this for a regular chainsaw, and quintuple it for an industrial chainsaw.**

In real life, chainsaws “are heavy and hard to swing with any degree of finesse, have poor reach compared to their weight, require fuel or an external power source, make a lot of noise, and will tear through the person wielding them just as cheerfully as the intended victim. Chainsaws are also prone to a phenomenon called “kickback” where one



tooth of the blade contacts something without cutting it and the resulting shock throws the blade backwards violently, often right at the unfortunate operator's head; obviously, this is all the more likely to happen when they're being used as a weapon. Finally, running out of fuel or suffering a broken chain or clutch will leave the erstwhile chainsaw maniac holding a big, unwieldy and rather useless club." (Thanks, TV Tropes for succinctly summarizing all of those points.) Whether **Phantasm(2010)** acknowledges this or not is up to the GM. At the Badass Normal character tier, we recommend that the impracticality of chainsaws be factored in (note that this will weaken the Chainsaw skill somewhat). At the Superhuman Badass level, we recommend that the "Chainsaw Good" trope be in full effect, and these drawbacks be ignored. At the Uber Badass tier, the GM will have to make a call.

If the GM decides to acknowledge the problems with chainsaws, the following table should be

helpful. If a character rolls a natural two (snake eyes) on an attack with a chainsaw, roll 1d6.

RESULT	CHAINSAW RELATED MISHAP
1	The chainsaw kicks back and the user automatically takes its damage.
2	The chainsaw kicks back. The user must succeed a Hard Strength Check or take its damage.
3	The chainsaw breaks and must be repaired with an appropriate skill check, taking at least an hour as well as appropriate tools and parts.
4	The chainsaw swing misses wildly; roll a separate attack against an adjacent ally.
5	The chainsaw abruptly runs out of gas or stalls. It must be refueled.
6	The chainsaw is dropped, and shuts off. It lands 1d6 yards away.



## RANGED WEAPONS

### RATE OF FIRE

RATE OF FIRE	DESCRIPTION
Single Shot (S)	The weapon can fire only one shot per combat turn, even if the character can make more than one attack, such as by using the Frenzy technique.
Semi-Automatic (SA)	The weapon can fire two shots per combat turn, but only if the character firing it has more than one attack, such as by using the Frenzy technique.
Burst Fire (B)	The weapon can use one attack to fire a three-round burst. See p. 34.
Fully Automatic (FA)	The weapon can either fire a full burst or provide covering fire. See p. 34. In either case, the weapon can make only one attack in a turn if used on full auto.
Select Fire	The weapon's wielder can switch between two to three of the following modes by using a Free Action: SA, B, and/or FA. True select fire weapons will be designated with a slash between firing rings, whereas weapons with two 'effective' ROF can simply fire a few rounds with a quick press of the trigger will use the word 'or' to divide firing rates.

### RELOAD TIME BY CAPACITY TYPE

CAPACITY TYPE	RELOAD TIME
Clip [C]	One move action to change clips. Loading rounds into an empty clip, however, is a full turn action to load Speed rounds into the clip.
Cylinder [Cy]	If using a Speedloader, an attack action allows you to fully reload a cylinder. Otherwise, you may only load ½ Speed (round up) rounds with an attack action.
Internal Magazine [M]	Three Options: #1: Use an attack action to reload ½ Speed (round up) rounds. #2: Use a full-turn action to fully reload the magazine. #3: Make a successful Speed Check to load ½ Speed (round up) rounds as a move action. Failure indicates no rounds loaded.
Belt [Blt]	10 – Speed (minimum 1) Full Turn Actions. If a character assists you with changing belts, this can be done in one Full Turn Action from each of you.
Break [Br]	One attack action.
Drum [D]	One move action to remove the previous drum and one attack action to attach a fresh drum.



## PISTOLS

All of these weapons are used with one hand, unless otherwise indicated. All of these weapons can be used with the Pistols combat skill. All indicated.

WEAPON	DAMAGE	RATE OF FIRE	CAPACITY (TYPE)	NOTES	PICKS	PRICE
Ruger Mk. II (.22)	1d6 + 2	SA	9 [C]	+1 To Attack Rolls With This Weapon	1	~\$300.00
Colt Detective Special (.38 Special)	1d6 + 4	S	6 [Cy]	+2 DM to Stealth or Sleight of Hand rolls to Conceal this Weapon	1	~\$429.00
Luger P08 (9mm Parabellum)	2d6 + 1	SA	8 [C]	--	1	~\$500.00
Walther PPK (.32 ACP)	1d6 + 3	SA	8 [C]	+2 DM to Stealth or Sleight of Hand rolls to conceal this weapon.	1	~450.00
Glock 17 (9mm Parabellum)	2d6	SA	17 [C]	--	1	~500.00
M9 (Beretta 92F) (9mm Parabellum)	2d6	SA	15 [C]	+1 To Attack Rolls With This Weapon	1	~550.00

(Cont'd.)



WEAPON	DAMAGE	RATE OF FIRE	CAPACITY (TYPE)	NOTES	PICKS	PRICE
S&W Model 10 (.38 Special)	1d6 + 4	S	6 [CY]	--	1	~\$250.00
Colt M1911a1 (.45 ACP)	2d6 + 3	SA	7 [C]	+1 to Attack Rolls With This Weapon	2	~\$800.00
Colt Python (.357 Magnum)	5d6	S	6 [CY]	--	2	~\$1,000
Desert Eagle Mark XIX (.50 AE)	5d6	SA	7 [C]	Additional -1 Penalty to second attack in the round when making two attacks in a round with this weapon. Requires two hands to use.	2	~\$1,500
S&W Model 29 (.44 Magnum)	5d6 + 3	S	6 [CY]	Requires two hands to use.	2	~\$1,240
H&K Mk. 23 Mod 0 (.45 ACP)	2d6 + 3	SA	12 [C]	+1 to Attack Rolls With This Weapon; This Weapon Comes With a Laser Sight and Silencer	3	\$1,995.00

(Cont'd.)



WEAPON	DAMAGE	RATE OF FIRE	CAPACITY (TYPE)	NOTES	PICKS	PRICE
S&W Model 500 (.500 S&W Magnum)	5d6 + 5	S	5 [CY]	Requires two hands and Strength 6+ to use.	3	~\$1,500
Colt Single Action Army (.45 Long Colt)	6d6	S	6 [CY]	+1 to Attack Rolls With This Weapon	3	~\$2,000

**Ruger Mk. II:** The Ruger Mk. II is a rimfire semi-automatic pistol chambered in .22 Long Rifle and manufactured Sturm, Ruger & Company. Ruger rimfire pistols are some of the most popular handguns made, with over three million sold. The middle in a line of weapons starting with the Ruger Standard in 1949, marketed as an inexpensive .22 caliber rimfire intended for casual sport and target shooting, and plinking. It is also frequently used as a short-range varmint gun for pest control, and in spite of its low stopping power, a suppressed version is used by the Navy Seals for stealth operations. Created by firearms expert and Renaissance man William B. Ruger, the Standard model and its offspring went on to become the most accepted and successful .22 semi-automatic pistol ever produced. This gun has been available, in one form or another, since 1949.

**Colt Detective Special:** First appearing in 1927, the Colt Detective Special is a carbon steel framed double-action short-barreled revolver, a class of firearms known to gun enthusiasts as “snubnosed”, “snubbies”, or “belly guns”. As the name “Detective Special” suggests, this class of gun was used as a concealed weapon by plainclothes police detectives. The Detective Special was the first premium grade swing-out revolver designed from the outset to be carried concealed and capable of chambering the .38 Special, a high powered cartridge in the 1920s. This weapon was produced through 1995, and the stats are representative of other small, concealed-carry revolvers. This weapon or something like it is very likely to be the sidearm of police and private detectives.




**Luger P08:** The basis for the later Ruger Standard, Pistole Parabellum 1908, popularly known as the Luger, is an iconic, toggle locked, recoil operated, semi-automatic pistol. The design was patented by Georg J. Luger in 1898 and produced by German arms manufacturer Deutsche Waffen- und Munitionsfabriken (DWM) starting in 1900. The Luger was made popular by its use by Germany during World War I and World War II and taken home as a souvenir by many American GIs after the war. For cost reasons, it was replaced by

the Walther P38 midway through WWII—statistically, the Walther P38 is the exact same gun. This weapon has been available in some form or another since 1908.

**Walther PPK:** Available in one form or another since 1929, this is a blowback operated, semi-automatic pocket pistol well suited for concealed carry. Functionally identical to any number of other holdout pistols, the Walther PPK has the unique distinction of being James Bond's gun.







**Glock 17:** Just one in a long series of semi-automatic pistols designed and produced by Glock GmbH, located in Deutsch-Wagram, Austria. Glock controls the majority of the law enforcement market share in the United States. This is the weapon most police officers will be using, especially state troopers and local cops in urban and rural areas. Detectives may still be using the Detective Special above, whereas Rural Sheriffs may still be using the S&W Model 10.

**M9 (Beretta M92F):** The M9 pistol is a 9x19mm Parabellum pistol of the United States military adopted in the 1980s. It is basically a military specification Beretta 92F. In the 1980s, this weapon replaced the venerable M1911A1 as the primary handgun of the U.S. military, beating out many other contenders. It officially entered service in 1990. These stats or those of the Glock are fairly representative of most modern, high-capacity 9mm pistols.


**S&W Model 10:** Previously known as the Smith & Wesson Military & Police, this is a .38-caliber, six-shot handgun initially developed in 1899. The .38 Military and Police Model 10 has historically been the mainstay of the Smith & Wesson Company, with some 6,000,000 of this general type produced to

date. It has been described as the most successful handgun of all time, and the most popular centerfire revolver of the 20th Century. Although over a hundred years old, variants of it are still widely in use.

**Colt M1911a1:** The most iconic handgun ever made, used by everyone from Humphrey Bogart to the American GI, the Colt .45 automatic pistol was developed in 1911 by John Browning and remained the primary sidearm of U.S. armed forces until its replacement in 1985 by the M9. The M1911 is a single-action, semi-automatic, magazine-fed, recoil-operated handgun chambered for the .45 ACP cartridge. It was widely used in World War I, World War II, the Korean War, and the Vietnam War. In total, the United States procured around 2.7 million M1911 and M1911A1 pistols during its service life. Incredibly, the practically antediluvian M1911a1 is still preferred and used by Special Forces units, for its reliability and incredible stopping power. If you've seen a handgun in a movie, there's a 50% chance that it was a Colt M1911a1 or a clone thereof. Statistically, M1911 clones, like Springfield Armory replicas and the AMT Hardballer, are identical to the original weapon.

**Colt Python:** Developed in 1955, Colt Python is a double action revolver





chambered for the powerful .357 Magnum cartridge built on Colt's large I-frame. Pythons have a reputation for accuracy, smooth trigger pull and a tight cylinder lock-up. Some consider them to be among the finest revolvers ever made. This intimidating weapon is still used by some badass highway patrols throughout the country.

**Desert Eagle:** If you saw a handgun in a movie, and it wasn't an M1911 or M1911 clone, it was probably a Desert Eagle, most likely outfitted with a tacky chrome finish and gigantic laser aiming module. Far less common in real life than in the movies, the inimitable Desert Eagle is almost certainly too much firepower for any given situation. The Desert Eagle is a large-bore gas-operated semi-automatic pistol designed by Magnum Research in the U.S., and manufactured primarily in Israel by IMI. The Desert Eagle is frequently chambered in .357 Magnum or .44 Magnum but these stats reflect the slightly larger .50 AE for maximum ridiculousness. This monster has been available since 1985.

**Smith & Wesson Model 29:** Make my day, punk! Released in 1955, the Smith & Wesson Model 29 is a powerful, six-shot, double-action revolver chambered for the .44 Magnum cartridge, manufactured by the U.S. company Smith & Wesson. The Model 29 was offered with 4", 5", 6½", 8". and, later,

10" barrel lengths as standard models. Finish options available included a highly polished blued or nickel-plated surface. The Model 27 is essentially the same gun, available earlier in 1935, allowing this weapon to be used in games set before 1955.

**H&K Mk. 23 Mod 0:** The Heckler & Koch MK23 Mod 0 is a handgun consisting of a match grade semi-automatic pistol, a laser aiming module (LAM), and suppressor. It was adopted by the United States Special Operations Command (USSOCOM) for special operations units in the 1990s. While the designation applies to the complete system, it's also commonly used in reference to the pistol component itself. A deadly and effective weapon, designed in 1991.

**S&W Model 500:** .44 Magnum just not big enough for you? You could try this absurd novelty gun again. The most powerful production revolver ever manufactured, this is a five-shot, double-action revolver produced by Smith & Wesson, firing the .500 S&W Magnum cartridge. It is built on S&W's largest frame, the X-Frame. The Model 500 can fire a bullet weighing 350 gr at 1975 feet per second generating a muzzle energy of over 3,030 foot-pounds force. Developed in 2003.



**Colt Single Action Army:** The quintessential cowboy revolver, this weapon (also known as the Peacemaker) is a single action revolver with a revolving cylinder holding six rounds. It was designed for the US government service

revolver trials of 1873 by Colt's Manufacturing Company and adopted as the standard military service revolver until 1892. Replicas are still produced today for cowboy action shooting.

## AUTOMATICS

These weapons are used with the Automatics combat skill. These

weapons cannot be used one handed unless otherwise indicated.

WEAPON	DAMAGE	RATE OF FIRE	CAPACITY (TYPE)	NOTES	PICKS	PRICE
Tec-9 (9mm Parabellum)	2d6 - 1	SA [FA]	20 [C]	This weapon can be used in one hand. Attacks with this weapon receive a -1 Penalty.	1	\$300 [\$500]
Micro-Uzi (9mm Parabellum)	2d6	FA	20 [C]	This weapon can be used in one hand.	1	\$3,000
Mac-10 (9mm Parabellum)	2d6	FA	32 [C]	This weapon can be used in one hand.	1	\$3,600
MP-40 (9mm Parabellum)	2d6 + 2	B or FA	32 [C]	This weapon features a folding stock which, when deployed, reduces recoil penalties by 1.	1	\$3,000
Uzi (9mm Parabellum)	2d6 + 2	SA/B/FA	50 [C]	This weapon features a folding stock which, when deployed, reduces recoil penalties by 1.	2	\$4,000

(Cont'd.)



WEAPON	DAMAGE	RATE OF FIRE	CAPACITY (TYPE)	NOTES	PICKS	PRICE
Beretta 93R (9mm Parabellum)	2d6	B	20 [C]	This weapon features a folding stock which, when deployed, reduces recoil penalties by 1. This weapon can be used in one hand when the stock is folded and not deployed.	2	\$2,400
Browning Automatic Rifle (.30-06)	4d6	SA/B/FA	20 [C]	This weapon features a bipod which, when deployed, reduces recoil penalties by 2.	2	\$4,000
AK-47 (7.62x39mm)	3d6 + 3	SA/FA	30 [C]	--	2	\$600
M4/M16 (5.56 mm)	3d6	SA/B/FA	30 [C]	Attacks made with this weapon are at a +1 Bonus.	2	\$3,000
Thompson M1928A1 (.45 ACP)	3d6	SA/FA	20 [C] [50 [D] ]	--	2	\$1,500 [\$6,000]
M14 (.308)	3d6 + 3	SA/B/FA	20 [C]	Attacks made with this weapon are at a +1 Bonus.	2	\$5,000

(Cont'd.)



WEAPON	DAMAGE	RATE OF FIRE	CAPACITY (TYPE)	NOTES	PICKS	PRICE
MP5 (9mm Parabellum)	2d6	SA/B/FA	30 [C]	Attacks made with this weapon are at a +1 Bonus. This weapon features a folding stock which, when deployed, reduces recoil penalties by 1.	3	\$5,000
PPsh-41 (7.62x25mm)	3d6 + 2	FA	35 [C] [71 [D] ]	--	3	\$10,000 [\$18,000]
Steyr Aug (5.56 mm)	3d6	SA/B/FA	42 [C]	This weapon comes with a Military Scope.	3	\$5,000


**Tec-9:** Produced between 1985 and 1994, the Intratec TEC-DC9 (also known simply as the TEC-9) is a blowback-operated, semi-automatic firearm, chambered in 9x19mm Parabellum, and classified by the U.S. Bureau of Alcohol, Tobacco, and Firearms as a handgun. It is made of inexpensive molded polymers and stamped steel parts. The TEC-9 was not accepted by any armed forces leading to its use as a civilian gun and eventually a crime gun, infamously associated with gang violence in south-central Los Angeles, since it can be easily and illegally converted to an automatic weapon. The TEC-9 was listed by name among the 19 firearms banned by name in the USA by the 1994 Federal Assault Weapons

Ban. Their small size made them difficult to fire accurately in full auto, and this, when combined with their high rate of fire, made control challenging; this was a key factor in their never finding much success with the military.

**Micro-Uzi:** An even further scaled down version of the Uzi, introduced in 1982. The Micro Uzi is 436mm (19.13 inches) long, reduced to 240mm with the stock folded.

**Mac-10:** Another gun inextricably associated with LA street crime and gang violence, the MAC-10 (Military Armament Corporation Model 10, officially the M10) is a highly compact, blowback operated





machine pistol developed by Gordon B. Ingram in 1964. It is a simple, low-cost design with few moving parts, making it easy to manufacture and maintain. Produced from 1970 until the present.

**MP-40:** The MP 38 and MP 40 (MP designates Maschinenpistole, literally "Machine Pistol") is a submachine gun developed in Nazi Germany and used extensively by paratroopers, platoon and squad leaders, and other troops during World War II. The MP 40 was characterized by its low rate of fire and low recoil. Designed in 1939 and produced from 1940-1945; like all WWII-era weapons listed here, its cash price partially reflects its status as a collector's item.

**Uzi:** The Uzi is a related family of open bolt, blowback-operated submachine guns; these stats represent a full-sized SMG. The Uzi was one of the first weapons to use a telescoping bolt design which allows for the magazine to be housed in the pistol grip for a shorter weapon. The Uzi has found use as a personal defense weapon by rear-echelon troops, officers, artillery troops and tankers, as well as a frontline weapon by elite light infantry assault forces. The first Uzi submachine gun was designed by Major Uziel Gal in the late 1940s.

**Beretta 93R:** Designed in 1970 and produced only until 1990, the Beretta Model 93R is a selective-fire machine pistol made by the Italian Beretta company and derived from their semi-automatic Model 92. The "R" stands for Raffica which means "burst" in Italian. The pistol was designed in the 1970s and meant for police and military use, offering extra firepower in a small package and is suited for concealed carry purposes such as VIP protection, or for close quarters fighting such as room-to-room searches. A selector switch and the foldable foregrip allows the pistol to fire three round bursts with each pull of the trigger for a cyclic rate of 1100 rounds per minute. The designers limited it to fixed three-round bursts to allow it to be more easily controlled. The 93R is basically a Beretta 92 series pistol but the 93R is single action and outfitted with a muzzle brake, an optional detachable shoulder stock and a 20-round magazine that also allowed for a firmer grip.

**Browning Automatic Rifle:** Designed in 1917 and produced until the 1960s, the Browning Automatic Rifle (BAR) was used by the United States and numerous other countries during the 20th century. The BAR was designed to be carried by advancing infantrymen, slung over the shoulder and fired from the hip, a concept called "walking fire"—thought to be necessary for the individual soldier during trench



warfare. However in practice, it was most often used as a light machine gun and fired from a bipod.


**AK-47:** The AK-47 (or Avtomat Kalashnikova) is a selective fire, gas operated 7.62mm assault rifle developed in the Soviet Union by Mikhail Kalashnikov in the 1940s. Six decades later, the AK-47 and its variants and derivatives remain in service throughout the world. It has been manufactured in many countries and has seen service with regular armed forces as well as irregular, revolutionary and terrorist organizations worldwide. In some third world countries, an AK is available on the black market for less than fifty dollars. Designed in 1946 and still being produced.

**M4/M16:** Designed in 1957 and in service from 1964 to the present, the M16 (more formally Rifle, Caliber 5.56 mm, M16) is the U.S. military designation for the ArmaLite AR-15 rifle. Colt purchased the rights to the AR-15 and currently uses that designation only for semi-automatic versions of the rifle. The M16 entered United States Army service as the M16A1 and was deployed for jungle warfare in the Republic of South Vietnam in 1963, becoming the standard US Rifle of the Vietnam War by 1969; replacing the M14 rifle

in that role. Since the Vietnam War, the M16 rifle family has been the primary infantry rifle of the U.S. military. With its variants, it has been in use by 15 NATO countries, and is the most produced firearm in its caliber. The M4 is a shorter, lightweight carbine version of the M16 which in terms of its Phantasm stats, is functionally identical.

**Thompson M1928A1:** An American submachine gun, invented by John T. Thompson in 1919 that became infamous during the Prohibition era. It was a common sight of the time, being used by both law enforcement officers and criminal and went on to see heavy use in World War II. The Thompson was also known informally as: the "Tommy Gun," the "Trench Broom," the "Trench Sweeper," the "Chicago Piano," the "Chicago Typewriter," and the "Chopper." The Thompson was favored by soldiers, criminals and police alike for its ergonomics, compactness, large .45 ACP cartridge, and high volume of automatic fire and among civilian collectors for its historical significance. The statistics and price in brackets represent a version that comes with, and is prepared to load, a fifty-shot high capacity drum instead of a twenty round stick magazine.





**M14:** The M14 rifle, formally the United States Rifle, Caliber 7.62 mm, M14, is an American selective fire automatic rifle firing 7.62x51mm NATO ammunition. It was the standard issue US rifle from 1957 until 1970. The M14 was used for US Army and Marine Corps basic and advanced individual training, and was the standard issue infantry rifle in CONUS, Europe, and South Korea, until replaced by the M16 rifle in 1970. It remains in limited front line service with the United States Army, Marine Corps, Navy, Air Force, and Coast Guard, and remains in use as a ceremonial weapon. The M14 also provides the basis for the M21 and M25 sniper rifles. It was the last so-called "battle rifle" (a term applied to weapons firing full-power rifle ammunition) issued in quantity to U.S. troops.

**H&K MP5:** Developed in 1964 and still manufactured today, the Heckler & Koch MP5 (From Maschinenpistole 5 - German: "machine pistol model 5") is a 9mm submachine gun of German design, developed in the 1960s by a team of engineers from the German small arms manufacturer Heckler & Koch GmbH (H&K) of Oberndorf am Neckar. It is currently used by the armed forces and law enforcement units of over 40 countries and is a mainstay of SWAT teams and special forces units. The MP5 remains one of

the most widely deployed of all current submachine guns and has been developed into a family with numerous variants.

**PPsh-41:** A Russian submachinegun, developed by the Soviet Union to fill the same role as Germany's MP-40 and the American Thompson sub-machinegun, the Pistolet-Pulemyot Shpagina submachine gun was one of the most mass produced weapons of its type of World War II. It was made with metal stampings to ease production (retaining a wooden stock), and its chrome-lined chamber and bore helped to make the gun very low-maintenance in combat environments. *The statistics and price in brackets represent a variant that comes with and is prepared to load a seventy-one shot, high capacity drum instead of a 35-round box magazine.*

**Steyr-Aug:** First available in 1977, the AUG is an Austrian bullpup 5.56mm assault rifle, designed in the early 1970s by Steyr Mannlicher GmbH & Co KG. In production since 1978, it is the standard small arm of the Austrian Bundesheer and various national police units. The rifle has also been adopted by the armed forces of Argentina, Australia, Bolivia, Ireland, Saudi Arabia, Tunisia (introduced in 1978), Pakistan and since 1988—U.S. Customs.



## RIFLES AND SHOTGUNS

These weapons are used with the Rifles skill. These weapons cannot be used one-handed unless otherwise indicated.

WEAPON	DAMAGE	RATE OF FIRE	CAPACITY (TYPE)	NOTES	PICKS	PRICE
Winchester Model 70 (.22)	1d6 + 3	S	5 [M]	This weapon features a scope.	1	\$200
Remington Spartan 100 (20 Gauge)	3d6	S	1 [Br]	--	1	\$419.00
Remington Model 700 (.223)	3d6 + 1	S	4 [M]	This weapon features a scope.	1	\$500
Ruger Gold Label (12 Gauge)	4d6	S	2 [Br]	This weapon receives a +1 bonus to attack.	1	\$1,500
Ithaca 37 (12 Gauge)	4d6	S	4 [M]	--	1	\$300
Winchester Model 1894 (.30-.30)	3d6 + 2	S	6 [M]	--	2	\$435
Armalite AR-15 (5.56 mm)	3d6	SA	20 [C]	This weapon receives a +1 bonus to attack.	2	\$1,000
Lupara (12 Gauge)	4d6	S	1 [Br]	This weapon receives a +1 bonus to attack or can be used one-handed, but not both at the same time. +1 DM to rolls to conceal this weapon.	2	\$750

(Cont'd.)



WEAPON	DAMAGE	RATE OF FIRE	CAPACITY (TYPE)	NOTES	PICKS	PRICE
Remington Model 30 (.30-06)	5d6	S	5 [M]	This weapon features a scope.	2	\$750
Remington 1100 (12 Gauge)	4d6	SA	5 [M]	--	2	\$500
Springfield M1903 (.30-06)	5d6	S	5 [M]	This weapon receives a +1 bonus to attack.	2	\$900
SKS Rifle (7.62x39mm)	3d6 + 3	SA	10 [M]	--	2	\$550
M1 Garand (.30-06)	5d6	SA	8 [C]	--	2	\$2,000
.70 Cal Musket (.70 Cal Ball)	7d6	S	1 [Br]	Loading this weapon takes 12 - Speed full turn actions.	2	\$900
M1897 Trench Gun (12 Gauge)	4d6 + 3	S	6 [M]	--	3	\$3,000
Mosin Nagant Model 1891/30 (7.62x54mm)	5d6 + 2	S	5 [M]	This weapon features a scope and receives a +1 bonus to attack.	3	\$1,000
Sawn-Off Double-Barreled (12 Gauge)	4d6	S or B	2 [Br]	This weapon can fire both barrels at once for a 'Burst' attack.	3	\$1,750
Marlin Model 1894C Carbine (.357 Magnum)	5d6	S	9 [M]	--	3	\$700

(Cont'd.)




WEAPON	DAMAGE	RATE OF FIRE	CAPACITY (TYPE)	NOTES	PICKS	PRICE
Mossberg 590 (12 Gauge)	4d6	S	8 [M]	--	3	\$600
M1A1 Carbine (.30 Carbine)	3d6 + 2	SA	15 [C]	This weapon receives a +1 bonus to attack.	4	\$10,000
Franchi SPAS-12 (12 Gauge)	4d6	SA	9 [M]	--	4	\$2,000
H&K PSG-1 (.308)	5d6	SA	5 [C]	This weapon receives a +1 bonus to attack and features a military scope.	4	\$10,800
Dragunov (7.62x54mm)	5d6	SA	10 [C]	This weapon features a military scope.	4	\$10,000

**Winchester Model 70:** First available in 1936, the Winchester Model 70 is a bolt action sporting rifle. It has an iconic place in American sporting culture and has been held in high regard by shooters since it was introduced in 1936, earning the epithet "The Rifleman's Rifle". The action has some design similarities to Mauser designs and it is a development of the earlier Winchester Model 54. This particular variant is chambered for the low-power, low-recoil .22 round, for hunting small game.

**Remington Spartan 100:** The Remington Spartan 100 is a single-shot, break-action shotgun. It is made in Russia by the Baikal firearms company. It is marketed and distributed by Remington. This variant is a 20 gauge, for hunting small game such as waterfowl, or skeet shooting. This particular variant began production in 2005 but these stats are fine for similar single-shot, break action 20 gauge shotguns.

**Remington 700:** First manufactured in 1962, the model 700 series of firearms are bolt-action hunting rifles. All are based on the same





centerfire bolt action. The Model 700 is available in a great number of different stock, barrel and calibre configurations. It is a development of the Remington 721 and 722 series of rifles, which had been introduced in 1948. This particular specimen has a wooden stock and is chambered for the middle-of-the-road .223 round.

**Ruger Gold Label:** The Ruger Gold Label is a double-barreled shotgun. The Ruger Gold Label is a side-by-side shotgun, designed to be similar to traditional English shotguns used for upland bird hunting and for clay target games such as trap, skeet, and sporting clays. This is a new shotgun that began production in 2002, but effectively identical guns (traditional English side-by-side double-barreled shotguns) have been made since about 1802.

**Ithaca 37:** First produced in 1937, the Ithaca 37 is a classic 12 gauge pump action shotgun used by hunters and law enforcement professional for decades. A pump-action shotgun made in large numbers for the civilian, military, and police markets. Also known as the Featherlight, it utilizes a novel combination ejection/loading port on the bottom of the gun which leaves the sides closed to the elements. In addition, the outline of the gun is clean. Finally, since shells load and eject from the bottom, operation of the gun is equally convenient from either side of the gun. This makes

the gun popular with left-handed and right-handed shooters alike.


**Winchester Model 1894:**

Designed in 1894 by John Moses Browning and manufactured by the Winchester Repeating Arms Company until they ceased making rifles in 2006, the Winchester Model 1894 is the classic lever-action cowboy rifle. Chambered for .30-30, the Winchester rifle it is as much of an old west icon as the Colt Peacemaker.

**Armalite AR-15:** A favorite of survivalists and gun-fanatics, the AR-15 is a demilitarized, civilian version of the M-16 assault rifle. Standard AR-15 rifles accept detachable magazines of widely varying capacities, and have a pistol grip that protrudes beneath the stock. AR-15 rifles are highly configurable and customizable. They are commonly fitted with several accessories such as bipods, folding or collapsing stocks, threaded barrels for the attachment of a flash suppressor, and a rail system for the attachment of vertical grips, flashlights, laser sights, telescopic sights, etc. The AR-15 rifle is available from 1958 to the present.

**Lupara:** An Italian word used to refer to a sawn-off shotgun of the break-open type. It is traditionally associated with Cosa Nostra, the Italian organized crime group





dominant in Sicily for their use of it in vendettas, defense — such as its use against Mussolini's army when he decided to break up the Sicilian mafioso network — and hunting. The shortened barrel of a lupara lends it to easier handling in wooded areas, or to easier concealment and indoor employment in urban areas. The lack of choke contributes to a wider spread of shot when the weapon is fired. This weapon or something like it is available in every modern era.


**Remington Model 30:** Produced from 1921 to 1941, the Remington Model 30 is a US sporting rifle of the inter-war period based on the military P14/M1917 Enfield rifle action, which was manufactured for the British and US governments during World War I. Most early rifles were in the military .30-06 calibre used in the M1917 but it became available in a variety of chamberings. It was the first high-powered bolt-action sporting rifle produced by Remington. These statistics are representative of other powerful .30-06 hunting rifles, including the Model 70 chambered for .30-06.

**Remington 1100:** The Remington 1100 is a gas-operated semi-automatic shotgun, popular among waterfowlers and clay target shooters. Available from 1963 to the present.

**Springfield M1903:** Designed in the year 1900, the M1903 Springfield, formally the United States Rifle, Caliber .30, Model 1903, is an American magazine-fed, bolt-action rifle used primarily during the first half of the 20th century. It was officially adopted as a United States military service rifle on June 19 1903, and saw service in World War I. It was officially replaced as the standard infantry rifle by the faster-firing, semi-automatic M1 Garand, starting in 1936. However, the M1903 Springfield remained in service as a sniper rifle and as a standard issue infantry rifle during World War II, solely as sniper rifle during the Korean War, and the early stages of the Vietnam War. It remains in use as a civilian firearm and as a military drill rifle.

**SKS Rifle:** The SKS is a Soviet 7.62x39mm caliber semi-automatic carbine, designed in 1945 by Sergei Gavrilovich Simonov. SKS is an acronym for Samozaryadnyy Karabin sistemi Simonova, 1945 (Self-loading Carbine, Simonov's system, 1945), or SKS 45. The Soviets rather quickly phased the SKS carbine out of first-line service, replacing it with the AK-47, but it remained in second-line service for decades afterwards. It remains a ceremonial arm today. It was widely exported and produced by the former Eastern Bloc nations, as well as China, where it was designated the «Type 56», East Germany as the





«Karabiner S» and in North Korea as the «Type 63». It is today popular on the civilian surplus market in many countries. The SKS was one of the first weapons chambered for the 7.62x39mm M43 round later used in the AK-47 and RPK.

**M1 Garand Rifle:** Designed in 1932, The M1 Garand (officially the United States Rifle, Caliber .30, M1) was the first semi-automatic rifle to be generally issued to the infantry of any nation. Called “The Greatest Battle Implement Ever Devised” by General George S. Patton, the Garand officially replaced the bolt-action M1903 Springfield as the standard service rifle of the United States Armed Forces in 1936 and was subsequently replaced by the selective-fire M14 in 1957. However, the M1 continued to be used in large numbers until 1963 and to a lesser degree until 1966. The M1 was used heavily by U.S. forces in World War II, the Korean War, and, to a limited extent, the Vietnam War. Most M1 rifles were issued to American Army and Marine troops, though many thousands were also lent or provided as foreign aid to America’s allies. The Garand is still used by drill teams and military honor guards. It is also widely sought by the civilian population as a hunting rifle, target rifle, and military collectible. The name “Garand” is pronounced variously as /rænd/ or /ærnd/. According to experts and people who knew John

Garand, the weapons designer, the latter version is preferred. It is now available to civilians in the original .30-06 chambering, as well as in .308 Winchester.

**.70 Caliber Musket:** A novelty item, popular with some hunting and re-enactment enthusiasts. While not a practical combat weapon, if you shot something with the one shot you’ll have time to fire, man oh man is it going to feel it. Availability subject to GM discretion.

**M1897 Trench Gun:** The Winchester Model 1897 is a pump-action shotgun with an external hammer and tube magazine. It was offered in 12 and 16 gauge, solid frame or takedown. Numerous barrel lengths were offered. The Model 1897 was an evolution of the Winchester Model 1893 designed by John Browning. It was the first truly successful pump-action shotgun produced. From 1897 until it was discontinued by Winchester in 1957, over a million of the type were produced in various grades and barrel lengths. The United States military used a short-barreled version known variously as the “trench” or “riot” shotgun. It was developed into a version issued to U.S. troops during World War I, which was modified by adding a perforated steel heat shield over the barrel, and an adapter with bayonet lug for affixing a M1917 bayonet. Unlike most modern pump-action shotguns, the Winchester Model 1897 (versions



of which were type classified as the Model 97 or M97 for short) fired each time the action closed with the trigger depressed (that is, it lacks a trigger disconnect and is capable of slamfire). That and its six-shot capacity made it extremely effective for close combat, such that troops referred to it as a "trench sweeper". It was so devastating, and feared, that the German government protested (in vain) to have it outlawed in combat.

**Mosin Nagant 1891/30:** In service since 1891, The Mosin-Nagant is a bolt-action, internal magazine fed, military rifle that was used by the armed forces of the Russian Empire, the Soviet Union and various other nations, most of them from Eastern bloc. It gets its name from the Russian Artillery Colonel Sergei Ivanovich Mosin who designed the bolt and receiver, and the Belgian Emile Nagant, who designed the magazine system. His brother, Leon Nagant, was a rifle designer. Also known as the Three-Line Rifle, it was the first to use the 7.62x54mmR cartridge. As a front-line rifle, the Mosin-Nagant served in various forms from 1891 until the 1960s in many Eastern European nations, when the sniper rifle variant was replaced by the Dragunov.

**Sawn - Off Double - Barreled Shotgun:** The #1 choice for zombie killin', unless of course you can

rig up one with four side-by-side barrels. This is essentially a Ruger Gold Label (or any number of identical side-by-side break action hunting shotguns) with a sawn-off stock for a pistol grip, and a sawn-off barrel for improved close-quarters handling, concealability, and close-range spread.

**Marlin Model 1894C:** This carbine version of the Winchester 1894 lever-action rifle is chambered for the powerful .357 Magnum round, making it an excellent companion to any .357 Magnum revolver. Available from 1969 until the present.

**Mossberg 590:** Produced from 1961 to the present, the Mossberg 500 is a shotgun manufactured by O.F. Mossberg & Sons. Rather than a single model, the 500 is really a series of widely varying hammerless, pump action repeaters, all of which share the same basic receiver and action, but differ in bore size, barrel length, choke options, magazine capacity, and "furniture" (stock and forearm) materials. The Model 590A1 is a Model 590 with an aluminium trigger guard and safety, and a heavier barrel, intended for military use under extreme conditions and rough handling; the metal trigger guard was added in response to the 3443G materials requirements, and the heavy barrel was added at the request of the Navy. The 590A1 is generally sold through military and



law enforcement channels, though in most jurisdictions the 18.5-inch (47 cm) and 20-inch (51 cm) models may be legally purchased by private persons.

**M1 Carbine:** The M1 carbine (formally the United States Carbine, Caliber .30, M1) is a lightweight semi-automatic carbine that became a standard firearm in the U.S. military during World War II and the Korean War, and was produced in several variants. It was widely used by U.S. and foreign military and paramilitary forces, and has also been a popular civilian firearm. Available since 1941.

**Franchi SPAS-12:** The SPAS-12 is a combat shotgun that was manufactured by the Italian firearms company Franchi from 1979 to 2000. The Franchi SPAS-12 is a dual-mode shotgun, meaning it can be used as a semi-automatic or pump-action firearm. The gun was designed to function primarily in semi-automatic, with the pump-action mode used to reliably fire low-pressure ammunition such as tear gas rounds or less-lethal bean bags. Switching between firing modes is done by pressing a button under the foregrip, and sliding the foregrip slightly forwards or backwards until it clicks into position.

**Heckler & Koch PSG-1:** First produced in 1972, The PSG1 (German for "precision sharpshooter rifle") is a semi-automatic rifle designed by the German company Heckler & Koch of Oberndorf am Neckar. This rifle is said to have been developed in response to the Munich massacre at the 1972 Summer Olympics. The West German police units could not engage the terrorists fast enough to prevent them from killing the hostages. H&K was then commissioned to create a high accuracy, large magazine capacity, semi-automatic rifle for police and military use. The PSG1 is mechanically based on the G3 rifle and features a low-noise bolt closing device. Its expected accuracy is below 1 minute of arc (MOA) and it is considered to be one of the most accurate semi-automatic sniper rifles in the world. In the hands of a professional shooter, the PSG-1 is capable of putting 50 rounds of match ammunition inside an 80 mm circle at 300 meters.

**Dragunov:** The Dragunov sniper rifle (formally the Snayperskaya Vintovka Dragunova [SVD], literally "Dragunov sniper rifle") is a semi-automatic sniper rifle chambered in 7.62x54mmR and developed in the Soviet Union. Since then, the Dragunov has become the standard squad support weapon of several countries, including those of the former Warsaw Pact.



## HEAVY WEAPONS

These weapons are all used with the Heavy Weapons combat skill. None of them can ever be used one-handed.

WEAPON	DAMAGE	RATE OF FIRE	CAPACITY (TYPE)	NOTES	PICKS	PRICE
M79 Grenade Launcher (40mm Grenades)	8d6	S	1 [Br]	Damage varies with the ammo loaded; standard rounds follow usual rules for grenade blast.	2	<Pick Only>
Browning M1919 (.30-06)	5d6	FA	250 [Bl]	Features a tripod (which takes a full turn to deploy or un-deploy) that negates up to three points of recoil penalty when deployed. When the tripod is not deployed, this weapon receives a -4 to attacks unless being used by a character with Strength 8 or greater.	2	\$4,000

(Cont'd.)



WEAPON	DAMAGE	RATE OF FIRE	CAPACITY (TYPE)	NOTES	PICKS	PRICE
M203 Grenade Launcher (40mm Grenades)	8d6	S	1 [M]	Damage varies with the ammo loaded; standard rounds follow usual rules for grenade blast. This weapon can be affixed to the AK-47, 4, M16, or Steyr-Aug assault rifles with a successful Gunsmith test.	3	<Pick Only>
M60E3 (.308)	4d6	FA	250 [Blt]	This weapon features a bipod which, when deployed, reduces recoil penalties by 2. This weapon can only be used by characters with Strength 5 or higher.	3	\$8,000
RPG-7 (85mm Rocket)	10d6	S	1 [Br]	This weapon's damage follows the normal rules for grenade blast radius.	3	\$3,000
Barret M82 (.50 BMG)	9d6	SA	10 [C]	This weapon features a military scope.	4	\$18,000

(Cont'd.)




WEAPON	DAMAGE	RATE OF FIRE	CAPACITY (TYPE)	NOTES	PICKS	PRICE
Military Flamethrower	(d6)d6	S	7 (Cannot be reloaded.)	This wielder's combat movement is reduced by (12-Strength) yards, to a minimum of one yard. This weapon hits all targets in a ten-yard straight line from the barrel and sets them all on fire (1d6 damage/turn until extinguished.)	4	<Pick Only>
GE Minigun (.308)	3d6	FA	250 [BLT]	Strength 8 or higher needed to use. Only apply -1 recoil penalty for every 15 rounds fired; apply all usual autofire bonuses. Cannot fire less than 60 rounds per attack.	4	<Pick Only>

**M79 Grenade Launcher:** First available in 1960, The M79 grenade launcher is a single-shot, shoulder-fired, Break-action grenade launcher which fires a 40x46mm grenade and first appeared during

the Vietnam War. Because of its distinctive report, it earned the nicknames of "Thumper", "Thump-Gun", "Bloop Tube" and "Blooper" among American soldiers. The M79 can fire a wide variety of 40





mm rounds, including explosive, anti-personnel, smoke, buckshot, flechette, and illumination. While largely replaced by the M203, the M79 has remained in service in many units worldwide in niche roles.

**Browning M1919:** The M1919 Browning is a .30 caliber medium machine gun that was widely used during the 20th century. It was used as a light infantry, coaxial, mounted, aircraft, and anti-aircraft machine gun by the U.S. and many other countries, especially during World War II, the Korean War, and the Vietnam War. Although it began to be superseded by newer designs in the later half of the century (such as by the M60 machine gun), it remained in use in many North Atlantic Treaty Organization (NATO) countries and elsewhere for much longer. It is very similar in design to the larger .50 in (12.7 mm) M2 Machine Gun, which is also a Browning-designed weapon and is still in NATO service.


**M203:** Designed in 1968, The M203 is a single shot 40 mm grenade launcher that attaches to many rifles, but was originally designed for the U.S. M16 and its variant, the M4 Carbine. In the U.S. military, when a rifle or carbine is equipped with the launcher, both weapons are collectively referred to as an M203. Stand-alone variants exist as do versions capable of

being used on many other rifles.

**M60E3:** The M60 (formally the United States Machine Gun, Caliber 7.62 mm, M60) is a family of American general purpose machine guns firing 7.62x51mm NATO cartridges from a disintegrating belt of M13 links. There are several types of live ammunition approved for use in the M60, including ball, tracer, and armor-piercing rounds. Introduced in 1957, it has served with every branch of the U.S. military and still serves with other armed forces. Its manufacture and continued upgrade for military and commercial purchase continues into the 21st century though it has been replaced or supplemented in most roles by other designs, notably the M240 in U.S. service.

**RPG-7:** The RPG-7 is a widely-produced, portable, shoulder-launched, anti-tank rocket propelled grenade weapon. Originally the RPG-7 (Ruchnoy [Hand-held] Protivotankovyy [Anti-Tank] Granatomyot [Grenade Launcher]) and its predecessor, the RPG-2, were designed by the Soviet Union, and now manufactured by the Bazalt company. The ruggedness, simplicity, low cost, and effectiveness of the RPG-7 have made it the most widely used anti-tank weapon in the world. Currently around 40 countries use the weapon, and it is manufactured in a number of variants by nine countries. It is also popular with





irregular and guerrilla forces. The RPG has been used in almost all conflicts across all continents since the mid-1960s from the Vietnam War to the present day War in Afghanistan and Iraq War.

**Barret M82:** Designed in 1980, the M82 (also more recently known as the M107) is a recoil-operated, semi-automatic anti-materiel rifle developed by the American Barrett Firearms Manufacturing. A heavy SASR (Special Application Scoped Rifle), it is used by many units and armies around the world. It is also called the "Light Fifty" for its .50 caliber BMG (12.7 mm) chambering. A gigantic anti-tank sniper rifle. I wouldn't want to take on the Tall Man at all, but if I had to, I'd want to be using this exact gun.

**Military Flamethrower:** A man-portable backpack flamethrower that was used in World War II. Although its actual "burn time" was around 7 seconds and the flame was only effective out to around 33 meters, it was still a functional weapon that had many uses in the war. As some were sold off, the majority of them were also scrapped when they were declared "obsolete." *Each time the bearer is hit with small (or not so small) arms fire, roll 2d6. On a result of snake-eyes, the tank combusts, dealing 12d6 damage to the wearer, who is set on fire.*

**GE Minigun:** Developed in 1963, the Minigun is a 7.62 mm, multi-barrel machine gun with a high rate of fire (over 3,000 rounds per minute), employing Gatling-style rotating barrels with an external power source. Specifically, minigun refers to a single weapon, originally produced by General Electric. The "mini" of the name is in comparison to designs that use a similar firing mechanism but larger shells, such as General Electric's earlier 20 mm M61 Vulcan.



## THROWING WEAPONS

These weapons are all used with the Throwing Weapons combat skill. Throwing weapons can be thrown with one hand, but readying a throwing weapon is a move action that requires both hands to be

more-or-less free. If you purchase a throwing weapon with a pick or picks, you receive 2d6 of that weapon—otherwise the prices listed are for individual throwing weapons.

WEAPON	DAMAGE	NOTES	PICKS (PRICE)
Throwing Knife	1d6 + Strength	--	1 (\$10)
Shuriken	1d6 + Speed	+1 to attack rolls with this weapon.	2 (\$25)
Molotov Cocktail	4d6	Targets within one yard of ground zero take full damage; targets two yards away take only 2d6, and targets three yards away take only 1d6 damage. Targets further than three yards away are unaffected. All targets damaged this way are on fire and take 1d6 fire damage per turn unless extinguished with a successful Speed Check and full-turn action.	2 (\$60)
Fragmentation Grenade	8d6	Only the targets within a yard of ground zero take the full damage. For every yard away a target is, they take 2d6 less damage. For instance, a target two yards away would take only 4d6 damage.	3 (\$350)



## NORMAL AMMUNITION

Weapons “purchased” with weapon picks come fully loaded, whereas weapons purchased with cash come empty. In either case, for weapons that use clips, one magazine is included, but

additional empty spare mags must be purchased in order to reload the weapon quickly. Weapons load only the type of ammo listed in parenthesis next to their names.

CALIBER	COUNT PER BOX	NOTES	PRICE PER BOX
.22	50	--	\$6.00
.38 Special FMJ	50	--	\$15.00
.38 Special Hollow Points	20	+1d6 Damage but double target's Armor (if any).	\$21.00
9x19mm Parabellum FMJ	50	--	\$13.00
9x19mm Hollow Points	20	+1d6 Damage but double target's Armor (if any).	\$20.00
.32 ACP	50	--	\$21.00
.45 ACP FMJ	50	--	\$23.00
.45 ACP Hollow Points	20	+1d6 Damage but double target's Armor (if any).	\$24.00
.357 Magnum	50	--	\$20.00
.50AE	20	--	\$38.00
.44 Magnum	50	--	\$31.00
.500 S&W Magnum	20	--	\$41.00
.45 Long Colt	20	--	\$37.00
.30-06	20 [1000]	[Case of 50 Boxes]	\$26.00 [\$1100]
7.62x25mm	50	--	\$18.00
7.62x39mm	20	--	\$14.00
7.62x54mm	20	--	\$21.00
.308 (Identical to 7.62x51mm NATO)	20 [1000]	[Case of 50 Boxes]	\$16.00 [\$600.00]
5.56mm	20 [1000]	[Case of 50 Boxes]	\$10.00 [\$424.00]

(Cont'd.)



CALIBER	COUNT PER BOX	NOTES	PRICE PER BOX
20 Gauge Birdshot	25	Reduce all d6 rolled for damage to d3 instead.	\$10.00
20 Gauge Buckshot	25	--	\$16.00
.223	20	--	\$17.00
12 Gauge Birdshot	25	Reduce all d6 rolled for damage to d3 instead.	\$11.00
12 Gauge Buckshot (00)	5 [250]	[Case of 50 Boxes]	\$5.00 [\$204.00]
12 Gauge Slug	5	Change damage to 1d6 + 12. Ignore special rules for shotguns.	\$11.00
.30-.30	20	--	\$20.00
.70 Ball	5	Also requires black powder (loose or pellets) to shoot, sold separately.	\$9.00
.30 Carbine	50	--	\$22.00
.50 BMG	10		\$55.00
Spare Clip (Empty)	NA	Required for loading weapons that use clips.	\$25.00 per spare magazine.
Speedloader	NA	Allows for faster reloading of a Cylinder loaded weapon.	\$10.00 per speedloader.
Machine Gun Box/Belt	NA	Required in addition to ammo in order to use full-sized machine guns.	\$100.00 per box/belt.



**SPECIAL AMMUNITION**

CALIBER	COUNT PER BOX	NOTES	PRICE PER BOX
M406 40x46mm HE Grenade	1	8d6 Damage (-2d6 for every yard from ground zero.)	\$60
M576 40x46mm Buckshot	1	Essentially a giant shotgun shell. 11d6 Damage versus unarmored targets, 5d6 damage versus targets with even one point of armor. No blast radius, but use shotgun rules for attack.	\$80
M583 40x46mm White Star	1	Flare grenade with 90,000 candle power. Also available in green and red. Deals 12d6 damage to vampires; uses normal blast radius rules versus vampires.	\$78
M1006 40x46mm Non-Lethal "Sponge Grenade"	1	8d6 Subdual damage to a single target. No blast.	\$22
85mm HE Rocket Propelled Grenade	1	--	\$500
Silver Bullets	As ammo box count.	Deals double damage versus Shifters and at the GM's discretion, bypasses the Immunity (Normal Weapons) of some other monsters. Pistols, rifles, shotguns, and automatics only (no heavy weapons).	Box Cost x 100



## WEAPON ACCESSORIES

Weapon accessories can be installed on weapons by making a Gunsmith Skill Test—the difficulty can vary from Very Easy (+4) to Hard (-2) at the

GM's discretion. Accessories cannot be installed on weapons that already come with the same accessory “built in” or on heavy weapons.

ACCESSORY	EFFECTS	COMPATIBILITY	PRICE
Foregrip/ Folding Stock	Reduce recoil penalties by 1.	Pistols and machine pistols tend to have folding stocks whereas SMGs and shotguns tend to have foregrips. GM's discretion.	\$150
Silencer/ Suppressor	A normal gunshot can be heard anywhere within 100 yards with a Very Easy Wits Check. Hearing a silenced gunshot from the same range is a Hard Wits Check. The same applies to pinpointing the location of a concealed attacker.	Pistols and rifles have silencers—automatic weapons have suppressors. Shotguns and revolvers can't be silenced or suppressed. Incompatible with Bayonet.	\$200
Laser Aiming Module	Provides a +2 Bonus to attack tests but also provides a +2 Bonus to Dodge the attack.	Incompatible with all Scopes. GM's discretion for which weapons can have laser sights.	\$500
Scope	Reduce range penalties by 1. Enables use of “Sniper” Technique.	Incompatible with L.A.M. or Military Scope. Usually only for revolvers and magnums.	\$500
Military Scope	Reduce range penalties by 1. Enables use of “Sniper” Technique. +2 Bonus to attack tests.	Assault rifles and sniper rifles only. Incompatible with LAM and Scope.	\$2,500
Bayonet	Can be used as Bayonet (melee weapon).	Incompatible with Silencer. Rifles/shotguns only.	\$100



**ARMOR**

Body armor reduces damage from successful attacks by a flat amount. However, EVERY successful attack does at least 1 point of damage so damage cannot be reduced below 1. Body armor reduces melee damage (like from clawing, biting, stabbing, slashing, and bludgeoning attacks) and ranged

damage (like from bullets and grenades) differently. Body armor does not protect against attacks that target the head unless otherwise noted.

The GM is free to disallow body armor for characters that wouldn't realistically have any.

ARMOR	BENEFIT	NOTES	PRICE
Sports Pads/ Heavy Leather Jacket	Melee Damage Cut: 4 Ranged Damage Cut: 1	-1 to Speed when worn. (Minimum Speed of 1.) Protects torso, arms, and legs.	\$200
Flak Jacket	Melee Damage Cut: 1 Ranged Damage Cut: 4	Protects torso only.	\$350
Type I Body Armor (Ballistic Vest)	Melee Damage Cut: 2 Ranged Damage Cut: 6	Protects torso only.	\$1,000
Type II Body Armor (Ballistic Vest)	Melee Damage Cut: 4 Ranged Damage Cut: 12	Protects torso only.	\$2,000
Type III Body Armor (Ballistic Vest)	Melee Damage Cut: 7 Ranged Damage Cut: 18	Protects torso only. -2 to Speed when worn. (Minimum Speed of 1.)	\$3,000
Type IV Body Armor (Ballistic Vest)	Melee Damage Cut: 9 Ranged Damage Cut: 24	Protects torso only. -3 to Speed when worn. (Minimum Speed of 1.)	\$5,000
Riot Armor	Melee Damage Cut: 10 Ranged Damage Cut: 10	Protects entire body, including head. -4 to Speed when worn. (Minimum Speed of 1.)	\$10,000



**OTHER GEAR****Night Vision Goggles (\$700):**

Negates all visibility Defense Modifiers from darkness when worn. Targets you attack in a dark room do not receive a positive Defense Modifier for visibility if you are wearing Night Vision Goggles. Also eliminates other negative Difficulty Modifiers that might occur as a result of darkness.

**First Aid Kit (\$50):**

Allows you to make an Average First Aid Skill Check to restore a number of d6 of Health to a wounded character equal to your First Aid skill bonus. Without a first aid kit, this test may be Hard or Very Hard or outright impossible at the GM's discretion.

**Booze (\$20):**

When you drink alcohol, make a normal Will Check. If you succeed, you regain 1d6 Faith and may regain additional Faith based on your Faith trigger condition. Whether or not you succeed, you become Drunk (-1 Difficulty Modifier to all Checks and Tests, -1 Penalty to all attacks) for (10 - Strength) hours, minimum of 1 hour.

**Flashlight (\$15):**

Reduces visibility Difficulty Modifiers from darkness by two when illuminated. Characters holding lit flashlights in a dark room receive a Defense Modifier of -2, however.



## EXTRAS

"He who fights with monsters might  
take care

lest he thereby become a monster."

-Friedrich Nietzsche

**-IF YOU ARE NOT A GM, DO NOT READ THIS SECTION-**

This section contains statistics and descriptions for the terrifying monsters that **Phantasm (2010)** player characters must fight to survive, as well as statistics for some typical non-player characters (NPCs) that the PCs might interact with as hostile adversaries, innocent bystanders, or helpful allies. Many of the creatures in this section are inspired by movies, books, and video games—almost all of the creatures in this section are informed by folklore and mythology to some degree.

**THE  
PHANTASMAGORIA**

The default threat/antagonist of the Phantasm roleplaying game, these monsters are directly based on or inspired by the menacing creatures created by horror visionary Don Coscarelli for his 1979 dark fantasy (tee hee) action adventure, **Phantasm**. It was stated in the disclaimer at the beginning,

**PHANTASM (1979)**

WRITTEN AND DIRECTED  
BY DON COSCARELLI

After the death of their parents, 24 year old musician Jody Pearson is raising his 13 year old brother Mike in a small town disturbed by the mysterious deaths of its citizens. Reggie, an ice cream vendor, joins the brothers in their suspicions that the local mortician, dubbed "The Tall Man", is responsible for the deaths.

Mike relays his fears to a fortune teller and her granddaughter about the possibility of Jody leaving town, and Mike in the care of his aunt along with the suspicions of The Tall Man. Mike is shown a small black box and told to put his hand into it. After the box grips his hand, Mike is told not to be afraid and as the panic subsides, the box relaxes its grip. The notion of fear itself as the killer is established and is what propels Mike towards his final confrontation in the film with The Tall Man.

Mike is pursued by minions of the Tall Man, zombie dwarfs made from the



but is worth repeating, that the author of **Phantasm (2010)** in no way takes credit for any of the content in this game unique to or borrowed from the **Phantasm** series or other classic horror movies. He's just a fan. If you have seen **Phantasm**, be warned. The following section contains a slavishly obsessive (and highly subjective and arguable) over-analysis of it. The sidebars in this section summarize the first two movies, but you should really watch them instead.

"Thy kingdom come, thy will be done,  
on Earth as it is in Hell."

The Phantasmagoria is the collective name that we have made up for the forces of the Tall Man. The Tall Man, once human, but now much less and much more, is a modern necromancer (a master of death and undeath magic) or lich (undead magician) or both. He is leading an invading army of the undead to take over the earth (starting with the west coast and the mid west). His goal is simple; steal the dead and turn them into his slaves. On his side, he has an army of undead dwarves and flying silver orbs that can puree a human brain in seconds.

While incredibly formidable, the Tall Man is essentially an

bodies of the recently deceased, and tries to convince his brother of what is happening. After convincing his brother and Reggie, they find a strange white room with containers in the mausoleum. There is also a gateway to another dimension or planet that Mike enters briefly where he sees the dwarfs that have hunted him through the movie being used as slaves.

While trying to escape the Tall Man, Reggie is killed. Mike and Jody barely escape. They devise a plan to lure the Tall Man into a local deserted mine shaft and trap him inside. After doing so successfully, Mike wakes with a start in his house, laying by the fireplace with Reggie sitting next to him. Reggie explains that Mike was simply having a bad dream, something that was common since Jody died in a car crash. This implies that the entire movie has been a dream wherein Mike was trying to prevent Jody from leaving. We then see Mike go into his room where the Tall Man is waiting and pulls Mike through his bedroom mirror.

agent, working on behalf of another dimension called the Netherworlds, a place where Necromancy is a popular trade and fresh corpses are a big import and export business. The



force that is ultimately behind the Tall Man's campaign of depopulation and necromantic enslavement is up to the GM and probably beyond the scope of

this roleplaying game. Perhaps the ultimate "employers" of the Tall Man are the Cenobites (see below); it is up to the GM's discretion.

## GRAVE ROBBERS FROM HELL

### PHANTASM II (1988)

WRITTEN AND DIRECTED  
BY DON COSCARELLI

Nine years after the original *Phantasm*, the film introduces Liz Reynolds a young woman with a psychic bond to Mike Pearson and the Tall Man that manifests in the form of prophetic nightmares.

She recalls a vision that picks up immediately where the first film ended: after the Tall Man's minions attacked Mike through the mirror, Reggie heard the commotion and ran upstairs to his aid, where he found the Tall Man and a dwarf Lurker dragging him out. He attempted to procure a shotgun, but while searching for ammunition, he was attacked by Lurkers and was forced to flee through a laundry chute, although he managed to surreptitiously snuff the pilot lights on the stove to feed gas into the house beforehand. Once upstairs, he dodged the Tall Man and rescued Mike, but a team of Lurkers ascended upstairs and the two dove out the bedroom window to escape as the gas fumes reached the living room fireplace and destroyed the house.


"The procedure is fairly simple. That great big bastard rolls into town after the old mortician has an unfortunate accident. Usually, a town small enough to have a number of Sheriff's department officers you can count on one hand, but large enough to have a good sized mausoleum. He always arrives right on time to take up the old mortician's duties. And then he begins work.

"First, he starts with the corpses already in the Mausoleum. Just to perfect his shrinking technique. But these are just corpses. It is difficult to animate them. They are missing something.

"That fresh spark of life. So soon, he puts these little freeze







Having been institutionalized as delusional since the first film, Mike, now 19 years old, feels he can no longer ignore Liz's dream pleas, and fakes his recovery to obtain a doctor's release. At night, he returns to Morningside cemetery to exhume bodies and is interrupted by Reggie, who tells him that the attack by "midgets" and the subsequent explosion from the flashback never occurred.

En route to Reggie's house, Mike receives a vision-likely from the Tall Man directly--of an impending gas explosion, and frantically tries to warn Reggie seconds before his house is consumed in an explosion, killing his wife Celeste and daughter Bonnie. Mike's futile warning convinces Reggie that he is telling the truth and, at the funeral, he agrees to accompany Mike on his quest.

They break into a hardware store at night and stock up on an abundance of supplies and tools; they also build a series of weapons: a portable flamethrower for Mike, and a four-barreled shotgun for Reggie. They then travel the country roads, encountering abandoned towns and pillaged graveyards, as well as a few traps and apparitions the Tall Man has left in his wake. They follow clues that lead them to the final town along the state border: Perigord, Oregon where they become embroiled in a climactic showdown to save the town's few remaining residences from the Tall Man and his forces.

dried undead turds to work harvesting more corpses; not from the cemetery or the mausoleum, but from the town itself.

"He takes them one by one, starting with the people he knows won't be missed, and the freshly and naturally dead. He pumps them full of his special embalming fluid. The perfect soldiers; no feelings, just unthinking hatred. The brain (and the soul with it) is removed. The minds make weapons separate from the bodies.

"See, through the torturous death of these poor individuals, their minds are twisted, warped and shattered, scourged of all love, tenderness, and remorse. These insane minds power a weapon even more powerful than his zombie dwarfs. The orbs.

"You know what? I don't even want to talk about the orbs.



"His aim? It's hard for me to guess at that. He just rolls from town to town, taking people, killing 'em, bringin' 'em back, shrinkin' 'em, and stuffin' 'em through this gateway to...to God knows where. He's stocking his larders, and raising an undead army. But what war is he fighting? And who's his enemy? Sometimes, I worry that it's us. California's not the same now.

"In the small towns he's been through, you can smell the carnage. And you can hear the dead moaning from the cemetery, where their eternal rest has been interrupted. Sure, maybe now you think I'm just some crazy old fool. But wait till it's your town where he comes a'calling."

Unlike PCs, Monsters don't have Death thresholds or Knockout thresholds. They are always killed outright when their Health hits 0; until then they are treated as being fresh. Some Monsters have Faith, and others don't. XP Bounty is how much XP a character gets for defeating this monster; by default this goes to the character who dealt the killing blow although for tougher enemies with larger bounties, the GM and players could decide on another system, like splitting XP evenly between players or dividing it up based on damage dealt. Danger

Level indicates the weakest Badass level of character that could be expected to defeat the monster on a regular basis. This is a rough approximation; even a Badass Normal can take down a Graver on a good day, and even a Superhuman Badass's luck would eventually run out versus a hundred Lurkers. Health and Defense are determined differently for monsters than for PCs and NPCs. Unless otherwise mentioned, monsters are immune to intimidation, fear, and other mental effects; they cannot be persuaded or reasoned with.

-Testimony of  
Sheriff Carl Blaylock,  
last survivor of Thorn Valley



## LURKERS

"Jody: What's out there?

Mike: I don't know. It was little, brown and low to the ground." -

Phantasm

### Attributes:

Strength: 4

Speed: 4

Wits: 2

Will: 1

Health: 24

Initiative: 1d6 + 4

Defense: 4

### Skills:

Stealth: Expert (+2)

Climbing: Apprentice (+1)

Awareness: Apprentice (+1).

### Attacks:

✖ Grapple at +2. If successful, the Lurker has a Strength Contest with the target. If the Lurker wins, the Target is grappled. While one or more Lurkers are clinging to a target, reduce the target's Speed by 2 for each Lurker that is grappling the target. Lurkers receive a +2 to the Melee Attack to establish a grapple for each Lurker already grappling that target, and a +2 Bonus to all Strength Contests versus a target for each Lurker already grappling that target. This allows teams of Lurkers to bring down much larger targets. Shooting a Lurker off of a

target that it is grappling is an attack that must be made at a -2 Penalty or you may choose to risk hitting the lurker's victim (forgo the penalty, and a miss automatically hits the victim). You may shoot a Lurker off of yourself with a pistol but you must succeed a Strength Contest first on your turn.

✖ Claw at +1 for 1d6 .

✖ Bite to automatically deal 2d6 + 4 to a Grappled character with a successful Strength Contest

✖ Cannot bite non-grappled characters.

### Techniques:

Blitzkrieg, Frenzy.

### Description:

Jawas from hell. Three to four feet tall and clad in brown, thick tattered sackcloth monks' robes hiding their hideous faces in shadow, revealing only their glowing red eyes. In reality, they're hideously shrunk corpses with leathery skin and fetal features. The most likely of the forces of Phantasmagoria to be seen outside of the Mausoleum, out scouting for "fresh" corpses or aiding the Tall Man and his necromancers in the field.

**XP Bounty:** 5 XP

**Danger Level:** Badass Normal



## HUNTER KILLER SPHERE (ALSO SENTINEL SPHERE, ORB, BALL)

"This ball wants to play with you—for keeps!"

—Phantasm tagline.

### Attributes:

Strength: 6

Speed: 8

Wits: 6

Will: 1

Health: 6

Initiative: 2d6 + 8

Defense: 10

### Skills:

Awareness: Expert (+2).

### Attacks:

✱ Lobotomize at +4. If the attack hits, the target must succeed a Hard (-2) Speed Check to take only 1d6 damage from a grazing blow. If the target fails, the Sphere imbeds itself in the target's forehead, dealing an initial damage of 2d6. On the Sphere's next turn (and each of its subsequent turns until the target is dead), it automatically deals 10d6 damage to the target unless the sphere has been pulled off with a Strength Check (Crushingly Hard for the character it is imbedded in; Hard for any other character) which deals 1d6 damage to the imbedded character instead.

The sphere can also be shot

off of the target. Shooting a Hunter Killer off of a victim that it is imbedded in is an attack that must be made at a -4 Penalty or you may choose to risk hitting the victim (forgo the penalty, and you hit the victim automatically if you miss and the attack deals double damage due to the proximity to the target's head). A target having an orb shot off of his head takes the same damage having an orb ripped off of his head would take.

You may not attempt to shoot an Orb off of yourself or in fact take any actions (besides the Crushingly Hard Strength Check to remove the Orb) while a Sphere is imbedded in your skull. An orb requires three full turns to work its way out of the skull of a target it has successfully and fatally lobotomized—during this time it receives a -5 Defense Modifier.

### Techniques:

Blitzkrieg.

### Special Abilities:

The Hunter Killer Sphere receives a +4 Bonus to Strength Contests to resist being grappled or to escape from a grapple, although it never grapples itself.

### Special Weaknesses:

A Hunter Killer Sphere automatically takes 1d6 Damage per combat round if a tuning fork sounds the note of E within ten yards of it. This is FAR from common knowledge and how (or



even if) player characters can learn this is up to the GM's discretion.

**Description:**

A shiny silver orb of glistening chrome, perfectly round and immaculately clean, about the size of a softball. It is capable of independently hovering and flying at great speeds. The seamless front of the orb carries concealed slots for two razor sharp retractable barbs, which are used to anchor the

autonomous weapon to its victim's head as a drill bores through the front of the skull and a suction pump slurps out the contents of the victim's skull. Blood, brain matter, and viscera is ejected from a hole in the rear of the orb, completing the gruesome death.

**XP Bounty:** 25

**Danger Level:** *Uber Badass*

## GRAVER

"Mike: You gotta be shittin' me, man!  
That mother's STRONG!"

-Phantasm

**Attributes:**

Strength: 7

Speed: 3

Wits: 3

Will: 3

Health: 70

Initiative: 2d6 + 3

Defense: 4

**Skills:**

Lifting: Expert (+2)

Intimidate: Expert (+2)

Awareness: Trained (+0)

**Attacks:**

✱ *Chainsaw at +1 for 7d6*

✱ *Sledgehammer at +1 for 3d6 + 14.*

**Techniques:**

Counterattack.

**Special Abilities:**

Natural Armor 5 (Reduce all damage taken by 5 to a minimum of 1.)

**Description:**

These huge hulking ghouls wear gasmasks and coveralls splattered with the dirt of the grave. Perhaps they are full-sized versions of lurkers made from only the strongest and toughest corpses that the Tall Man and his Necromancers can find. Perhaps they are simply bigger, stronger Mortician's Assistants (see below). Either way, they're big mean bastards. They're primarily used for exhuming bodies and lugging coffins, but they can also arm themselves with either a Chainsaw or a Sledgehammer (not both) to



defend the Mortuary. They are very hard to beat in a fight but relatively easy to sneak by.

**XP Bounty:** 40

**Danger Level:** *Uber Badass*

## MORTICIAN'S ASSISTANT

"The Tall Man: You think that when you die you go to Heaven. You come to us!"

*-Phantasm II*

### Attributes:

Strength: 5

Speed: 5

Wits: 7

Will: 3

Health: 36

Initiative: 1d6 + 5

Defense: 8

### Skills:

Blades: Expert (+2)

Stealth: Apprentice (+1)

Intimidate: Expert (+2)

Drive: Apprentice (+1)

Chemistry: Expert (+2)

Subterfuge: Apprentice (+1)

Brawling: Apprentice (+1)

Awareness: Trained (+0).

### Attacks:

✦ *Straight Razor at +2 for 10.*

✦ *Hatchet at +2 for 1d6 + 7.*

✦ *Grapple at +1. (Against smaller/weaker targets only. Uses normal rules for grappling.)*

### Techniques:

Blitzkrieg, Dodge.

### Special Weaknesses:

Not really that special, but unlike other monsters, Mortician's Assistants are susceptible to things other monsters aren't (like fear, poisons, etc.).

### Descriptions:

These creepy, simpering lackeys are technically human, but they belong here more than with the other human Extras because they're barely human. They serve the Tall Man and his necromancers willingly, for their own inscrutable reasons—perhaps some leverage the Phantasmagoria has over them, perhaps a desire to taste the forbidden power of death. Often pallid and either corpulent or emaciated, these necromancers-in-training wear cheap black suits, aid in the "embalming", and guard the mortuary although they are occasionally sent out on field missions. They have a bad habit of getting "accidentally" hit by Sentinel Spheres, especially after screwing up.

**XP Bounty:** 15

**Danger Level:** *Badass Normal*



## GHOUL

"The Tall Man: Death is no escape from me."

-Phantasm: Oblivion

### Attributes:

Strength: 6

Speed: 6

Wits: 5

Will: 2

Health: 60

Initiative: 2d6 + 4

Defense: 8

### Skills:

Drive: Expert (+2)

Stealth: Apprentice (+1)

Clubs: Expert (+2)

Pistols: Expert (+2)

Subterfuge: Master (+4)

Locksmith: Trained (+0)

Awareness: Trained (+0).

### Attacks:

Tire Iron at +2 for 2d6 + 6.  
(Or any other club-type melee weapon.)

Colt Python at +2 for 5d6. (Or any other pistol.)

### Techniques:

Blitzkrieg, Frenzy, Batter Up, Dodge, Point Blank.

### Equipment:

Heavy Leather Jacket (Melee Damage Cut: 4; Ranged Damage Cut: 1), Vehicle.

### Description:

Not technically human (their lank, lifeless hair, rash ridden scalps, and pale, waxy skin can give them away) Ghouls are nonetheless masters at passing for them. The Tall Man and his necromancers use Ghouls as spies and scouts. A favorite tactic is reanimating the friends, family, and allies of those survivors who resist as ghouls, and sending them back to 'harvest' their unsuspecting buddies. When killed or incapacitated, at the GM's discretion, Ghouls sometimes unleash a Hunter Killer Sphere from inside their skull (or some other cavity) in a shower of gore and viscera. These variants are referred to as Ballheads. Detecting a ghoul requires a successful Awareness Test or Wits Check, unless the ghoul is using Subterfuge to fool you. Then it becomes a contest between your Awareness and the ghoul's Subterfuge.

**XP Bounty:** 25

**Danger Level:** Uber Badass



## GHOUL, TEMPLATE

This template can be applied to any existing human NPC or PC to transform them into a ghoul. Ghouls are not susceptible to fear, cannot be persuaded or reasoned with (but can still be tricked), and are immune to poisons and drugs. They have no free will and serve the Tall Man.

### Attribute Changes:

Strength: +2

Speed: +1

Wits: -1

Will: -2

Health: Increase to Strength x 10 if lower than that.

Initiative: Increase to 2d6 + Speed if lower than that.

Defense: Increase to 3 + Wits if lower than that.

Faith: Reduced to 0.

## SUPERGRAVER

"Reggie: Come on, you mutha!"  
-Phantasm II

### Attributes:

Strength: 10

Speed: 3

Wits: 2

Will: 2

Health: 100

Initiative: 1d6 + 3

Defense: 5

### Skills:

Awareness: Trained (+0)

Intimidate: Expert (+2)

Lifting: Master (+4).

### Attacks:

✖ Two blades at +1 for 1d6 + 9 or Four Blades at -1 for 1d6 + 9.

✖ Chainsaw at +2 for 10d6 or two chainsaws at +1 for 10d6. (Replaces #1.)

✖ Unarmed slam at +2 for 2d6 + 10.

✖ Grapple at +4.

### Techniques:

Critical Attack, Improved Critical Attack, Ambidexterity, plus Impaler or Chainsaw Gouge (either costs Health instead of Faith).

### Special Abilities:

Natural Armor 10 (Reduce all damage taken by 10 to a minimum of 1).

Ballhead (Launches a Hunter Killer Sphere one turn after being killed/incapacitated.)

### Description:

Huge misshapen lumps of meat and muscle with four arms sutured on to their rotting bodies and their eyes sewed shut. They tend



to carry rusted machetes, meat cleavers or hatchets strapped to each of their four rotting, bulging arms but sometimes carry two small chainsaws instead. Retained by the Tall Man in very large mausoleums and used to move the heaviest caskets and barrels in bulk. They are also very deadly in a fight, and require concerted effort and/or serious firepower to take down; fortunately they are rarely encountered outside of the

Mausoleum. Other good news is that they're fairly easy to outrun, just hope you don't have to fight your way past one. In terms of appearance, their vast, rotting bulk is barely contained by blood spattered black leather butchers' aprons and S&M gimp masks.

**XP Bounty:** 80

**Danger Level:** Superhuman Badass

## ARCHIVER WURM

"I felt the hand of God and that's the last thing that I felt."

-The Faint, "Ballad of a Paralyzed Citizen"

### Attributes:

Strength: 4 (7)

Speed: 4 (6)

Wits: 8 (1)

Will: 6 (1)

Health: 60 (35)

Initiative: 3d6 + 4 (1d6 + 6)

Defense: 8 (6)

(The Wurm is a distributed organism, with a non-mobile core and 6d6 highly mobile individual tentacles. If the core is destroyed, all of the tentacles die as well. The offset statistics in parentheses represent the individual tentacles; the main statistics represent the core. The tentacles technically have no skills

but can "borrow" the core's. The core technically has no attacks but can call the tentacles to defend itself.)

### Skills:

Security: Master (+4)

Chemistry: Master (+4)

Electronics: Master (+4)

Awareness: Master (+4).

### Attacks:

✖ Slash at +2 for 1d6 + 7.

✖ Grapple at +4. If successful, can "Bite" grappled target for 2d6 + 11.

### Techniques:

Blitzkrieg, Frenzy, Reposition, Counterattack.

### Description:

An original creation for Phantasm(2010) not seen before outside of this RPG,



the Wurm is a huge and very unusual biomechanical creature imported from the Netherworlds (aka Phantasm) to help the Phantasmagoria with the sorting of subjects. They help administrate the depopulation of small-town America and the enslavement of our dead. Wurms are composed of dozens of claw-tipped tentacles that pull the caskets through the backs of the different slabs and sort them around the Mausoleum, and a vaguely humanoid body/trunk, which controls the claws. The tentacles are each about thirty feet long, one foot in circumference, tipped with

claws; each claw contains needle sharp grasping blades at the tip, and a tiny 'animal brain' which is the nerve center of that tentacle. The core represents a naked, undead humanoid with a bundle of thin, ropy black tentacles protruding from the junctions of his shattered bones, and a metal plaque with an etched serial number grafted on where his eyes should be.

**XP Bounty:** 100 for the Core; 10 for each tentacle killed individually.

**Danger Level:** Uber Badass

## GOLDEN SPHERE (ALSO: MASTER ORB)

"The ball is back!"  
-Phantasm II Tagline

### Attributes:

Strength: 8

Speed: 8

Wits: 8

Will: 8

Health: 48

Initiative: 2d6 + 8

Defense: 12

### Skills:

Awareness: Master (+4)

Electronics: Master (+4)

Security: Master (+4).

### Attacks:

✖ Lobotomize at +4. As Hunter Killer Sphere's only attack, except that the Golden Sphere needs only one turn to work its way out of a freshly killed victim after successfully hitting.

✖ Pinwheel Blade at +4 for 4d6 + 8.

✖ Up to two missiles at +2 for 2d6 + 8. A golden orb can launch a total of six missiles.

✖ Laser at + 4 for 3d6. Bypasses damage resistance. Very effective at blasting through doors.



**Techniques:**

Blitzkrieg, Frenzy, Dodge, Reposition, Critical Attack, Improved Critical Attack.

**Special Abilities:**

The Golden Sphere can make free Pinwheel Blade attacks against characters attempting to Grapple it or pull it off of a character it is imbedded in.

**Special Weaknesses:**

The Golden Sphere automatically takes 1d6 Damage per combat round if a tuning fork sounds the note of E within ten yards of it. This is FAR from common knowledge and how (or even if)

player characters can learn this is up to the GM's discretion.

**Description:**

A larger version of the Sentinel Sphere, gold instead of silver. The Tall Man is known to personally employ these as a final line of defense, and one has emerged from within his own skull on more than one occasion. These often lurk inside the heads of necromancers. These orbs are known to have the power to command the silver spheres.

**XP Bounty:** 100

**Danger Level:** Superhuman Badass

## NECROMANCER

"The Tall Man: Booyyy!!!"

-Phantasm

**Attributes:**

Strength: 10

Speed: 5

Wits: 9

Will: 9

Health: 150

Initiative: 3d6 + 5

Defense: 14

Dark Faith: 90 (Like Faith, only evil. No consequences for Dark Faith O)

**Skills:**

Awareness: Expert (+2)

Intimidation: Master (+4)

Leadership: Expert (+2);

Subterfuge: Expert (+2)

Chemistry: Master (+4)

First Aid: Expert (+2)

Stealth: Apprentice (+1)

Locksmith: Apprentice (+1)

Security: Apprentice (+1)

Blades: Master (+4)

Clubs Master (+4)

Brawling: Master (+4)

Pistols: Trained (+0)

Automatics: Trained (+0)

Rifles: Trained (+0)

Throwing Weapons: Trained (+0).



**Attacks:**

- ✱ Grapple at +6.
- ✱ Backhand at +4 for 3d6 + 10 (Subdual or not).
- ✱ Cane at +4 for 2d6 + 5.
- ✱ Telekinesis at +4 for 2d6 + 9 Subdual; can knock target back up to 9 yards. Can also be used to Grapple (use Will instead of Strength for the Strength Contest) and to pick up objects and open/close doors. Costs 5 Faith per use.
- ✱ Terrify. Choose 1d6 targets and roll 1d6 + 13; the targets roll 1d6 + Will. Each target you beat in this contest loses 3d6 Faith and becomes Shaken (-2 Penalty to all Skill Tests and Attacks) for the duration of the encounter. Can only be used once per encounter.
- ✱ Via tools and servants (i.e. Sentinel Spheres, Lurkers, Gravers).

**Techniques:**

Blitzkrieg, Frenzy, Counterattack, Critical Attack, Improved Critical Attack, Dodge, Bullet Time, Matrix, Killing Hands, Lethal Strikes, Reposition, Impaler, True Faith, Faith Heal.

**Special Abilities:**

Supernatural Defense (Provides no additional benefit, but high Defense indicates most normal

attacks are supernaturally ineffective against this monster.) Immune to all instant kill effects.

Shadowstep (May automatically catch up to anyone he is pursuing, GM's discretion.)

Ballhead (At the GM's discretion, a Golden Sphere erupts from this enemy's head when killed.)

**Special Weaknesses:**

Severely damaged by extreme cold, GM's discretion. For instance, a fire extinguisher might be treated as a flame thrower, and might furthermore impose a negative Defense Modifier. Everything from liquid nitrogen baths to flung icicles might have some effectiveness as a weapon.

**Description:**

The black-suited, pale-skinned captains and lieutenants of the Phantasmagoria's undead arming. Human in appearance, but with superhuman strength and other powers. Like the Tall Man himself, these necromancers are responsible for running "Mausoleums" that depopulate, enslave, and ship out entire towns and counties. While these stats are probably powerful enough to use for the Tall Man himself, you are encouraged to create your own characters. If the Tall Man himself does appear in





this game, amend these stats however you need—the Tall Man can do whatever he wants, and his true, final defeat is outside the scope of this game, although he can be falsely killed (as he is several times throughout the

movies) or driven off. Even that should take quite some doing.

**XP Bounty:** 500 for Defeating; 100-250 for Escaping/Driving Off.

**Danger Level:** Superhuman Badass++

## NIGHT TERRORS

“They’re in those houses. Right now, in all those houses. Behind the shades. In beds and closets and cellars. Under the floors. Hiding.”

—Stephen King, *Salem’s Lot*

“Seth: I know what’s going on. We got a bunch of fucking vampires out there, trying to get in here and suck our fucking blood. And that’s it. Plain and simple. I don’t want to hear anything about “I don’t believe in vampires,” because I don’t fucking believe in vampires, but I believe in my own two eyes, and what I saw, is fucking vampires. Now, do we all agree that what we are dealing with is vampires?”

—From *Dusk Till Dawn*

These creatures of the night represent generic, lurking, creeping threats that make up the bread-and-butter of dozens if not hundreds of classic horror films. Since not all vampires or zombies are created equal, when a range of choices is not presented (like with zombies) then specific “classes” of monsters are. Nosferatu are

vampires like the ones from Salem’s Lot whereas Lamia are vampires of the sort seen in *From Dusk Til Dawn*; neither resemble the vampires of Anne Rice. In ***Phantasm* (2010)**, there are also just plain vampires (the playable kind, see **The Tag**) which are a third breed entirely apart. Some of the creatures listed here may be more obscure (or cribbed from more specific movies) than zombies, vampires, and werewolves. All of their place in the ***Phantasm* (2010)** universe.

Once again, the author of this game takes no credit for any of the intellectual property he is drawing inspiration from.



## ZOMBIES

"When there's no more room in hell,  
the dead will walk the earth."

—Dawn of the Dead (1978) Tagline

### TYPE 1 ZOMBIE

#### Attributes:

Strength: 5

Speed: 2

Wits: 1

Will: 2

Health: 30

Initiative: 1d6 + 2

Defense: 2

#### Skills:

Awareness: Trained (+0).

#### Attacks:

✖ Grapple at +1. Use normal grappling rules (reference supplementary rules from the Lurker, above, if necessary.)

✖ Bite at +1 for 1d6 + 6 .

✖ Bite to automatically deal 2d6 + 6 to a Grappled character with a successful Strength Contest.

#### Techniques:

None.

#### Special Abilities:

The People It Kills Get Up And Kill I:  
At the GM's discretion, characters damaged directly by a Zombie must make an Easy Will or Strength

check (whichever is highest). If the check is failed, the character rises as a Type II zombie when they die.

#### Description:

The walking dead; corpses, in all shapes and sizes, animated to seek human flesh mindlessly, especially juicy organs and tender brains . No one knows why they come back, but they've been doing it more and more often lately. Usually, thankfully, it's just a local phenomenon, rather than worldwide. Possible explanations offered range from the zombies being the result of an outbreak of some biological weapon, a genetically engineered virus that turns people into rabid killing machines, to the dead rising around the world because of the influence of a passing comment, to all of the zombies being resurrected easily by individual necromancers. These slowly shambling, rotting corpses reek horribly, but their stench is far worse than their bite. These zombies aren't much of a threat to Badass Normals unless attacking in larger numbers. To more powerful characters, they are little more than clay pigeons.

**XP Bounty:** 5 XP (+25 XP in a row for killing five in a row over five consecutive turns; +100 XP for killing ten in a row over ten consecutive turns.)

**Danger Level:** Badass Normal



## TYPE II ZOMBIE

### Attributes:

Strength: 6

Speed: 3

Wits: 3

Will: 4

Health: 60

Initiative: 2d6 + 3

Defense: 4

### Skills:

Stealth: Apprentice (+1)

Awareness: Trained (+0)

### Attacks:

✦ Grapple at +2. Use normal grappling rules (reference supplementary rules from the Lurker, above, if necessary.)

✦ Bite at +2 for 2d6 + 7.

✦ Bite to automatically deal 3d6 + 7 to a Grappled character with a successful Strength Contest.

### Techniques:

None.

### Special Abilities:

**Hard To Kill:** All d6 rolled to damage zombies with firearms are treated as turning up 1s. Headshots, bladed weapons, and fire all bypass this damage reduction.

**The People It Kills Get Up And Kill II:** At the GM's discretion, characters damaged directly by a Zombie must make a normal Will or Strength check (whichever is highest). If the

check is failed, the character rises as a Type II zombie when they die and take 1d6 unavoidable damage every hour until they die from a gradually spreading and incurable infection.

### Description:

Although not fast zombies by any means (we here at *Phantasm 2010* don't believe in fast zombies) these zombies are a little faster, a little tougher, and almost supernaturally strong. A badass normal would have a fight on their hands taking one of these on one-on-one. Uber badasses need only be concerned with crowds of them.

**XP Bounty:** 10 XP (+50 XP in a row for killing five in a row over five consecutive turns)

**Danger Level:** Uber Badass

## TYPE III ZOMBIE

### Attributes:

Strength: 7

Speed: 4

Wits: 4

Will: 6

Health: 105

Initiative: 2d6 + 4

Defense: 5

### Skills:

Stealth: Expert (+2)

Awareness: Apprentice (+1)



**Attacks:**

✱ Grapple at +4. Use normal grappling rules (reference supplementary rules from the Lurker, above, if necessary.)

✱ Bite at +4 for 3d6 + 7.

✱ Bite to automatically deal 4d6 + 7 to a Grappled character with a successful Strength Contest.

**Techniques:**

Blitzkrieg, Frenzy.

**Special Abilities:**

**Hard To Kill:** All d6 rolled to damage zombies with firearms are treated as turning up 1s. Headshots, bladed weapons, and fire all bypass this damage reduction.

**The People It Kills Get Up And Kill III:** At the GM's discretion, characters damaged directly by

a Zombie must make a hard Will or Strength check (whichever is highest). If the check is failed, the character rises as a Type III zombie when they die and take 2d6 unavoidable damage every hour until they die from a gradually spreading and incurable infection.

**Description:**

These zombies are terrifying. Take your biggest gun, aim for the head, and pray you don't miss. While still not fast zombies (no sprinting for these guys) they aren't easy to run circles around either.

**XP Bounty:** 15 XP (+100 XP in a row for killing five in a row five consecutive turns)

**Danger Level:** Superhuman Badass

**CENOBIITE**

"Lead Cenobite: No tears, please. It's a waste of good suffering."  
-Hellraiser

**Attributes:**

Strength: 7

Speed: 7

Wits: 7

Will: 7

Health: 70

Initiative: 2d6 + 7

Defense: 10

Dark Faith: 70

**Skills:**

Intimidation: Master (+4)

Torture: Master (+4)

Stealth: Expert (+2)

Awareness: Expert (+2)

**Attacks:**

✱ Hellish Implement at +4 for 3d6 + 7. These hooked chains fly out of the blackness, tearing into the flesh of the Cenobite's victims. A chain attack that successfully hits automatically starts a grapple; with a successful grapple contest, a Cenobite can do 3d6 for each hellish implement stuck in the victim's flesh.



✖ *Blade at +4 for 2d6 + 4.*

✖ *Deicide: Enter a Will contest with any character within line of sight; if the Cenobite wins, the victim loses 3d6 Faith.*

### **Techniques:**

Improved Critical Attack, Blitzkrieg, Frenzy, Reposition, Impaler, Ambidexterity, Dual Wield, In The Face, Bullseye, True Faith

### **Special Abilities:**

Otherworldly: Cenobites ignore damage from attacks not fueled by Faith.

### **Description:**

Cenobites are denizens of another dimension—perhaps they are from hell, perhaps they are the true denizens of the Netherworld that spawned the Tall Man and the Screamers. Regardless, their home dimension is a place of terrifying, sadistic extremes, where the outer reaches of pleasure meet the furthest extremities of pain and become indistinguishable. They are also called The Surgeons from Beyond, Hierophants, and the Theologians of the Gash. Arguably “neutral” creatures, neither good nor evil, Cenobites are terrifying for their desire and ability to warp and torture human flesh into new, hideous configurations, disfiguring the mind and the soul in the process. Cenobites can be summoned by anyone looking

for an experience outside of the mundane confines of the flesh and are called by solving a special puzzle box called the Lemarchand Configuration, although other key artifacts may exist. Often adventurers in the farther reaches of human experience find that the appearance of the Cenobites is not quite what they bargained for. They appear to drag their summoner off to hell; summoners able to escape this fate may eventually become Fugitive Revenants (see below). Cenobites are unlikely to attack random “innocents” unless they are caught in the wrong place (anywhere the Cenobites have been summoned) at the wrong time (when the Cenobites come through). Even then, Cenobites can usually be bargained with, at least temporarily, although their thirst to rend unspoilt flesh is powerful, they are duty bound to ensure that no one who has willingly summoned them escapes, making them the “natural enemies” of fugitive revenants. Walking corpses dressed in black leather bondage gear, the Cenobites all have horrific mutilations or body piercings.

**XP Bounty:** 150 XP (To drive back to hell; cannot really be killed.)

**Danger Level:** Superhuman Badass



## TYPICAL NOSFERATU

"Marlow: When man meets a force he can't destroy, he destroys himself. What a plague you are."  
*--30 Days of Night*

### Attributes:

Strength: 7

Speed: 6

Wits: 5

Will: 4

Health: 70

Initiative: 2d6 + 6

Defense: 8

### Skills:

Pistols: Expert (+2)

Bike: Expert (+2)

Stealth: Expert (+2)

Subterfuge: Expert (+2)

Climbing: Expert (+2)

Brawling: Expert (+2)

Rifles: Trained (+0)

### Attacks:

✱ Two M9s at +1 Each for 2d6.

✱ Claw at +2 for 2d6 + 7

✱ Grapple at +2. Follows normal grapple rules.

✱ Bite for 4d6 + 7. Grapple opponents only.

### Techniques:

Blitzkrieg, Kneecapper, Dodge, John Wu Special, Equilibrium, Reposition, Point Blank.

### Special Abilities:

**Claws:** All Nosferatu have claws which are treated as having the Killing Hands Technique and one level of the Lethal Strikes technique for free.

**Hard To Kill:** Firearm attacks always do minimum damage versus Nosferatu; treat each d6 of damage as having rolled a 1. Fire, blades, and wooden stabbing weapons bypass this.

**Fast Healing 1:** Nosferatu regain 1d6 Health each combat turn.

### Special Weaknesses:

Double damage from fire-based weapons and attacks.

10 Damage per turn when in direct sunlight; Fast Healing is deactivated in direct sunlight.

Impaled and paralyzed if hit for more than 12 damage in one hit with a wooden stabbing weapon.

Nosferatu aren't driven back by crosses, but by the Faith of humans in religious symbols. A Nosferatu will retreat from a cross, star of David, or Tao symbol equally, as long as the human holding it has the True Faith technique and a Will greater than or equal to the Nosferatu's.

Nosferatu can't enter a private home unless invited in, by tradition. A formidable Will Check is required for a Nosferatu to enter any home uninvited.



**Equipment:**

Two M9 Pistols, 6 Clips Ammunition, Fast Bike, Cash and Fake IDs.

**Description:**

Nosferatu are cultured and sophisticated but complete monsters with no regard for human life, not sensitive sparkly Eurotrash. Unlike the Lamia, the Nosferatu's origins are a mystery, even to them, although some speculate they are the line descended from the biblical Cain, and others that they are the children of the cursed suicide Judas Iscariot. The Nosferatu do not much resemble the Lamia. They do not

shape shift, and instead hunt and fight in human form, using human intelligence. They have a complex, ancient, intricate society, divided into factions, houses and clans, and a firmly placed caste system. Unlike the careless Lamia, they largely conceal themselves from humanity, feeding in secret. Nosferatu look just like humans, only more pale, although they tend to be bald, with long nails and canines.

**XP Bounty:** 40 XP

**Danger Level:** Uber Badass

**NOSFERATU ELDER**

"Fighting him is like fighting the wind. We must seem like little bugs to him. Little bugs scurrying around for his amusement."

*-Stephen King, Salem's Lot*

**Attributes:**

Strength: 9

Speed: 8

Wits: 8

Will: 9

Health: 135

Defense: 13

Initiative: 4d6 + 8

Dark Faith: 90

**Skills:**

Blades: Master (+4)

Brawling: Master (+4)

Stealth: Master (+4)

Climbing: Master (+4)

Subterfuge: Master (+4)

Leadership: Expert (+2)

Latin: Expert (+2)

German: Expert (+2)

**Attacks:**

✖ *Bastard Sword at +4 for 3d6 + 17.*

✖ *Claw at +4 for 3d6 + 5.*

✖ *Grapple at +4. Normal grappled rules.*

✖ *Bite Grappled Opponent for 5d6 + 9.*



**Techniques:**

Batter Up, Blitzkrieg, Counter Attack, Dodge, Bullet Time, Matrix, Reposition, Too Damn Fast x 1, Blade Dance.

**Special Abilities:**

**Improved Claws:** All Nosferatu Elders have claws which are treated as having the Killing Hands Technique and two levels of the Lethal Strikes technique for free.

**Hard To Kill:** Firearm attacks always do minimum damage versus Nosferatu; treat each d6 of damage as having rolled a 1. Fire, blades, and wooden stabbing weapons bypass this.

**Fast Healing 3:** Nosferatu Elders regain 3d6 Health each combat turn.

**Sire Progeny:** Any character killed by a Nosferatu's bite attack can rise as Nosferatu (use the Vampire racial modifications found in **The Tag**) under the Nosferatu Elder's control if desired,

**Flight:** Nosferatu elders can fly at their move speed.

**Special Weaknesses:**

Double damage from fire-based weapons and attacks.

10 Damage per turn when in direct sunlight; Fast Healing is

deactivated in direct sunlight.

Impaled and paralyzed if hit for more than 18 damage in one hit with a wooden stabbing weapon. Nosferatu aren't driven back by crosses, but by the Faith of humans in religious symbols. A Nosferatu will retreat from a cross, star of David, or Tao symbol equally, as long as the human holding it has the True Faith technique and a Will greater than or equal to the Nosferatu's.

Nosferatu can't enter a private home unless invited in, by tradition. A formidable Will Check is required for a Nosferatu to enter any home uninvited.

**Equipment:**

Bastard Sword, Expensive Greatcoat, Armored Limousine and Armed Nosferatu Chauffeur, Castle Lair, Collection of Medieval Weapons, Occult Library, Private Jet.

**Description:**

Often hundreds of years old, Nosferatu elders are the leaders of entire vampire clans and are a terrifying force to be reckoned with.

**XP Bounty:** 175 XP

**Danger Level:** Superhuman Badass



## LAMIA

"Seth: They were vampires. Psychos do not explode when sunlight hits them, I don't give a fuck how crazy they are!"

-From Dusk Till Dawn

### Attributes:

Strength: 5

Speed: 6

Wits: 4

Will: 3

Health: 50

Initiative: 2d6 + 6

Defense: 7

### Skills:

Climbing: Apprentice (+1)

Stealth: Apprentice (+1)

Brawling: Master (+4)

### Attacks:

✱ Two Claws at +2 for 1d6 + 6 and Bite at +0 for 2d6 + 5.

### Techniques:

Blitzkrieg, Frenzy, Critical Attack, Dodge, Reposition.

### Special Abilities:

Natural Weapons: Lamia claws are treated as a one-handed natural weapons with a base damage of 1d6 + 3. A Lamia's bite is treated as a no-handed natural weapon with a base damage of 2d6.

Natural Armor 10: Reduce all damage taken by 10, to a minimum of 1.

Fast Healing 2: Lamia regain 2d6 Health per combat turn.

Wings: Lamia can use a full-turn action to "fly" their normal movement speed on their stubby wings. Lamia have wings only at the GM's discretion.

Claw Frenzy: Lamia get a free bite attack at +0 when using Frenzy.

Human Form: Lamia can change to a human form (treat as any Badass Normal archetype, see below) and/or revert to their true form by spending a full turn action. Lamia in human form do not benefit from their special abilities but still suffer from their special weaknesses.

### Special Weaknesses:

Double damage from fire-based weapons and attacks.

10d6 Damage per turn when in direct sunlight; Takes Double Damage from all attacks in direct sunlight. Lamia killed in direct sunlight explode, dealing (Strength)d6 damage to everyone within one yard.

Takes triple damage from wooden stabbing weapons.

A Lamia will retreat from anything shaped like a cross, remaining at least five yards from the bearer of the symbol at all times.

When exposed to garlic or holy water, Lamia take damage based



on the level of exposure at the GM's discretion. For instance, having a clove of garlic thrown at it might deal 2d6 damage to a Lamia, being doused in holy water from a water balloon or super soaker might deal 5d6 damage, and being submerged completely in a tank full of garlic laden holy water would do 20d6 damage per turn. Lamia cannot heal damage from garlic or holy water with Fast Healing.

### **Description:**

An ancient curse kept the Lamia - an Aztec society very

focused on ritual sacrifice - alive eternally to take their revenge, as long as they fed off of blood. Because of what the Christian 'missionaries' did to them, most Lamia fear and hate the symbol of the Cross. The Lamia may take human form to stalk out hunting grounds, but at night turn into monstrous, leathery bat-like things with huge distended fangs, grotesque subhuman features, and mottled yellow skin.

**XP Bounty:** 35 XP

**Danger Level:** Uber Badass

## LAMIA QUEEN

"Santanico Pandemonium: I'm not gonna drain you completely. You're gonna turn for me. You'll be my slave. You'll live for me. You'll eat bugs because I order it. Why? Because I don't think you're worthy of human blood. You'll feed on the blood of stray dogs. You'll be my foot stool. And at my command, you'll lick the dog shit from my boot heel. Since you'll be my dog, your new name will be "Spot". Welcome to slavery."

*-From Dusk Till Dawn*

### **Attributes:**

Strength: 8

Speed: 9

Wits: 6

Will: 8

Health: 100

Initiative: 4d6 + 9

Defense: 11

Dark Faith: 80

### **Skills:**

Intimidation: Expert (+2)

Leadership: Expert (+2)

Stealth: Master (+4)

Seduction: Master (+4)

Brawling: Master (+4)

Climbing: Expert (+2)

### **Attacks:**

✖ Two Claws at +3 for 1d6 + 7;  
Bite at +1 for 2d6 + 8.

✖ *Cobra's Gaze:* Spend 10 Dark Faith and a full turn action to enter a Will contest with any character you can make eye



contact with. If you win, that character is paralyzed with fear and may not act for 1d6 turns or as long as you maintain the eye contact (taking no other actions, but costing no additional faith), whichever is more.

### **Techniques:**

Reposition, Dodge, Too Damn Fast, Bullet Time, Matrix, Blitzkrieg, Frenzy, Counter Attack, Critical Attack, Improved Critical Attack.

### **Special Abilities:**

As Lamia, plus:

All Lamia Queens have generally very attractive human forms.

Improved Claw Frenzy: As Claw Frenzy, +1 to all attacks made with claw frenzy.

Improved Natural Weapons: +1d6 to all natural weapons damage.

Fast Healing 4: Regain 4d6 Health at the end of each turn.

Verminous Bite: The Lamia Queen's bite attack also inflicts Faith

damage. A character with their Faith reduced to 0 in this way rises immediately as a Lamia—their human form remains their normal stats, but they transform into Lamia form at night and must feed at night and obey the commands of all Lamia Queens.

### **Special Weaknesses:**

As Lamia.

### **Description:**

To any degree that such utterly bloodthirsty monsters can be said to have a society, Lamia society is matriarchal, and Lamia clans are generally lead by such Queens or Brujas. Although they prefer to feed by seduction, Lamia queens have all of the power of normal Lamia at their disposal, and more.

**XP Bounty:** 150XP

**Danger Level:** Superhuman Badass

## SHIFTERS

"Eddie Holt: For 20,000 years Wilson - ten times your fucking Christian era - the 'skins and wolves, the great hunting nations, lived together, nature in balance. Then the slaughter came."  
-Wolfen

## WOLF-SHIFTER, WOLF FORM

### **Attributes:**

Strength: 5

Speed: 8

Wits: 4 (Double Wits for Awareness Tests.)

Will: 5



Health: 50  
Initiative: 2d6 + 8  
Defense: 7

**Skills:**

Stealth: Expert (+2)  
Tracking: Master (+4)  
Awareness: Master (+4)

**Attacks:**

- ✖ Bite at +2 for 2d6 + 5.
- ✖ Trip at +1 for 2d6 + 5. Characters successfully hit must roll 1d6 + Speed versus the wolf's 1d6 + Strength. If the character does not roll higher than the Wolf, they are tripped, and begin the next turn prone (Full Turn Action to stand up; defense versus Melee is halved).

**Techniques:**

Blitzkrieg, Frenzy, Critical Attack.

**Special Abilities:**

Fast Mover: Double the wolf form's Speed for the purposes of full turn move actions with Blitzkrieg.

Savage: Improved Critical Attack Versus Prone Enemies Only.

Alternate Form: Werewolf. 2d6 Full Turn Actions needed to transform; helpless while transforming, costs 3d6 Health, transformation can't be aborted once begun.

**Special Weaknesses:**

As Werewolf form. See below.

**Description:**

A normal timberwolf, albeit an excellent specimen. These stats could also be used for regular wolves or attack dogs (zombie or otherwise).

**XP Bounty:** As Werewolf form.

**Danger Level:** Badass Normal

## WOLF-SHIFTER, WEREWOLF FORM

**Attributes:**

Strength: 10  
Speed: 5  
Wits: 4 (Double Wits for Awareness Tests)  
Will: 4

Health: 150  
Initiative: 2d6 + 5  
Defense: 9

**Skills:**

Stealth: Expert (+2)  
Tracking: Master (+4)  
Awareness: Master (+4)

**Attacks:**

- ✖ Claw at + 4 for 4d6 + 5.
- ✖ Two Claws at +2 for 4d6 + 5.
- ✖ Bite at +2 for 6d6 + 10.
- ✖ Grapple at +4. Follows normal Grapple rules.
- ✖ Bite Grappled Opponent for 6d6 + 10.



**Techniques:**

Counter Attack, Critical Attack, Improved Critical Attack, Blitzkrieg, Frenzy.

**Special Abilities:**

Fast Healing 3: Regain 3d6 Damage at the end of each turn.

Alternate Form: Human form; created as a separate Uber Badass level NPC, and Wolf form, see above. Both forms suffer all the weaknesses of Werewolf Form and gain none of the benefits of Werewolf Form.

**Special Weaknesses:**

Quadruple damage from Silver blades, bullets, and other weapons. Double damage from Fire.

1-6d6 damage per turn from contact with Silver, based on size of silver object. GM's discretion.

Cannot heal damage from Silver with Fast Healing.

For additional rules regarding dietary requirements and involuntary changing, see **The Tag**.

**Description:**

An enormous, hulking man-wolf, with huge claws and teeth. Nine feet tall and weighing nearly seven hundred pounds. Capable of walking just as easily on four legs or two.

**XP Bounty:** 150 (-75 if in Wolf or Human forms.) For more details on Shifters in general, see **The Tag**.

**Danger Level:** Superhuman Badass

**TYPICAL ARANAEA  
(WERE-SPIDER FORM)****Attributes:**

Strength: 8

Speed: 8

Wits: 4

Will: 4

Health: 120

Initiative: 2d6 + 8

Defense: 9

Faith: 20

**Skills:**

Stealth: Expert (+2)

Tracking: Master (+4)

Awareness: Master (+4)

Climbing: Master (+4)

**Attacks:**

✕ Four Claws at +0 for 2d6 + 4.

✕ Two Claws at +2 for 2d6 + 4.

✕ Two Claws at +1 for 2d6 + 4 plus a Bite at +1 for 4d6 + 8.

✕ Bite at +4 for 4d6 + 8.

✕ Grapple at +4. (Use normal grapple rules.)

**Techniques:**

Blitzkrieg, Frenzy, Critical Attack, Counterattack, Stealth Kill.

**Special Abilities:**

Fast Healing 3: Regain 3d6 Damage at the end of each turn.

Natural Armor 10: Reduce all normal physical damage taken by



10, to a minimum of 1.

**Alternate Form:** Human form; created as a separate Uber Badass level NPC. The human form suffers all the weaknesses of Were Spider Form and gain none of its benefits. 2d6 Full Turn Actions needed to transform; helpless while transforming, costs 3d6 Health, transformation can't be aborted once begun.

**Venom 2:** If you spend 10 Health when making a Bite Attack, if the attack does damage, the victim takes 2d6 damage per turn for the next 2d6 turns.

#### **Special Weaknesses:**

Quadruple damage from Silver blades, bullets, and other weapons. Double damage from Fire.

1-6d6 damage per turn from contact with Silver, based on size of silver object. GM's discretion.

Cannot heal damage from Silver with Fast Healing.

For additional rules regarding dietary requirements and involuntary changing, see **The Tag**.

#### **Description:**

Aranaea are were-spiders, capable of turning into monstrous, giant spider creatures. The transformation is terribly painful, dealing a great deal of damage to the creature's human form as it changes, and when it changes back. However, the act of transforming feels good- becoming a full-on monster can be quite liberating. In their human forms, and their human lives, Aranea can be perfectly normal, healthy people, valuable contributing members of society (or degenerate scumbags like so many humans are, to be fair). However, in their giant spider forms, they are pure id- all they want to do is kill, eat, and rape. As for eating, human flesh is their favorite delicacy, but anything with warm blood pumping through it will sate them.

**XP Bounty:** 180

**Danger Level:** Superhuman Badass

## VENGEFUL REVENANT

"T-Bird: I knew I knew you, I knew I knew you. But you ain't you. You can't be you. We put you through the window. There ain't no coming back. This is the really real world, there ain't no coming back. We killed you dead, there ain't no coming back!"

-The Crow

#### **Attributes:**

**Strength:** 9

**Speed:** 9

**Wits:** 4

**Will:** 7

**Health:** 90

**Initiative:** 2d6 + 9



Defense: 9

Faith: 35

### **Skills:**

Pistols: Master (+4)

Guitar: Master (+4)

Brawling: Expert (+2)

Automatics: Expert (+2)

Stealth: Expert (+2)

Throwing Weapons: Expert (+2)

Bike: Apprentice (+1)

Lockpick: Trained (+0)

Electronics: Trained (+0)

Car: Trained (+0)

Subterfuge: Trained (+0)

### **Attacks:**

✱ *Two Colt Pythons at +2 Each for 5d6*

✱ *Two Beretta M93Rs at +1 Each (First Hoses for 3d6; Second Sprays for 2d6 (-2 Defense Modifier).*

✱ *Unarmed Attack at +2 for 3d6 + 9.*

### **Techniques:**

Blitzkrieg, Boom!Headshot, Kneecapper, Counter Attack, Dodge, Bullet Time, Matrix, John Wu Special, Killing Hands, Lethal Strikes.

### **Special Abilities:**

**Hard To Kill:** All physical attacks always do minimum damage versus Revenants; treat each d6 of damage as having rolled a 1. Fire bypasses this at the GM's discretion.

**I'll Sleep When You're Dead:** When a vengeful revenant's Health is reduced to 0 or less, they are not killed, and instead only fall into a state of deep unconsciousness for 2d6 hours, after which they awaken at full Health. It is up to the GM's discretion whether bodily dismemberment, explosions, or incineration bypass this advantage; by default they do not.

### **Special Weaknesses:**

**I'll Sleep When You're Dead:** Every Vengeful Revenant begins its un-life with a list of targets; up to Will people that it must kill. It can kill as many people not on the list as it wishes, especially if they are in its way. However once all of a Vengeful Revenant's targets are dead, it can only remain in the world for (Will) hours before it must move on.

**Psychopomp:** A Vengeful Revenant's life force is tied to a spirit guide animal; usually a crow, raven, or black cat but sometimes other psychopomps. If the spirit animal is killed (or at the GM's discretion, captured), the revenant immediately loses all Special Abilities. Additionally, a Vengeful Revenant takes, doubled, all damage dealt to its spirit animal. Its Spirit Animal must remain within (Will) x 100 Yards of the Revenant at all times but usually likes to come closer. Spirit



animals have Strength 2, Speed 7, Wits 5, and Will 7, 12 Health, Defense 10, and no attacks.

**Equipment:**

Above Weapons, 4 Full Speedloaders, 4 Spare Clips 9MM Ammo, Fast Bike.

**Description:**

Vengeful revenants are playable using different rules. See **The Tag** for details.

**XP Bounty:** 100 XP

**Danger Level:** Superhuman Badass

## FUGITIVE REVENANT

"Frank Cotton: Come to daddy."  
—Hellraiser

**Attributes:**

Strength: (Special)

Speed: 5

Wits: 6

Will: 6

Health: (Special)

Initiative: 2d6 + 5

Defense: 9

Dark Faith: 30

**Skills:**

Stealth: Master (+4)

Blades: Expert (+2)

Brawling: Expert (+2)

Subterfuge: Expert (+2)

Intimidation: Expert (+2)

Seduction: Expert (+2)

**Trained (+0):**

Drive, Locksmith, Rifles, Running, Riddles, Occult.

**Attacks:**

✕ Pearl Handled Straight Razor for 10 +  $\frac{1}{2}$  Strength.

✕ Grapple (Use Normal Rules).

**Techniques:**

Blitzkrieg, Frenzy, Reposition, Stealth Kill.

**Special Abilities:**

**Drain Dry:** When they initially come back from the dead—an event triggered by the dripping of bodily fluid such as blood or semen on the spot where they died—Fugitive Revenants have only Strength 1 and 15 Health. They are little more than a skeleton, held together by some rotting tendons and half-formed organs, a hideous and pathetic monster. Each time a Fugitive Revenant drains the bodily fluids from a living or very recently dead corpse—an action which takes ten minutes and involves the Fugitive Revenant pressing their mouth to the victim's mouth and their fingers into the victim's medulla oblongata—they gain 1



Strength and 15 Maximum Health. They can only suck one corpse dry in this way per day. The maximum Strength a Fugitive Revenant can have is 10; the maximum Health they can have is 150. The older and more successful an NPC Fugitive Revenant is, the higher its Strength and Health should be.

### **Special Weaknesses:**

**Horrible Thirst:** If a Fugitive Revenant goes Will/2 (round down) days without draining the fluids from a corpse, they lose 1 Strength and 15 Maximum Health. If a Fugitive Revenant's Strength is reduced to 0 in this way, they are permanently killed or returned to hell.

**Hellbound:** Fugitive revenants are perpetually hunted by Cenobites, who can only enter the world at the spot where the fugitive revenant died (difficult for them) or where anyone solves a Lemarchand

Configuration (automatic for them). For this reason, often Fugitive Revenants are promised by people who have foolishly summoned Cenobites, in exchange for the summoner's life. Worse, Cenobites receive a +3 bonus to all tests made to detect fugitive revenants.

### **Equipment:**

Straight Razor, Tattered Clothing, Accomplice(s) (use Apprentice Necromancer or create your own). Firearms, armors, and vehicle at the GM's discretion, based on age.

### **Description:**

Fugitive revenants are playable using different rules. See **The Tag** for details.

**XP Bounty:**  $\frac{1}{2}$  Maximum Health at the time of death.

**Danger Level:** Uber Badass

## REAPER REVENANT

"Undead Thug: You'll need an army to kill me. I'll give you untold power... in death!"

-Versus

### **Attributes:**

Strength: 10  
Speed: 10  
Wits: 6  
Will: 10

Health: 150  
Initiative: 4d6 + 10  
Defense: 11  
Dark Faith: 100

### **Skills:**

All Combat Skills: Master (+4)  
Awareness: Master (+4)  
Riding (Horseback): Master (+4)  
Intimidation: Legendary (+6)  
Rope Tricks: Master (+4)



**Attacks:**

✖ Two Colt Peacemakers at +3 Each for 6d6.

✖ Winchester Model 1894 Carbine at +4 for 3d6 + 2.

✖ Grapple at +4.

✖ Choke grappled character for 20 Damage (Requires no test.)

✖ Lasso at +4 for Knockdown and Entanglement. Entangled character must spend 10 - (Strength or Speed, whichever is higher) turns to escape, has half Defense, and can only take one action (move or attack) per turn while entangled.

**Techniques:**

Blitzkrieg, Reposition, Too Damn Fast, John Wu Special, Equilibrium, Magnum Force.

**Special Abilities:**

Unkillable: Treat every d6 of damage taken by a Reaper Revenant as having rolled a 1.

The Saint of Killers: Attacks by a Reaper Revenant's primary weapons (in this case, firearms) bypass all forms of damage reduction, including Hard to Kill and (Natural) Armor. A Reaper Revenant's attacks are automatic critical hits (dealing double damage) when they hit living targets.

Natural Armor: Reduce all damage taken by a Reaper Revenant by 20 (to a minimum of 1) after applying the damage reduction from Hard to Kill.

Infinite Ammo: A reaper revenant must still reload his weapons, but has an infinite cache of ammo from which to do so.

**Equipment:**

Weapons, Conveyance (in this case, a Horse), Long Coat, Cowboy Hat.

**Description:**

Some say the Angel of Death melted down his sword to forge these sixguns, and gave his mantle to a hell-bent cold hearted cowboy killer out for revenge. Others say that there are 666 hidden portals that connect this world to the other side. These portals imbue the souls of legendary killers with the power to raise undead armies from their victims, and that these demigods of death battle each other endlessly in mated pairs. Regardless of their origins, Reaper Revenants are immortal, unstoppable forces of destruction, killing everything in their paths instinctively. Player characters are not expected to defeat a Reaper Revenant. They may, however, become caught up in a struggle between two Reaper Revenants. To create your own Reaper Revenants, simply switch the weapons and techniques this stat block uses.

**XP Bounty:** LOL. Maybe like 500? 1,000?

**Danger Level:** Superhuman Badass+++





## BADASS NORMALS

These following templates of small-town citizens well-armed and bad tempered enough to make the supernatural horrors of Phantasm (2010) fight for their meal wind up as your adversaries, your allies, or your victims, depending on

who and what your character is. Unlike the monsters above, each of these characters is a Badass Normal created using the Phantasm rules except for their equipment, which is approximated.

### SMALL TOWN DEPUTY (CITY BEAT COP, OR HIGHWAY PATROLMAN)

"License and registration, please."

#### Attributes:

Strength: 5

Speed: 6

Wits: 4

Will: 5

Health: 30

Initiative: 1d6 + 6

Defense: 5

#### Skills:

Drive: Apprentice (+1)

Investigation: Apprentice (+1)

Pistols: Apprentice (+1)

Rifles: Apprentice (+1)

#### Trained (+0):

Riding (Horseback), Awareness, Clubs, Brawling

#### Attacks:

✖ S&W Model 10 at +1 for 1d6 + 4. (Small Town Deputy Only)

✖ Glock 17 at +1 for 2d6. (City Beat Cop or Highway Patrolman)

✖ Nightstick at +0 for 2d6 + 3. (All.)

#### Techniques:

Blitzkrieg, Dodge.

#### Equipment:

Sidearm (See Above), Two Full Speed loaders or Spare Clips for Sidearm, Uniform, Badge, Handcuffs, Police Cruiser, Shotgun (Usually Ithaca 37) In The Cruiser, \$100 in cash.

**XP Bounty: 20**



## SMALL TOWN SHERIFF (POLICE DETECTIVE, OR HIGHWAY PATROL SERGEANT)

"Do you feel lucky, punk? Well do ya? Heh, I always wanted to say that. GET THOSE FUCKING HANDS UP!"

### Attributes:

Strength: 6

Speed: 3

Wits: 6

Will: 5

Health: 36

Initiative: 1d6 + 3

Defense: 7

### Skills:

Expert (+2): Rifles (for Sheriff), Investigation (for Detective), or Drive (Highway Patrol Sergeant)

Pistols: Apprentice (+1)

Drive: Apprentice (+1)

Awareness: Apprentice (+1)

### Trained (+0):

Diplomacy, Intimidation, Clubs, Brawling, Investigation, Rifles

### Attacks:

✱ *Ithaca Model 37* at +2 for 4d6. (Sheriff; See special rules for shotguns.)

✱ *Colt Detective Special* at +1 for 1d6 + 4 (Detective).

✱ *Colt Python* at +1 for 5d6. (Highway Patrol Sergeant).

✱ *Nightstick* at +0 for 2d6 + 3. (All but Detective.)

### Techniques:

Point Blank, Critical Attack, Kneecapper.

### Equipment:

Sidearm (Colt M1911a1 for Small Town Sheriff, others listed), Two Full Speed loaders or Spare clips for sidearm, Box of 20 .00 Buckshot 12 Gauge Shells (Sheriff Only), Police Cruiser or Battered Sedan, Uniform or Trench Coat and Street Clothes, Badge, Handcuffs, Evidence Handling Kit, Sunglasses, \$250 in cash.

Armor: Ballistic Vest (Melee Damage Cut: 2; Ranged Damage Cut: 6).

**XP Bounty: 20**

## THUG/ENFORCER

"I break you."

### Attributes:

Strength: 7

Speed: 5

Wits: 2

Will: 5

Health: 42

Initiative: 1d6 + 5

Defense: 3

### Skills:

Clubs: Apprentice (+1)

Brawling: Apprentice (+1)



**Trained (+0):**

Intimidation, Automatics

**Attacks:**

- ✱ *Baseball Bat at +1 for 2d6 + 7.*
- ✱ *MAC-10 SMG (3-Round Burst, Hose) at +0 for 3d6 + 2.*
- ✱ *Punch at +1 for 7 Subdual.*

**Techniques:**

Batter Up, Blitzkrieg, Point Blank.

**PROFESSIONAL THIEF**

"In-and-out, slam, bam, thank you ma'am. None of that cowboy bullshit, nobody gets killed. At least, that's the plan anyway."

**Attributes:**

Strength: 4  
Speed: 5  
Wits: 7  
Will: 3

Health: 24  
Initiative: 1d6 + 5  
Defense: 8

**Skills:**

Stealth: Expert (+2)  
Locksmith: Apprentice (+1)  
Blades: Apprentice (+1)  
Pistols: Apprentice (+1)  
Subterfuge: Apprentice (+1)

**Trained (+0):**

Bike, Negotiations, Climbing, Throwing Weapons, Electronics,

**Equipment:**

One full Spare Clip for MAC-10, Street Clothes, Booze and Cigs, \$300 in Cash,  
Armor: Heavy Leather Jacket (Melee Damage Cut: 4, Ranged Damage Cut: 1).

**XP Bounty: 20**

Brawling, Automatics

**Attacks:**

- ✱ *Silenced Beretta M92F at +2 for 3d6. (Double target's armor.)*
- ✱ *Wicked Switchblade at +1 for 1d6 + 6.*
- ✱ *Throwing Knife at +0 for 1d6 + 4.*

**Techniques:**

Blitzkrieg, Boom!Headshot.

**Equipment:**

M9 With Silencer Loaded with Hollow Points, Two Spare Clips 9MM Hollow Points, Leather Longcoat, Black Gloves, Glass Cutters, Bolt Cutters, Lockpick Set, Booze, Cigs, Uppers, Fast Bike, Fake IDs, \$1,000 in cash.

**XP Bounty: 20**



## HIT MAN

"The base fee is \$10,000 and I assure you for that money you get the best. If you're feeling cheap, you can always move onto the next guy, but I guarantee you he's gonna be a cop, an informer, or worse, an amateur. I'm a fucking professional, on the otherhand. Now, you want it to look like an accident, that's gonna be extra. You wanna send a message? Well I can do that. But that's gonna be extra too."

### Attributes:

Strength: 4

Speed: 5

Wits: 6

Will: 5

Health: 24

Initiative: 1d6 + 6

Defense: 7

### Skills:

Pistols: Expert (+2)

Rifles: Apprentice (+1)

Stealth: Apprentice (+1)

Blades: Apprentice (+1)

### Trained (+0):

Brawling, Electronics, Locksmith, Subterfuge, Climbing, Drive.

## BARTENDER (LIQUOR STORE OWNER, GAS STATION MANAGER, OR OTHER HARD-ASS CIVILIAN.)

"Boy, you sure picked the wrong fucking store."

### Attributes:

Strength: 6

Speed: 4

### Attacks:

✖ *H&K. Mk. 23 Mod 0* at +5 for 2d6 + 3.

✖ *Lupara* at +2 for 4d6.

✖ *Remington Model 30* at +1 for 5d6.

✖ *Combat Knife* at +1 for 1d6 + 6.

### Techniques:

Boom! Headshot, Longshot, Critical Attack.

### Equipment:

All the above weapons, plus a Ruger Mk. II, silenced. Two full Spare Clips for the Mk. 23, Box of Twenty 12 Gauge .00 Buckshot Shells, Box of Twenty .30-06 Rounds, Fake IDs, Diazepam, Black Sedan, Street Clothes, Night Vision Goggles, \$3,000 in Cash.

Armor: Improved Ballistic Vest (Melee Damage Cut: 4, Ranged Damage Cut: 12)

### XP Bounty: 25

Wits: 4

Will: 6

Health: 36

Initiative: 1d6 + 4

Defense: 5



**Skills:**

Awareness: Apprentice (+1)  
Pistols: Apprentice (+1)  
Rifles: Apprentice (+1)  
Clubs: Apprentice (+1)

**Trained (+0):**

Haggle, Carouse, Intimidate, Drive.

**Attacks:**

✱ S&W Model 29 at +1 for 5d6 + 3.

✱ Sawn-Off Double Barreled Shotgun at +1 for 4d6. (Use normal shotgun rules.)

✱ Sawn-Off Baseball Bat at +1 for 2d6 + 6.

**Techniques:**

Blitzkrieg, Batter Up, Point Blank.

**Equipment:**

Beat-up Pickup Truck, Street Clothes, Tools, Collection of Porno Mags (In Bathroom), Box of Twenty 12 Gauge .00 Buckshot Shells (Under Counter/Behind Bar, where the shotgun and bat are taped), Box of Eighteen .44 Magnum Rounds (With the other goodies). \$100 Cash On-Hand, 5d6 \* \$100 in the register/locked in the back room safe.

**XP Bounty:** 20





## BIKER GANG MEMBER

"When we do right, nobody remembers.  
When we do wrong, nobody forgets."

### Attributes:

Strength: 6  
Speed: 5  
Wits: 4  
Will: 5

Health: 36  
Initiative: 1d6 + 5  
Defense: 5

### Skills:

Brawling: Expert (+2)  
Bike: Apprentice (+1)

### Trained (+0):

Automatics, Rifles, Intimidate,  
Throwing Weapons.

### Attacks:

✖ Motorcycle Chain at +2 for

1d6 + 12.

✖ Brawling at +2 for 6 Subdual  
or by improvised weapons.

✖ Tec-9 at -2 for 3d6 -1 (Hose)  
OR Marlin Model 1894C Carbine  
at +0 for 5d6.

✖ Molotov Cocktail at +0 for  
4d6 + Splash.

### Techniques:

Counter-Attack.

### Equipment:

Badass Harley Chopper, Heavy Leather  
Jacket (Melee Damage Cut: 4, Ranged  
Damage Cut: 1), serious recreational  
drugs and paraphernalia, various  
small additional blades and clubs, street  
leathers, one Molotov cocktail, 3d6 \*  
\$50 in cash.

**XP Bounty:** 20

## SURVIVALIST, MILITIAMAN, OR OTHER HEAVILY ARMED BACK-WOODS PSYCHOPATH.

"You're in my world now, sunshine.  
Yeehaw!"

### Attributes:

Strength: 5  
Speed: 2  
Wits: 7  
Will: 5

Health: 30  
Initiative: 1d6 + 3  
Defense: 8

### Skills:

Automatics: Expert (+2)  
Pistols: Apprentice (+1)  
Rifles: Apprentice (+1)  
Heavy Weapons: Apprentice (+1)  
Tracking: Apprentice (+1)



**Trained (+0):**

Drive, Stealth, Intimidation, Leadership, Awareness, Demolitions, Pilot.

**Attacks:**

- ✱ Desert Eagle Mark XIX at +1 for 5d6.
- ✱ SKS Rifle at +1 for 3d6 + 3.
- ✱ M16 at +2 for 4d6 (Hose) or for 3d6 with -2 DM (Spray).
- ✱ Browning M1919 at -3/+1 for 5d6/8d6 [15 Rnd. Hose] or 5d6 (-6 DM) [15 Rnd. Spray]. (The number before the slash is for firing one shot without a deployed tripod. The numbers after the slash is for firing fifteen shots with a deployed tripod.)
- ✱ Grenade at +1 for 8d6. (Use normal grenade rules.)

**Techniques:**

Boom! Headshot, Critical Attack, Longshot.

**Equipment:**

Mud splattered overalls, old tow truck or pickup truck, two full Spare Clips for the Mark XIX, thirty rounds spare ammo for the SKS Rifle, two full Spare Clips for the M16, two functional surplus WWII grenades, olive drab and forest camo fatigues and cap, heavy hiking boots, surplus claymores and satchel charges, home-made booby traps, armor-plated trailer, MRE and C-Rations, geological survey maps of the tri-state area, plastic tarps and sheeting, other paranoid survivalist paraphernalia, \$20 in cash carried, 10d6 \* \$100 in cash at the compound/trailer safe.

**XP Bounty: 30**



## BEHIND THE SCENES

**-UNLESS YOU DEFINITELY PLAN TO GM-**

**-ABSOLUTELY DO NOT READ THIS SECTION-**

**-FOR REAL!-**

***If you are not 100% sure that you will be  
your group's GM, stop reading now.***

We just wanted to make sure we were being clear. If you're still here, we're going to go ahead and assume that means you want to GM Phantasm. This

section will be, relatively, chock-full of spoilers, even more than the last section.

### ***SEQUELIZATION: CHARACTER ADVANCEMENT IN PHANTASM***

Phantasm characters of any tier — badass normal, uber badass, or superhuman badass — who survive longer than a game session (4-6 hours, or until a good story cliffhanger, or until people start to get bored or restless) or two are bound to increase in power as they accumulate Experience Points. Experience points are primarily earned by killing monsters but could also be awarded at the GM's discretion for completing story objectives or other milestones. Experience points are spent between game sessions — usually this means during the wrap-up portion or end

of a game session, or during the beginning of the following session — to increase character power. XP need not be spent immediately, and can be saved up but does not transfer between characters. Spending XP can mean improving attributes, improving existing skills (or learning new ones), or learning new techniques. Equipment, gear, and other possessions must be acquired solely through roleplaying, while improving/learning new skills and techniques requires both an expenditure of XP and access to a trainer or time to practice (even if this means the character “learns



by doing”) at the GM’s discretion.  
The XP costs of different character

improvements are described in  
the following table.

CHARACTER IMPROVEMENT	XP COST	OTHER REQUIREMENT
Increase an Attribute (Strength, Speed, Wits or Will) by 1 (to a maximum of 10). [Increases derivative statistics (Health, Initiative, Defense, etc.) normally.]	50 * Current Value (New Value <7) OR 100 * Current Value (New Value ≥ 7)	None.
Train A New Skill [Learn new skill at Trained (+0).]	25	Another character (PC or NPC) with the skill at Apprentice level (minimum) must ALWAYS be present to train the character, along with sufficient time and any necessary equipment. GM’s discretion.
Learn a Trained Skill [Increase a Trained (+0) skill to Apprentice (+1)].	50	At the GM’s discretion, another character (PC or NPC) with the skill at Expert level (minimum) must be present to train the character, along with sufficient time and any necessary equipment.
Improve a skill. [Increase an Apprentice (+1) skill to Expert (+2)].	100	GM’s discretion.
Master a skill. [Increase an Expert (+2) skill to Master (+4) level.]	250	At the GM’s discretion, another character (PC or NPC) with the skill at Master level must be present and willing to train the character, along with sufficient time and any necessary equipment.
Buy 1 Technique Pick (Multiple Picks can be saved up; see Special Effects.)	100	GM’s discretion.



## THE CAMPAIGN SETTING

The campaign setting is where your Phantasm campaign takes place; perhaps we should back up and say that a campaign is a series of ongoing, interrelated Phantasm game-sessions with some degree of character continuity, forming a longer story. If individual Phantasm game-sessions could be described as individual movie sequels or episodes of a television series, the campaign is the movie franchise or the season of the series (or perhaps, if it is a particularly long-lived campaign, the series itself).

Part (but not all) of a campaign setting is the time and the place that the story takes place, in the broadest possible sense. Often a campaign setting will span a long period of time and a wide variety of locations, so a campaign setting might be the American Southwest during the mid-nineties. More than time and place, a campaign setting is defined by abstractions like tone and mood, ranging on sliding scales (one ranging from serious to campy, the other from horrific to action-packed)—but also of hard facts about what is going on. Namely, how the campaign setting differs from the real world.

As long as you don't overthink it, it is not meant to be that hard

## I'LL GO BUMP IN YOUR NIGHT

This sidebar is a guide on how to include other undead and monstrous factions in a campaign primarily based on the forces of the Tall Man from the movie *Phantasm* (1979) and the threat they pose. In other words, it provides guidelines for how other horror movie staples and monsters interact with the Tall Man's plans and agents.

**Zombies:** The Tall Man's ultimate goal has zombie creation as an end-goal. Perhaps zombies are the final product that the lurkers are only a stage in. Or perhaps, zombies are merely another tool in his arsenal.

**Cenobites & Fugitive Revenants:** It's not really recommended, but if you want to have the Cenobites from *Hellraiser* in your Phantasm universe, who are we to stop you. The Tall Man works for someone. Why not the Cenobites? Admittedly, you'll have to play a bit with the motives of each faction to make this work. No easier, but just as interesting is the idea that the Tall Man, who was once human but has transcended humanity and the pleasures of the flesh, is somehow opposed to the Cenobites. Perhaps he is the only one to ever have escaped them with any degree of permanence, and his entire plans and machinations exist for him to ensure he is never dragged back to hell.

(Cont'd.)





to create your own campaign setting for Phantasm. The bog standard zombie apocalypse provides a compelling excuse for PC Badasses to have to pop some caps into some undead heads, and you can add in details and backstory on the fly. You don't have to go into as much detail as we did with the sample campaign settings...and we didn't go into all that much detail! These questions should help GMs designing their own campaign settings.

✱ When and where does the campaign take place, generally and specifically?

✱ Which monsters (from the **Extras** chapter) exist? Which will be active and important in the campaign? Is the threat to the world a standard zombie apocalypse or is the Tall-Man performing his evil and mysterious machinations upon small-town America?

✱ What are the goals and agendas of these monsters? Is a clan of rogue vampires seeking a way to walk in the daylight? Is the Tall Man kidnapping children with innate psychic abilities? Are two Reaper Revenants waging a war with armies of undead monstrosities and no concern for who gets in the way? Or are Shifters committing hideous atrocities to

### **Vampires (Nosferatu and Lamia):**

The Nosferatu are the secret rulers of the night—as they see it, the top of the food chain, feeding in secret on their unsuspecting prey and enjoying the dark pleasures of immortality. For that reason, they seem like they may react very negatively to any threat to the status quo, including the Tall Man. If any Nosferatu are willing to support the Tall Man, it will be the upstart young turks, who may be willing to help in exchange for promises of power, or aid in supplanting their elders. The Lamia are somewhat less set in their ways, and certainly less arrogant. Cunning Lamia Queens may rent their brood to the Tall Man in exchange for power and resources, especially human blood, human lives, and human slaves. Of course in the case of any vampires, it is unlikely for their loyalty to the Tall Man to be lasting.

### **Shifters (Werewolves and Aranaea):**

These monsters are directly opposed to the Tall Man, on grounds such that they see themselves as the “good guys”. They are of the Earth, and the Earth is theirs. The invading undead army from the Netherworlds are others, intruders. If Shifters exist in your campaign, all but the most apathetic or selfish of them are dedicated to destroying the Tall Man's invasion force.

(Cont'd.)



drive human developers away from their lands? Who is the ultimate villain? Is there one faction of monsters, or many? Whatever the bad guys are, how successful have they been so far? What can be done to stop them?

✖ How widespread is the horror? How much of human civilization has fallen into darkness? Is the epidemic limited to a small area, like a town, or have entire cities and states been infected and overwhelmed?

✖ Who are the heroes and what stake do they hold? Are they residents of the area effected by the dark forces, or just passing through? Or has the entire world been infected, involving everyone? Are they innocent civilians caught up in events beyond their control or understanding, elite police, military, or government troubleshooters with an imperfect understanding of the crisis, or nomadic assassins of evil, riding through the countryside kicking ass and taking names?

### **Revenants (Vengeful and Reaper):**

Vengeful Revenants killed by the Tall Man and reanimated may become allies for the PCs...may even have been PCs to begin with. Reaper Revenants come in two varieties—the undead general bent on world domination, and the unstoppable force of raw destruction. The former is obvious competition for the Tall Man, while the latter may be the one thing he truly fears.

Included in this section are two pre-built campaign settings where most of these questions have already been answered, and plenty of supplementary information and optional rules are also available, including Hooks for starting a game of Phantasm set in this setting. In Hometown Horrors, the PCs experience events that parallel those of the first Phantasm movies, as first the dead and then the living in their neighborhood go missing. Nazi Zombies takes a look at supernatural horror in a classic period setting.



## HOMETOWN HORRORS

### TIME:

Anywhere from 1979 to Present Day.

### PLACE:

Starts in the PCs Hometown, California — and can expand to include the entire American West. Hometown Horrors assumes this hometown is the quaint, idyllic suburb of Alhambra, California which features a typical blend of prefab houses and well-kept green lawns, strip-malls, grocery stores, and a large cemetery and mortuary called Morningside. Of course this campaign can be set in any small town from Portland, Oregon to Portland, Maine. It does not, however work within an urban area.

### OPPOSITION:

By default, Hometown Horrors uses only the monsters included in the **Phantasmagoria** section of **Extras** and has no rules for the additional monsters presented in Night Terrors. The Tall Man's agenda is nothing less than the gradual depopulation of the U.S. — and then, presumably, the world — in order to create a stockpile of processed corpses, reanimated

through vile magic and science and then compressed for delivery back to the mysterious netherworlds. The Tall Man's M.O. is to begin by having his agents eliminate the mortician or undertaker of a small town, and then replacing that individual himself. From there, he can begin harvesting the dead from the mausoleum and graveyard to create his servitor spheres. When he runs out of the dead, he will use his dwarves, spheres, and other servants to move on to the living. When nothing is left but a ghost town, he will move on. As goes the Alhambra, so goes the American west, unless you can stop him.

### PLAYER CHARACTERS:

The hometown horrors setting is suitable for either Badass Normal or Uber Badass human characters. Of the monster races (see **The Tag**), **Screamers** are the most appropriate to include, as they are the only ones directly linked to the Phantasm mythology. This campaign assumes the players have lived in the same town their whole lives; they can be either distant acquaintances or close friends, but they almost certainly at least know each other. Alternatively one or more of the PCs can be just passing through, or just moving in.



## CAMPAIGN FLOW:

This setting is designed to begin by emulating the personal, dream-like small-town terror of the original *Phantasm* (1979) movie. Later, if the PCs survive the early sessions, the genre will evolve from pure horror to action/adventure. The scope and the stakes expand as the campaign advances, from the death of a loved one to the fall of the entire world.

### **Early Campaign:**

PCs discover the menace of the Tall Man and see the effect it has on their home town, which they are unable to save. They have little to no understanding of the tall man's true nature. Only that he is evil.

### **Middle Campaign:**

Now armed with a little knowledge, some firepower, and a hot car, and unable to get the authorities to believe their story — perhaps some of them even work for the Tall Man — the PCs follow the path of destruction that the Tall Man has left throughout the American west. From ghost town to ghost town they follow him, always too late to stop him for good, but finding his calling cards along the way, the monsters he has left behind to ambush them, and anyone who managed to survive. The PCs have become

nomadic assassins of evil. With each ghost town they 'clear' they learn more and more about the enigmatic nature of what they face.

### **Possible Campaign Endgame:**


The PCs finally catch up with the Tall Man, and learn even more about his true origins. Perhaps he has already killed one or more of them, transformed another, tempted yet a third with an offer to join him. Either the PCs can kill the Tall Man and temporarily contain the threat... perhaps giving their lives to do so...or they are too late, and the forces of Phantasmagoria spread throughout America, delivering the apocalypse to our door steps. In the latter case, the campaign need not end. Perhaps the end of the world is just the beginning!

## HOOKS:

### **Hook 1. A death in the family.**

The PCs begin the campaign by attending the funeral of a distant mutual relative or mutual acquaintance, giving them a chance to introduce themselves via roleplaying. However, toward the end of the ceremony, something is slightly off. Perhaps the pallbearers find the coffin a little too empty or a little too light. Perhaps they spy a horribly thin





mortician lifting the coffin and its contents into the hearse as if it weighed nothing — perhaps the mortician can even be seen taking the coffin from the grave after the ceremony. Either way, either alone or in conjunction with the other hooks it should be enough to prompt the PCs to investigate the mortuary and find even more strange evidence of terrifying goings-on.

### **Hook 2. Cemetery hi-jinks.**

If their age and level of cultural sophistication match, perhaps the PCs have another reason for hanging out at Morningside cemetery by night. Perhaps they are making out, drinking and smoking reefer, or just goofing off with general tomfoolery. Anyway, by night the PCs might spot ghouls, grave-diggers, or dwarf-like lurkers at work in the cemetery, leading to a terrifying encounter and more questions. This could also be a logical bridge encounter — investigating the cemetery grounds at night — between the first hook and the followup.

### **Hook 3. A concerned friend.**

Finally, the PCs can be approached by a friend with serious concerns — arising from either witnessing one of the above hooks or noticing the gradual depopulation of the town over time — but the inability to

do anything about them directly. This hook works best if the person posing it is in some way a dependent, such as a little brother but is probably the weakest of the hooks.

## **DEVELOPMENTS & COMPLICATIONS (BAD TO WORSE):**

There is no help from the outside world, and the GM must sell this fact convincingly. No matter what horrors the PCs witness with their own eyes, the GM should allow no evidence to be left behind, even if it means monster corpses disintegrate or vanish. No matter what the PCs witness, no one will believe them. The best case scenario is that the police are simply hard-nosed skeptics; worse still would be if they were working for the same dark forces as the mortician.

Likewise, simply leaving is not an option. If necessary, saddle the PCs with as much baggage as possible, from simple financial hardship to dependents who shouldn't be moved. (You could always, if you are feeling particularly cruel, kill off those dependents in the third act). If the PCs decide to run away anyway the GM should get creative with mishaps that



stop them. If the players have at least skimmed the first few pages of this rulebook, though, they (hopefully) are ready to kick some undead ass, and hence won't need to be herded all that much.

The logical next step for the PCs is to investigate the Morningside cemetery and the thin man who seems to be connected to the deaths, disappearances, and strange occurrences.

The details of this investigation and its aftermath and consequences are largely up to you, the GM. One or two of the PCs might investigate independently, and then try and convince others to help them — the PCs might be chased off and forced to return or successfully

learn the details of and disrupt the necromantic operations of the Oakwood Mortuary in one fell swoop. Whatever happens here, options for expanding this first brush with darkness into an ongoing campaign should present themselves, with hints described in **CAMPAIGN FLOW** above.

## JUMPSTART MATERIAL:

The following pages include maps and details of the threats and challenges that might be present in the typical cemetery and mausoleum after it is taken over by the Tall Man. GMs should feel free to modify these materials as desired or use them as-is as a launching point for the campaign.

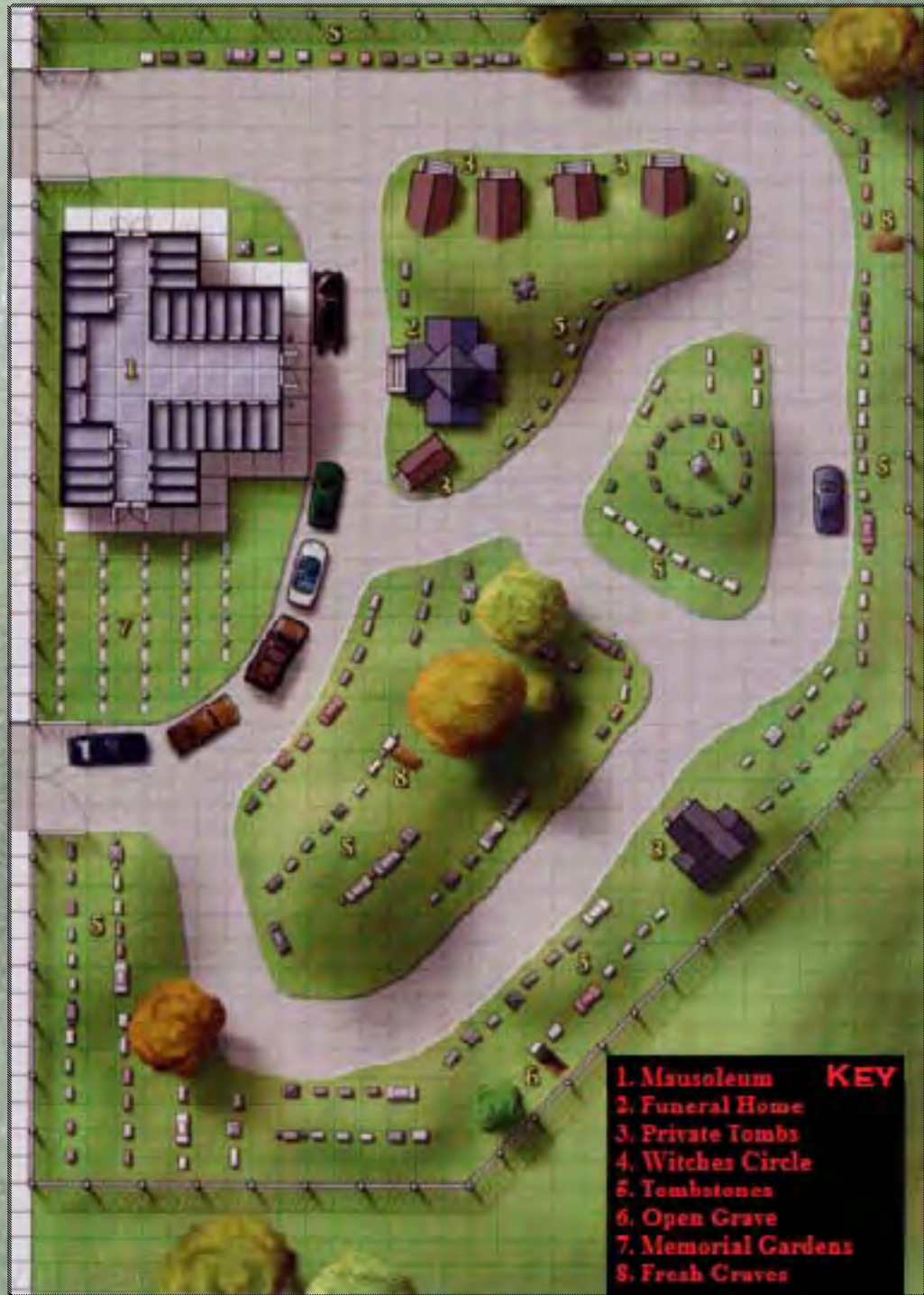
## CEMETERY MAP

This map created by Christopher West for D20 Critical Locations. Re-used without permission.

**General Features:** The gates to the west are locked (Hard Locksmith Skill Test to pick) at night, and topped with spikes. Climbing them is an Average Climbing Skill Test; if a player fails to climb one of the gates, they take 1d6 damage from the spikes. The fence surrounding the cemetery can be climbed with an Easy Climbing Skill Test.

**1. Mausoleum:** The main public mausoleum, the echoing marble halls of this large building are lined with slabs which **SHOULD** contain the earthly remains of the beloved departed. The corridors of the Mausoleum are mapped in further detail on the following pages. The doors are kept locked at night — the lock can be picked with an Average Locksmith Skill Test. In the event that an intruder enters this area at night, a hunter killer







sphere, a mortician's assistant, or both may be dispatched to deal with them, patrolling these unhallowed halls.

**2. Funeral Home:** Most of the Tall Man's dark work takes place here; discussed in much more detail in the following pages.

**3. Private Tombs:** These five private mausoleums can contain anything the GM can dream up, from weapons and equipment to Gravers, Lurkers, and other nasty surprises. These are kept securely locked around the clock; opening them requires a Hard Locksmith Skill Test.

**4. Witches Circle.** A circle of graves surrounds an obelisk in this creepy area. Nothing worse than a bad feeling should confront the PCs here, as the wind blowing past these stones sounds like shrill screams. An Easy Will Check should be called for here to continue without being shaken (-1 Difficulty Modifier to all Checks).

**5. Tombstones.** If and only if the Tall Man has already taken over, and the Cemetery is on alert, 1d3-1 Gravers patrol this area looking for intruders at night. Avoiding them is a skill contest; the Gravers roll 1d6 + 3 versus the PC's 1d6 + Speed + Stealth Skill Bonus. All PCs

must succeed to go undetected, of course; you are only as stealthy as the clumsiest one of you. The GM can call for this contest as many times as he sees fit, depending on how many times the PCs pass by the Gravers. The Gravers here are armed only with shovels; their attacks deal 1d6 + 14 damage instead of the attacks listed for chainsaws and sledgehammers.

**6. Open Grave.** An Easy Awareness Skill Check reveals clues (the date on the headstone, the pattern of dirt around the grave) that the absent coffin was recently exhumed (as opposed to not yet buried)...and nearby graves show signs of being recently refilled. Confronted with this realization, PCs should make an Average Will Check to continue without being shaken (-1 Difficulty Modifier to all Checks). If the moment seems right, and an opportunity to scare the crap out of the PCs exists, the GM should take advantage of it by having the worst thing he can think of explode out of the grave.

**7. Memorial Gardens.** The windows of the Mausoleum that face this direction are well lit at night; the GM might want to call for a Stealth Skill Check from PCs crossing this area.

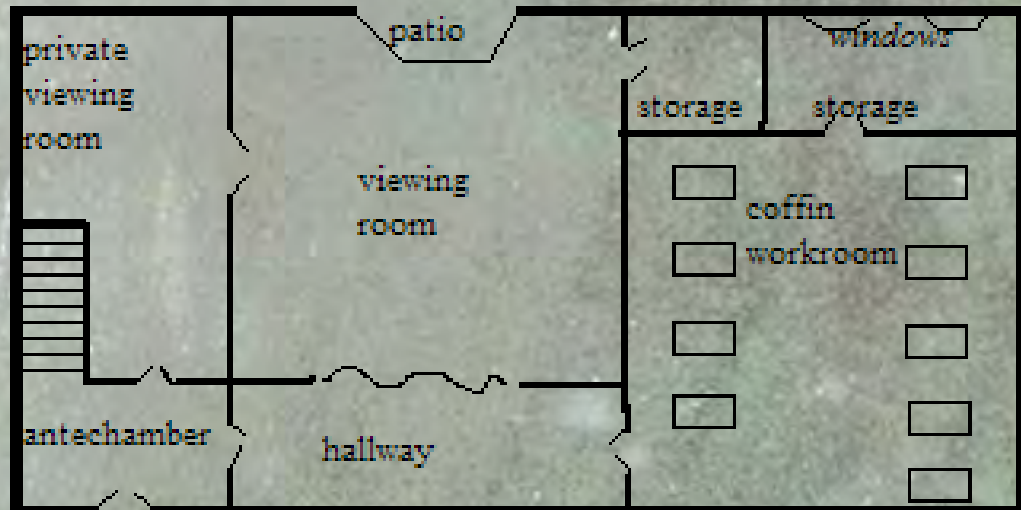


armed only with shovels (see above), and aren't actively looking for the PCs. They should only engage the players if the players directly approach this area.

[illegible]



## FUNERAL HOME MAP (1F)



┌ = 2 Yards


**Antechamber:** This small room has a deep crimson pile carpet, oil paintings on the walls, a wooden stand for hats and coats, and not much else. The front door is locked at night, but can be picked with an Easy Lockpick Skill Check or booted with an Average Strength Check (although the latter won't be quiet). This area is unguarded, and stairs — blocked by a velvet rope and a placard sign hanging from gold-plated chain which says "Employees Only" — lead down from here.

**Private Viewing Room:** This area is kept locked about a third of the time (1 or 2 on 1d6), day or night. The lock

can be defeated the same way as the front door (see above). Deep wall-to-wall carpeting hushes this quiet room. A single heavy mahogany coffin stands in the northwestern corner of this room, open. An obvious, if ominous, place to hide. This area is usually deserted.

**Viewing Room:** This is where a wake is usually held for bereaved families. Again it is carpeted, tasteful, and quiet. Cushioned folding chairs in neat rows. A platform in the northern center of the room holds a single coffin — closed at night, with what is inside it being up to the GM's imagination, but opening it perhaps should require a Will





Check — and beyond that are glass doors (locked as above, but much more easily broken) leading to a small stone patio. During the day, there is an even chance (1-3 on 1d6) that a wake or viewing is being held here.

**Coffin Workroom:** Nearly a dozen elegant coffins are on elevated blocks here, showcasing their excellent workmanship. At night, a Mortician's Assistant is on patrol here or in the adjoining hallway. Avoiding him requires the PCs to (each) win a Stealth contest, rolling 1d6 + Speed + Stealth Skill Bonus versus the assistant's 1d6 + 7.

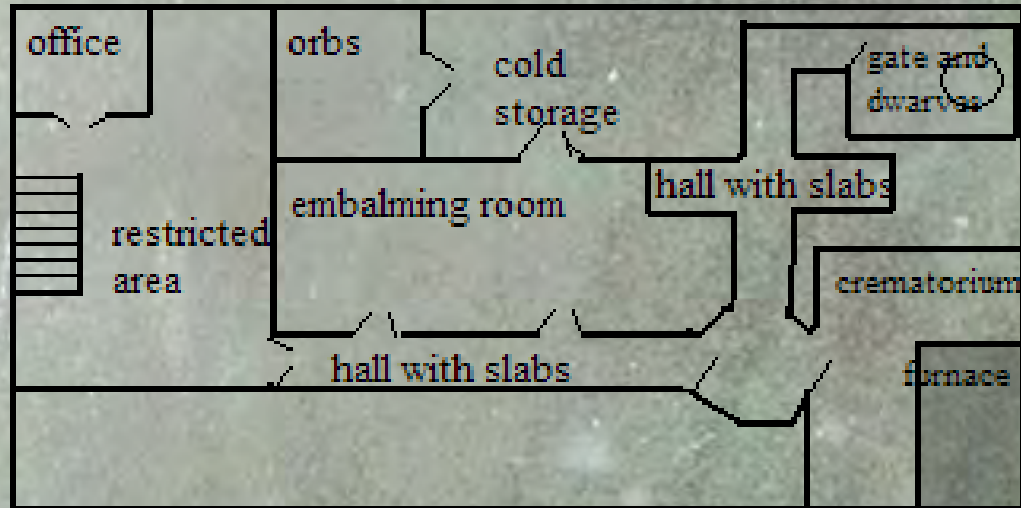
**Storage (Left):** A darkened storeroom, with rusted metal shelves lined with ordinary supplies (cleaning products, garden tools, shovels, mops, buckets, brooms) and a single weak bare bulb on a chain — usually switched off — as the only illumination. A single Graver is on break here, sitting on a stool and staring creepily at the wall in the darkness. If the funeral

home is on alert, the Graver begins gassing up and revving up his Chainsaw which is stored here before going. If anyone attempts to use a two-handed weapon in this room (including the chainsaw), due to the low ceiling and narrow walls, they suffer a -2 Attack Penalty.

**Storage (Right):** This is a larger version of the previously described store room, but includes more and larger tools, piles of astro-turf and sacks of fertilizer, things like clamps, skull picks, and embalming fluid, and jars with malformed, pickled fetuses. The windows here can be broken easily, although doing so with your bare hands inflicts 2d6 damage. Crawling through the window after the glass is broken requires an Average Climbing Test; failure inflicts 2d6 damage. Lurkers (2d3 of them for Badass Normals, 4d3 of them for Uber Badasses) will spring an ambush here, either on the way in or the way back out, whichever is more appropriate.



## FUNERAL HOME MAP (B1)



— = 2 Yards

**Restricted Area:** During the day, a mortician's assistant here will calmly explain to the PCs why they shouldn't be here. At night this area is unguarded, and PCs may have no idea what is waiting for them beyond. The door to the office is locked — all Mortician's Assistants have keys — as is the door leading to the hall with slabs. The office door requires an Easy Lockpick Skill Check or an Average Strength Check to bypass. The hall door requires a Hard Lockpick Skill Check or a Crushing Hard Strength Check to defeat.


**Office:** A small, cramped room, crammed full of books and papers and (if in modern day) an ancient desktop computer. The data stored here (in paper and on the computer) isn't important — the books and

papers belonged to the previous mortician. There are keys here to all locked doors in the funeral home and mausoleum are kept here, 1d3 copies of each.

**Hall with Slabs:** A hunter-killer sphere patrols this brightly lit, slab-lined marble hallway at all times. The doors here are not kept locked, and may be the difference between surviving the sphere or not.

**Embalming Room:** This room is cold and nastily clinical. The floor is green tile with rusted metal drainage grates set in it. Bright fluorescent overhead lights glint sharply off of three gleaming metal tables, each with a crank that can be used to turn them for drainage. Trays with gleaming scalpels, forceps, saws, and other





surgical instruments are bolted to each table. Additionally, a large pump device with embalming fluid, designed to vacuum suck out the blood from a body and replace it with embalming fluid, is present here. Figuring out how to use it is an Easy First Aid Skill Check. It can be used as a weapon with the Brawling skill as long as the target is adjacent to it (it can't be picked up or carried, obviously); a living or at least squishy target stabbed with the pump hose needle it takes 6d6 damage per turn unless they are able to pull it out. Strapped to one table is...perhaps a badly decomposed and partially dissected corpse, or perhaps the perfectly intact corpse of a loved one, in quiet repose for now...it is up to the GM. In any case, remaining in this room requires a successful Will Check. Dusty shelves on the walls are lined with glass jugs of chemicals, their labels faded and printed densely with tiny type. A successful Average Chemistry Skill Check can identify at least one of the jugs as powerful hydrochloric acid. There is an even chance (1-3 on 1d6) that a Mortician's Assistant is present here.

**Cold Storage:** This room is a giant freezer. Vials of blood and other fluids, some intact corpses (hanging from meat-hooks) and more chemicals are stored here. The Tall Man is careful not to enter this room, and has his various

servants do so for him. The door to the west is electronically locked with a futuristic scanner, a black lens device. It can be opened with a biometric scan of the eyes of any of the Mortician's assistants. In the small, bright store room beyond that door, half a gross (72) hunter killer spheres gleam on perfectly polished metal shelves, emitting a brittle keening whistle but doing nothing else. The spheres remain inactive unless touched.

**Crematorium:** One graver with a shovel (or a pair of them if the PCs are Uber Badasses) is at work here, overseen by a Mortician's Assistant if one was not present in the Embalming Room. The graver(s) are shoveling a nasty pile of human remains into the crematory furnace, which is also attached to the normal conveyor belt, ready to feed coffins in. An Easy Awareness Check (reflexive) is adequate for PCs to hear that this room is occupied from the outside. If the PCs bust in anyway, the enemies present here will attempt to incinerate them. A successful Strength Contest against a character who is already grappled and adjacent to the furnace is enough to shove them into it. A character pushed into the furnace takes d6(d6) Fire damage and is set on fire, taking 1d6 damage each turn until extinguished.

**Gate Chamber:** When the PCs enter this room — which looks like



they are standing on a pure white seamless background in the middle of nothingness, with the only features being two bright metal gateposts, about three feet tall each, giving off a constant tonal hum, and a pyramidal stack of around a hundred plastic barrels (each containing a lurker) stacked in the corner — the Tall Man will be present. He may briefly banter with the PCs — recommended if the GM has seen the Phantasm movies often enough to have memorized some of the dialogue — or may simply stride through the gateway and vanish, suddenly, as if edited out of a film through special effects. In any case, he will retreat rather than fighting. This will leave the PCs to experiment with the gate itself.

**Crossing the Gate:** Anything that goes past the gates vanishes from view. A rock. A chair. A hand. If the PCs cross through the gate, they are sucked suddenly into the Netherworlds, a red, dust-storm blasted barren landscape like the surface of mars, only warmer, and with more air and more undead. The particular stretch of the Netherworlds the gate opens into are almost completely featureless, except for a pile of 2d6 (4d6 if the PCs are Uber Badasses) hideously 'stretched' lurkers, like nuts cracked out of the shells of their barrels. The gravity in the Netherworlds is incredibly strong. If a PC foolishly walks between the posts, they must succeed three Average Strength

Checks consecutively to climb out before they fail three Average Strength Checks consecutively and are sucked into the Netherworlds forever. A PC on the other side of the gate trying to help a trapped PC through can make Average Strength Checks of their own that add to those of the trapped PC, but the two of them together must accumulate three successes without the trapped character failing to escape. To make matters worse, the stretched lurkers crawling towards them will reach them and begin attacking in 3d6 turns, although they will not cross the gateway themselves. (Stretched Lurkers receive +2 Speed and +3 Strength.)

**Stopping the Tuning Fork:** If the PCs are particularly creative, or can succeed a successful Average Skill Check for any music based skill, they will realize that the gate is essentially a giant tuning fork, and something may happen if they stop its vibrations. If a PC puts a hand on both of the vibrating gate posts to stop them, they take 2d6 Subdual Damage and are knocked down and the gateway begins to self destruct. All PCs must immediately succeed an Hard Strength Check (average if they have braced themselves) to avoid being sucked into the gateway (see above); they then have 1d6 rounds to escape from the funeral home before it self-destructs.



## **NAZI ZOMBIES**

### **TIME:**

Late March, 1945. The Allied invasion of Germany and the collapse of the Axis.

### **PLACE:**

the Western Front. The Rhine River, gateway for Allied forces to Northern Germany. Specifically, the town of Hamminkeln, Germany, on the Eastern bank of the Rhine.

### **OPPOSITION:**


The last desperate counter-offensive of the German Wehrmacht, the Battle of the Bulge, has failed. In just over one month Hitler will commit suicide in his bunker. The Allies are closing in — the Soviets in particular advance from the East without mercy — and the Third Reich seems fated to fall. The Thule Society, a secret occult order instrumental to Hitler's rise to power pre-war, while ostensibly disbanded in the mid-1930s in reality had its highest ranking members incorporated into the hierarchy of the SS. One such individual is the infamous Nazi occultist Heinrich Drexler, Obersturmbannführer of the 6th SS Mountain Division and

also an authority behind the mysterious Operation Werwolf. As the Wehrmacht crumbles around him, Drexler, long considered a terrifying monster even by his fellow Nazis, enacts a desperate plan, knowing that with Germany destined for defeat, he has nothing to lose. Performing an ancient and forbidden occult rite uncovered on stone tablets by Ernst Schafer on the 1939 Nazi expedition to Tibet, Drexler intends to enact the rebirth of the Third Reich, but instead hurls the soldiers of the German war machine beyond death, into un-life. Throughout the Western front, Nazi soldiers — for it is members of the Nazi party who have unknowingly given their blood to Drexler to fuel his magic — rise from even the most violent of deaths, mindless and hungry for the flesh of the living. Zombies. Nazi zombies! The worst kind.

### **PLAYER CHARACTERS:**

By default, the PCs (Uber Badasses) are U.S. Infantrymen, specifically paratroopers attached to the 513th Parachute Infantry Regiment of the 17th Airborne Division of the U.S. army. Infantry veterans, the PCs have been shocked, traumatized,





and ultimately, hardened by toughened in battle, pushing forward and "mopping up" as the German line buckles. The 513th was not sent overseas until after D-Day and was still in training in England during Operation Market Garden. During the crisis of the Battle of the Bulge, the division was flown into Reims, France and moved by truck into southern Belgium. In January 1945, the Regiment was sent into the assault on Flamierge. After the conclusion of the Ardennes campaign, the division was withdrawn in preparation for Operation Varsity during which the regiment dropped with the rest of the division into Germany near Haminkeln in its only combat drop. The PCs are American GIs, members of the greatest generation and selfless and courageous warriors in the greatest and most terrible conflict in human history. Of course, anyone who has seen any war movies at all will tell you that this leaves a tremendous amount of character customization up to the players, crafting distinct personalities for their soldiers. At the GM's discretion, players could also play British or even German soldiers.

PCs in the Nazi Zombies campaign are in any case somewhat more uniform than standard Phantasm PCs who have all of their options completely wide open and can be anyone and anything. All

Infantrymen must possess a skill level of at least Trained (and more likely Apprentice) in their primary weapon skill (most likely Rifles) as well as Stealth, athletic capabilities (Climbing, Swimming, etc.), close combat capabilities, Survival and Throwing Weapons. Infantrymen must also possess decent physical attributes. However, before players feel too restricted, keep in mind that all of these things are traits that most Phantasm PCs are going to want to take anyway, just so that they have a fair chance at survival. There are also obvious restrictions on age and gender, for the sake of historical accuracy.

## CAMPAIGN FLOW

### **Early Campaign:**

The PCs are part of Operation Varsity, the largest single airborne operation in history conducted on one day and at one location. Their plane is damaged by anti-aircraft fire, forcing an emergency jump that causes them to miss their drop zone. They rendezvous with British troops from the same area and scramble to eliminate a German artillery battery in a large schloss outside the town of Haminkeln. When they move in to secure the location, a shot down C-46 crashes through the ceiling, caving in parts of the roof and knocking them unconscious in the shockwave.



## STANDARD ISSUE

Disregard the concepts of both starting cash and skill picks when determining the starting load-out of starting PCs in a Nazi Zombies campaign game. This only describes American equipment, but should provide a launching off point for GMs who wish to research and balance for gameplay the equipment load-outs of British, German, or other infantrymen.

The most common primary weapon for the American Paratrooper was the M1 Garand rifle (p. 46) followed closely by the lighter, shorter, but less powerful M1 Carbine (p. 46). The official sidearm of

the U.S. military was the M1911A1 handgun (p. 40) although some soldiers may have instead distrusted the automatic and carried a revolver (such as the S&W Model 10, p. 40) or carried a captured German Luger or Walther (p. 40) as a souvenir.

Characters with Expert or better skill training in the appropriate skill may instead of an M1 Rifle or Carbine be a designated marksman equipped with a Springfield M1903 Sniper Rifle (p. 46), a support machine-gunner equipped with a Browning Automatic Rifle (p. 43) or (rarely) carrying an

M1897 Trench Gun (p. 46). Characters with Expert or better skill training in the appropriate skill who are also officers or NCOs would most likely be equipped with a Thompson Submachine-Gun as their primary weapon. Often Paratroopers and G.I.s would carry an M3 Fighting Knife or Trench Knife (both use Machete, p. 38) as well as an entrenching tool not designed to be used as a club, but capable of being used in such a way in a pinch (use Baseball Bat, p. 38). Finally, each Paratrooper would be issued two Mk-II A1 fragmentation hand grenades.

In addition to their uniforms (too intricate and exacting to discuss here) and weapons, the following

equipment and ammunition was standard issue for American Paratroopers (this list is not perfectly complete, entirely accurate, or historically rigorous but an effort was made):

- \*Helmet, M1C/M2
- \*Belt, Cartridge, Cal. .30, M-1923; Belt, Pistol, M-1936
- \*Bag, Field, M-1936, (aka Musette bag) and Suspenders M1936
- \*Canteen and Canteen Cup and Cover, Canteen, Dismounted M1910
- \*Tool, Entrenching, T-Handle or M1943 Collapsible w/ Carrier
- \*M1942 Bayonet 10 or 16 inch
- \*Pouch, First Aid and Bandage with Sulfanilimide Powder,

shell dressings, 2, insecticide, 1 roll tape, Sulphadiazine tablets, 1st aid packet with Morphine syrettes, Halazone tablets, 3 rubbers.

- \*Blanket, Wool, 2 each.
- \*Can, Meat, M1942 (mess kit), Fork, and Knife, 1 set.
- \*Rations, K and Rations, D, 10 Days worth. Cigarettes. Lighter. Matches.
- \*Tags, Identification ("Dog Tags"), notched, with neck chain and extension
- \*Belt, Web, Waist, M1937, Tan
- \*T-7 Parachute with Quick Release Buckle, Jump Goggles, Horsehide Glove, Rope Coil
- \*Ten x8 Round En Bloc Clips for M1 Garand, in M1932 Cartridge Belt
- Or-

\*BAR Ammunition Belt With Twelve x20 Round Magazines for B.A.R. (replaces M-1932 Belt)

-Or-

\*Two Pocket Magazine Pouch with Two x15 Round Magazines for M1 Carbine (replaces M-1932 Belt)

-Or-

\*Twelve x5 Round Stripper Clips for M1903 Springfield Rifle, in M1932 Cartridge Belt

-Or-

\*Forty 12 Gauge Shells for M1897 Trench Gun in Ammunition Bag or Belt (non-standard issue).

-AND-

\*Two x7 Round Magazines in Double Magazine Pouch on M1936 Pistol Belt (or other sidearm ammo)



**Middle Campaign:**

When the PCs regain consciousness, they find that they have been cut off from the rest of the Regiment and for that matter the rest of the company, trapped in the schloss with British airmen and a German soldier. All around them the sounds of the battle have fallen silent, and the threat that lurks in from the mist are not German soldiers at all but Nazi zombies. Their PCs and their uneasy allies must explore the schloss while surviving wave after wave of the undead.

**Possible Campaign Endgame:**


The fate of the PC survivors of Operation Varsity and the resulting zombie onslaught is up to the GM and the players. The GM can choose to make the undead onslaught an isolated incident—no one will believe the PCs until it is too late, with occupied Berlin overrun by the undead. Alternatively, perhaps the PCs are recruited by the O.S.S. for their zombie killing expertise, and sent to stop Drexler where he has barricaded himself in Das Kehlsteinhaus, Hitler's "Eagle's Nest" in the Obersaltzberg complex, performing dark magical rituals to summon and sustain armies of the dead. Or maybe the entire face of the war has changed, and is no longer the Axis versus the Allied, but is now all of the living, together,

battling desperately against the walking dead.

**HOOKS:****Hook 1. Operation Varsity**

The PCs are American paratroopers taking part in the largest single continuous airborne operation in history. The campaign begins in the earliest hours of the morning, March 24th, 1945, about to board the C-46 Commando transport plane that will carry their platoon (along with hundreds of other aircraft, and thousands of troops) from an airfield in north-central France to a drop zone near Haminkeln, Germany on the eastern bank of the Rhine. The PCs have plenty of time for camaraderie, bonding, and roleplay, as men prepare for battle, cleaning their weapons, sharpening their knives, attending service with their Chaplain. Early on the morning of March 24th, the signal to begin is given. The troopers are served a breakfast of steak and eggs, then loaded into trucks for the ride to the planes. Wheels up at 8:00 AM for a straight run to the drop zone. Black shell bursts dot the sky, and red tracer bullets are up, reaching for the planes. Let the PCs watch with horror as first one then another troop plane plummets towards the ground. As the planes began to burn, the pilots bravely fought to hold them level as they continued to search for their drop zones and





tried to give the paratroopers an opportunity to get clear of the aircraft. As their Regiment's planes pass directly over a belt of German anti-aircraft weapons, the PCs plane is raked with machine gun fire and set ablaze, forcing them to jump off course from the drop zone. The PCs are scattered clear of most of the rest of their platoon, but manage to regroup with British glider troops, and assault a German artillery position in a Schloss on the outskirts of Haminkeln. When the German soldiers are defeated, it is only a little after noon. That is when a shot-down C-46 comes crashing down through the ceiling, dazing and disorienting the PCs if not knocking them unconscious.

### DEVELOPMENTS & COMPLICATIONS (BAD TO WORSE):

The PCs regain their faculty — moment or hours later — to the sound of gunfire, but it is sporadic and close; the world has gone quiet all around them, with the sounds and sights of the war replaced by an eerie silence and a dense fog or smoke screen preventing visibility in all directions. A single British airman has dragged the PCs from the wreckage, inventoried their remaining weapons and

ammunition in one pile, and is firing at something out the window. As the first of the PCs reels to their feet, a German soldier comes into view, pointing a Kar 98 rifle at them and firing. But the target is not the PC, but the shambling corpse that was encroaching behind him. The normal rules of war have been suspended, and the Axis soldier is no longer the enemy. The dead walk the battle field. The PCs are trapped in the schloss and must defend their position from fifteen increasingly terrifying waves of Nazi Zombies if they wish to survive (see below).

### JUMPSTART MATERIAL:

The following pages include stats for Axis and Allied soldiers, as well as an annotated map of the schloss and a breakdown of the undead forces facing the PCs during its defense. GMs should feel free to modify these materials as desired or use them as-is as a launching point for the campaign.

— — — — —



## AMERICAN G.I. OR OTHER ALLIED SOLDIER

### Attributes:

Strength: 5  
Speed: 5  
Wits: 5  
Will: 5

Health: 30  
Initiative: 1d6 + 5  
Defense: 6

### Skills:

Rifle OR Automatics: Expert (+2)  
Pistols: Apprentice (+1)  
Blades OR Brawling: Apprentice (+1)  
Throwing Weapons: Trained (+0)  
Stealth: Trained (+0)  
Awareness: Trained (+0)  
Running: Trained (+0)  
Climbing: Trained (+0)

### Attacks:

(Note: Choose only one primary weapon.)

✖ M1 Garand (Rifleman) at +2 for 5d6

✖ M1 Carbine (Paratrooper) at +2 for 3d6 + 2

## GERMAN INFANTRYMAN

### Attributes:

Strength: 6  
Speed: 5  
Wits: 5

✖ M1903 Springfield (Sniper) with Scope at +3 for 5d6.

✖ M1928 Thompson (Officer) Burst [Hose] at +1 for 4d6.

✖ Browning Automatic Rifle (Squad Support Gunner) Burst [Spray] at +1 for 4d6 (-2 DM).

✖ Colt M1911A1 at +2 for 2d6 + 3.

✖ Mk 2 Hand Grenade at +0 for 8d6 (Splash).

### Techniques:

Blitzkrieg, Boom!Headshot, Critical Attack.

### Equipment:

See sidebar on **Page 156** for extensive details. Note, with a little bit of research, you can find the British equivalent of these weapons, which should not be very different, statistically from their American counterparts (i.e. Sten Gun in place of Thompson, etc.).

**XP Bounty:** NA.

Will: 4  
Health: 36  
Initiative: 1d6 + 5  
Defense: 6



## Skills:

Rifle OR Automatics: Expert (+2)  
Pistols: Apprentice (+1)  
Blades OR Brawling: Apprentice (+1)  
Throwing Weapons: Trained (+0)  
Stealth: Trained (+0)  
Awareness: Trained (+0)  
Running: Trained (+0)  
Climbing: Trained (+0)

## Attacks:

(Note: Choose only one primary weapon.)

- ✱ Mauser Kar98k (Rifleman) at +2 for 5d6 + 2.
- ✱ MP-40 (Officer) Burst [Hose] at +2 for 2d6 + 2. (-2 DM)
- ✱ Luger P08 or Walther P38 at +1 for 2d6 + 1.

- ✱ Mod. 24 Stielhandgranate

## Techniques:

Blitzkrieg, Critical Attack.

## Equipment:

M1943 Pattern Field Uniform (Felduniform), M1935 Pattern Helmet (Stahlhelme), Jackboots (Marschstiefel), German Infantryman's webbing ammunition pouches, entrenching tool (Schanzzeug), bread bag (Brotbeutel), a water bottle (Feldflasche), a gas mask container (Tragebusche). Assault pack (Sturmgepäck) with Model 31 Cooking Pot (Kochgeschirr), poncho with tent pole sections and pegs (Zeltbahnrolle), blanket, M1944 Rucksack. Two hand grenades. 60 Rounds of Ammunition for Rifleman; 6 Full Magazines for MP-40 users. Bayonet.

**XP Bounty:** 25

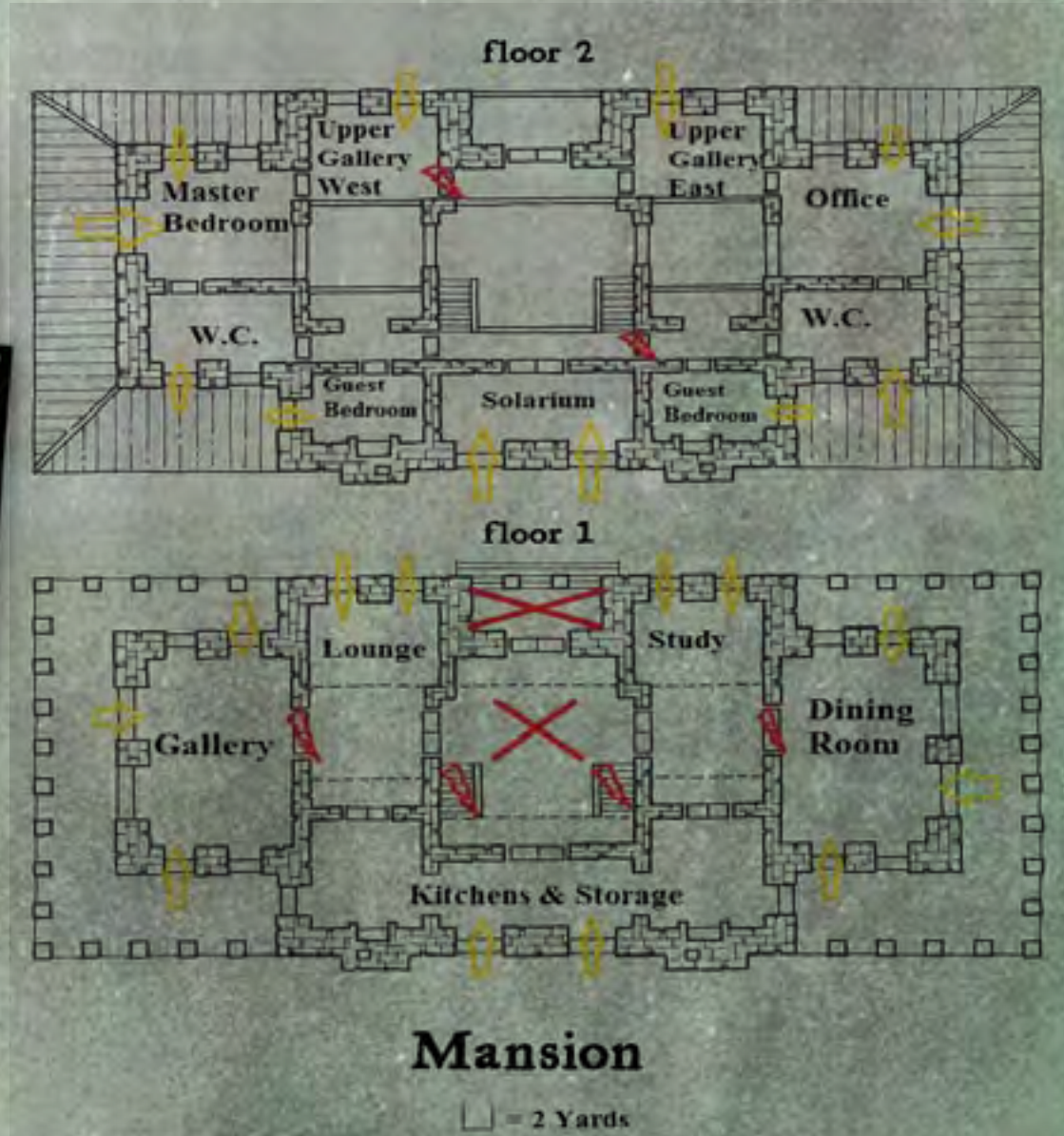
## -NEW WEAPON(S)-

The Kar98k was the standard infantry rifle of the German Wehrmacht. Unlike the M1 Garand, it was a bolt action rifle. Its capabilities are similar to those of the Springfield M1903 or Mosin Nagant rifle with a few key differences.

GMs can easily use the weapon stats listed in the Props chapter as reference points to come up with balanced stats for their favorite World War 2 (and other) firearms that we haven't included, by making slight modifications to existing weapons, like the above.



# SCHLOSS MAP (AFTER THE DEAD RISE)



**Plane Wreckage (Red X In Hall):** A C-46 transport plane has come through the ceiling in this area, and there is no standing room in this fiery rubble. This is where the

PCs regain consciousness after taking the schloss.

**Non-Clearable Rubble (Red X In Entryway):** The entire ceiling has




caved in, filling the antechamber with dense rubble. It is not possible to get out this way. The amount of time it would take to clear makes it unfeasible to do so while the zombie attack is underway.

**Clearable Rubble (Red Lightning Bolt Symbols):** These caved in or blocked areas can each be cleared of debris by succeeding four individual Average Strength Checks, with each attempt taking one minute. Up to two characters can attempt to clear one section of debris at a time. Only once the debris is cleared can this area be passed through. Be aware that as PCs begin to open up areas of the Schloss for them to move through, this also allows the zombies more routes to attack and flank them, so it may be wise for the PCs to leave some rubble in place, creating chokepoints.

**Windows (Yellow Arrows):** Each yellow arrow represents a window or zombie entry point. They are too narrow and jagged for a human to fit comfortably through, and even if you could squeeze through, you'd be out in the open and surrounded by zombies. To board up a window to prevent zombies from coming in, a character must spend one minute and roll  $1d6 + \text{Strength} + \text{Carpentry Skill Bonus}$ . The result, divided by two and rounded normally, is the number of full turns it takes for zombies outside the window to force their way through the barricade. This number is also divided by the number of zombies at the window (only four zombies can attack one window at a time). So you don't have to ruin your fun with division of all things:

RESULT OF CARPENTRY TEST	TURNS FOR 1 ZOMBIE TO BREAK THROUGH	TURNS FOR 2 ZOMBIES TO BREAK THROUGH	TURNS FOR 3 ZOMBIES TO BREAK THROUGH	TURNS FOR 4 ZOMBIES TO BREAK THROUGH
1-2	1	1	1	1
3-4	2	1	1	1
5-6	3	2	1	1
7-8	4	2	1	1
9-10	5	3	2	1
11-12	6	3	2	2
13-14	7	4	2	2
15-16	8	4	3	2
17-18	9	5	3	3
19-20	10	5	3	3





Zombies materialize from the mist ten yards away from the windows they are aiming for. This means that PCs have five turns to take pot-shots at Type I zombies, four turns to take pot-shots at Type II zombies, and around two turns to take pot-shot sat Type III zombies through the windows. Attacking a zombie through a boarded up window (with melee or ranged) gives the zombie a +1 Defense Modifier.

**Dining Room:** A locked metal footlocker against one wall has been fitted with a damaged satchel charge. Repairing the satchel charge (so that it will detonate in sixty seconds) is a Hard Demolitions Skill Test. This Test can be retried, but takes one minute to attempt each time and each attempt is at a -1 Difficulty Modifier penalty for each previous attempt. As the locker is fused shut and resistant to small arms fire and normal explosives, this is the only way to open it. Inside is a sawn-off double-barreled shotgun (p. 78) and twenty shells.

**Gallery:** A bullet-proof electronic case hidden behind a painting on one wall (reflexive Easy Awareness Skill Test to notice the painting askew) conceals an M1928A1 Tommy Gun and two hundred rounds of ammunition. In order to open the case, the electrical lock must be bypassed, requiring

a Hard Electronics Skill Test. This Test can be retried, but takes one minute to attempt each time, and each attempt is at a -1 Difficulty Modifier for each previous attempt. This is the only way to open the case.

**Upper Gallery West:** A sturdy oblong steel box is in this room, which appears to have been converted into laboratory. It is clear that a character can spend one minute here and make a Hard Chemistry Skill Test to attempt to synthesize a strong acid to melt through the box, although there is only enough acid for that one object, and the acid cannot be weaponized. This test can be retried, taking one minute and with a -1 Difficulty Modifier for each previous attempt. Inside the box is a Browning Automatic Rifle and two hundred rounds of ammunition.

**Office:** A locked hardwood gun cabinet here can be picked with a Hard Locksmith Skill Test, which can be retried by spending one minute and taking a -1 Difficulty Modifier penalty for each previous attempt. Inside is a Kar-98k/SKS Rifle (p. 78) with a scope and fifty rounds of ammunition.



## THOSE DARN ZOMBIES

By default, the opening combat scenario of this campaign involves the PCs defending an area from fifteen increasingly strong, fast, tough, deadly, and numerous WAVES of the undead. If this sounds like an arcade game, well, that's no accident. Naturally, the GM should feel free to change not just the following numbers, but the scenario itself. If the players would prefer a thrilling dungeon crawl or escape to protracted defensive battles, then the GM should tailor the combat around that. Likewise, if the PCs are at Wave 8 and don't have much chance of surviving to Wave 9, let alone Wave 12, the GM should certainly character letting the characters "off the hook" early. But the following guidelines assume a "wave defense" setup.

The scenario is written for Uber Badass characters, and is written to be markedly challenging for them. However, the threat of infection is not meant to be a major part of the challenge, although it is such a crucial element of the zombie mythos that it cannot be excluded entirely. For this reason, zombies of all Types, even the more powerful zombies in later rounds, have only The People It Kills Get Up And Kill I, rather than more potent levels of the same ability. Also remember that the GM only has to call for a "zombification resistance" check essentially when they feel it would be dramatically appropriate. The other stats of zombies are unmodified.

Without further ado, this is what the PCs will be up against:

## ZOMBIE SWARMS BY WAVE

WAVE	OPPOSITION	COOLDOWN TIME BEFORE NEXT WAVE
1	6 + 1d3 Type I Zombies	1d6 Minutes
2	6 + 2d3 Type I Zombies	2d6 Minutes
3	6 + 2d6 Type I Zombies	3d6 Minutes
4	6 + 3d3 Type I Zombies	4d6 Minutes
5	6 + 4d3 Type I Zombies	5d6 Minutes
6	6 + 4d6 Type II Zombies	6d6 Minutes
7	6 + 5d6 Type II Zombies	7d6 Minutes
8	6 + 6d6 Type II Zombies	8d6 Minutes
9	6 + 7d6 Type II Zombies	9d6 Minutes

(Cont'd.)



WAVE	OPPOSITION	COOLDOWN TIME BEFORE NEXT WAVE
10	10d6 Type III Zombies	10d6 Minutes
11	11d6 Type III Zombies	1 + 10d6 Minutes
12	12d6 Type III Zombies	2 + 10d6 Minutes
13	13d6 Type III Zombies	3 + 10d6 Minutes
14	14d6 Type III Zombies	4 + 10d6 Minutes
15	15d6 Type III Zombies	5 + 10d6 Minutes

**Note:** Zombies should trickle in, in groups of (Wave) zombies per turn. Zombies enter about ten yards away from their target windows and they take the shortest route to their entry point. Zombies generally don't use tactics, but could certainly start developing them in the

later rounds, which are meant to be blisteringly hard.

Cooldown times are meant to be used to board up windows, unlock areas of the schloss, acquire weapons, etcetera. If they end up resulting in boredom, start the round earlier.



## THE TAG

"Flesh could not keep its glamour,  
nor eyes their sheen. They would go  
to nothing soon. But monsters are  
forever."

-Clive Barker

**-IF YOU'RE NOT YOUR  
GROUP'S GM-  
-ASK HIM OR HER BEFORE  
READING THIS CHAPTER-**

## MONSTERS WALK AMONGST US

By default, the player characters of **Phantasm(2010)** are a group of (more or less) ordinary humans struggling together against a supernatural threat. It is also possible for a gaming group to decide that they want some or all of the player characters to be monsters not unlike the ones they are battling. This option is really only appropriate if the PC power is at the Superhuman Badass level — weaker human characters cannot be mixed with monstrous PCs because of the power imbalance that it will create. Including monstrous PCs will be making the following thematic changes to the game:

✖ The game's genre may become more "dark fantasy" than "grindhouse horror" and the game may become more focused on action (fighting monsters) than horror (running, hiding, and doing anything possible, including fighting, to survive). Likewise the themes of overwhelming odds, terror, and dread may be diminished.

✖ The theme of ordinary humans struggling against a superhuman threat will be diminished or outright lost.

\* The tone of the game may become more seriously consider the horrific actions their characters are capable of performing (or even obligated to perform). If players don't feel like seriously considering the impact their monstrous characters have on the lives of innocent humans, and instead treat the game as a sort of Grand Theft Auto style killing spree, the tonal change may have the opposite effect.

✖ Notable differences will appear in the player character's capabilities, strengths, and weaknesses. Even if characters of different "races" have roughly the same power level, they cannot reliably expect to be challenged at the same level by the same scenario.

✖ The game will become more about factions and alliances, both externally and within the party. Supernatural creatures constitute factions that have various allies and enemies within the world of the night, but nearly all



have a predatory relationship with humankind. Hence...

✱ *Expect Player Versus Player (PvP) combat (and killing) to become anything from a possibility to a guaranteed certainty, as the party makeup goes from something like "all humans" to something like: a vampire, a human, a screamer, and a shifter. Of course, a party makeup like "three humans and one vampire" or "three shifters and one human" might be even worse, if the PCs do not have a compelling reason to work together.*

It is important to note that playable monsters are MONSTERS, not just another playable race. Neither Player nor GM should treat them as human characters only with different abilities. Monsters are terrifying, otherworldly predators, traits that should not be lost by making them playable.

That said, monsters in Phantasm are, of course, not always repugnant, vile creatures devoid of redeeming moral qualities. Sometimes they represent compelling heroes. As monstrous, grotesque, and cruel as their appearance or dietary requirements may be, they are not necessarily locked into a life of evil

for evil's sake. Just like the rather obvious statement that "not all humans are good", monsters can have just as much variety in their personality, goals, and character traits as human beings. Certainly, it is possible for all the playable monsters in Phantasm to forge an uneasy alliance with human beings, for instance, against the forces of the Tall Man, Phantasm's default antagonist, whose forces are totally unrepresented in the choice of playable monsters.

With that warning, the ways that monstrous player characters can improve a high powered game should be obvious, adding a wealth of strategic options to character creation and combat, and another layer of motivations and complexity to character development and interaction. As a final note, remember that playable "monster races" can also be used by a GM as supplementary antagonists. And the directorial choice to include any playable monster — as a PC or NPC—is also the world-building choice that that race of beings exists in your universe.



## MONSTROUS RACES (PLAYABLE MONSTERS)

MONSTER TYPE	ATTRIBUTE MODIFIERS	SPECIAL TRAITS
Vampire	+2 Strength, +2 Speed, -1 Will.	Tough To Kill, Dust and Ashes, Kindling, "Psychos...", Through The Heart, The Blood Is The Life, Keen Senses, Bite, Blood Junkie
Shifter	+3 Strength, +1 Speed.	Lunacy, Silver Bullet, Man Eater, Death Reversion, Frenzied Shift, Shifted To Death, and Dual Form (Spider-Shifter) <i>or</i> Triple Form (Wolf Shifter)
Screamer	+2 Speed, -1 Strength.	Know Nothing, The Deep Consumption, Biomorph, I Spy With My Little Mouth, Sound Sensitivity, Eyebite, Nom
Vengeful Revenant	+2 Strength, +2 Speed.	
Fugitive Revenant	Special	

## CREATING PC MONSTERS

PC monsters are created with a Badass Index of 30 and Wits x 2 Skill Picks. They receive Will Picks to use on Techniques and Powers (see below). They determine most of their Special Attributes, including unarmed damage (see below) as though they were Supernatural Badass humans, with exceptions by monster type and by attribute. Attribute Modifiers are added AFTER all attribute points are allocated. After applying modifiers, no attribute can be less than one, and no attribute can be more than (10 +/- Attribute Modifier).

In other words, a Vampire's maximum Strength is 12, maximum Speed is 12, and Maximum Will is 9.

Monstrous PCs do not have Faith, cannot use Techniques that require Faith, and cannot hence suffer from their Faith being reduced to zero. Monstrous PCs may not Take A Mulligan.



## THE VAMPIRE

## BASED ON: EVERYTHING BUT ANNE RICE.

"SEVEREN:

I hate 'em when they ain't been shaved."


-Near Dark (1987)

Vampires may or may not be immortal, are apparently undead, and must consume living (human) blood to survive. They are destroyed by the sun, paralyzed by a wooden stake. They are superhumanly strong and fast, of average intelligence but unusually keen senses, and ultimately slaves to their bestial natures. They are NOT Nosferatu and Lamia, although obviously related creatures, and they have complicated and troubled relationships with those monsters. And that...is just about the most any vampire knows about vampires.

The truth is, when you play a vampire, you are playing a creature that has no idea what it truly is. A creature with no idea what its origins are, a creature with no idea of its place in the world or its purpose. Certainly you have no idea if vampirism is gift, curse, disease, if vampires are a true race of beings or simply modified humans. Vampires may remember being human, may remember being turned — any time from last

year to before the Civil War — but have never had their true nature explained to them. And even those memories — of a human life, of being turned to a vampire — will most likely not be remembered well. Whoever created, sired, or turned your vampire, for whatever reason, didn't stick around to explain. And no vampire that you have ever met since has known significantly more than you. Any theories vampires have developed are just that: theories. The truth is, this doesn't bother most vampires all that much. Perhaps by nature, vampires are not introspective, scholarly, intellectual creatures. They are creatures of fashion and violent appetites. Prolonging your existence and enjoying it are both more important than understanding it, at least to your average vampire, who isn't concerned with separating fact from fiction, organizing into guilds or clans, or other lofty pursuits. Vampires are solitary and bestial predators in spite of their human intellect and emotions. Even if you are intent on finding answers, there may simply be none to be found. Lacking a unifying creation myth, vampires simply are.





Other undead blood suckers, the Nosferatu and the Lamia, who do have clan pacts and organized societies and who do know their origins, have an interesting relationship with these clanless, “orphan” vampires who physically resemble human beings markedly more than they do. On the one hand, as “free agents”, vampire orphans represent valuable resources that Nosferatu and Lamia can seek to convert to their side in the ongoing clan war they are waging, both against each other and against the other factions of the night. On the other hand, as loose cannons with power nearly

equal to their own, vampires represent an unknown quantity to Nosferatu and Lamia, an unpredictable threat that it may be the best choice to simply destroy.

One thing is certain: anarchic, solitary, violent, arrogant, and untamed, vampires are no cultured aristocracy like the Nosferatu. And, although thuggish killers, they are no swarm of pestilent beasts like the Lamia. Vampires are a different monster all together, nearly as varied as the human beings they (perhaps) once were...

## VAMPIRE TRAITS

These special abilities, special qualities, weaknesses, and drawbacks are what define vampires. All vampires have them.

**Tough To Kill (Quality):** All damage that vampires take from firearms and unarmed attacks is reduced. Every d6 of firearm damage that is rolled against a vampire is treated as if it rolled a two—in other words, don’t roll the damage dice at all. Likewise, every d6 of unarmed damage that is rolled against a vampire is treated as if it rolled a one. Damage taken by vampires other than dice is unmodified.

Blades, fire, and other attack effect vampires normally, but vampires can shoot at each other all day without

**Dust And Ashes (Quality):** Do not calculate Knockout Threshold or Death Threshold for vampires. Vampires are destroyed utterly when their Health is reduced to zero and turn to ash, becoming impossible to resuscitate. This means that vampires cannot be taken out of a fight by subdual damage. They are also immune to poisons/toxins. You cannot benefit from first aid or faith healing. Lastly, you cannot become Wounded.



**Kindling (Weakness):** You take double damage from Fire based weapons and attacks. Additionally, you may have to succeed a Will Check to avoid becoming shaken by or fleeing from the presence of fire (GM's discretion).

**"Psychos..." (Weakness):** You take 10 Damage per turn when in direct sunlight, and your Tough To Kill Quality as well as all of your Powers are deactivated. Additionally, you fear the sun in the same way that you do fire (see above).

**Through The Heart (Weakness):** If any attack roll targeting you with a wooden stabbing weapon turns up a Natural 12 (whether or not the attacker has the Critical Attack technique) you are impaled and paralyzed. You are completely helpless until another character removes the stake, and can hence be easily set on fire, decapitated, thrown into the sun, etceteras. Avoid this.

**The Blood Is The Life (Quality):** Instead of Faith, you have a separate pool of points called Blood. The maximum value of this pool is  $\text{Strength} \times 6$ , although you begin game with only  $(\text{Strength})d6$  points of Blood. Whenever you take damage, you lose 1 point of Blood for every

five points of damage taken. If you take damage from an edged, bladed weapon, you instead lose 2 points of Blood for every five points of damage taken. Fire and sunlight damage, while horrible, do not cause Blood loss at all. You are a nocturnal creature, and sleep during the day, and awaken at night. You lose 1d6 points of Blood each night when you awaken. If your Blood is reduced to zero, you enter a comatose state right on the spot until you are fed blood.

**Keen Senses (Quality):** For the purpose of Awareness Skill Tests, treat your Wits as two higher than its actual value. In other words, you receive a +2 DM to your Awareness Skill Tests.

**Bite (Ability):** You can bite a character you have grappled or a willing victim. The bite itself deals damage equal to your Strength. If the target you have bitten is a human being, you can drink their blood. You can choose to drain between 1d6, 2d6, 3d6, 4d6, or 5d6 points of Blood. While humans do not have a blood stat, the target loses that much Health—you may not gain more Blood than the victim has Health. Finally, you can also bite animals, although they grant only 1 Point of Blood for every 5 points of Health they



have, although they lose Health from blood loss at the same rate.

**Blood Junkie (Weakness):** You are addicted to (human) blood, potentially causing you to drink far more than you need to survive. Every hour you go without blood, you must succeed a Will Check with a difficulty determined by how long it has been since you last imbibed blood. If you fail, you must drop whatever you are doing, take the shortest path to the nearest

and most convenient victim, and feed immediately. If you begin feeding on a victim (see above), you must succeed an Average Will Check to stop without draining them completely dry. Vampires that feed on humans who are on recreational drugs also feel the effects of those recreational drugs, and may in fact become addicted that way, although vampires cannot be poisoned by ordinary toxins in this manner.

## BLOOD ADDICTION TABLE

TIME SINCE LAST FEEDING ON HUMAN BLOOD	HOURLY WILL CHECK DIFFICULTY
One Hour Or Less	Very Easy (+4 DM)
Six Hours Or Less	Easy (+2 DM)
12 Hours Or Less	Average
24 Hours Or Less	Hard (-2 DM)
48 Hours Or More	Crushingly Hard (-4 DM)

**Possible Modifiers:** Blood Pool Full (+2 DM), Fed On Animal Blood In Last Hour (+2 DM), Human Blood Visible (-4 DV).

## VAMPIRE POWERS

Vampire Powers include Fast Healing, Blood Rage, Claws, and Blood Dodge. All of these are

described in the Powers list at the end of this chapter.



## THE SHIFTER

# BASED ON: EVERYTHING (WEREWOLF) & NOTHING (WERE-SPIDER).

"Don't go round tonight.  
It's bound to take your life.  
There's a bad moon on the rise."  
-Creedence Clearwater Revival, "Bad  
Moon Rising"

✧ *Spider-Shifters*, also called *Aranea*, *Were-Spiders*, and *The Fates*.


Shifters are the ancient guardians of the earth, more in touch with nature and all her children, less polluted by the toxins of the cities. Far from undead, they are if anything, more than alive than normal humans. Although the change has oft been portrayed as a curse, Shifter society sees it as a blessing, but more, as a duty. Metaphorically, Shifters are the wolves, and also the shepherds. Animalistic, territorial, violent predators who are ultimately charged, at least in their ancient legends, with the guardianship of man. Legend has it that there are as many kinds of Shifters as there are animals. Perhaps more. But only two are the most common and only two are playable in ***Phantasm(2010)***:

✧ *Wolf-Shifters*, also called *Werewolves*, *Skinwalkers*, and *The Guardians*.

In spite of the best efforts of the shamans and skalds, few Shifters remember their people's glorious histories. Most do not even learn what they really are, and are horrified when their first change comes, following puberty. For young men, this is when they first reach orgasm; for young women, it is when they lose their virginity, although for both genders traumatic physical injuries can spur the change earlier. When the change is upon them, they know not what is happening to them, or what to do.

The small contingent of surviving elders among the *Aranaea* (who are the keepers of lore) insist that they were the original inhabitants of the earth. Shifter legends paint humanity as filth ridden invaders, outsiders, and the bastard children of two other alien races. According to Shifter legends, humans took over the world and hunted the Shifters to





near extinction. In the present day, the actual grounding of this creation myth is uncertain. Does it refer to the atrocities that the indigenous peoples of the Americas suffered at the hands of the white colonizers? Or is there some other, more ancient meaning, perhaps one related to the cosmology of Phantasm, and the screamers?

Wolf-Shifters are of course, werewolves, capable of walking as men, as wolves, or as a terrifying beast in between the two. Aranaea are were-spiders, capable of turning into monstrous, giant spider creatures. For all Shifters, the transformation is terribly painful, dealing a great deal of damage to the creature's human form as it changes, and when it changes back. However, the act of transforming feels good. Feels... liberating.


In their human forms, and their human lives, Shifters can be perfectly normal, healthy people, valuable contributing members of society (or degenerate scumbags like so many humans are, to be fair). However, in their monstrous forms, they are motivated by pure id- all they want to do is kill, eat, and rape. Their physical power is so overwhelming that it is hard to imagine any force that could stop one from sating any of their appetites.

Shifters have a complicated relationship with human beings. Their culture views them as three conflicting things: as an intruding enemy, as charges to be shepherded, and as prey. In any case, human flesh is a shifter's favorite delicacy, but anything with warm blood pumping through it will sate them. Of course, with human standards of behavior applied, this is horribly wrong, but Shifters that are not in human form are not human. Of course, Shifters in human form do not eat human flesh.

Young Shifters in the present day tend to be schizophrenic, or at least terribly conflicted, probably because they've got it firmly into their heads that they're human. However, trying to hold back the monster inside, either out of morality, or fear of detection, is not healthy, and will slowly kill any shifter who tries. Therefore, most Shifters come to terms with their predatory natures, and move out of the cities to rural areas where they can hunt to their leisure undetected, and kill and eat anyone who discovers them with little consequences.

Shifters in their human form look more or less like normal humans. The degree of truth to the myths that the human form of lycanthropes is hairy or bestial in appearance varies from individual to individual. Aranea,





in their spider form, they are huge, monstrous black tarantulas covered in fetid fur, with glistening segmented crimson eyes, venom gushing fangs with the power of a jackhammer, and chitinous limbs ending in razor sharp bone-spur points. Werewolves, of course, are werewolves, with both wolf and wolf-man forms, the former faster and more graceful, the latter huge, lumbering, and terrible.

Lastly, Shifters are *incredibly* rare. The truth is, Shifters cannot reproduce sexually, and cannot spread their "curse" through a bite, no matter what the legends say. Their population naturally seems to keep itself low. There are only a hundred Aranaea left on earth and only perhaps ten or a hundred times as many Wolf-Shifters. Nearly all of these creatures live their lives alone, unaware that they are not unique monsters, and that there are aberrations like them doing what they're doing elsewhere in the world. Out of these solitary freaks, only a tiny percent

have any awareness of their race's ancient history. Those who do know the old songs and tales, those who do gather in their own Shifter communities, who do know that the Fates were the first sentient race on earth are torn between two conflicting view points. Some see themselves as the defenders and guides of all living things on the earth, even human beings. But others harbor a venomous, seething hatred for humans. A hatred exceeded only by their hatred for vampires (including Nosferatu and Lamia), Screammers, and all other beings they view as unnatural. If the Tall Man and his forces exist in the same world as the Shifters, this sets them up as his natural enemy. Unlike their historical and cultural knowledge, this hatred of "unnatural" creatures is instinctively possessed by all Shifters.

**Players who wish to play a Shifter must first decide what type of Shifter they are.**

## SHIFTER TRAITS

These special abilities, special qualities, weaknesses, and drawbacks are what define Shifters.

All Shifters have them.

**Lunacy (Weakness):** Whenever there is a full moon you must transform into (one of) your monstrous form(s) and remain in it for the duration of the night, whether or not the moon is visible. For game purposes, the moon is



full for one exactly one night out of each month, and the synodic month is exactly thirty days long. Where the moon is in its cycle when the campaign begins is up to the GM. In order to not shift on the night of the Full Moon, you may attempt a Crushing Hard Will Check when the moon first rises. If you attempt and fail, you shift anyway, and take 2d6 more damage than usual from the shift.

**Silver Bullet (Weakness):** No matter what form you are in, multiply the damage you take from Silver weapons (bullets, blades, etcetera) by four. Additionally, during every turn you are in direct contact with a silver object, you lose between 1d6 and 6d6 health, at the GM's discretion. Lastly, damage taken from Silver cannot be healed by Fast Healing. You suffer from this weakness no matter what form you are in.

**Man-Eater (Dietary Requirement):** You must consume the warm flesh of living beings and lots of it to survive, and you prefer human flesh. The exact consequences of this are up to the GM, who should free to require Will Checks in order for you to resist your cravings. You suffer from this weakness no matter what form you are in.

**Death Reversion (Weakness):** If any of your monstrous forms is reduced to dying, you immediately

revert to your human form, the health of which is automatically reduced to zero. If you somehow survive, you cannot change forms for twenty four hours. Reverting on death happens instantly and costs no Health.

**Frenzied Shift (Quality):** If you have only Strength or less Health remaining while in human form, on your next action you automatically shift into a monstrous form (GM's choice if you have more than one. This takes only one full turn, and 5d6 Health is lost by the form you shifted into. Following this, you will mindlessly attack all creatures around you until the GM deems you may stop.

**Shifted To Death (Quality):** If the damage taken by any involuntary shift would reduce your Health below 0, instead your Max Health is reduced by 1d6 (in every form). A forced change can and may kill you outright.

## WEREWOLF TRAITS

These traits only apply to Wolf-Shifters.

**Triple Form (Ability):** You have three forms, a human form, a wolf form and a werewolf form. The stats for your human form are created and advanced



normally, but the stats for your other two forms are preset and can only be altered by your Powers. Your techniques, skills, and attributes have no bearing on your non-human forms. Your werewolf form and your human form have completely different Health stats. Whenever your human form regains Health, so do all of your other forms (but not vice versa).

Shifting forms is painful, traumatic, and incapacitating. When you transform, you are helpless for 2d6 entire turns as the change takes place. At the end of that time, the form you are shifting out of loses 3d6 Health, and you change to your other form. You can turn from a human into a werewolf, from a wolf into a werewolf, and from a werewolf into a wolf. You cannot directly turn from a human to a wolf or from a wolf to a human without first visiting your Werewolf form and taking the necessary time and damage. You must succeed a Hard Will Check to turn into your were-spider form during any time but the night of a full moon, when you must succeed the a Crushing Hard Will Check in order not to shift. You can only attempt to force a change once an hour. A forced change, if you succeed, costs 5d6 Health instead of the usual 3d6. After successfully

making a forced change, you can only remain in non-human form for (Will)d6 minutes, after which you must revert to human form and cannot force another change for twelve hours.

## WOLF FORM, BASE STATS

### Attributes:

Strength: 5

Speed: 8

Wits: 4 (8 For Awareness Tests.)

Will: 5

Health: 50

Initiative: 2d6 + 8

Defense: 7

### Skills:

Stealth: Expert (+2)

Tracking: Master (+4)

Awareness: Master (+4)

### Attacks:

✖ Bite at +2 for 2d6 + 5.

✖ Trip at +1 for 2d6 + 5. Characters successfully hit must roll 1d6 + Speed versus the wolf's 1d6 + Strength. If the character does not roll higher than the Wolf, they are tripped, and begin the next turn prone (Full Turn Action to stand up; defense versus Melee is halved).

### Techniques:

Blitzkrieg, Frenzy, Critical Attack.

### Special Abilities:

Fast Mover: Double the wolf form's



Speed for the purposes of full turn move actions with Blitzkrieg.

Savage: Improved Critical Attack Versus Prone Enemies Only.

## WEREWOLF FORM BASE STATS

### Attributes:

Strength: 10

Speed: 5

Wits: 4 (8 for Awareness Tests)

Will: 4

Health: 150

Initiative: 2d6 + 5

Defense: 9

### Skills:

Stealth: Expert (+2)

Tracking: Master (+4)

Awareness: Master (+4).

### Attacks:

✱ Claw at + 4 for 4d6 + 5.

✱ Two Claws at +2 for 4d6 + 5.

✱ Bite at +2 for 6d6 + 10.

✱ Grapple at +4. Follows normal Grapple rules.

✱ Bite Grappled Opponent for 6d6 + 10.

### Techniques:

Counter Attack, Critical Attack, Improved Critical Attack, Blitzkrieg, Frenzy.

### Special Abilities:

Dependent upon Powers.

## ARANEA TRAITS

These traits only apply to Spider-Shifters.

**Dual Form (Ability):** You have two forms, a human form and a were-spider form. The stats for your human form are created advanced normally, but the stats for your were-spider form are preset and can only be altered by your Powers. Your techniques, skills, and attributes have no bearing on your non-human forms. Your were-spider form and your human form have completely different Health stats. Whenever your human form regains Health, so does your Were-Spider form (but not vice versa).

Shifting forms is painful, traumatic, and incapacitating. When you transform, you are helpless for 2d6 entire turns as the change takes place. At the end of that time, the form you are shifting out of loses 3d6 Health, and you change to your other form. You must succeed a Crushing Hard Will Check to turn into your were-spider form during any time but the night of a full moon, when you must succeed the same Will Check in order not to shift. You can only attempt to force a change once an hour. A forced change, if you succeed, costs 5d6 Health



instead of the usual 3d6. After successfully making a forced change, you can only remain in Were-Spider form for (Will)d6 minutes, after which you must revert and cannot force another change for twelve hours.

### WERE-SPIDER FORM BASE STATS

#### **Attributes:**

Strength: 8

Speed: 8

Wits: 4

Will: 4

Health: 120

Initiative: 2d6 + 8

Defense: 9

Faith: 20

#### **Skills:**

Stealth: Expert (+2)

Tracking: Master (+4)

Awareness: Master (+4)

Climbing: Master (+4)

#### **Attacks:**

✖ Four Claws at +0 for 2d6 + 4.

✖ Two Claws at +2 for 2d6 + 4.

✖ Two Claws at +1 for 2d6 + 4 plus a Bite at +1 for 4d6 + 8.

✖ Bite at +4 for 4d6 + 8.

✖ Grapple at +4. (Use normal grapple rules.)

#### **Techniques:**

Blitzkrieg, Frenzy, Critical Attack, Counterattack, Stealth Kill.

#### **Special Abilities:**

Based upon Powers.

#### **Special Weaknesses:**

You take double damage from Fire based attacks and weapons.

### SHIFTER POWERS

Shifter Powers include Fast Healing, Devour, Gullet, Packlore (Werewolf Only), Faith Defender (Werewolf Only), Hardened Armor (Aranaea Only), Venom (Aranaea Only), and Fateseal (Aranea Only). They appear in the power list later in this chapter.



## THE SCREAMER

BASED ON: THE SCREAMER IS, AS FAR AS THE AUTHOR KNOWS, AN ORIGINAL CREATION. THEIR ORIGINS, HOWEVER, APPEND THEM TO THE PHANTASM MOVIE SERIES' MYTHOS.

"The killer in me is the killer in you  
I send this smile over to you"  
-Smashing Pumpkins, "Disarm"

Screamers have gathered many aliases over the years. Some call them Whistlers or simply Key-Eaters. They prefer to call themselves Beholders. Though they wear the forms of ordinary humans, Screamers are biomechanical demons that come from the same Netherworld that the Tall Man is from. To hear them tell it, these terrible creatures were the proud nobility of the Netherworlds, until the Tall Man and his masters lead what amounted to a populist uprising in hell. The feudal system was shattered, and with it, the lofty Beholder aristocracy were cast down, and hunted like beasts.


Few Screamers survived, as they were brutally tortured and executed by the hunter killer spheres, the super-sized expanded lurkers that made up the Tall Man's troops, but many of those who did escape fled to earth to take refuge from the genocide. In fact, it was the Screamers who first discovered the ancient interplanar technology

that allowed them to travel to earth- the Tall Man is using their technology for his war of conquest on the earth.

As much disdain as Screamers might have for the pitifully weak and stupid humans, they feel a much stronger hatred for the forces of the Tall Man who have taken their world away. They would gladly work with humans to get their revenge on the Tall Man and his filthy peasant army. Unfortunately, Screamers are by nature very predatory beings. In order to achieve maximum effectiveness, they must consume humans.

On their home plane, Screamers were impossibly tall and impossibly thin, skeletal creatures of gleaming silver skin and glowing red veins, bone and blood and claws and teeth, draped in pristine white silks, with long, curved swords by their sides. However, in order to exist in the coarse environment of earth, they had to crush and condense themselves horribly.





On earth, Screamers appear as pale, short, stocky humans, usually with fairly bad complexions and waxy, loose skin that looks something like old cheese, but carries no odor. They're prone to sores- not normal sores, but rather shimmering, mirror like shards of metal with glistening strings of fat around them, that poke out of their skin in places, and can be spotted if one looks closely. They prefer not to speak often, and when they do, it is usually in a low, hoarse whisper. In terms of clothing, they prefer heavy black jackets and sweaters, even in the summer, since they are always cold on earth, and lots of black leather with less-than-subtle S&M undertones. They have an affinity for heavy metal on earth, which resembles the religious chamber music they listened to on their home world.

Screamers usually have two names: a human name, and a true, native name. Most Beholder names are replete with hard, angular sounds; lots of k's, x's, z's, and y's. Samples would be: Ak'taxiz, Yak'zik'tix, Azaxax, Xakkyik, Axadox, Zix'ya'kox. Certain Beholders who have "gone native" might not bother with their true names, or much of their forgotten culture.

Male Screamers are almost always seen wearing hooded sweaters and jackets, to conceal their heads, which cannot grow hair and are


even whiter than their skin, and sweat watery, brackish fluid. More importantly, the hoods conceal the protruding silver implants and jacks that stick out from their bald heads. These plugs are left over from the interfaces they connected to back on Netherworld, and they run directly into the Screamers brain stems. On earth, they serve no purpose.

Female Screamers always have platinum blonde, nearly white hair, which is usually quite long. This hair falls out very easily, but is always growing back at an alarming rate. Female Screamers are taller and thinner than Male Screamers, and usually appear quite beautiful, in a disturbing and somehow inhuman way.

All Screamers always wear dark, black sunglasses at all times, even indoors. This is to conceal their namesakes, and the obvious evidence that they're not like the humans they pass among.

Where Screamers should have eyes instead there are steely, metallic mouths ringed with razor sharp teeth. Not only do these eye-mouths function as omni-sense organs for Screamers (they "see" (in ultrasound) hear, smell, and of course, taste with these steely orifices) but they also emit the awful, keening, steely wail for which Screamers





are named. Most importantly, though, Screamers eat through their eyes. And Screamers learn by eating.

As a result of the somewhat grotesque appearance of Screamers, and how obviously out of place they are on earth, most of them are bitter, angry, and violent towards the humans they see that are happy all around them. Beneath the hatred is a deep, miserable and hopeless despair. Their existence has been shattered- their world has been taken from them, and they can never go home. Most go their entire lives (they survive an average of fifty years after arriving on earth) without ever seeing another like them. They usually drift from place to place, trying to avoid urban centers, preferring rural areas to avoid detection, with no motivation or purpose. Those who do interact with human beings do so as a serial killer, a streamlined urban predator.

Unless, of course, they find traces of their old enemies, the Tall Man's army, on earth, in which case they're given their motivation: crush, kill, destroy. Revenge at any cost against those who took everything from them.

## SCREAMER TRAITS

**Know Nothing (Quality):**  
Screamers do not get to spend

ANY skill picks at character creation—PC Screamers are assumed to have just “immigrated” or made no significant acquisitions since their “immigration”—however, all Screamers are treated as being Trained (+0) in all Skills. Screamers never suffer from

### **The Deep Consumption (Ability):**

Screamers do not ever need to spend XP to learn new skills. Instead you can learn new skills by eating (with your eyes) the body parts of characters who know those skills. You can also improve “your” existing skills this way. In a mystical sense, different skills “live” in different parts of the human body (see below). When you wish to learn a new skill in this manner, and you can feed your eyes the appropriate body part, if you did not possess the skill in question, and the victim had the skill at at least Apprentice level, you learn the skill at Apprentice level. If you have the skill at Apprentice Level, you can only increase the skill to Expert Level by eating the appropriate body part of a character who knows the skill at Expert Level. Likewise, to Master a skill, you must eat the appropriate body part of a Master of that skill. You can only enhance any skill once per victim. For example, if a character was a Master Locksmith and you had



no Locksmith Skill, you could not eat the fingers off of their left hand and learn Locksmith

at Apprentice, and then eat the fingers off their right hand and learn Locksmith at Expert.

SKILL NAME	RESIDENT BODY PART	SAMPLE SKILL	RESIDENT BODY PART
Blades	Hands	Guitar	Fingers
Clubs	Arms	Demolitions	Brain
Brawling	Hands	Chemistry	Brain
Pistols	Hands and Eyes	Calculus	Brain
Automatics	Hands and Eyes	First Aid	Fingers and Brain
Rifles	Hands and Eyes	Cooking	Brain
Throwing Weapons	Hands	Intimidation	Tongue
Heavy Weapons	Arms	German	Tongue
Chainsaw	Arms	Latin	Tongue
Drive	Spine	Stand Up Comedy	Tongue
Bike	Spine	Drawing	Fingers
Automotive Repair	Brain	Pilot	Brain
Locksmith	Fingers	Security	Brain
Electronics	Brain	Negotiation	Tongue
Stealth	Feet	Subterfuge	Tongue
Swimming	Legs	Leadership	Tongue
Climbing	Arms or Legs	Awareness	Eyes

How much of a body part you must eat and how long it takes is up to the GM, although Screamers are quite adept at it, and anything but the largest body parts shouldn't take more than a minute to digest. Which body part "houses" skills other than these sample skills is up to the GM to decide. So is whether skills can be learned from eating the organs of non-humans.

**Biomorph (Quality):** Do not calculate Knockout Threshold or Death Threshold for Screamers. Screamers are permanently disabled when their Health is reduced to zero, rendered beyond medical. This means that Screamers cannot be taken out of a fight by subdual damage. They are also immune to poisons/toxins. Screamers can still benefit normally from first aid or faith healing.



### ***I Spy With My Little Mouths (Quality):***

Screamers have a sense of smell so acute it almost functions like sight, as well as an ultrasound vision ability comparable to a bat's sonar. That means while they can see perfectly in total darkness, other circumstances, like loud background noise, might impose penalties. The exact consequences of this quality are up to the GM's judgment, dependent on this situation.

### ***Sound Sensitivity (Weakness):***

Screamers are vulnerable to certain sounds. Every Screamer has a very violent reaction when they hear a specific musical note—such as A, G, C, B, F, E, etcetera—played at the proper pitch and an volume, as long as the note is played exactly and purely in key such as by a tuning fork being sounded or a well tuned instrument. This causes the Screamer 4d6 damage for each turn it is played. You may decide which note your Screamer is vulnerable to during character creation. Additionally, any sound above 125 dB causes 1d6 or more damage per turn to any Screamers that “hear” it, depending on its loudness, and may also blind them (GM's discretion). The black metal, death metal, and other loud, a melodic music that Screamers frequently enjoy listening to does not seem to cause this effect. The chords played in it are so distorted as to not comprise of any pure musical

notes, so that explains why the pitch does not damage Screamers, although it is unclear why this type of loud noise is harmless to them. The head of a screamer who is “sounded” to death in one way or another typically explodes.

***Eyebite (Ability):*** A Screamer can Eyebite a grappled character by making a normal attack action. The bite hits automatically as the target is grappled, and inflicts damage equal to 2d6 + Wits. Body parts cannot be effectively digested this way, this is only an attack.

***Nom (Quality):*** When an Orb hits a screamer with a lobotomize attack, that Screamer automatically inflicts his Eyebite damage on the orb, usually destroying it. Having metal eyes in the upper-middle of your face makes your head a much less vulnerable target for melee attacks, and the killer spheres are no exception. If a Screamer is unaware of an orb for some reason before it attacks, this quality has no benefit.

## **SCREAMER POWERS**

Screamer Powers include Voracious Reader, Razor Kiss and The Scream. They appear in the power list later in this chapter.



## THE VENGEFUL REVENANT

BASED ON: THE CROW (1994).

"ERIC:

I have something to give you. I don't want it anymore.

Thirty hours of pain all at once, all for you."

-The Crow (1994)


A vengeful revenant is a corpse that has returned from the dead, reanimated into un-life for a single, solitary purpose — revenge. Only rarely do revenants rise from the corpses of men and women who trafficked with demons and immersed themselves in the occult. A revenant is not something one chooses to become after death. Rather, a revenant is created — reborn — because of a karmic imbalance, the super-charged emotive energy of a wrong that must be righted lest the very universe be tainted. Revenants are often murder victims who suffered very badly during their deaths, but they usually have even more to avenge than their own murder. By default, more so than any other creature in the supernatural hodgepodge that is the *Phantasm*(2010) universe, revenants are created by a force that is unquestionably good. They return to balance the scales — a purpose they pursue single

mindedly, and, to the terror of those who they seek their revenge against, unstoppably — and once their task is done, when they can rest, they are happy to do so. Revenants were often good men in life, with innocent lives to avenge, but this need not always be so. Perhaps the dying desire for revenge that reanimates revenants cares not for morality.

The origins of revenants as well as their powers and weaknesses vary widely depending on which piece of folklore you are looking at. But the basis for the vengeful revenant playable in *Phantasm*(2010) is the character of Eric Draven from the 1994 film *The Crow*. Accordingly, the mythology, powers, and drawbacks of the revenant are based on those shown in the film.

The birth of a crow begins with the tragic, violent, painful wrongful, and untimely death of a man or woman, a death ordinarily accompanied by the suffering of their loved ones. Sometime after the victim dies — any time from before the body has been found to a year and a day after it has been buried — a





spirit animal visits the corpse of the deceased. The spirit animal, technically a psychopomp, is a magical creature of mysterious and unexplained origins. It usually takes the form of/ possesses the body of a crow or a raven, although similar, small, nocturnal predators and scavengers are not unheard of. It makes a bargain with the recently departed soul of the deceased, who is returned to their body but only for the purpose of revenge against those responsible. The resurrected creature is a vengeful revenant. The psychopomp then acts as a guide for the revenant, keeping them on-task and offering them advice for their grim mission. A revenant that avenges the crime that created it peacefully ceases to be.

Revenants are not ghosts or wraiths because they have bodies, are not zombies because they are not mindless, do not drink blood like vampires or eat flesh like ghouls. They are an entirely different class of undead being, strong, agile, deadly, and with few restrictions or weaknesses on their activities, save their mission and the safety of their psychopomp, which is their second priority. Vengeful revenants have no relation to any other undead or supernatural beings in


**Phantasm(2010).** They are certainly no allies of vampires, screamers, or the undead slaves of the Tall Man. Because revenants are undead, Shifters view them as an abomination. Vengeful Revenant Traits

*Note: The word "revenant" in the following rules text refers specifically to Vengeful Revenants, not to Fugitive Revenants.*

**Sometimes They Come Back (Quality):** Vengeful revenants are (un)dead, not living beings. They do not have Knockout thresholds and hence cannot be neutralized by subdual damage. They are immune to toxins. And they do not have a Death Threshold (when they arrive at 0 Health, it is treated differently than when a human does). This also means Revenants cannot heal over time, cannot receive first aid, and do not benefit from Faith Healing.

**I'll Sleep When You're Dead (Quality):** All revenants begin play with a list of targets directly or indirectly responsible for the horrible wrong that precipitated their creation. As they are constantly reminded by their psychopomp (see below) their mission in un-life is to kill these people. A revenant may have no more than Will targets.





If there were more people than that involved with the crime that birthed them, they must choose the Will individuals most responsible. A revenant must succeed a As long as one target is left alive, when a vengeful revenant's Health is reduced to 0 or less, they are not killed, and instead only fall into a state of deep unconsciousness for 2d6 hours, after which they awaken at full Health. In terms of the so-called chunky salsa rule, it is up to the GM's discretion whether bodily dismemberment, explosions, or incineration bypass this advantage; by default they do not.

A revenant can kill as many people not on the list as it wishes, especially if they are in its way. However once all of a Vengeful Revenant's targets are dead, it can only remain in the world for (Will) hours before it must move on. A Vengeful revenant must succeed a Crushing Hard Will Check to take any other actions that eliminating a target when an opportunity presents itself. Note that this makes Vengeful Revenants by default temporary PCs. A player playing a Vengeful Revenant can make their PC stay around longer in the campaign by giving them as many targets as possible, and a GM can keep a Vengeful Revenant PC in the game by making those targets hard to reach, although there

should always be a sense of steady progress. In fact, without the constant drive towards completing a goal that will obliterate them, Vengeful Revenants would most likely be too powerful.

**Drive (Quality):** Instead of Faith, Vengeful Revenants have a trait called Drive. Drive works just like Faith (and is calculated the same way) with two major differences. One, Drive can only be used to fuel Techniques and actions that will directly or indirectly lead to the death of one of the Revenant's targets. Two, Drive does not regenerate over time (and cannot be damaged by attacks that target Faith) but is restored fully whenever the Vengeful Revenant eliminates a target.

**Psychopomp (Weakness):** A Vengeful Revenant's life force is tied to a spirit guide animal; usually a crow, raven, or black cat but sometimes other psychopomps. If the spirit animal is killed or captured by an enemy, the revenant immediately loses all non-Weakness traits, and all powers. Additionally, a Vengeful Revenant takes, doubled, all damage dealt to its spirit animal. Its Spirit Animal must remain within (Will) x 100 Yards of the Revenant at all times but usually likes to come closer. Spirit animals have Strength



2, Speed 7, Wits 5, and Will 7, 12 Health, Defense 10, and no attacks. They can, however, relay information to their revenant, with whom they have a telepathic link. If a Revenant's spirit animal is killed outright, the Revenant has only Will hours to live.

**"Jesus Christ walks into a hotel..." (Quality):** Physical attacks do only minimal damage to vengeful revenants. Treat all d6 on the damage rolls of all non-Fire based attacks that hit you as if they rolled 2s. Portions

of damage that are unrolled are unaffected. In other words, an attack that dealt 5d6 damage would deal only 10 damage to a vengeful revenant every time.

## VENGEFUL REVENANT POWERS

Vengeful Revenant powers include Unstoppable, Vanish, Badass Bird and A Gift for You. They appear in the power list later in this chapter.

## THE FUGITIVE REVENANT

BASED ON: HELLRAISER (1987),  
HELLRAISER II (1988), THE HELLBOUND  
HEART BY CLIVE BARKER.

"FRANK:  
I thought I'd gone to the limits. I  
hadn't."  
-Hellraiser (1987)

Fugitive revenants are refugees from hell. If a vengeful revenant is a good person who rises from the dead to avenge their wrongful death and return to their well deserved rest in the hereafter, a fugitive revenant is the exact inverse: a denizen of hell who deserves to be there but has escaped, and whose sole goal is to stay out. Although **Phantasm(2010)** is a horror

game, the true nature and secrets of hell are not within its scope. One version of course is the sadomasochistic pocket dimension that Marchand's Box is the key, a place of endless, transcendent physical torture. But other visions of hell work just as well to give fugitive revenants a reason to want to stay out. The only constant that hell as defined here need have is that it is somewhere very, very bad. In the cosmological sketch of the **Phantasm(2010)** universe, the Netherworld is not hell (although it may be



referred to that way) — it is at most cousin to it.

While fugitive revenants explicitly do deserve their fate, they may not believe so, and may not be entirely devoid of redeeming qualities. The most horrible thing about them may be the acts they have to perform to remain here on earth. Two things most define fugitive revenants, who are undead creatures clinging to scraps of life. One is the fact that they are hunted, and the other is the appetites they must sate to preserve their physical shell. The particulars of these defining qualities are discussed in more detail below, with the other Traits of fugitive revenants. Unlike vengeful revenants, fugitive revenants have heartbeats, blood, breath, and flesh. They can explore both carnal pleasures and physical pain. They are not, however, truly alive. In order to retain a physical body, they must regularly kill others and drain them of their vital fluids. Fugitive revenants can be many things, but they cannot be

By default, fugitive revenants were very, very bad people in life. Some may have just been killers and rapists, or just dabblers in the occult, but many were also “explorers in the

further reaches of experience”. Not content with an ordinary life or an ordinary morality, back when they still drew breath that was not stolen, fugitive revenants were hedonists who did not restrict themselves to those pleasures that society deems moral, legal, or ethical. By default, fugitive revenants sought an ever expanding bouquet of pain, perversion, and pleasure, which eventually lead them to the furthest reaches, and to Marchand’s Box. Of course, while this framework allows for a good deal of variety, a player need not adhere strictly to this concept.

A character need not be a hedonistic bon vivant or occult explorer to have wound up in hell, nor is the hell of the Cenobites the only hell. A killer of men who was let out of hell on contract to bring back souls the devil had lost, or a murderer who fought his way out of hell to reunite with his lost (living) love, or similar concepts that players might come up with align with the “refugees from hell” premise. However the motivation of revenge should be avoided, as that is the territory of the vengeful revenant. Likewise, Cenobites might not be the most appropriate creatures to pursue fugitive revenants with origins entirely dissimilar



to Frank Cotton's. A GM should work with players of fugitive revenants to personalize their hell and its hunters.

## FUGITIVE REVENANT TRAITS

*Note: The word "revenant" in the following rules text refers specifically to Fugitive Revenants, not to Vengeful Revenants.*

**Ruined Vestige (Quality):** Fugitive Revenants spend only a BI of 25 on their Attributes, instead of the usual 30 for monstrous PCs. A fugitive revenant that enters game is returning to earth from hell for the first time. For this to happen, it means that the bodily fluid of a living human must have been shed on the spot where a revenant was killed or dragged to hell. A fugitive revenant begins as little more than a skeleton held together by some rotting tendons and half-formed organs, a hideous and pathetic monster. All Fugitive revenants start with Strength 1 and 15 Maximum Health. Hence, Fugitive revenants may not spend points on the Strength attribute at character creation. Fugitive revenants do not regain Health over time and cannot be healed (except by using their Drain Dry ability, below).

**Life Experience (Quality):** Before death, fugitive revenants are

assumed to have learned many skills and abilities, working in many careers and committing many highly educational sins. Finding the gates to a living hell is not something one can accomplish in the naiveté of one's youth. In addition to the ones that all PC monsters receive (p. 163), Fugitive revenants receive an additional Wits Skill Picks and an additional Will Technique Picks (which can only be spent on techniques, not powers). However, all XP costs for improving a fugitive revenant are increased by 10 XP or by 10% of the base cost, whichever is more.

**Drain Dry (Ability):** A fugitive revenant can drain the bodily fluids from a living or very recently dead human. This action which takes ten minutes and involves the Fugitive Revenant pressing their mouth to the victim's mouth and their fingers into the victim's medulla oblongata. A fugitive revenant who successful drains a corpse gains 1 Strength and 15 Maximum Health. Additionally, it restores the fugitive revenant to full health. Fugitive revenants can only suck one corpse dry in this way per day. The maximum Strength a fugitive revenant can have is 10; the maximum Health they can have is 150. This means



that starting fugitive revenants are very weak, and usually rely upon mortal accomplices to "feed" them. A victim of Drain Dry must be helpless or just killed.

**Hellbound (Weakness):** Fugitive revenants are perpetually hunted by Cenobites, who can only enter the world at the spot where the fugitive revenant died (difficult for them) or where anyone solves a Lemarchand Configuration (automatic for them). For this reason, often Fugitive Revenants are promised as collateral by "innocent" people who have foolishly summoned Cenobites, in exchange for the summoner's life. Worse, Cenobites receive a +3 bonus to all tests made to detect fugitive revenants. It is not possible for a fugitive revenant to take any action that would directly or indirectly put distance between them and their hunters, likewise it is not possible for a fugitive revenant to take any action that would potentially bring them closer to capture. While technically hell's

hunters only have a "contract" for the fugitive revenant, they might take it upon themselves to harm the revenant's allies as well. The head start that a beginning fugitive revenant has is up to the GM.

**Horrible Thirst (Weakness):** If a fugitive revenant goes Will/2 (round down) days without draining the fluids from a corpse, they lose 1 Strength and 15 Maximum Health. If a Fugitive Revenant's Strength is reduced to 0 in this way, they are permanently killed or returned to hell. A fugitive revenant with Strength of 5 or less cannot pass up an opportunity to Drain Dry a victim.

## FUGITIVE REVENANT POWERS

Fugitive Revenant powers include Great Thirst, Quick Drain, Lightning Drain, Butcher Boy, and Cat And Mouse. They appear in the power list later in this chapter.

## MONSTER POWER LIST

The following table lists rules for special abilities used by monstrous PCs (Powers). They are similar to the Techniques for human PCs that are listed

in Special Effects. As mentioned above, by default, monstrous PCs can also pick any Techniques from the Special Effects chapter that do not cost



Faith. Monstrous PCs can split their pool of picks however they want between Techniques and powers. These Powers are not directly equivalent to the Special Abilities possessed by NPC monsters, even if they have the same names. Several of these Powers are "leveled",

requiring earlier levels of the power as a prerequisite. Each Power can only be picked once unless it specifies otherwise. The Prerequisite column indicates which PC monster types have access to that Power.

## MONSTER POWERS

POWER NAME	# OF PICKS	PREREQUISITES	USE LIMITATIONS (X PER DAY OR POINT COST)	BENEFITS
Fast Healing 1	1	Vampire, Shifter, or Vengeful Revenant	--	Unless specific conditions are met that indicate otherwise, you automatically regain 1 Health at the end of each of your turns in combat. Outside of combat, you regain 1 Health per minute.
Fast Healing 2	2	Fast Healing 1	--	Your Fast Healing now restores 1d6 Health per turn (in combat)/per minute (out of combat).
Fast Healing 3	3	Fast Healing 2	--	Your Fast Healing now restores 3d6 Health per turn (in combat)/per minute (out of combat).
Blood Rage	1	Vampire	3 Blood	Spend a Move Action to temporarily increase your Strength or Speed by 1 for (Will) turns. This ability does not "stack". Special Attributes like Health, Movement Speed, and Initiative (but not Blood) are recalculated accordingly—temporary Health is lost first.

(Cont'd.)





POWER NAME	# OF PICKS	PREREQUISITES	USE LIMITATIONS (X PER DAY OR POINT COST)	BENEFITS
Greater Blood Rage	2	Blood Rage	6 Blood	You can now spend a Move Action to temporarily increase your Strength or Speed by 1d3 for (Will) turns. This ability does not "stack". Changes to Special Attributes are treated as indicated above.
Claws 1	1	Vampire	--	You gain the benefits of the "Killing Hands" technique, although you may not take that technique.
Claws 2	1	Claws 1	--	You gain the benefits of one level of the "Lethal Strikes" technique.
Claws 3	1	Claws 2	--	You gain the benefits of two levels of the "Lethal Strikes" technique.
Blood Dodge	1	Vampire; Dodge {Technique}	2 Blood	By spending 2 Blood, you can add +4 to your Speed for the purpose of any Dodge test you make versus any ranged or melee attack.
Devour	1	Shifter	Daily	You can spend one minute to eat the corpse of a living creature that is roughly the size of a human being and regain xd6 Health, where X is the devoured creature's Strength. If you are in a hurry, you can do this in just one turn with a Hard Strength Check.

(Cont'd.)





POWER NAME	# OF PICKS	PREREQUISITES	USE LIMITATIONS (X PER DAY OR POINT COST)	BENEFITS
Gullet	1	Devour	(+1)	You can eat one additional "meal" per day with Devour and regain health from it. This power can be bought up to two times. Additionally, each time you buy this power reduces the difficulty of the Strength Check to eat a body in just a turn by one stage (i.e. from Hard to Average, and then from Average to Easy).
Packlore	2	Wolf-Shifter	--	Using non-verbal communication, body language, and maybe a little magic, you can command ordinary wolves, large canines, and similar predators and scavengers to obey your orders and fight for you. In order to do so, you must succeed a Will Check with a difficulty set by the GM based on how similar the target is to a wolf, and how many creatures you are attempting to command. The farther from a wolf the target is/the more creatures you are targeting, the harder it is to get them to obey your commands. The creatures will serve you for one battle, or some other discrete length of time determined by a GM. Creatures that you have used Packlore on cannot be targeted by it again for twenty four hours. Likewise, you fail to command a given animal or group of animals, you may not attempt to use Packlore on any of those animals again for one day. This ability has no effect on supernatural creatures.

(Cont'd.)





POWER NAME	# OF PICKS	PREREQUISITES	USE LIMITATIONS (X PER DAY OR POINT COST)	BENEFITS
Faith Defender	1	Wolf-Shifter; Will 6+.	--	While in your human form, your character gains a Faith score just like you were a real human being. Your Faith score is calculated as though you were an Uber Badass human (p. 13). Having Faith has the same drawbacks for you that it does for human beings.
Faith Vanguard	2	Faith Vanguard; Will 8+	--	You now calculate your Faith score as though you were a Superhuman Badass (p. 13). Additionally, you gain the benefits and drawbacks of your Faith Score (based on your human form stats) in all of your forms.
Hardened Armor	1	Spider-Shifter	--	While you are in your Were-Spider form, reduce all non-fire damage you take by ten points, to a minimum of one point.
Firewall	1	Hardened Armor	--	While you are in your Were-Spider form, you no longer take double damage from Fire.
Steel Shell	1	Hardened Armor	--	The Defense of your Were-Spider form is increased by 1, to 10.

(Cont'd.)



POWER NAME	# OF PICKS	PREREQUISITES	USE LIMITATIONS (X PER DAY OR POINT COST)	BENEFITS
Venom 1	1	Spider-Shifter	5 Health	When your Were-Spider form makes a Bite attack, before making the attack roll, you may Spend 5 Health. If you do, and you hit, the victim loses 1d6 Health at the end of each of their turns for the next 1d6 turns. Monsters and supernatural creatures are immune to Venom.
Venom 2	1	Venom 1	10 Health	If you instead spend 10 Health, the damage of your venom increases to 2d6 and the duration of your venom increases to 2d6 turns.
Venom 3	1	Venom 2	15 Health	If you instead spend 15 Health, the damage of your venom increases to 3d6 and the duration of your venom increases to 3d6 turns.
Starvenom Spit	1	Venom 2	--	While in Were-Spider form, you may spit poison deliver your venom as a ranged attack action with a +2 Bonus, rather than as a close-range bite attack. Use the flamethrower range table to determine the range of this attack.

(Cont'd.)



POWER NAME	# OF PICKS	PREREQUISITES	USE LIMITATIONS (X PER DAY OR POINT COST)	BENEFITS
Thread of Fate	1	Spider-Shifter; Wits 8+; Will 8+	Daily	Your were-spider form can now spin a thin, silken gold thread out of your abdomen, which takes a full turn action. The thread is imprinted with tiny golden letters. Your spider-form can read and comprehend the prophecy, but not in a way that your human form or you (the player) can understand. Once you revert to human form and go to sleep, the GM may call for an Average Wits Check. If you succeed, you may receive a prophetic vision or dream imparting the mystical significance of the thread of fate, although this message from the future may not be easily understood.
Fateseal	1	Thread of Fate	Daily	If you spend 10 Health when you spin a thread of fate in were-spider form (see above), you can use your next attack action to break the thread. If you do, an enemy of your choice must succeed a Hard Will Check or immediately die. It is up to the GM's discretion which supernatural creatures may be immune to this fantastic ability.

(Cont'd.)



POWER NAME	# OF PICKS	PREREQUISITES	USE LIMITATIONS (X PER DAY OR POINT COST)	BENEFITS
Ancestral Wisdom	1	Wolf-Shifter; Wits 7+; Will 7+	--	You can spend XP to improve the attributes of either of your wolf forms as you would your character's attributes; likewise, you may use XP to purchase new Techniques for either of your forms that the GM deems appropriate to those forms. Note that this is the only way for you to improve the stats of your non-human forms.
Voracious Reader	1	Screamer	--	Any data medium of any kind (a dead tree book, a DVD-Rom, a USB flash drive, or anything else) that you consume with your eyes is immediately and conveniently parsed, condensed, and sorted to your brain, regardless of media. This makes you the ultimate "speed reader". Any keys you eat with your eyes are added to your internal "key ring", and can be extended from your fingernails at will, and hence can never be taken from you. Lastly, your Eyebite damage increases to 3d6 +Wits.

(Cont'd.)



POWER NAME	# OF PICKS	PREREQUISITES	USE LIMITATIONS (X PER DAY OR POINT COST)	BENEFITS
Razor Kiss 1	1	Screamer	--	Micrometer thin retractable chrome steel razor blades can extend from beneath your fingernails. When extended, your unarmed attacks inflict 1d6 + Speed lethal damage.
Razor Kiss 2	1	Razor Kiss 1	--	Your hand razors now deal 2d6 + Speed damage.
Razor Kiss 3	1	Razor Kiss 2	--	Your hand razors now deal 3d6 + Speed damage. You receive a +1 Modifier to unarmed attacks with your hand razors.
The Scream 1	1	Screamer	2 Health	By removing your sunglasses, you can unleash a deafening, damaging sonic scream from your eye-mouths. This is a ranged attack action (use Flamethrower ranges) that is made at a +1 Bonus. It inflicts 1d6 + Will damage and knocks the target back 1d6 Yards. Targets knocked into an obstacle or hazard suffered additional effects or damage at the GM's discretion.
The Scream 2	1	The Scream 1	4 Health	Your scream is now made at a +2 Bonus and inflicts 2d6 + Will damage, and knocks the target back 2d6 Yards, but costs 4 Health to activate. Your scream now uses Pistol ranges, but you cannot make Long Range attacks with it.

(Cont'd.)





POWER NAME	# OF PICKS	PREREQUISITES	USE LIMITATIONS (X PER DAY OR POINT COST)	BENEFITS
The Scream 3	1	The Scream 2	6 Health	Your scream is now made at a +4 Bonus and inflicts 4d6 + Will damage, and and knocks the target back 4d6 Yards, but costs 6 Health to activate. Your sream now uses Submachine Gun ranges, but you cannot make Long-Range attacks with it.
Unstoppable	2	Vengeful Revenant; Will 7+	--	All damage that you take from non-Fire attacks is treated as if all the dice rolled came up 1s. This replaces the "Jesus Christ Walks Into A Hotel. . ." trait.
Vanish	1	Vengeful Revenant; Expert or better of Stealth	--	In a darkened area, you can "vanish" as soon as the attention of whoever is watching you wavers for an instant, allowing you to escape with a move action and a Stealth Skill Test with a +1DM which requires no special cover or hiding place. This is an ideal way of escaping, and it also allows you to "Re-Stealth" to hide yourself from characters who have detected you.
Badass Bird	1	Vengeful Revenant	--	Your psychopomp gains a basic attack that deals 1d6 + Speed damage. Additionally, you can spend XP to buy Techniques for your psychopomp, as long as your GM deems those Techniques appropriate for a small animal.

(Cont'd.)



POWER NAME	# OF PICKS	PREREQUISITES	USE LIMITATIONS (X PER DAY OR POINT COST)	BENEFITS
A Gift For You	1	Vengeful Revenant	Daily	If you can touch a living, thinking enemy with your bare hands, and that character is one of the targets on your list, you can flood your mind with all of the pain, agony, and suffering of your death and/or the deaths of your loved ones. This immediately causes the victim to lose (Will)d6 Faith, and to lose half as much Health. Additionally, the victim is paralyzed for 1d6 rounds if they fail a Hard Will Check.
Great Thirst	1	Fugitive Revenant	(+1)	You can "Drain Dry" one additional victim per day. This power can be bought up to two times.
Quick Drain	1	Fugitive Revenant	--	The time to Drain Dry a victim is reduced by 90%, down to just one minute.
Lightning Drain	2	Quick Drain	--	You can now Drain Dry a victim with a single Full Turn action.
Butcher Boy	1	Fugitive Revenant; Expert of Blades	--	You receive a +1 Bonus to attacks using the Blades skill, and +1d6 damage, when using small, one-handed edged weapons on humans or other opponents capable of feeling fear (GM's discretion).
Cat And Mouse	1	Fugitive Revenant; Expert of Stealth	--	You receive a +1 Bonus to Stealth Skill Tests when stalking human prey or other enemies capable of feeling fear (GM's discretion.)



## KICK SOME ARSENAL

These unique home made weapons were used to combat the forces of evil in Phantasm II (and later), were featured in other grindhouse horror films and/or arise from the twisted imagining of the author (sometimes it is hard to tell where one ends and the other begins). You cannot start with any of these weapons, but the following notes indicate how they can be made in game with the right parts, knowhow, and generous

use of duct tape. Due to their differing levels of ridiculousness, the inclusion of these weapons in your Phantasm(2010) game is an optional choice you may want to consider, depending on the tone you are going for. Oh, who am I kidding. Throw these in there. (Nothing from the videogame Dead Rising 2 is featured, but if you were looking for more ideas, that's the direction I'd point you in.)

WEAPON	DAMAGE	RATE OF FIRE	CAPACITY (TYPE)	NOTES	SKILL TO MAKE	PARTS COST
Quadruple Barreled Shotgun	4d6/ 5d6/ 8d6	Special	4 (Special)	[Rifles] Can fire one, two, or four barrels at once. Damage listed is for one barrel, two barrels, and all four respectively. Use shotgun ranges.	Gunsmith And Blacksmith or Any Mechanic	\$3,600, including shotguns.
Homemade Flamethrower	(d6-1)d6	S	4 (Special)	[Heavy Weapons] Use ranges for flamethrower, but reduce each category by 20%. If damage rolled would be 0d6, the weapon fails to ignite.	Chemistry, Cooking, or Any Mechanic	\$100
Chainsarm	(Strength-1) d6	Melee	Melee	[Chainsaws] One-handed.	Medicine and Blacksmith	\$600 or \$1,500

(Cont'd.)



WEAPON	DAMAGE	RATE OF FIRE	CAPACITY (TYPE)	NOTES	SKILL TO MAKE	PARTS COST
"Skeleton Key"	5d6	Melee	One Use	[Clubs] One-handed. This "weapon" suffers a -2 Penalty to all attacks, and it deals 1d6 damage to the wielder when used as a weapon if it hits.	None.	\$10
Crotch Gun	1d6 + 4	SA	4 + 4 (Special)	[Pistols] This weapon suffers a -1 Penalty to attacks. +3 DM to rolls to conceal this weapon. This weapon does not require a move action to ready, and can be readied as part of another move or attack action.	Gunsmith	\$1,000
Razor Frisbee	(Speed) d6 + Strength	Thrown	Thrown	[Throwing Weapons] This weapon receives a -1 Penalty to attacks.	Blacksmith	\$50
Double Barreled Revolver	2d6 + 6	S	12 (Cy)	[Pistols] Uses two bullets per shot.	Gunsmith	\$1,000



## NOTES:

**Quadruple Barreled Shotgun:**


What's the only thing better than a double-barreled shotgun? This. This magnificent weapon is a testament to man's ingenuity and enduring, indomitable spirit. It was invented and first crafted by Reggie in *Phantasm II* (1988). This weapon is comprised of two double barreled, side-by-side twelve gauge shotguns, lovingly sawed off and then laid out and clamped side by side. The barrels are braced together with pipe clamps and then soldered together with a fore-grip connected to them in the center. The grips are either woodworked into one piece or, if short on time, simply duck taped together. Reloading two of this weapon's four barrels requires one attack action. All four barrels can be reloaded with a full turn action. Only the left pair or the right pair of barrels can be reloaded or fired at once, i.e. you cannot reload or fire the middle two barrels or the outer two barrels. This weapon requires at least one hour to make, a successful Gunsmith Skill Test, and a successful Mechanic (any) or Blacksmith Skill Test. If either test fails, time and materials are lost. The difficulty of the crafting test depends on the tools and circumstances and

time available, determined by the GM. Two double-barreled sawn off twelve gauge shotguns are required, as is a blowtorch and soldering gear, an arc welding mask and eye protection for safety, pipe clamps, and a generous amount of duct tape.

**Homemade Flamethrower:** This is not made from an aerosol can and a lighter. Are you crazy? This is a heavy duty job, made from a propane blow torch, several fuel cylinders for one, lengths of piping and plumbing hardware, and a generous application of Teflon tape. Invented/created by Reggie and Mike in *Phantasm II* (1988). This weapon requires two full turn actions to reload, and loads two propane cylinders (\$10 each) for a full load. This weapon sets enemies on fire just like a military flamethrower. Crafting this weapon requires at least two hours to make and a successful Chemistry, Cooking, or Mechanic (Any) test. All the usual crafting rules described above apply. This weapon requires all the components mentioned in the flavor text.

**Chainsarm:** Don't think of it as having lost an arm! Think of it as having gained a chainsaw! Invented (of course) by Ash in *Evil Dead 2* (1987). For those





of you who have not just had a surprise amputation of a limb, the lower parts cost listed is designed for a version designed to interlock with a gauntlet, as opposed to a prosthetic arm. Additionally, the gauntlet version does not require a Medicine skill test. For the default version, you'll need at least six hours, a prosthetic arm, a hand chainsaw, plenty of hardware, a soldering torch and soldering gear, and a successful Medicine Test, followed by a successful Blacksmith Test. All of the usual rules for crafting tests listed above apply.


**Skeleton Key:** Invented by Mike (then twelve years old) in *Phantasm* (1979). Alright, MacGyver. You've used duct tape to combine a claw hammer, a thumb tack, and a shotgun shell into an exploding hammer. Now what do you do? You HIT SOMETHING WITH IT. Only hit a person if there are some seriously Hardware stores allow for numerous variations on this theme (i.e. butane can with tape sledge). This weapon can be constructed in one minute with a successful Wits Check and the items described in the flavor text above—any Crafts type skill can also be used. This tool can easily break through any lock in any door made of anything but hardened, reinforced steal,

and is a great “can opener”, hence the name.

**Crotch Gun:** This “cod piece revolver” was made famous by Sex Machine in *From Dusk Till Dawn* (1996). This unwieldy weapon uses thigh tension and a loaded spring to ready and fire and...well...the less said about this the better, but it was included for completeness. This weapon must be removed to be reloaded, taking one full minute. This is actually a customized firearm, built from the ground up, and hence requires a day and access to a gunsmith's workshop (as well as some hardware and scrap leather) to craft. All of the usual rules for crafting listed above apply.

**Razor Frisbee:** Thrower beware! Every edge of this deadly throwing disc (created by Tim in *Phantasm III* (1994)) is covered in razor blades, but an experience user can throw it without injuring themselves. It is capable of decapitating one or more enemies on the fly. This weapon requires six hours to craft, as well as access to a Frisbee, razor blades, and adhesive materials. Blacksmith is the skill used to craft this weapon; all of the usual rules for crafting listed above apply. If an attack roll with this weapon comes up a natural two





(snake eyes) the user has badly cut himself throwing the disc, and suffers the weapon's full damage.

**Double Barreled Revolver:** More barrels = more good. Featured in numerous videogames, this double-barreled revolver packs twice the punch of a sixgun in one hand. With the added burn of phosphorous ammunition, this weapon is a favorite of vampire hunters, and other nomadic

assassins of evil. This gun requires access to a gunsmith's workshop to craft, and takes twenty four hours and a Gunsmith Skill Test to do so. This weapon can also load special ammunition, .38 Phosphorous rounds, which require a successful Chemistry Skill Test to craft. These rounds change the weapon's damage to fire damage and sets enemies on fire, causing 1d6 damage per turn until they are extinguished.

## PSYCHIC POWERS

The later **Phantasm** films feature paranormal and/or psychic abilities being used by the human (and "human?") protagonists more and more as the series ages. By the fourth film, nearly everyone but Reggie is a full blown psychic medium. While I'm not sure that these abilities add to the feel of Grindhouse Horror that **Phantasm(2010)** is going for, and God knows I've created enough games that center around psychic powers, these were included as optional abilities for the sake of completeness. These powers should not be available

to starting characters, only to characters who have been touched by the Tall Man's evil in some way. They should not be used if the Tall Man and his forces are not being used as part of the campaign's story. That said, if a GM decides that a PC has awakened psychically, these powers can be bought with XP just like techniques, as long as the prerequisites are met. The Tall Man and his more powerful/smarter servants can be assumed to have all of these powers.



## PSYCHIC POWER LIST

POWER NAME	XP COST	PRE-REQUISITES	USE LIMITATIONS (X PER DAY OR POINT COST)	BENEFITS
Telepathy	100	Will 7+	1 Faith	You can send a verbal message to the mind of any character within line of sight; that character can only respond in kind if they too have telepathy, or if they succeed a Hard Will Check or a Hard Wits Check (whichever attribute is higher) each time they wish to respond. This ability costs 1 Faith per complete sentence sent. In combat, telepathy requires no action to use, but can only be used once per turn.
Dream Sending	100	Will 7+; Telepathy OR Prophetic Nightmares	Daily	You can send a dream message to a character you have met (in real life or a prophetic nightmare). The character experiences a dream, crafted by your conscious and your subconscious working in concert. In effect, this is like one-way telepathy with no range limit, and not limited to verbal communication.
Prophetic Nightmares	50	Wits 7+	--	You occasionally receive prophetic nightmares giving you vague, feverish and terrifying previews of the events to come. The frequency and readability of your visions are determined by the GM: you are encouraged to roleplay out your prophetic nightmares with your GM, as sort of mini-adventures.

(Cont'd.)



POWER NAME	XP COST	PRE-REQUISITES	USE LIMITATIONS (X PER DAY OR POINT COST)	BENEFITS
Improved Telepathy	200	Telepathy; Will 8+	5 Faith	This level of telepathy has a range limit of (Will x 250 Miles) and allows for two way communication even with a non-telepath. 5 Faith allows a full conversation.
Psychokinesis	200	Will 7+	5 Faith	You can move small objects that are within line of sight with the power of your mind. This ability does not let you move these objects very far, or very fast, or move anything that's heavier than Will pounds, or damage an enemy in any way. You cannot throw anything hard or fast enough to hurt, or use telekinesis to pick up and fire a gun. If fine manipulation is required, the GM can call for a Wits Check, with difficulty based on the psychic dexterity required. This ability requires a Move Action to use in combat.
Telemetry	50	Wits 7+; Prophetic Nightmares	Free	When you make physical contact with objects and places that are charged with psychic energy because of emotionally traumatic or otherwise powerfully emotive events that occurred there, you can "view" ghostly images of that place or object's history, making you a kind of forensic psychic able to relive the secret history of properly charged places and things.

(Cont'd.)



POWER NAME	XP COST	PRE-REQUISITES	USE LIMITATIONS (X PER DAY OR POINT COST)	BENEFITS
Sphere Construction	200	Wits 8+; Telepathy	Once	Using psychic power and mechanical acumen, you are able to craft a specialized hunter-killer sphere that is loyal to you from household parts. You can only have one sphere at a time. The sphere can only obey simple telepathic commands and is limited in what tasks it performs. See the rules below.
Sphere Possession	100	Will 8+; Sphere Construction	Once	You can possess an inert hunter killer sphere that you have crafted at the moment of your death, regardless of where the sphere and you are located. This allows you to not die, but continue playing as the sphere (which will inherit your mental attributes, and any techniques and skills the GM deems appropriate for it). All this requires is for you to succeed a Crushing Hard Will Check at the moment of death.

**Note:** Crafting a hunter-killer sphere requires twenty four hours and uninterrupted access to a supply of diverse (if not exotic) mechanical parts, such as those found under the hood of a car (without psychic ability, crafting one from such scraps would be impossible). It also requires the crafter to succeed at three consecutive rolls; if any

one fails, the time and materials are lost. . The first is a Hard Skill Test: either Automotive Mechanic, Industrial Mechanic, Blacksmith, or something similar, to create the casing. The second is a Hard Electronics Skill Test, to create the internal wiring. The final test is a Hard Will Check to produce the animating spark.



# PHANTASM

## 2010

**CHARACTER NAME**

**PLAYER NAME**

**CHARACTER CONCEPT**

**BADASS TIER**

### ATTRIBUTES

**STRENGTH**

**SPEED**

**WITS**

**WILL**

**HEALTH**

**K.O. THRESHOLD**

**DEATH THRESHOLD**

**DEFENSE**

**INITIATIVE**

**FAITH**

### SKILLS

**SKILL NAME**

**LEVEL**

### TECHNIQUES

**TECHNIQUE**

**NOTES**

**EQUIPMENT**



A man with a serious expression, wearing a dark suit, white shirt, and dark tie, is holding a large, glowing red bomb. The bomb has a lit fuse and is emitting a bright red light. The background is dark, and the overall lighting is dramatic, with the red light from the bomb illuminating the man's face and suit.

YOU PLAY A GOOD  
GAME, BOY,

BUT THE GAME  
IS FINISHED.

NOW, YOU DIE.