

# **CARTOON** **ACTION HOUR**

**SEASON 3**



***The Paranormal Entities of Holiday Present  
An Exciting Holiday Episode for "Ghost Patrol"***

## About The Episode

This episode is designed as a great starting point for a campaign, or can (hopefully) easily be inserted into a pre-existing campaign. It starts *in medias res* with the Ghost Patrol out on a normal job: dispelling ghosts that have been conjured and are controlled by Dr. Raymond A. Croteau. That will segue nicely into the Ghost Patrol holiday party, which will introduce the character of Patty Parsons, the Ghost Patrol's sarcastic, seen-it-all, holding-the-office-together secretary (in today's bureaucratic hierarchy, she would probably be an office manager, but this was the 1980s). If you are dropping this episode into a pre-existing Ghost Patrol Series, add Patty as the secretary the team needs to manage all their appointments. Patty is going to help drive the action for this adventure and maybe, just maybe bring some holiday fun and specialness to your Ghost Patrol series.

## Scene One: Ghosts on a Bridge

The Ghost Patrol is on feet on a busy bridge at rush hour, in mid-December. There are ghosts swirling around everywhere, trying to make the holiday traffic much, much worse, and incite, panic, depression, hysteria, and anger. This is what the ghosts controlled by Dr. Croteau do!

This scene should be visually interesting, and provide some fun challenges for the Ghost Patrol, as they have to run around on the bridge, dodging traffic, climbing up the supports, and taking all sorts of grief from the angry drivers!

Don't linger too long on this scene. Let it be fun – have an obnoxious cabbie chat up one of the characters, have the nerdy character see someone attractive who distracts them, let the whole scene be a combination of action and comedy, and really give a flavor for both the holiday season and the Ghost Patrol series tropes.

### BIG GINGER

Star Power: 2

#### Qualities

- ☐ ☐ Destructive, Overweight Oaf
- ☐ Crunchy!
- ☐ Voracious
- ☐ Sort of loud... for a ghost

#### Traits

CANNONBALL ATTACK 8 (Action Feature, Devastating)  
 GHASTLY ROAR 6 (Area; Oomph-Powered)  
 STOMPING 6  
 ROLL ALL OVER YOU! 5  
 MASSIVE BODY 4 (Advantage – immune to physical damage, Situational Boost – When used as a reaction)  
 VERY GOOD MEMORY FOR BAKING & COOKING 4

### PINE CONE POLTER

Star Power: 2

#### Qualities

- ☐ ☐ Plantlike Apparition
- ☐ Connected to pines and similar plants
- ☐ Careless
- ☐ Suffers from “dead plant rage”

#### Traits

PINE'S REVENGE 8 (Area, Devastating; Disadvantage – only after this ghost has received 2 Setback Tokens [this is a last-ditch shock attack], Oomph-Powered)  
 MUNCH AND CRUNCH 6  
 ROBUST 6  
 BIG SIZE 5 (Advantage – immune to physical damage)  
 MANIFEST PINE CONES 5  
 SPREAD GHOST SPORES 4 (Advantage – When rolling a natural 11 or 12 for this Trait as a primary Trait, a new Goon Squad fighting on the side of the bigger ghosts manifests and buys the bigger ghosts some time; Oomph-Powered)  
 GRAB SOMETHING 4

## YULETIDE CAROL

Star Power: 2

### Qualities

- ☐ ☐ Grotesque Female Ghost
- ☐ Considers herself a great singer (... she's not!)
- ☐ Unsteady

### Traits

FLOAT 5  
HARD TO CATCH 4  
TURN INVISIBLE 4  
SCARE 3 (Situational Boost – When singing, Situational Boost – Against several characters at once)  
SMALLER THAN MOST 3 (Advantage – immune to physical damage)  
WAIL LOUDLY 3

## PATTY PARSONS

Star Power: 2

### Qualities

- ☐ ☐ Heart and Soul of the G.P. Office
- ☐ Super-nosy behavior
- ☐ “Seen-it-all” tough gal
- ☐ “Yes, I’m just that good”

### Traits

EFFICIENT DESK WORKER 3 (Situational Boost – used for proper “ghost-filing”)  
CUTE 3  
LOCAL KNOWLEDGE 3  
LOUD VOICE 3  
OFFICE CLERK 3  
RUN 3  
REPAIR EQUIPMENT 1

## GHOSTLY MINIONS (GOONS)

*One Goon Squad per PC in this scene*

- Goon Rating 1
- Vicious Assault, Special Attack (see CAH:S3 rulebook, page 122)

## Scene Two: Eggnog & Ectoplasm

Back at the Ghost Patrol base, they are enjoying the celebration of a job well done as well as getting into the holiday spirit. Patty is putting holiday hats and tinsel on everybody, serving up eggnog, and maybe there is even mistletoe!

If the PCs already have a secretary, great, use that person. If they had no plans to get one, have Patty just be there, explaining to the Ghost Patrol that they need to get organized and she is just the person to help them do that, and she is happy they are so happy to have her onboard the team. She is very determined and doesn't take no for an answer. Patty will likely have cute nicknames for all the team-members, hopefully much to their chagrin.



As the team is celebrating, Patty will bring up the fact that it is a good thing that the team never accidentally dispelled the ghost of Jacob Marley, along with the Ghosts of Christmas Past, Present, and Future.

*Uh-oh!*

At this point in time, explain to the “nerdiest” team member that Patty bringing this up triggers something. “Nerdiest” means the member of the

team who is most into science and doesn't see the world around them. You can write something up and hand it to the player, take them out of the room, or tell it to them in front of everyone else, whatever your style is for conveying information. That Ghost Patrol member suddenly remembers that a week, maybe ten days ago, there was something that seemed familiar about a particular job. There was one ghost with chains, and then there were three more ghosts.

Eureka, the Ghost Patrol dispelled the Holiday Spirits!

Patty is very upset at this, and explains that what happens when some old Scrooge type needs a little injection of the holiday spirit and now they won't get it.

"Well, that job was for the millionaire CEO of CheepMart, who made all employees show up for work on Thanksgiving so the stores could be open with ridiculous sales."

Patty will then ask (and this is very important, as this is one of the ways that the Ghost Patrol can solve this problem), "I mean, what if Dr. Croteau could be made to see the errors of his ways?"

And as a reply, you have to inform one of the players (choose whichever one would be most appropriate!) that they would know this doesn't need to happen, as it is a well known fact that Dr. Croteau LOVES the holidays, and is well known for having had one of the most impressive holiday displays in the city, and in the past would always be seen spreading holiday cheer throughout the city. Of course, now that he is kind of a bad guy, you know that whole Twisted Mad Scientist bent on revenge thing, not so much is he visible around the city.

Yes, this whole thing is very much a railroad adventure, but hopefully, your players will embrace the holiday spirit and go along for the ride.

The other relevant pieces of information that have to be delivered are:

- That once a ghost is dispelled, that is it. They are no longer. And nothing anyone can do can bring them back.
- Dr. Croteau came to prominence for his work on the Time Displacer Cannon.

And here the railroad turns into a sandbox, as the direction things take are very much up to the players and the GM, but we are going to give you some ideas and even a couple playsets, and hopefully everyone can have a fun time. Perhaps Dr. Croteau does indeed still love the holidays, and although he has been hard at work, much of his work since early November has been trying to make the holidays more festive. It was indeed he who sent the Holiday Spirits to the CEO of CheepMart, and the ghosts on the bridge were there to bring some holiday magic to the travelers stuck in traffic.

Dr. Croteau's base is decorated for the holidays, but he has no one to celebrate them with, excepting his joyless minions, Ninjacat and Spanglemaker, who are both working to sabotage his best intentions.

So, can the players just ask Dr. Croteau for help? Yes. But Ninjacat and Spanglemaker will both do everything they can to muck things up.

The Time Displacer Cannon could be of some use here, as it could send the Ghost Patrol back in time to stop themselves from dispelling the holiday spirits, but, Dr. Croteau explains, they cannot directly interact with their selves, as this would place far too big a strain on the space-time continuum. (Of course, who didn't see this coming?) So, maybe it is the Ghost Patrol that needs to be visited by some holiday spirits, offers up Dr. Croteau.

Or maybe Dr. Croteau explains that because of their Paranormal Energy and the time relativity of ectoplasmic interference, although he could send the Ghost Patrol back in time, the holiday spirits will still be dispelled. This is the GM's chance to use their best technobabble, and explain that once a ghost is dispelled, it is gone forever from all time streams. So maybe the Ghost Patrol needs to play the parts of the holiday spirits themselves?

Or maybe Dr. Croteau has turned into a bit of a Grinch and needs to be reminded what the holidays mean.

... Mook-level ghosts should be, e.g. as follows:

#### **GHOSTLY MINIONS (GOONS)**

*One Goon Squad per PC in this scene*

- Goon Rating 1
- Vicious Assault, Special Attack (see CAH:S3 rulebook, page 122)

These are the same as in the opening scene above (Scene 1).

New variants of these lesser ghosts should be given slightly varying stats, just like this:

#### **"ECTO-GUARDIANS"**

*One Goon Squad per PC in this scene*

- Goon Rating 0
- Hard to Defeat, Vicious Assault

#### **"POWER SPECTRES"**

*One Goon Squad per PC in this scene*

- Goon Rating 1
- Hard to Defeat, Easily Led

#### **"WISPY LITTLE WATCHERS"**

*One Goon Squad per PC in this scene*

- Goon Rating 2
- Vicious Assault, Dependent, Fragile

Or maybe, just maybe, the players realize that with the Time Displacer Cannon, and some of the gadgets Dr. Croteau uses to summon and control ghosts, the Ghost Patrol can do something so crazy, it just might work, which is aim the Cannon and the Ectoplasmic Inducer and allow the Ghost Patrol to enter the realm of the spirits, where they need to do something so epic it cannot be described. Like, they have to travel through time navigating the ectoplasmic time stream, and unleash even more ghosts, but in so doing ensure that the holiday spirits escape, and "well, at least we can keep ourselves busy for a while." This is stream-crossing level of insanity, and might be just what your series needs.

Ultimately, we are saying, go to town and have fun with the whole thing. Here are some playsets, and tell your own stories, and embrace the holidays.

Lastly, if the players make use of the Time Displacer Cannon, consider giving one of the players a flashback scene near the end of the episode:

Patty hands each of the Ghost Patrol a present for the holidays and also asks the one player to deliver one gift to Dr. Croteau, because everyone needs a visit from Santa this time of year.

What is in the box for Dr. Croteau? Does it matter? Some might say a macguffin is inside, I would argue that what is inside is the greatest gift of all, the gift of joy!

And lastly, what if Patty was Dr. Croteau's niece or daughter? How epic would that be for your Ghost Patrol series? Don't necessarily tell this to your players, but in terms of how to portray Patty, consider this option, and go all "method".



## Villainous Playsets



### THE TIME DISPLACER CANNON

Technically, this playset breaks the standard playset creation rules mentioned on pg. 123 of the *CAH:S3 rulebook*. So, be very careful with it in play and make sure that the bad guys do not have full access to two playsets at the same time. Also, this cannon is very likely not going to be used as a “weapon” and Dr. Croteau is also not painted as the chief villain in this story.

You could also easily lower the cannon’s Trait ratings if that makes it fit better in your version of this episode.

Note that we were still thinking of the Time Displacer Cannon as a single stationary object, i.e. a “thing” and not a building like most playsets probably are.

#### Traits:

TIME DISPLACEMENT 10 (Disadvantage – Requires at least one round to power up, Disadvantage – Always requires “expert” supervision, Fickle, Oomph-Powered)

SEE OTHER PLACES IN TIME 8 (Fickle)

BIG SIZE 8

HARD TO DAMAGE 7

HEAVY 7

ELECTRIC DEFENSE SYSTEM 6

BRIGHT MULTI-COLORED LAMPS 4

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### DR. CROTEAU’S BASE

This version was created assuming that the Ghost Patrol PCs will have a total of 30 points for their heroic playset. In other words, it uses exactly 30 points, also.

#### Traits:

HUGE 5

HUGE COMPUTER (or maybe make that “HUGE EIGHTIES COMPUTER”) 4

POWER GENERATOR 4

SECRET PASSAGES 3

TRAP DOOR 3

SECRET TASER FIELD 2 (Area, Oomph-Powered)

GHOST LIBRARY 2 (Situational Setback – Hard to use when you are rushed)

ELEVATOR 2

GARAGE 2

STUDY ROOM 2

TIDY LIVING ROOM 2



## Heroic Playsets



### GHOST PATROL – LOCAL BASE

The following is meant to serve as an example for an instantly usable playset for the Ghost Patrol PCs. It uses a total of 30 points, after accounting for adverse Special Rules (as explained in *CAH:S3 rulebook*, pg. 123).

This write-up is not meant to be the only true or “official” Ghost Patrol HQ. The organization may have many franchises that include variations. If your players have ideas for their own Ghost Patrol playset that you want to use instead, by all means do so. A single, medium-sized Ghost Patrol playset may have vastly different stats.

#### Traits:

DISPELLING UNIT 6 (Action Feature)

POWER GENERATOR 6 (Situational Setback – When powering something other than specific Ghost Patrol equipment)

SOLID BRICK WALLS 5 (Advantage – Also keeps ghosts out as long as the POWER GENERATOR is not Deactivated)

CONTAINER SPACE 4

CENTRAL COMPUTER 3 (Situational Setback – Slow and ineffective in an action scene)

PATTY’S OFFICE 3

ARCHIVE 2 (Disadvantage – Requires expert knowledge and several rounds to use)

GARAGE 2

## Sample G.P. Player Characters

These characters are all Human Tier, 18 Trait points. Quite intentionally, they do not include stats for the hero Jamie Harris, who may yet appear as an official character in a later *Ghost Patrol* book for CAH:S3.

### DR. PIERCE HENDERSON

Star Power: 3

#### Qualities

- ☐ ☐ Paranormal Renaissance Man
- ☐ Feisty ghost hunter
- ☐ Car enthusiast
- ☐ Collector mentality

#### Traits

PATROL BLASTER 4 (Advantage – Entraps and immobilizes a ghost that has taken Setback Tokens from it; Accessory)  
 CRAFTY INVENTOR 3  
 PARAPSYCHOLOGIST 3  
 RUGGED 3  
 COMPETITIVE CAR DRIVING 2 (Situational Boost – In a modified conventional car)  
 ARCHAEOLOGIST 2  
 CREATIVE EXCUSES 2  
 DOG OWNER 1

Upgrades: #2, #4, #7

(As one of his available Upgrades, he took 5 points to contribute to the group's heroic playset.)

### DR. DANIEL SHAPIRO

Star Power: 3

#### Qualities

- ☐ ☐ Champion of Paranormal Science
- ☐ Exacting ghost hunter
- ☐ Absent-minded

#### Traits

PATROL BLASTER 4 (Advantage – Entraps and immobilizes a ghost that has taken Setback Tokens from it; Accessory)  
 PARAPSYCHOLOGIST 4 (Situational Boost – To locate and identify ghosts)  
 LINGUIST 3 (Situational Boost – For languages of the Middle East and Ancient Mesopotamia)  
 SELF-DEFENSE 3  
 EYE FOR DETAIL 2 (Fickle)  
 MOTOCROSS RACING 2  
 RESEARCHER OF THE OCCULT 2  
 KNOWLEDGE OF BUREAUCRACY 1

Upgrades: #1, #1, #7

(As one of his available Upgrades, he took 5 points to contribute to the group's heroic playset.)

### WALTER Q. WILLARD

Star Power: 3

#### Qualities

- ☐ ☐ Smiling Oddball
- ☐ Former TV actor
- ☐ Tends to rely on his charm
- ☐ From the Midwest

#### Traits

PATROL BLASTER 4 (Advantage – Entraps and immobilizes a ghost that has taken Setback Tokens from it; Accessory)  
 PARANORMAL STUDIES 4 (Situational Boost – When used to examine a building)  
 PHYSICALLY FIT 2 (Situational Boost – When used up close as a reaction/defense)  
 ACTING 2  
 GHOST KNOWLEDGE 2  
 GUN KNOWLEDGE 2  
 SHOW BUSINESS CONTACTS 2  
 WANNABE COWBOY 1

Upgrades: #1, #4, #7

(As one of his available Upgrades, he took 5 points to contribute to the group's heroic playset.)

## MYRON EMERSON

Star Power: 3

### Qualities

- ☐ Ghost-Controlling Gadgeteer
- ☐ Wants to test every piece of equipment himself
- ☐ Used to be a security guard

### Traits

HEAVY-DUTY ECTO-SHOCKER 5 (Accessory, Action

Feature, Deplete – affects any obvious physical ghost ability; Situational Setback – Whenever the PATROL BLASTER has already been used in the same round)

PATROL BLASTER 4 (Advantage – Entraps and immobilizes a ghost that has taken Setback Tokens from it; Accessory)

PORTABLE SPECTRE-METER 3 (Accessory)

PARANORMAL STUDIES 3

EXTRA-CONTAINMENT CASE 2 (Accessory)

ENGINEERING 2

HANDS-ON WORK WITH ELECTRONICS 2

Upgrades: #1, #1, #7

(As one of his available Upgrades, he took 5 points to contribute to the group's heroic playset.)

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