

GHOSTBUSTERS™

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COMBAT

There are two types of combat: hand-to-hand and ranged weapon combat. While proton packs are usually the only things that work on ghosts, there are other things to battle in a **GHOSTBUSTERS** campaign.

Hand-to-Hand

When two characters fight hand-to-hand, each rolls his or her Muscles Trait (or appropriate Talent; ghosts roll their Power). The Ghostmaster determines how much damage the winner inflicts on the loser. Materialized ghosts aren't affected by hand-to-hand combat (unless the Ghostbuster is using a magic device or weird-science-type bludgeon). Weapons add to the number of dice rolled, as shown below.

Sample Hand-to-Hand Weapons

Additional Dice	Weapon
+1	Brass Knuckles, Blackjack, Long Fingernails
+2	Switchblade, Bullwhip, Frying Pan
+3	Club, Chair, Sword
+4	Battle Axe, Chain Saw, Power Drill

Ranged Weapons

A ranged weapon can whap someone from far away (rifle, proton pack, water balloon, pea shooter). The Ghostmaster determines the difficulty number for the shot based on the size of the target, the motion of the target and the firer, and the range. If hit, the Ghostmaster determines how much damage the target takes.

Point-Blank Range: difficulty 5. At point-blank range the defender can attempt to Grapple (Muscles Trait) the attacker to deflect the shot and/or grab the weapon.

Normal Range: difficulty 10.

Long Distance: difficulty 20.

DOING THINGS

When the Ghostbusters attempt to do things, the Ghostmaster assigns difficulty numbers to the task, and decides which Traits the Ghostbuster will use. Below are some sample tasks, their difficulty number, and the Trait used. (Note that Ghostbusters will often use related Talents in place of the Traits.)

AUTOMATIC SUCCESSES

(no need to roll dice)

Blasting a wall with a proton pack
Driving a car
Eating a hotdog
Paying sales tax
Using a pay phone
Lifting a toy poodle

EASY JOBS (difficulty 5)

Picking up someone in a singles bar (Moves)
Blasting a ghost at point-blank range (Moves)
Eating three Big Macs (Muscles)
Filling out an income tax form honestly (Cool)
Parallel parking a big car (Moves)
Lifting a Yorkshire terrier (Muscles)

NORMAL JOBS

(difficulty 10)

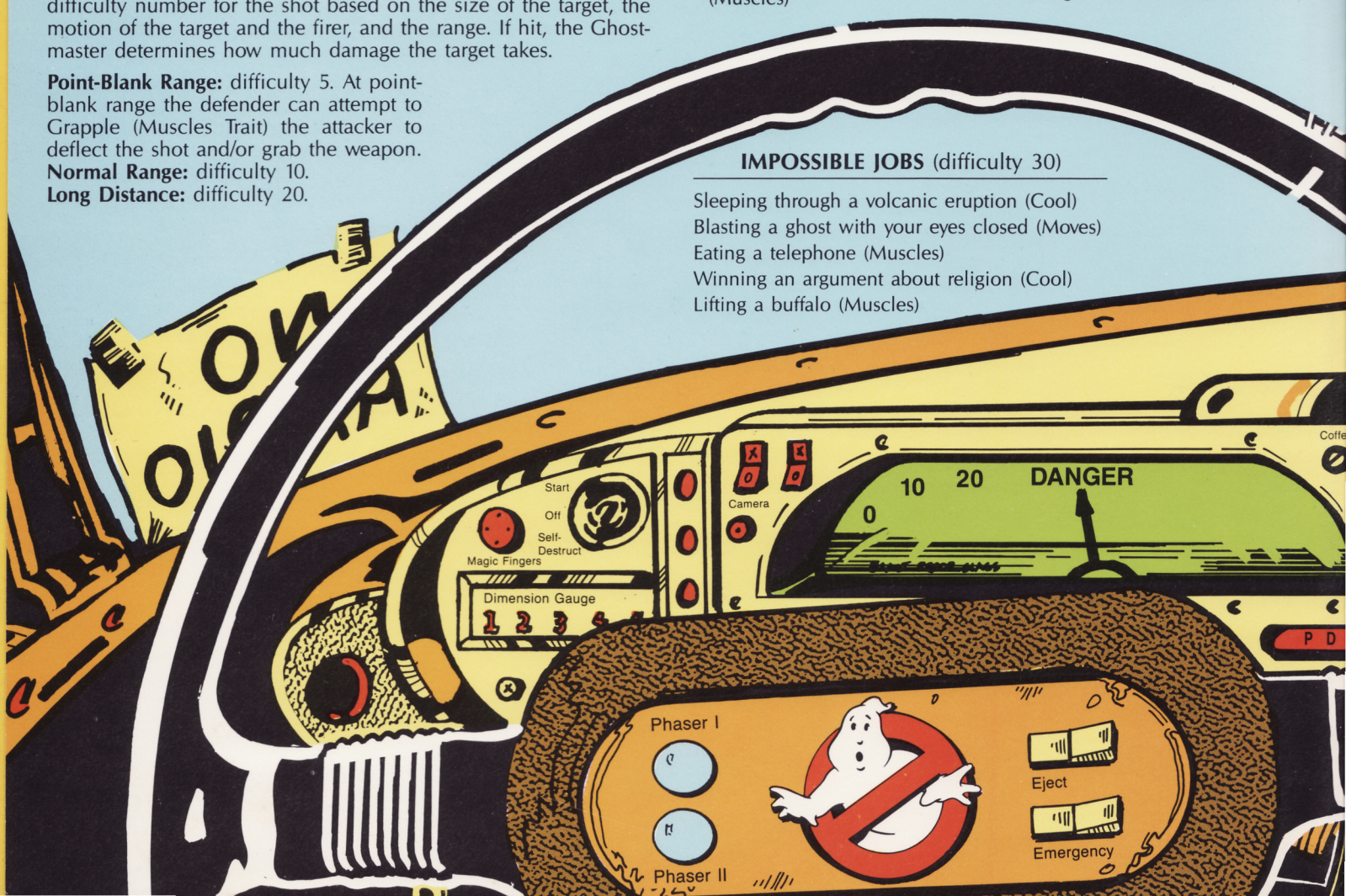
Sleeping soundly on the job (Cool)
Blasting a ghost at normal range (Moves)
Driving in Manhattan without getting lost (Brains)
Cheating the IRS (Brains)
Understanding an ancient occult book (Brains)
Lifting an Irish setter (Muscles)

HARD JOBS (difficulty 20)

Blasting a ghost at long distance (Moves)
Winning an argument about politics (Cool)
Holding your breath for two minutes (Cool)
Lifting a St. Bernard (Muscles)

IMPOSSIBLE JOBS (difficulty 30)

Sleeping through a volcanic eruption (Cool)
Blasting a ghost with your eyes closed (Moves)
Eating a telephone (Muscles)
Winning an argument about religion (Cool)
Lifting a buffalo (Muscles)



GHOST GENERATION

Ghosts are the focus of a **GHOSTBUSTERS** adventure and, as such, should be carefully prepared. However, you may occasionally want to whip one up in a hurry. If so, just follow the three easy steps below.

STEP ONE:

DECIDE HOW TOUGH THE GHOST IS

Then examine the following chart, and determine the spook's Power, Ectopresence, and Special Abilities.

Note: Demons are *real tough!* It is nearly impossible to beat them in head-to-head combat. All demons should have some kind of weakness which the Ghostbusters can discover and exploit.

Ghost Toughness	Power	Ecto- presence	Special Abilities
Pushover	1-2	1-5	1
Day's Work	3-5	6-10	2
Tough Nut	6-8	11-15	3-4
Demon	9-12	16-99	lots

Power: The ghost's Traits and Talents. A ghost rolls its Power when attempting to use its Special Abilities.

Ectopresence: The ghost's tenacity. Each shot from a proton pack reduces its Ectopresence by one. When Ectopresence reaches zero, the ghost is relatively helpless, and can be "contained" by proton pack and put in the ghost trap.

Special Abilities: What the ghost can do: Slime, Terrorize, etc.

STEP TWO:

DETERMINE THE GHOST'S SPECIAL ABILITIES

Special Abilities Table I and Special Abilities Table II show 12 things many ghosts like to do to hapless Ghostbusters. The Abilities from Table II are more powerful than the ones from Table I. Pick the Abilities you want the ghost to have, or determine them at random.

Special Abilities Table I

Roll	Ability
1	Slime
2	Terrorize
3	Materialize
4	Possess
5	Poltergeist
6	Dematerialize Object

Special Abilities Table II

Roll	Ability
1	Read Mind
2	Make Illusion
3	Summon Pests
4	Animate
5	Control Mind
6	Murphy

Table One Descriptions

Slime: Slime is a disgusting, gooey, gelatinous, ectoplasmic substance. Ghosts may slime only at point-blank range (difficulty 5).

Effect: Halve Slimed Ghostbuster's Cool Trait until he cleans up. If a Ghost is rolled, Ghostbuster is almost immobile until someone wipes him off.

Terrorize: The ghost can evoke paralyzing or panicking fear. Match ghost's Power against Ghostbuster's Cool.

Effect: Terrorized Ghostbusters panic and run in fear. If a Ghost is rolled, Terrorized Ghostbusters faint on the spot. Recovery takes about 30 minutes.

Sequence of Play

Use the sequence of play during combats or whenever there's lots going on.

1. The Ghostmaster tells what his characters or spooks are going to do;
2. The Ghostmaster asks each player, in turn, starting with the player to his right, what he or she is going to do;
3. The Ghostmaster figures out who does what to whom and in what order, and assigns difficulty numbers to the actions.

During the sequence of play, a character may both move and perform one other action — such as fire a proton pack, read a PKE meter, look around, scream, osculate, etc.

GHOSTMASTER SCREEN

Materialize: The spook can take physical form — skeleton, statue, wolf, human, rubber duck, etc.

Effect: Materialized ghosts can throw, hit, eat, seduce, quack, etc., depending on their form. Use the ghost's Power in place of Moves, Brains, Muscle, or Cool. Materialized ghosts cannot be physically harmed (punching one is pretty useless) — they must be proton-packed or otherwise psychokinetically inconvenienced.

Possess: The ghost can take over the will of a person and control his actions. The ghost doesn't have access to the victim's memory, intelligence, or personality. Roll the ghost's Power against the victim's Brains.

Effect: The possessed character's Moves and Muscles are used, but the ghost's Power is used in place of his Brains or Cool.

Poltergeist: The ghost can levitate and toss things around without touching them. Assign a difficulty number depending on the mass, variety, and number of objects the ghost is attempting to move — plates: difficulty 5, table: 10, Ghostbuster: 20, Manhattan: 1000, etc. Roll the ghost's Power against that number.

Effect: The object hurtles or floats as the ghost wishes. If a Ghost is rolled, the object flies with great force or the spook can move lots of objects at once.

Dematerialize Object: The ghost can make things disappear and appear later in some other place. The ghost cannot dematerialize living things. Assign a difficulty number to the dematerialization — clothing: 5, proton pack: 10, ECTO-1: 20, Rhode Island: 999, etc. Roll the ghost's Power against that number.

Effect: The object pops out of existence for around 30 minutes or so and reappears wherever you want it to.

Table Two Descriptions

Read Mind: The spook can read a Ghostbuster's thoughts and learn his plans for the near future. Match the spook's Power against the Ghostbuster's Brains.

Effect: The player must tell you what he is planning to do for the next couple of rounds. The Ghostbuster may match his Cool against the spook's Power; if successful, he blanks his mind and the ghost learns nothing more. If the spook rolled a Ghost in the initial attack, the Ghostbuster is unaware he is being probed and can't defend against it.

Make Illusion: The ghost can create illusory fog, make an old deserted house appear new, hide a hole in the floor, cancel the Federal debt, etc., for up to 30 minutes or so. Assign a difficulty number to the illusion and roll the ghost's Power against it. Failure means no illusion or a shoddy one — your choice.

Effect: Ghostbusters may match Brains against the ghost's Power to see through the illusion — *but only if the player suspects it is an illusion!*

Summon Pests: The ghost can summon and control cockroaches, bees, bats, panhandlers, IRS auditors, or other pests for 30 minutes. Most ghosts can control only one type of nuisance. Assign a difficulty number to the summoning (roaches in a tenement are easy, bats at the North Pole aren't), and roll the ghost's Power.

Effect: Depends on the pests summoned. If the ghost rolls a Ghost, lots of pests appear.

Animate: The spook can cause one large or several smallish objects to take on the semblance of life — move, walk, grab, samba, and so on for 30 minutes. Roll dice equal to the ghost's Power. That's how many small objects the ghost can Animate. (If a six is rolled, for example, the ghost can Animate six small chairs or one large table.)

Effect: Depends on the object Animated. If a Ghost is rolled, double the number (or size) of objects the spook can Animate.

Control Mind: Different than Possess, Control Mind allows a ghost to turn a character into a mindless slave for about 30 minutes. Once controlled, a character remains under the ghost's influence even when the spook isn't present. Match the character's Cool against the ghost's Power.

Effect: The character does whatever the ghost tells him to do, using all of his Traits and Talents, but at half skill. If a Ghost is rolled, the spook may control multiple victims or keep control for longer than 30 minutes.

Murphy: The spook causes things to go wrong — lights burn out, proton packs misfire, tires go flat, jumpsuits fall off, etc. Determine a difficulty number for the Murphy, based on the reliability of the object being bollixed. The more reliable and bollix-proof the object, the higher the difficulty. Cause shoes to untie: 5, proton pack to malfunction: 10, power grid to short out: 20, Timex to stop ticking: 750, etc.

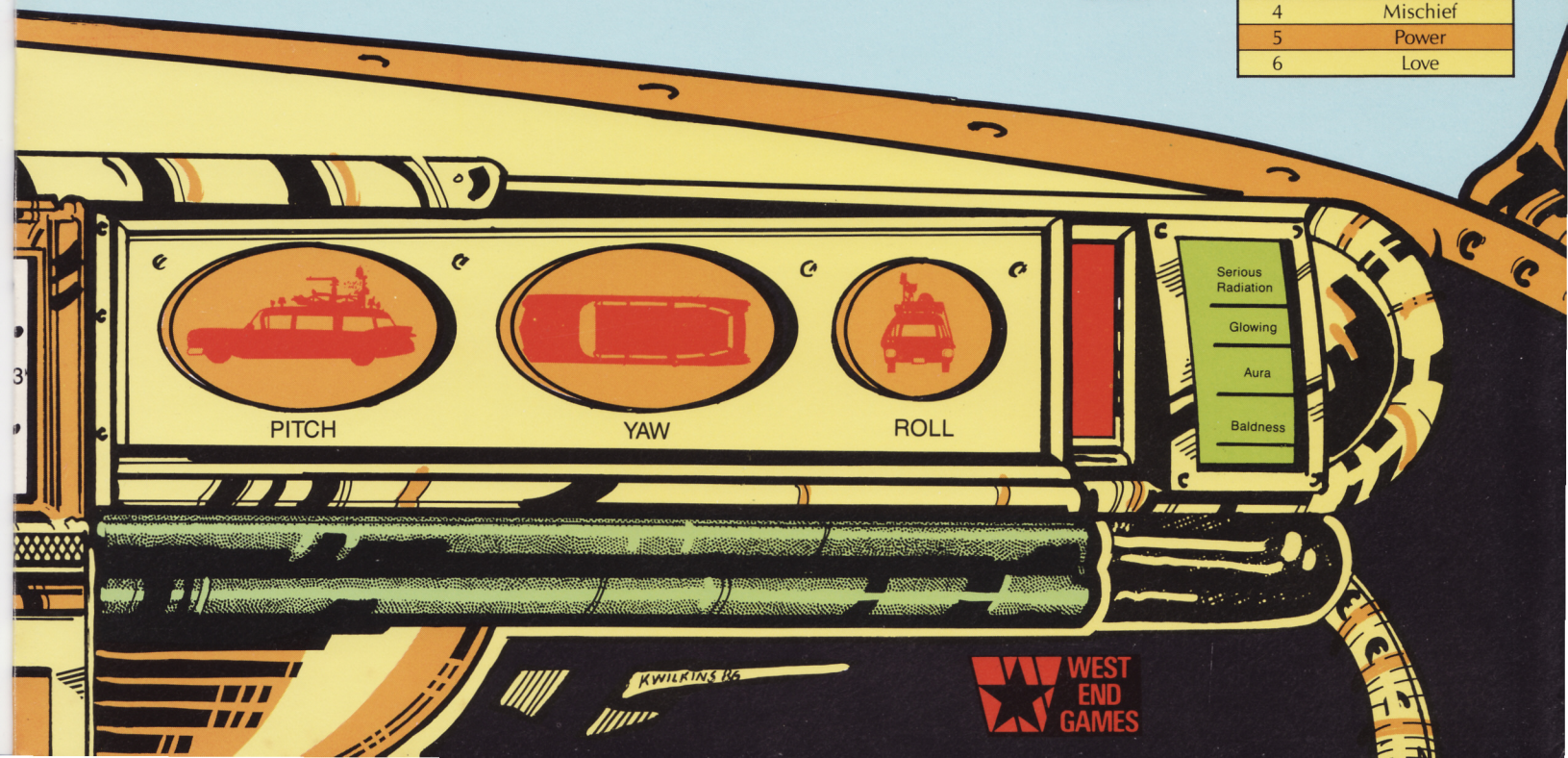
Effect: Depends on the object being screwed-up. Rolling a Ghost could cause a massive failure — proton packs going critical, ECTO-1's engine block cracking, etc.

STEP THREE: DETERMINE THE GHOST'S GOAL

A ghost's Goal should be in keeping with the adventure. The Goal gives your ectoplasmic entity direction, meaning, and something to strive for. If you can't think up a neat Goal for your ghost, use one of the old stand-bys below.

Ghostly Goals

Roll	Goal
1	Gluttony
2	Revenge
3	Greed
4	Mischief
5	Power
6	Love



Designing a Ghostbuster

Use this handy reference when designing new Ghostbusters. If you've got a swell idea for a character, go for it. Or you can close your eyes and choose Talents at random. Or throw darts at the screen. Then run out and buy a new one.

Brownie Points: Brownie Points get Ghostbusters out of all kinds of tight spots. All Ghostbusters begin the game with 20 Brownie Points.

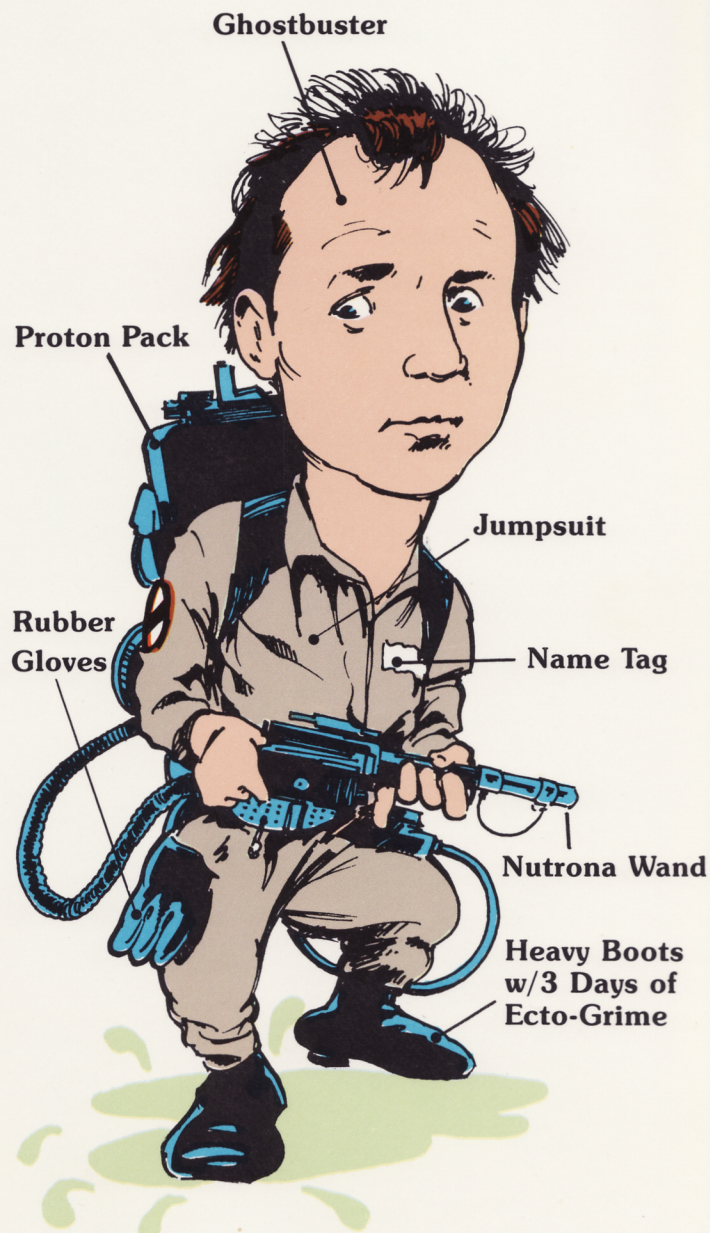
Goals: Pick a Goal for your Ghostbuster: Sex, Soulless Science, Fame, Serving Humanity, or Money. (You can also create a new Goal, if your Ghostmaster agrees.) Ghostbusters earn Brownie Points when they achieve their Goals during an adventure.

Traits: All Ghostbusters have four Traits: Brains, Muscles, Moves, and Cool. You have 12 points to allot among the Traits; you must assign at least one and at most five points to each Trait. When your Ghostbuster attempts to use a Trait, he rolls as many dice as he has points in that Trait. (The more points a Ghostbuster has in a Trait, the better he does when using it.)

Talents: Ghostbusters have one Talent for each Trait. Talents are areas in which your Ghostbuster has specialized. (For example, Egon's Brains Talent is Physics. He knows more about Physics than he does about Soap Opera Romances.) When your Ghostbuster uses his Talents, he gets to roll three more dice that he has points in that Trait. (Egon rolls seven dice when using his Brains, 10 when solving a Physics problem.) Pick one Talent for each of your Ghostbuster's Traits from the lists below, or, if your Ghostmaster agrees, create new Talents.

Cool Talents

Bargain	Charm	Play Poker
Bluff	Convince	Play Stock Market
Borrow	Fast Talk	Raise Children
Browbeat	Orate	Tell Fibs



Brains Talents

Accounting	Electronics	Medicine
Anthropology	Geology	Occult
Archaeology	Guess	Parapsychology
Astronomy	Hair Styling	Physics
Biology	History	Psychoanalysis
Botany	Journalism	Soap Opera
Bureaucratics	Library Science	Romances
Chemistry	Linguistics	Sports Facts
Deduce	Mathematics	Zoology
Electrical Repair	Mechanical Repair	

Muscles Talents

Brawl	Intimidate	Run
Break Things	Jump	Swim
Climb	Kick Things Over	Wrestle
Gobble Food	Lift	
Grapple	Rip Things Open	

Moves Talents

Attract Attention	Fire Weapon	See
Balance	Gossip	Sleight of Hand
Breakdance	Hide	Sneak
Catch	Listen	Sniff
Disguise	Make Music	Strut
Dodge	Pick Pocket	Throw
Drive Vehicle	Seduce	

Ghostology

Welcome, Ghostbusters, to the premier defense science of this decade. The following information will prove indispensable in your ghost hunting. Classification of ghosts, spectres, haunts, and Things That Go Bump In The Night is the first step toward conquering these manifestations. With this starting list of paranormal definitions, you are on your way to a glamorous career full of adventure.

(The following discussion of "Class" and "Trait" in the classification of spectral manifestations is excerpted from Dr. Egon Spengler's celebrated work, *A Paranormal Taxonomy: Slimes, Spuds, and Other Mutants*.)



Class I: These are undeveloped forms, insubstantial and difficult to see. Interaction with environment is limited and enigmatic (e.g., spectral lights, voices and sounds, ectoplasmic vapors, etc.). Simple application of a proton pack beam is normally effective.

Class II: Manifestations focused in this time and space, Class II ghosts and up can physically manipulate things in this world. These forms are vague, inconsistent, or incomplete (e.g., floating sheets, ghostly hands, animated lips, etc.). Although a proton pack beam is normally effective, some Class II ghosts have the capacity to return attacks.



Class III: Anonymous Hauntings. Distinct human form and personality is evident, but former identity (i.e., as a living being) is not established. If established, ghost is reassigned as Class IV. Often difficult to deal with, Class III ghosts generally possess sophisticated means of defense.

Class IV: Identity established. Distinct human form and personality with known identity, such as General Custer or Cleopatra. Economic disposal methods include research into the background of said entity, as well as possible communication with it.



Class V: These are ectoplasmic manifestations of definite but non-human form. Speculation includes the theory that Class V's are formed from emotionally-charged events or as side effects from ritual summonings. (The spud Peter Venkman talks about so much was a by-product of the rituals that a cult held in the Sedgewick basement.) These typically require extensive proton pack implementation to eradicate.

Class VI: Ghosts from lower life forms. A giant penguin was once seen attacking a mugger in Central Park. Later it was discovered the penguin was a ghost. Unique solutions are often required to handle these entities, including research into habitats, allergies, natural enemies, etc.



Class VII: Metaspectres. Obsessively malevolent, exceptionally powerful, and exhibiting control over subordinate forms, such entities are potentially very dangerous. These are often identified by primitive cultures as "Demons". Entities which fit this classification include Gozer and Zuul. Neutralizing them is usually a problematical undertaking at best. Most standard procedures are futile. The most realistic plan is to take measures to prevent these things from entering this sphere of influence in the first place.



Traits

Ghost traits vary, presenting everything from spooks to nuts. Though official terminology has not been regularized, a few commonly used terms are discussed below:

Free-floating: The ghost moves about at will, with no regard to buildings, people, or time and space as we know it. Sometimes just called "Free".

Focused: The ghost is tied to the specific locale in which it first appeared and cannot stray from it.

Full Torso: Some ghosts have full torsos, some have arms and legs, some have no head and the like. Full torso apparitions are relatively rare — many hauntings are indistinct below the chest.

Repeater: May refer to a self-regenerating PKE force (common with ritually-summoned spooks) or to a spook with obsessive repetitious behavior patterns (i.e., always manifesting at a certain place and time). Even when the ghost can be captured or eliminated, some agency continues to produce successive hauntings. Such ghosts reappear periodically until the source can be disabled.

Vapor or Mist: A common but imprecise term, it may refer to a Class I or II entity, or to any insubstantial haunting.