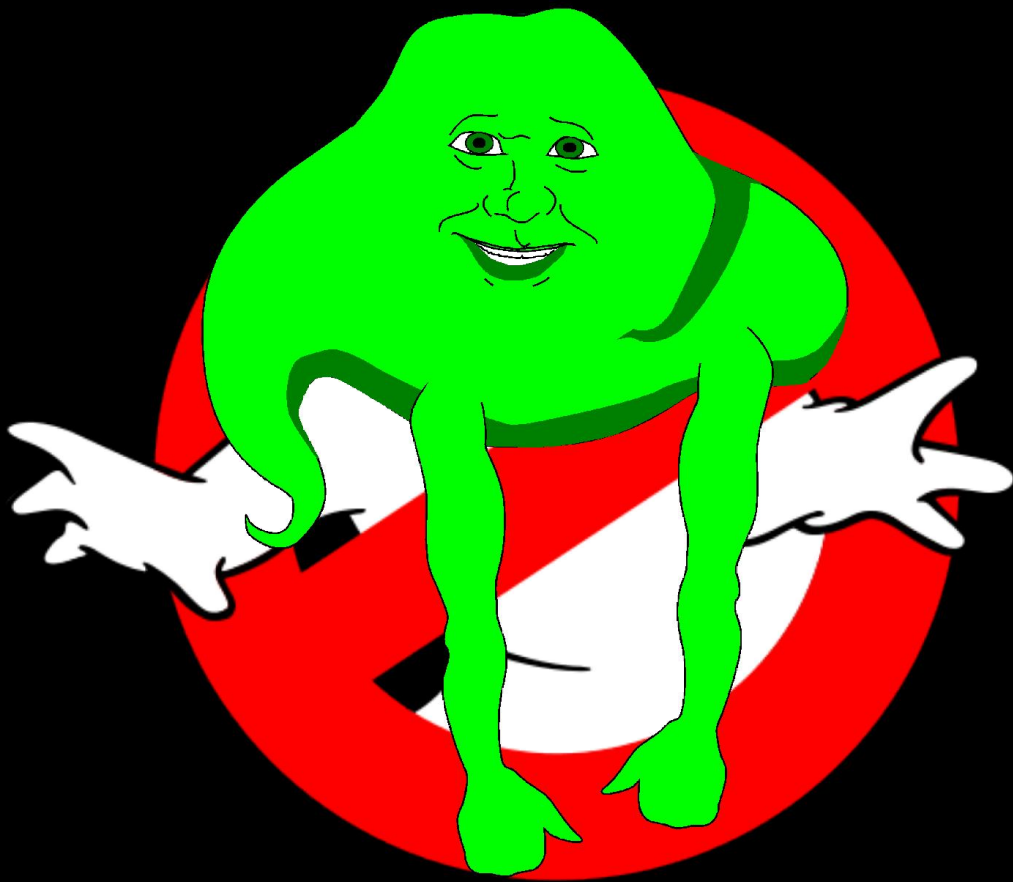


# GHOULBLASTERS



**A Free Fan-Created Restatement of West End Games'  
Ghostbusters\* Tabletop Role-Playing Game**

*\*Ghostbusters is property of Columbia Pictures*

Compiled/Modified by Jason J. Patterson, 2014

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# GHOULBLASTERS – The Role Playing Game

Jason J. Patterson – October 2014

This is a free fan-created rules-lite restatement of West End Games' Ghostbusters (property of Columbia Pictures) tabletop RPG.



## Hiring Crew (Character Creation)

### TERMINOLOGY

One player takes on the duty of Ghoul Master (GM), playing the parts of all non-player people, animals, the weather, haunts and anything else. He “runs” adventures for the players, moderating the game, sets difficulties, etc.

All the people and allied entities (dogs, ghost mascots, etc) officially on the company payroll/roster in a Ghoulblasters (GB) franchise are referred to collectively as its Crew, made of Crewmembers or just members. Members controlled by a player are Player Crew (PC), while all other Ghoul Master (GM) controlled characters, including support GB Crew, are the GM Cast or GMCs.

Ghoulblasters uses only standard six-sided dice, and refers to quantities of dice as 2D (two dice), 3D, etc.

### TRAITS

Each GB member has 12 dice (12D) to divide among 4 Traits, with at least 1 and at most 5 in each. You may roll 2D four times instead to determine Trait scores, using this chart and assigning results to Traits in order (Br, Co, etc).

2D	TD		
2	1	<b>Brains</b>	How smart you are
3-4	2	<b>Cool</b>	How calm, sane and social you are
5-8	3	<b>Moves</b>	How agile, stylish and purdy you are
9-10	4	<b>Muscles</b>	How strong and tough you are
11-12	5		

### TALENTS

For each Trait – an area of special skill within the Trait – choose from or roll on the *Talents Table*\*. When used to perform jobs, Talents add 3 dice to a related Trait. *Example:* Dr. Gleeb has great Brains (5D), but awesome Physics (8D).

\*The Talents, Goals, Flaws and other tables start on pg. 13.

### BROWNIE POINTS

New Ghoulblasters get 20 Brownie Points (BPs) to spend during play to increase a chance of success by adding +1D to a roll per BP spent, or to absorb 1 Damage.

30 BPs can be traded to either gain 1 die in a Trait or second Talent, or add 1 die to an existing Talent. If you run out of BPs, you can trade in a Trait die for 20 BPs.

Finishing adventures and achieving Goals earn BP.

### PERSONAL GOAL

Choose or roll a personal goal from the *Goals Table*. These are a primary motives or “alignments”. When you do something that relates to your Goal (appearing on TV for the “Fame” Goal), you make a Goal Roll using a relevant Trait or Talent and a Difficulty appropriate to how relevant the action is, with Target Numbers being lower the more relevant an action or accomplishment is. On a success, for every 5 over the TN, you gain 1 BP.

### FLAW

You may choose from or roll on the *Flaws Table* during character creation to add a chance to regain BPs during play like Goals. In a situation that lets you trigger a Flaw, it usually manifests as a penalty relevant to a few criteria, like -1D to rolls to resist charm and seduction. You may ignore Flaws, but that doesn't earn you any BPs.

### TAGS AND FEATURES

PCs and some GMCs have distinctive mannerisms or looks that make them notable and memorable, with most being quickly noticed upon meeting them, either visible or behavioral. Tags may be positive, negative or neutral, but have no game effect besides flavor. You may choose from or roll on the *Tags Table* up to three times.

Tags called Features (height, eye color, etc) can also be rolled for or chosen from the *Features Table* on page 11.

## Doing Stuff (How To Play)

### ACTION RESOLUTION

When a Ghoulblander attempts an action against an environmental or inanimate obstacle/challenge like scaling a wall or solving a puzzle, he rolls dice equal to his Trait (and applicable Talent) and adds them together for his Action Roll. If the roll meets or exceeds an unchanging, static, GM-picked Target Number (TN), the task succeeds.

Difficulty Level	TN	Example
Auto Success	N/A	eating a hotdog (Muscle)
Easy Task	5+	using Tax Form 1040EZ (Brains)
Normal Task	10+	lifting an Irish Setter (Muscle)
Challenging Task	15+	talking your way out of a bad situation
Hard Task	20+	winning a politics argument (Cool)
Impossible Task	30+	Ghoulbusting with eyes shut (Moves)

### SITUATIONAL ACTIONS (STATIC DIFFICULTY)

The person actively performing an action in an “unopposed” situational roll is the *actor*, acting against or upon the obstacle or challenge to overcome it, and is often also the active player (whose turn it is) in turn-order.

### OPPOSED ACTIONS (DYNAMIC DIFFICULTY)

For an Opposed Action, which is a contest between two or more characters, each rolls his appropriate Trait (and possibly Talent), with the higher roll winning the competition. The *actor* in this type of action is also the active character whose turn it is, if applicable, aggressively attempting a task to act on or against others. Tied rolls are draws or standoffs – players reroll if a winner is required.

Success Level	Outcome	Eff
Hellacious Fail	-(30-34)	-6
Disastrous Fail	-(25-29)	-5
Critical Fail	-(20-24)	-4
Epic Fail	-(15-19)	-3
Great Fail	-(10-14)	-2
Notable Fail	-(5-9)	-1
Ordinary Fail	-(1-4)	0
<b>Ordinary Win</b>	<b>0-4</b>	<b>1</b>
Notable Win	5-9	2
Great Win	10-14	3
Epic Win	15-19	4
Critical Win	20-24	5
Incredible Win	25-29	6
Miraculous Win	30-34	7

### EFFECT AND OUTCOME

**Effect (Eff)** is an action's degree of success and may be positive or negative. All successful actions generate a default or Base Effect of 1 – an action roll's minimal significant level of success.

An action roll failing by 5 or more yields *negative* Effect, but failing by less than 5 is a slight failure with 0 total Effect.

**Outcome** is the calculated difference between an Action Roll total and its Target Number, so if you roll a 7 and your TN is 5, your Outcome is 2 (7 - 5 = 2). If your TN was 12 instead, your Outcome would be -5 instead.

For every 5 Outcome (negative or positive difference between Action Roll total and TN), 1 positive or negative Effect is generated. Every Effect beyond the base 1 may, if applicable, be added to a second roll or value (like damage for an attack), or just used to gauge degree of success (baking a pie for 1 Effect is less impressive than for 5 Eff).

Negative Effect indicates not just minor incompetence but a noticeable, actively *negative* result that may cause more problems. Negative Effect and Effect follows the same progression as indicated in the table above.

### GHoul DIE

One of the dice in any roll is the Ghoul Die (choose an easily differentiated die, such as different color) whose 6 is replaced with a Ghoul. If you “roll a Ghoul”, bad luck or a complication happens (this is *beneficial* however if the GM rolls it for a spook!). Add up all other dice; if you still succeed, its with a Hiccup - otherwise, it's Trouble!

## Fighting Dudes (Combat and Damage)

There are two kinds of combat: Melee (Muscle based) and Ranged (Moves based). Weapons often add a number of dice to attack rolls and some may add extra damage dice *after* a successful hit. See page 3 for Ghoulbusting rules.

Melee Attacks are made by rolling your Muscles Trait dice plus 3D for a melee Talent (like Brawling) plus any weapon Hit Bonus (HB) dice (most add +1D), against a foe's **Parry** roll of Muscles, Talent and weapon Hit Bonus.

Use this formula if you want to use a flat TN instead of defenders rolling Parry: (Muscles + Melee Talent + HB x2).

*Example: Stan's (Muscles 2 + Brawl 3 + Club 1) x2 = 12 TN.*

**Ranged Attacks** are made by rolling the Moves Trait dice plus 3D for a ranged Talent (like Rifle), plus any weapon Hit Bonus dice (some add nothing), against a foe's **Evade** roll: Moves + Talent + Range (or that x2 formula).

+D	Range	Meters
-1D	Point Blank	10
0	Near	50
1D	Short	100
2D	Normal	250
3D	Long	500
4D	Extreme	900

### RANGE

Use this formula if you want to use a flat TN instead of having targets make Evade rolls: (Moves + Moves Talent + Range) x2.

*Example: Oozy's (Moves 4 + Zip 3 + Range 1) x2 = 14.*

Range indicates how much distance separates an attacker and target, adding 1D to the target's Evade for each Range after Near, and subtracting 1D if Point Blank, so according to the chart above, if Oozy is at Short Range from a Hurler Ghast, he adds 1D to his Evade roll.

### COMBAT DAMAGE AND SOAKING

Each successful attack, unless otherwise indicated, has a Base Effect of 1, which becomes **Damage** in combat, meaning it lowers a target's Trait pool of his choosing by a minimum of 1 whole die, not including additional Effect due to Outcome. For example: Vincent Peteman is thrown by a huge ogre - if the attack "hits", Vince loses at least (and maybe more) 2D from his Trait pools (he might lower his Cool and Brains 1 each).

Losing 5 dice at once is a **KO (Knock Out)** – your Ghoulblander is immediately rushed to the nearest hospital and follows the rules for Hospital Stay under Healing. BP may be spent to "soak" Damage on a 1 BP per 1D Trait loss damage basis.

### WEAPON DAMAGE

Each weapon has a properties that affect Hit, Damage, etc.

Hit Bonus (HB): add this many dice to the attack roll

Damage Bonus (DB): roll this many extra dice after a successful attack, adding this to the attack's Outcome. An E suffix denotes "Explosive", centered on the impact zone (the target, on a success) and damaging everything adjacent within 10 meters.

Throw Penalty (TP): reduce a thrown melee weapon's attack roll by this many dice

H: the number of hands needed to use a weapon, which may prevent holding other items.

Muscles(M): an item's weight/size, which counts toward the Carrying Capacity of a Ghoulblander (equal to his Muscles).

\$ (Price/Cost): this is the Difficulty TN to pay for/buy an item with the lower of your Brains or Cool plus a relevant Talent like "Rich".

Range (R): a weapon's maximum range.

Ghoul Fumble (G\*): if you roll a Ghoul on an failed attack with this weapon, you take the negative Effect in damage.

Ranged Weapon	HB	DB	R	H	M	\$
Bazooka		+6E	N	2	2	S
Bow	+1		N	2	½	3
Brick, Thrown		+1	P	1	½	1
Chair		+2	P	2	1	1
Cream Pie			P	1	½	1
Crossbow	+1	+1	N	2	1	3
Disintegrate Ray			P	1	½	S
Grenade			P	1	¼	S
Knife/Shuriken		+2	P	1	¼	1
Machine Gun	+2	+3	L	2	2	6
Pistol		+2	P	1	½	3
Proton Pack		+3	P	2	2	S
Rifle	+2	+2	L	2	1	5
Shotgun		+3	P	2	1	4
Slingshot			P	2	¼	1
Speargun		+1	P	2	1	3
Tommygun	+1	+4	N	2	1	7

## Blasting Ghouls

Ghoulbusting follows the same basic rules as Ranged Combat - roll Moves or a relevant Trait (like Fire Proton Pack) you can talk the GM into allowing, to try to hit a spook by meeting or exceeding its Evade roll or formula. If the target is Short range or farther, add that in as usual.

There are special rules for blasting ghouls because the aim is to weaken them enough to be able to catch them in a ghoul trap. Try to catch them prematurely and they may be able to flee; too late and you may disperse them temporarily to freely reform at a later date to carry on their hauntings.

Ghouls have a Trait called Morphic Coherence (MC) that basically represents how "strong" or "tough" they are, and their persistence and stability within our world. This Trait generally is not tied to any other Talent or action but functions mainly as their main depletable Trait pool that, when lowered, has no adverse effect on performing an action, unless MC is lowered to 0, at which point the ghoul is able to be subsequently trapped or dispersed/destroyed.

Ghouls may still lower their standard Trait pools instead of their Morphic Coherence because although lowering MC won't make it harder for them to perform tasks, it will bring them one step closer to defeat.

Final proton pack Effect rolled against ghouls may be used as true Trait/Morphic Coherence lowering Damage or as Containment. Although one Ghoulblander may contain a spook with his attack, he can't also maneuver the spook around the room or do damage by himself. It takes at least two Ghoublasters to both contain and damage or position a spook – at least one member contains a spook and at least one member fires to damage or position it over a trap. The spook rolls its Force against containment strength each turn.

Melee Weapon	HB	DB	TP	H	M	\$
Battle Axe	+1	+3	-1	2	1	9
Blackjack	+1		-1	1	½	2
Brass Knuckles	+1			0	½	2
Bullwhip (G*)	+1	+1	-3	1	½	4
Chainsaw (G*)	+1	+4	-2	2	2	4
Chair	+1	+1		2	1	2
Claws/Sharp Nails		+1		1	0	2
Club	+2		-1	1	½	2
Frying Pan	+1	+1		1	½	2
Power Drill	+1	+2		1	½	4
Switchblade		+2	-1	1	½	2
Sword	+2	+1		2	1	7
Umbrella		+1	-2	1	½	2

*More notes on Equipment can be found on page 9.*

As noted, at least two Ghoulbusters may fire steams at a in order to move it around a room and to prevent its escape, keep it away from people or fragile objects, slam it into walls and floors, or position it over a trap. To move a spook, the members doing the moving (not containing) roll their Moves or Talent with a +4 Hit Bonus, and the damage is combined with containment strength and matched against a spook's Force formula or free roll to resist.

Moved spooks may be “slammed” into walls or floors or other solid objects (the streams briefly and sharply focus manifestations in our world) for the combined “damage” Effect of the movers' rolls. The downside is that upon impact, *all* streams may be attracted to and transfer to the object into which a spook is slammed (like a wall), doing environmental damage and straying from the spook. Each member rolls a GhouL die: streams transfer on a GhouL (6).

When the Ghoulbusters have lowered a ghouL's MC to what they deem a “sufficiently weak” state, a member not using a pack or otherwise engaged may automatically place a ghouL trap in any area up to 2 meters (6 feet) adjacent to himself. If a trap needs to be placed any further away, a Moves or related Talent roll must be made to “throw the trap” and have it land upright near a spook.

A ghouL trap has a 6 meter (18 foot) cord ending in a foot pedal which may be stomped as a free action if near a member, to activate it. A trap thrown 3-4 meters needs a TN 10 Moves or related Talent roll - 5-6 meters is TN 15.

A Ghoulbuster who is actively firing a beam at a spook may throw a trap on the same turn, but a die is subtracted from both rolls for taking two actions at once.

Once a trap is opened within 7 meters (21 feet) of and is “facing” (under a floating ghost, etc) a contained spook, that spectre must make a Tenacity roll using its Morphic Coherence dice (which may be 0 if reduced to that). Spooks that aren't contained first get a Moves roll to flee from the trap's attracting energy. The Target Number to resist (MC) or flee (Moves) from a standard trap is usually 10.

Proton streams are “exotically and thermokinetically energetic”, meaning they produce real physical effects such as high thermal output able to burn or ignite objects, and hyperkenetic burst-sonics: invisible, high-velocity quantum particles of pure subsonic force that pound fragile and less dense objects on contact then dissipate immediately, like being hit with a giant hammer made of cottonballs.

Each “shot” or turn a proton stream is maintained puts strain on the proton pack's unlicensed nuclear reactor, and on using 20 charges, a pack overheats and explodes as a 5D Proton Bomb to to all matter and ectoplasmics.

Proton streams are painful and buffeting to living things but not terribly dangerous – sort of like a stun gun.

## CINEMATIC DAMAGE

Environmental and non-combat damage, such as falling three stories, having a piano dropped on you, the seat of your pants set on fire and other accidents may result in Cinematic Damage dice (CD) being rolled, with the more deadly events having the higher CD ratings. Damage is automatically inflicted and is only be reduced with BPs.

An event's CD roll total counts as Outcome for the purpose of determining Effect, which is applied as Damage (lowering a Trait pool by one or more available dice), as if an action roll was made against a Target Number. As per standard Outcome/Effect, 0-4 Outcome yields 1 Effect, 5-9 results in 2 Effect, and so on. There is a Cinematic Damage example at the back of this document.

### CDExamples

1	car hits light pole, falling one story (4 meters), toppled full bookcase/fridge, burn hand on stove (first degree), bad food/bellyache, minor abrasions/bumps, drowning 1 minute
2	car hits telephone pole, falling two stories, toppled small wall, severe cold, industrial electrical shock, exploding tire
4	car going very fast hits wall, falling three or four stories, toppled brick wall, many first degree burns, likely injuries, food poisoning/bad case of flu, onset of radiation sickness
7	car hits another head-on, falling five or more stories, collapsing mine, bazooka, falling piano, dangerous events, ax
12	car hits Godzilla, falling at least five stories into junkyard, toppled big building, massive second degree burns, Ebola
15	highly virulent toxin or very venomous snake or spider bite
20	numerous third degree burns; a GM rolling 20 dice hates you

## Healing

The types of healing are Natural, Hospital Stay and Field Medicine, each with its own rules.

Loss	TN	Natural Healing: Ghoulbusters heal 1 Trait die every three days, even if Ghoulbusting.
1D	4	A Ghoulbuster may also make one Recuperation roll per day using Muscles plus any applicable Talent (Physically Fit) - the TN is equal to total Damage (Trait loss) multiplied by 4 (if your Traits are lowered a total of 3, the TN is 3 x 4 = 12). Success heals 1 die plus another die for each 5 Outcome.
2D	8	
3D	12	
4D	16	
5D	20	
6D	24	
7D	28	

**Hospital Stay:** You may check yourself into or out of a hospital at any time. For each day stayed, you recover 1 Trait die and accrue 3 Debt, so 3 days = 9 Debt.

Make the easier of a Brains or Cool roll (or relevant Talent like Bureaucracy) for each stay (no matter how long), and perform the Hospital Routine if you fail.

*“When you say ‘sample’, do you mean my portfolio?”*

**Field Medicine:** While hospitals obviously provide the best care, first-aid or other care provided to a character in the field is sometimes the only option, though without a hospital's wide variety of treatment options and tools. This works just like (and can be used with) Natural Healing, except the healer providing the care must roll either his Brains or Moves, plus a relevant Talent (like Medicine). A success heals 1 die plus another per 5 Outcome as usual.

If the healer gets a Ghoul on a failed roll, the patient takes any negative Effect as Damage (Traits lowered), plus any special GM-desired effect (paralyzed leg, etc).

### **HOSPITAL ROUTINE**

If you fail your Brains or Cool roll while getting fixed up at the ER, your lack of savvy (probably from blood loss) has caused extra hurdles. Follow *Section A* steps below.

#### **SECTION A. HOSPITAL ADMITTANCE**

Find the amount by which you missed your Brains or Cool roll (Negative Effect) below, do the indicated steps, then go to *Section B* unless otherwise indicated.

##### **Ef Section A Description**

- 1 While waiting, a traumatized man covered in sticky pink goo is admitted, and you get left in an empty, uncomfortable room for hours until someone finally remembers you. - no healing today. If you stay another day, roll Brains or Cool again. Is the oozed guy a new client? End Routine or Try Again.
- 2 You're left sitting in the admitting room for hours. Make both a Muscles and Cool roll, each at Easy Difficulty (TN 5).  
*Fail Cool:* You wind up in a county jail facility but do get your wounds treated for Days Stayed x3 in Debt. End Routine.  
*Fail Muscles:* You lose an extra trait die but do get a room.  
*Succeed Both:* You eventually get a room after a stoic wait.
- 3 A requirement for admittance is your birth certificate number, which you don't have. Another Ghoulblaster will have to roll his Brains or Cool or the stay's cost is doubled.
- 4 "What a brave thing you're doing, Miss Jones" says the perky nurse as you're wheeled into an operating room. Make a Challenging Difficulty (TN 15) Cool roll.  
*Success:* You convince her to check the records again and you avoid losing some fairly important parts.  
*Failure:* You're so flummoxed that you don't protest, and are wheeled into the delivery room, and after a good few hours of confusion by the doctors, the mistake is discovered. You will have to stay an extra day to get a die of healing.
- 5 After being admitted, you're re-loaded into an ambulance and inexplicably taken to a different hospital; make your Brains or Cool roll again, and if you get this again, you're finally in.

#### **SECTION B. QUALITY OF CARE**

Roll 1D, find that roll below, resolve the given steps and then go to *Section C* unless directed otherwise.

##### **1D Section B Description**

- 1 Your stay is pleasant and you heal nicely.
- 2 Your stay is pleasant but no friends or family visit, which depresses you. Make a Normal (TN 5) Difficulty Cool roll.  
*Success:* You're okay with it. You can't beat rest and quiet.  
*Failure:* You skip a day of healing, hurt and resentful.
- 3 The night nurse wakes you constantly for urine samples and pills. Make a Challenging Difficulty (TN 15) Muscles roll.  
*Success:* You do heal but lose one day's worth due to fatigue  
*Failure:* You make no progress. Roll again on B and add 1 to the total. If you get this again, you heal normally.
- 4 You and the head nurse tangle. +5 to all TNs in *Section C*.
- 5 Tiring "care" and a loud roommate. Make a TN 10 Brains roll.  
*Success:* Heal 1 die per 2 days at the understaffed hospital.  
*Failure:* The conditions only worsen to the point you must make a Muscles roll with a +2 every other day to heal at all.
- 6 Your stay ends abruptly as your smuggled PKE meter leads you to staff summoning ghosts. Time for the team!

#### **SECTION C. HOSPITAL DISCHARGE**

Roll 1D, find that roll below and resolve the given steps to complete your hospital stay!

##### **1D Section C Description**

- 1 Laborious but uneventful discharge. \$100 (TN 5) per day, so if you stayed 3 days, you'd be in Debt for 15 .
- 2 Minor insurance hiccup at discharge means \$200 (TN 7) per day, though this can be halved with a TN 15 Brains roll.
- 3 You're hassled at discharge for the smuggled-in PKE meter and candy bars. Make a TN 15 Cool roll.  
*Success:* You charm them and pay \$100 (TN 5) per day.  
*Failure:* You rage and wind up owing at \$200 (TN 7) per day.
- 4 You contract a strange ailment on your last day and lose 3 trait dice, but can still discharge yourself if desired. If not, roll again on *Section C* and subtract 1 and pay \$100 (TN 5) per day.
- 5 You're charged for private accommodations and perks even though you didn't get them. Roll TN 15 Brains.  
*Success:* You find the clerical error and it's corrected, leaving you to pay \$100 (TN 3) per day.  
*Failure:* You can't find the error and accrue \$500 (TN 13) Debt per day, recoverable only by going to court.
- 6 On your way to discharge, an emergency team sedates you and you wake up short an appendix and are charged \$100 (TN 5) per day plus \$3,000 (TN 16) for the operation. Sue em!

### **CINEMATIC DAMAGE EXAMPLE**

Smart, hard-working Barbra Dallas finds a monstrous dog-like god from another reality has taken up residence in her fridge. When she tries to run from the kitchen, the thing tips the fridge over to crush her (CD 1D).

Barbra is already going to take 1 Effect/Damage due to Cinematic Damage being considered Outcome from a successful action roll or attack, so even if the GM rolled a 1 for Tipped Fridge's 1D CD rating, an Outcome of 0-4 is still 1 Effect. In this case, she takes 2 Effect because the GM rolls a 6 (on the Ghoul die, since it's the only die rolled), and 5-9 yields 2 Effect. The GM feels sorry for Barbs and merely decides her “#1 Mom” mug shatters for the Ghoul rolled.

Barbra's Damage is 2, applied as Damage by lowering one or two Traits of her choosing, though this time she instead soaks it by spending 2 BPs.

This means if the GM rolls 1-4 for an event with a Cinematic Damage rating of 1D, you take 1 Damage, but a roll of 5 means 2 Damage, and a roll of 6 (Ghoul) results in 2 plus a special GM-determined effect, which could range from loss of a favorite knick-knack to serious injury, etc.

### **GHOUL PROFILES, TRAITS AND ABILITIES**

Ghouls are either Physical (corporeal) or Ectoplasmic (insubstantial). Ectoplasmics may have the *Materialize* Ability, allowing the use of the Power Trait to substitute as Muscles or Moves (but not Brains or Cool).

Ghouls are also either Intelligent, with Brains and Cool Traits, or Mindless, lacking those and immune to “attacks” or actions that may take advantage of them (such as fast-talk), and unable to use them (to figure things out, etc) .

Power is like a Ghoulblaster human Trait and also how a spook uses any Abilities, similar to the relationship between Traits and Talents. Power is never the base Trait for a Talent – anything based on Power is an Ability, and anything listed as a Talent is based on **Br, Co, Mo** or **Mu**.

As described in the *Blasting Ghouls* section, Morphic Coherence is a spirit's stability and attachment to our world - this must be reduced before they can be trapped, though some spooks can't be trapped conventionally and must be dispersed or destroyed or otherwise banished. The only time Coherence is actually rolled is when a spook is about to be trapped, summoned, cast out or destroyed, and represents the sheer force of will to resist being defeated.

*“Yeah, I got ooze all over me, but considering that last nasty was a giant animated dung heap, I’m happy that’s all it is.”*

### **GHOULBLASTING EXAMPLE**

Vince Peteman, Cyan Pringle and Zenia Whitmore have encountered a Free Roaming Vapor with Morphic Coherence of 5D and Power of 7D. It isn't physical so it doesn't have the human Traits of Moves or Muscles or Talents associated with them. It is mindless so it has no Brains or Cool or Talents for those. Materialize is not one of its Talents so again no Moves or Muscles for those times when it manifests physically. Since it's not physical, it's Ectoplasmic (thus Morphic Coherence and Power Traits).

the team chase the wailing haunt through a homeless shelter, blasting coffee pots, water stations and a hapless shelter employee who suffers the equivalent of a localized sunburn on his neck and being pillow-boffed.

Finally the trio have reduced its MC from 5D to 1D and decide to go for the trap. Vince rolls his Fire Proton Pack at 7D, getting an Outcome of 21, for an Effect of 5. Now he rolls the extra +3D for the Proton Pack's Damage Bonus and rolls 8. Since Outcome of 0-4 is 1 Effect and 5-9 is 2, he gets to add 2 more, for a total Effect of 7 (this means that any weapon with at least +1D Damage Bonus automatically adds at least 1 Effect because an Outcome of 0-4 yields 1).

Vince was firing to snare the spook, so Containment Strength is 7, while Cyan's disappointing Fire Proton Pack roll is 5. Normally, she would probably have missed if the spook rolled its Moves as an Opposed Action roll, but since Vince has the creature contained, the TN to hit is 5.

So Cyan hits with Outcome 0 for a disappointing initial Effect of 1 and adds 2 more for her +3D Damage Bonus roll, firing to position the haunt between the two of them in the open and away from people. Adding her 3 Effect to Vince's Containment of 7 is a combined total of 10.

The vapor needs to generate 10 or more Effect with its Force roll to resist the duo's action. Rolling the higher of its Power or Muscles (if it had that Trait) and any related Talent or Ability (if it had Strong, it might add +3D to its base Muscles or Power), the vapor's 7D Power roll nets it 17 Outcome for 4 Effect, not even close to the team's 10.

The spook is easily floated down from the ceiling and directly into direct line of sight between the two proton pack wielders. Zenia steps in between them and slides a ghoul trap about 3 meters the floor, which requires a Moves roll. She spends a Brownie Point for an extra die and gets a total of 10 – close, but the trap comes to rest positioned directly below the haunt, its aperture doors flipping open to emit a blinding blue cone of ectomagnetic energy as she stomps the pedal.

Since the spirit still has 1D Morphic Coherence, it rolls it to resist the trap's TN 10. A Ghoul result auto-resists even without meeting a TN, otherwise its a slam dunk!

## Detecting and Tracking Ghouls

### Ecto Goggles

When worn, these allow humans to see vague digital shapes of even invisible ghouls or auras of living things, but all but the biggest, most solid objects are greatly obscured.

### PsychoKinetic Energy (PKE) Meter

The most common ghoul-detecting device, this is used to detect most any type of spirit within 10 meters (60 feet) by blinking, vibrating and emitting digital chirps, the stronger, closer or more numerous the presences, the more intense the PKE Meter reaction. Once an ectoplasmic is found to be in the immediate vicinity, the operator may “zero in” on the spirit's direction, distance, quantity and category (or Class).

A PKE Meter automatically detects any ectoplasmics or psychokinetic activity within range, but not in any detail – you just know *something* is nearby. A Brains or appropriate Talent (Weird Science) roll can then be made at TN 10 to determine general direction and/or very vague distance.

### PKE Valences

A second TN 10 roll is required to narrow things down to measurable distances, elevations, quantities (within some margin for error) and specific “valences”, from 0 to nearly 2000, indicating spirits' Classes. These are not objective “power” or “danger” levels, but categories based on spirits' personal focuses, inter-social and general behaviors and potential to manifest, control or affect spirits or our world.

If a focused reading is taken on a specific small group or single entity, a TN 15 roll will usually give the Level of a ghost within the context of its own Class, from 1 (weak) to 5 (powerful); some teams use alternate letter designations from E (weak) to A (powerful). Referencing a Level by itself without a Class when describing a ghost is meaningless because a Class III-C is not the same as a Class VII-C.

There are thirteen official Classes of ghosts and while as mentioned, these are not ranked in any hierarchical order of consistent power (Class VII is among the most powerful), in many cases, the Classes do follow a certain pattern of ascending objective *potential* “power”, with Class XII ghouls capable of creating “pocket dimensions”, apportioning living people into them and manipulating reality itself. A Class IX spectre, however, might be a “living” intelligent object or construct, or might emulate a Class IV with massive potential for destruction but whose behavior (Autonomous Disruptor) poses little danger to people, only intentionally causing electronic devices in proximity to short out.

Ghostbusters Psychokinetic Energy Valence (PKEV) Meter Chart													
PKEV		HPP	GHOST CLASS										
Min	Max	+	I	II	III	IV	V	VI	VII	VIII	IX	X	XI
1	9	1	-	-	-	-	-	-	-	-	-	-	-
10	20	2	1	-	-	-	-	-	-	-	-	-	-
20	30	3	2	1	-	-	-	-	-	-	-	-	-
30	40	4	3	2	1	-	-	-	-	-	-	-	-
40	50	5	4	3	2	1	-	-	-	-	-	-	-
50	60	-	5	4	3	2	1	-	-	-	-	-	-
60	120	-	-	5	4	3	2	1	-	-	-	-	-
120	250	-	-	-	5	4	3	2	1	-	-	-	-
250	350	-	-	-	-	5	4	3	2	1	-	-	-
350	450	-	-	-	-	-	5	4	3	2	1	-	-
450	550	-	-	-	-	-	-	5	4	3	2	1	-
550	650	-	-	-	-	-	-	-	5	4	3	2	1
650	750	-	-	-	-	-	-	-	-	5	4	3	2
750	850	-	-	-	-	-	-	-	-	-	5	4	3
850	1000	-	-	-	-	-	-	-	-	-	-	5	4
1000	1200	-	-	-	-	-	-	-	-	-	-	-	5
1200	1400	-	-	-	-	-	-	-	-	-	-	-	-
1400	1600	-	-	-	-	-	-	-	-	-	-	-	-

A PKE meter valence reading of 40 indicates anything from a Class I-3 to a Class IV-1.

Human Psi Potential (HPP) is unconscious and errant or willfully focused – up to Class IV-1.

For more information, see *Ghoul Designations* on page 8

## RESIDUAL HAUNTS AND HUMAN PSI POTENTIAL

PKE Meters pick up various “background readings” of valences below 10, which are usually just extremely faint but persistent residual “echoes” or morphic fields of people long since dead, going about everyday duties like preparing a meal or looking for a lost loved one. These are not actual ghosts in any sense of the word, but more like recordings of human activity and presence itself, which play over and over on a loop, with no reaction, interaction or even instinct.

Also in the lower spectrum of PKE valences is the more dynamic, rare presence of human psychokinetic ability or other psychic manifestation like telepathy, object reading or precognition. These are all manifestations of Human Psi Potential (HPP) and are Deliberate or Errant (accidental).

Human PK valences of 10 to 20 are roughly equivalent to Class I haunts called vapors or mists, which are usually not dangerous to or even noticed by most people. Human PK valences above 20 are rare and unusual but some very gifted individuals in history are suspected to have had high PKE.

Recurrent Spontaneous Psychokinesis (RSPK) is emitted from a living human as errant, unconscious, stress-triggered telekinetic outbursts - a type of object-throwing poltergeist showing little or no intelligence, instinct or direct intent.

The rare instance where any sort of personality is observed is a temporary *thoughtform* or *tulpa* - a “fake” and usually extremely rudimentary personality that the *agent* (the PK-emitting person) unconsciously “programs” with their own fears, expectations or anger, imbuing it with its own simplistic semi-sentence that allows it to interact and even communicate with people or other ectoplasmics.

## GHOUL DESIGNATIONS

The CLDI System is a complete official template for referring to various spooks and spirits following a standard set of criteria and terms pertaining two four primary properties of an ectoplasmic. CLDI stands for *Class, Level, Description, Identification*.

While a haunt's Class and Level are determined by PKE valence readings, both Description and Identification are derived through direct or second-hand "guesstimations" and observations of behavior and nature, like a *Reactive Free Roaming Caustic* might be an *Identification* example for the broader *Description* of a *Corporeal Imp*.

## GHOUL CLASS SYSTEM

- I: formless, vague, near-invisible, incorporeal, weak
- II: visible, incorporeal, incomplete, minor manifestation
- III: distinct full form, incorporeal, personality, defense
- IV: identified Class III; memory of former self; most torso; most common GB job
- V: ecto forms of awful wills or definite non-humans or tulpas
- VI: "ghost" thoughtforms of nonhuman life (dogs, horses) or associates/imps; rare human virtue personae/tulpas
- VII: Outsiders; controller; powerful; demon, possess; corporeal
- VIII: ancient, universally identified historical Outsider; immensely, physically dangerous, eats lower Classes
- IX: intelligent, self-determined, willful animated object or construct; or Class IV type ; possibly untrappable
- X: will gives semblance of life to objects or assembles them as its own construct "body"; destroy to banish
- XI: ghostly leader/commander, respected/feared by other spooks; proxim. imbues physicals with massive PKE
- XII: apport beings, manipulate reality/dimensions and enforce "pocket universe" dimension with own rules
- XIII: "demon" god worshiped by humans w/ sacrifice
- ?: entities of unknown or unclassifiable nature, beyond even abstract gauging, often cause PKE Meters to explode

## GHOUL LEVEL

- 1 or A:** the most (potentially) powerful within a given Class
- 2 or B:** more powerful than average but not the tops for a Class
- 3 or C:** of average potential ability within a Class
- 4 or D:** definitely toward the lower-powered end of a Class
- 5 or E:** the weakest or least potent entity of a Class

*"My, that's a big foot you've got there – what size is that, 600 or so? I'm going to have to ask you to leave. This city has a strict 'No Shoes, No Skin, No Service' policy!"*

## GHOUL DESCRIPTION SYSTEM

- Ghoul:** spirit of the dead often deformed by inner ugliness; ghost
- Corporeal:** physically tangible
- Deity:** supreme or divine beings
- Demon:** often a more powerful version of an Imp
- Environmental:** ectoplasm, slime, ooze and subclasses
- Ectoplasmics:** broadly, any paranormal creature or spirit
- Imp:** non-human, non-animal entities with strange forms
- Legends:** famous entities popularized in myths, folklore and tales
- Outsider:** **Meta-Spectres** beyond physical or ectoplasmic realms
- RSPK:** Recurrent Spontaneous Psychokinesis; "tulpa poltergeist"
- Thoughtform:** an entity created by human emotion and/or will
- Tulpa:** a "created" entity or intelligence; a Thoughtform
- Undead:** mostly refers to corporeal living dead (zombie, vampire)
- Unstable:** paranormally compromised items as physical form
- Vathek:** spectres entering our realm through the act of writing

## GHOUL IDENTIFICATION SYSTEM

- Anchored:** associated with (not necessarily bound to) a location
- Animator:** animates and controls physical objects
- Autonomous:** sentient, self-realized, independent; intelligent
- Caustic:** innately physically dangerous; acidic, toxic, incendiary
- Composite:** made of multiple physical objects
- Corporeal:** having visible, forceful physical form
- Disruptor:** interferes with mechanical and/or electrical devices
- Ethereal:** disembodied or intangible; incorporeal or ghostly
- Floater:** slang for Free Floating
- Free:** short for Free Floating
- Free Floating:** ignores physical barriers, people, time or space
- Focused:** tied to a specific location and cannot leave it
- Free Repeater:** a combination of Free and Repeater
- Free Roaming:** not tied to a location
- Full-Torso:** manifests head, neck, arms, trunk and possibly hips
- Inhabitor:** occupies or bound to an object, usually out of instinct
- Kinetic:** an ethereal with physical effects of movement and force
- Mindless:** unintelligent, immune to/unable to use mental effects
- Meta-Spectre:** often corporeal with incredible powers; Outsiders
- Multidimensional:** passing across or through many dimensions
- Outsider:** Class VII entities on par with Gozer; gods or demi-gods
- Phantasm:** often a grotesquely altered human semblance
- Planar:** associated or from another realm, reality or dimension
- Possessor:** intelligent and capable of possessing objects of people
- Reactive:** aware, interactive, reacts to stimulus
- Remnant:** spirit unable/unwilling to fully cross from our world
- Repeater:** reforms or recurs, repeating behavior patterns
- Residual:** faint traces; mindless, non-reactive "echoes" of scenes
- Secretion:** sticky and oozy, mucus or slime or seep
- Semi-Intelligent:** simplistic personality/behavior; thoughtforms
- Slime:** any type of ectoplasm; ooze
- Slimer:** Class III to VI that emits significant ectoplasm
- Swarm:** travels in packs and swarms prey en masse
- Telekinetic:** move objects without physical or ghostly contact
- Transdimensional:** possibly the same as Planar
- Ultradimensional:** passing across or through our dimension
- Vapor/Mist:** imprecise term for an ethereal wispy Class I or I

*Spookmaker* rules for ghouls creation is on page 24.

## **Gear, Vehicles, Money and Headquarters**

A Ghoulbusters team is part of a *Franchise*, or officially licensed branch of Ghoulbusters Inc., founded by Vince Peteman in 1988. There are ten main or “hub” franchises in the United States, each covering a *Territory* or small handful of states. Some franchises may start or license smaller “satellite” franchises called *Chapters*, to multiple localities within a Territory. Franchises and Chapters exist in many nations in almost every continent (Ghoulbusters UK).

A new game of Ghoulbusters is assumed to start out with a new team that is either part of a primary Franchise in a large city or that has its own Chapter in a smaller town.

A team is based in a **Headquarters**, usually an older, large and sturdy building containing a garage, laboratory, lobby, kitchen, offices, private rooms or dormitory and a Containment Unit to store ghouls. Typical Headquarters are old firehouses, malls/stores, churches, gyms and banks.

The team's HQ starts with minimal furnishings and equipment, including a Containment Unit, a laptop, a mid-sized company vehicle (the *Blastermobile*), a library of the usual books dealing with occult and paranormal, ten flight suit uniforms, six ghouls traps, proton packs, ecto-goggles, PKE badges and PKE maters and various usual luxuries.

**The Blastermobile** has a spare tire, repair tools, sirens and a roof equipment rack and a first aid kit and can be outfitted with more robust resources by members.

A fully operational Ghoulbusters HQ also requires roles to be filled, with each member having particular duties like mechanic and driver, researcher, hardware officer, public relations officer, maintenance and property manager, case manager and possibly legal counsel and medic. A team may also have or gain a helpful mascot, whether a living animal like a dog or crow, or a friendly, low-powered ghoul or other ectoplasmic. Lastly, the HQ may need to hire a full-time secretary and dispatcher to coordinate, take calls, record information and send the team to various locations.

One team member will also be the Franchise or Chapter President, another the Vice President, with other roles also possibly existing, such as Treasurer, Personnel Director, etc.

**Gear Hands and Muscles Ratings:** Each character may carry 8 Hands worth of gear (5 on the suit and 1 per hand). Hand ratings are given for each item in the full Equipment list. An item's Muscles rating is the minimum required to lift/carry it, and your Muscles x2 must meet or exceed the total Muscles of all gear carried to avoid a -1D to all rolls.

Items carried may usually be accessed or switched out as a free action, but in tight situations may require their own actions or incur a -1D penalty to rolls if accessing the item while in the process of performing another action.

**Proton Packs** are 45 lb. (20 kg) backpacks consisting of an unlicensed nuclear reactor attached to a cable and hand-held firing rod that emits positron energy that can damage or snare most ectoplasmics or cause minor physical effects.

An **Oozecaster** is an alternative to using a Proton Pack (and identical in game terms). It is a tank of positively charged Emo Ooze, which was found to be disruptive and hampering to ghouls and has the benefit of being able to help exorcise or cast out entities possessing living beings (rolled Effect vs. the entity's Power).

An Oozecaster's only physical effects on physical beings or objects is the rather weak force of impact of a mass of slime hitting them, plus a sticky residue of pink or green slime that dissolves within 30 minutes. Up to three Proton Packs may be exchanged for Oozecasters before the first game, but after that, they must either be built or bought (including collecting the slime) from Ghoulbusters Inc.

Oozecasters have 20 “gobs” like Proton Pack charges, and though they don't overheat if used up, they do take a full 24-hour day to fully regenerate within the tank, though they can be refilled if you have extra ooze on hand. Proton Packs have 5,000 year half-life batteries but must be charged in a wall outlet for an hour per 24 hours due to a safety feature causing energy to intentionally drain and dissipate.

**Ghost Traps** can hold up to 300 PKE worth of ectoplasmics - five Class I-A's or the equivalent, including a single Class VII-B (in theory). Traps take about five minutes to empty into a containment unit, during which time they're also recharged, usually removing any need to address that.

**Money**, while it's up to GM and players if they want to manually record and track total dollar amounts, is treated in these rules as a Trait. **Debt** is the main reason to bother with Money, as a Debt roll is made by any characters with Debt at the start of a game session, with a failure resulting in the immediate lowering of either Brains or Cool by the rolled Negative Effect for the whole session, from stress.

A Debt roll is made by rolling the lower of your Brains or Cool and adding any single appropriate Talent (like Rich). The Target Number is the current Debt value. For successful Debt rolls, for every 2 Effect, Debt is lowered by 1 due to surprisingly good money management and making regular payments.

Another character may choose to transfer any amount of one character's Debt to himself by “helping out”, effectively making that Debt his own – but an extra +1 is permanently added to his Debt because taking on another's burdens often means neglecting or deepening one's own obligations.

*“So... if we DO cross the streams...?” – “Don't ask.”*

<i>MONEY AND COST/VALUE TABLE</i>			
TN	Cost (\$USD)	TN	Cost (\$USD)
1	1-15	21	8,000-9,000
2	16-25	22	10,000-11,000
3	31-50	23	12,000-13,000
4	51-75	24	14,000-15,000
5	76-100	25	16,000-17,000
6	101-150	26	18,000-20,000
7	151-200	27	21,000-23,000
8	201-250	28	24,000-26,000
9	251-300	29	27,000-30,000
10	301-350	30	31,000-35,000
11	351-400	31	36,000-40,000
12	401-450	32	41,000-45,000
13	451-500	33	46,000-50,000
14	501-1,000	34	51,000-75,000
15	1,100-2,000	35	76,000-100,000
16	2,200-3,000	36	110,000-150,000
17	3,300-4,000	37	160,000-200,000
18	4,400-5,000	38	210,000-250,000
19	5,500-6,000	39	260,000-500,000
20	6,600-7,000	40	525,000-750,000

### MONEY ROLL

To make a Money roll during play (to purchase a car, for example), roll the lower of your Brains or Cool plus a relevant Talent against a TN equal to an item's Cost + ½ your Debt. Failure means you can't buy it or you may add +1 to Debt per negative Outcome (usually your choice) to go ahead and get the item. A successful rolls means you managed to find enough cash or organize your credit and financial accounts to make the purchase without a hitch.

Characters may either total Costs for many items into one lump sum TN or may make multiple rolls. Regardless of how it's done, add the number of previous purchases made so far this session to your TN. This means if you've made no purchases yet but want to get a new microwave for \$75 (TN 4), your TN is 4, but if you bought a new frying pan earlier in the session, your TN would be 5, and if you also bought a garbage can in an earlier separate sale, your TN would be 6. This helps prevent making multiple small, easy purchases instead of larger combined difficult ones.

In some situations, such as Hospital Stays, you're not purchasing but making payments you owe, and in cases of failing your Money roll, you cannot choose to "not buy" the service if you've already used it (stayed in the hospital) and must take the negative Outcome as Debt.

### Service Fees

Service	Fee
Minimum Payment	\$100
On-Site Inspection	\$500
Capture: First Entity	\$4,000
Each Additional	\$1,000
Removal: First Entity	\$1,000
Each Additional	\$500
One-Time Storage Fee	\$1,500
Expense-Based Class Multiplier	x1.5 per Class past IV
Special Circumstance Fee	varies

### Sample Ghoulbusters

**Vince Peteman, President, Public Relations Officer, M**

Trait	D	Talent	D	Goal:	Sex
Brains	2	Parapsychology		<b>Flaw:</b>	Faking It
Cool	6	Bluff		<b>Tags:</b>	smooth, easy-going, cynical, avoids work, understanding
Moves	3	Seduce			
Muscles	2	Brawl			

**Cyan Pringle, Case Manager, Technician, F**

Trait	D	Talent	D	Goal:	Soulless Science
Brains	7	Physics	10	<b>Flaw:</b>	Humor-Blind
Cool	2	Play Stock Market	5	<b>Tags:</b>	abstracted expression, calculating, dedicated scientist
Moves	2	Disguise	5		
Muscles	2	Climb	5		

**Stan Reitz, Vice President, Researcher, M**

Trait	D	Talent	D	Goal:	Serve Mankind
Brains	6	Occult	7	<b>Flaw:</b>	Naive
Cool	2	Orate	8	<b>Tags:</b>	eager, hearty eater, fascinated by occult, good friend
Moves	2	Sneak	5		
Muscles	3	Run	5		

**Zenia Whitmore, Maintenance, Driver/Mechanic, F**

Trait	D	Talent	D	Goal:	Money
Brains	2	Electronics	7	<b>Flaw:</b>	New Gal
Cool	2	Drive	8	<b>Tags:</b>	thoughtful, cool in crisis, fit, tolerant of academics, concrete
Moves	4	Fire Weapon	5		
Muscles	5	Intimidate	5		

**Malcolm Janowicz, HQ Caretaker, Dispatcher, M**

Trait	D	Talent	D	Goal:	Money
Brains	4	Bureaucracy	7	<b>Flaw:</b>	Terse
Cool	5	Convince	8	<b>Tags:</b>	avid reader, clipped speech, practical, single \$ looking
Moves	2	Bargain	5		
Muscles	2	Grapple	5		

**Oozy Oozbum, Mascot, Class V Ectoplasmic Ghoul, ?**

Trait	D	Talent	D	Goal:	Eat Everything
Power	2	Slime	5	<b>Flaw:</b>	Glutton
MC	5			<b>Tags:</b>	slobbers, babbles, eats

## Sample Adventure

*Forever Halloween* starts on page 20. It is based on “*When Halloween Was Forever*”, an episode of *The Real Ghostbusters* cartoon written by Michael J. Straczynski. It is suitable for new or veteran characters with some changes.

## Thanks For Playing!

Look for other fine Worst End Games products wherever free clones of out-of-print games are given away! Original art, design and editing by Jason. J. Patterson., 2014

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Special thanks to Ghostbusters Fans (gbfans.com) and Ghostbusters Wiki (ghostbusters.wikia.com) among others!

## Feature Table

### MAIN FEATURES

Roll 2D for any or all Features you'd like to generate, or choose from or modify any of the listed results as you wish.

2D	Hgt	Weight	Age	Eyes	Hair
2	4'5"	97 lbs	16	Black	Bald(ing)
3	4'9"	114 lbs	19	Red	Gray
4	5'	132 lbs	22	Grey	Graying *
5	5'3"	151 lbs	25	Turquoise	Silver
6	5'6"	172 lbs	28	Hazel	White
7	5'9"	195 lbs	31	Dark Brown	Black
8	6"	205 lbs	34	Brown	Brunette
9	6'3"	216 lbs	37	Green	Dishwater
10	6'6"	235 lbs	40	Blue	Red/Orange
11	6'9"	255 lbs	43	Emerald	Blonde
12	7"	275 lbs	46	Cobalt Blue	Exotic (pink, etc.)

\* Re-roll and consider any color besides this to be the color that is graying. A second Graying roll becomes Gray.

\*\* Your choice of odd shades like copper, green, violet, two-tone, etc.

### ADDITIONAL FEATURES

Roll 4D once or twice on the table below to generate some additional details about your Ghoulblander.

4D	Additional Feature
4	face tattoo
5	face piercing
6	body tattoo
7	body piercing
8	snazzy hat
9	comical button flair
10	mismatched boots
11	orange “Guido” skin
12	weird alabaster skin
13	bandana
14	necklace of fangs
15	well-worn trucker hat
16	neon pink velcro wallet/purse
17	leg warmers and wristbands
18	massive afro
19	mohawk
20	muffler/ascot
21	cape
22	cool mirror shades
23	thick framed hipster glasses
24	scar down cheek

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**West End Games Ghostbusters RPG – Human Talents Table – Compiled and Modified 2014 Jason J. Patterson**

- 0** Use this table to choose from or generate any of 432 normal human Talents by rolling three regular six-sided dice (3D) or one die three times.
- 1** Choose which Trait to generate a Talent for (Brains, Cool, etc), and that is the final column with your result.
- 2** Grab 3 different dice (maybe red, green and white) and find each face in order in columns 1, 2 and 3 - don't sum them. Example: [1] [5] [2]
- 3** Find the first die ("1-3" or "4-6") result in column [1]. Within that horizontal range, find the second die in column [2], and within that more narrow column [2] range (within the larger column [1] range), find the last die in column [3]. Example: Col 1 = 1, Col 2 = 5, Col 3 = 2
- 4** The final result for the "152" roll is either: Egyptian Trivia, Curse Fluently in Three Difference Languages, Drive Grape-Harvesting Machine or Drag Drunk Spouse to Bed, depending on which Trait you're generating a Talent for (Brains, Cool, Moves, Muscle). Reroll unusable or unwanted duplicate results or choose an appropriate one.

1	2	3	Brains	Cool	Moves	Muscles
1-2	1	1	Accounting and Tax Law	Accept Praise	Acrobatics	Arm Wrestle
1-2	1	2	Anthropology/Archaeology	Adapt Criticism Into Team Promo	Attract Attention	Avoid Picking Up Check
1-2	1	3	Arcane Occult Rituals	Annoy	Attract Converts	Bite/Masticate
1-2	1	4	Ask Invasive Personal Questions	Argue	Avoid Work	Brawl
1-2	1	5	Astronomy	Argue Science	Balance	Break Bones/Thumbs
1-2	1	6	Bacteriology	Babysit/Raise Children	Bend Crowbar Over Foe's Head	Break Things
1-2	2	1	Balance Family Budget	Bargain	Bowl Passably	Breath Control
1-2	2	2	Biology/Zoology	Be Influenced By Cult	Breakdance	Brew Chemicals
1-2	2	3	Boolean Geometry	Be Unimpressed Except by Scholars	Brew Chemicals	Bungee Jumping
1-2	2	4	Botany	Befuddle/Boondoggle Customer	Build Ship in Bottle	Bust Heads
1-2	2	5	Bureaucracy	Blame Mistakes on Local LawEnforcemt.	Catch (Child)	Cajun Brawling
1-2	2	6	Cajun Cooking	Bluff (Voters)	Cheerleading	Carry Axe
1-2	3	1	Calculate Liquid Ounces	Borrow	Chew and Pop	Carry Baby
1-2	3	2	Chemistry	Browbeat	Click Wingtips	Carry Huge Briefcase
1-2	3	3	City Lore	Cackle Madly	Clinch/Avoid Clinch	Carry Little One
1-2	3	4	Claim Federal Jurisdiction	Cadge Quarters (from Passers-By)	Collect Meaningless Evidence	Carry Luggage
1-2	3	5	Computer Use/Hacking	Calmly Confront Looney	Conceal Grief at Horrible News	Chop Wood
1-2	3	6	Convince	Chant with Conviction	Crawl Under Rubbish	Climb Eucalyptus Tree
1-2	4	1	Cook Hot Dog	Charm	Curtsey and Blush	Climb Streetlamp
1-2	4	2	Create Advertising Gimmicks	Coercive Bargaining	Dance (Ballroom)	Coal Miner
1-2	4	3	Create Commercials	Collect Tips	Data Entry	Contemplate Class Standing
1-2	4	4	Criminal Law	Con	Disguise	Coulda Been a Contenda
1-2	4	5	Deduce	Contemplate Class Standing	Dispense Medication	Cross-Country Mountain Biker
1-2	4	6	Delightful Small Talk	Convince	Dodge (Maniacal Customer)	Dance
1-2	5	1	Ecology and Environment	Cope With Horrible News	Dramatic Poses	Day Labor/Industrial Worker
1-2	5	2	Egyptian Trivia	Curse Fluently in Three Languages	Drive Grape-Harvesting Tractor	Drag Drunk Spouse to Bed
1-2	5	3	Electrical Repair	Disdain	Drive Vehicle	Drag Self to Shelter
1-2	5	4	Electronics	Distrust	Drop Flour Sack on Monkey	Dragging Drunk Spouse to Bed
1-2	5	5	Estimate Wealth	Do Karaoke	Fail to Notice Obvious	Eat Heartily
1-2	5	6	Evaluate Doctor	Electrify Onlookers for Cause	Fire (Hand)Gun/Weapon	Elbow Obnoxious Commuters
1-2	6	1	Execute Executive Game Plans	Emotional Numbness	Fire Proton Pack	Faint When Endangered
1-2	6	2	Experience Strange Substances	Endure More Pain Than Anyone Else	Flashy Weapon Use	Fight with Ex-Wife
1-2	6	3	Fail to Notice Obvious	Evoke Sympathy	Flaunt Stylish Fashion	Fisticuffs
1-2	6	4	Ferret Out Horrible News	Face Danger Unflinchingly	Flirt Innocently	Fix Toilet
1-2	6	5	Find Addresses	False Remorse	Forge Checks	Flip Switches
1-2	6	6	Find Mystic Frauds	Fast Talk (IRS Agent)	Forge Masterpiece	Force Child to Clean Behind Ears
3-4	1	1	Find Obscure Reference	Flare Nostrils Contemptuously	Freerunning/Parkour	Get Sick
3-4	1	2	Follow Orders	Get in Crew's Way	Gesticulate Mysteriously	Gobble Food
3-4	1	3	Forget Annoying Details	Give Emotional Support	Get in the Way of Passers-By	Golf Caddy
3-4	1	4	Fuss Over Documents	Have Intimate Photos Leaked	Gossip	Grapple (with Monster)
3-4	1	5	Geology	Ignore Evidence	Hand Out Buttons	Grip Furniture On Horrible News
3-4	1	6	Glazed Stare	Ignore Innuendo	Hear	Hear
3-4	2	1	Guerrilla Marketing	Ignore Insults	Hide (Evidence/Whiskey)	Hold Crystal
3-4	2	2	Guess	Ignore Salesman	Hide Self	Impossible Yoga
3-4	2	3	Gun Lore	Ignore Wife	Hurl Spear	Insert Stake
3-4	2	4	Hair Styling	Infuriate	Ice-Cold Stare	Intimidate
3-4	2	5	Halve Recipe	Insolence	Juggle Bank Books	Intimidate Witness
3-4	2	6	History	Inured to Weird Stuff	Knock Things Over	Jazzercise

**West End Games Ghostbusters RPG – Human Talents Table – Compiled and Modified 2014 Jason J. Patterson**

<b>1</b>	<b>2</b>	<b>3</b>	<b>Brains</b>	<b>Cool</b>	<b>Moves</b>	<b>Muscles</b>
3-4	3	1	Hotel Management	Keep Conventioneer In Line/Guide	Listen	Jog
3-4	3	2	Household Repair	Lay It On Thick	Lock Pick	Jostle Each Other
3-4	3	3	Ignore Family's Criminal Activities	Lie Through Teeth/Tell Fibs	Look Prosperous	Juggernaut Football Player
3-4	3	4	Incidental History of Strange Sites	Look Cool	Make Fake Repairs	Jump
3-4	3	5	Infuriate Boss	Look Death In Eye	Make Loud Chalkboard Noise	Junk Food
3-4	3	6	Install Satellite Dish	Look Good in Polyester	Make Music	Keep Patient In Bed
3-4	4	1	Invest Commodities	Look Good in Uniform	Make Mystic Passes	Kick Door Open
3-4	4	2	Italian Cooking	Look Prosperous	Maneuver in Zero-G	Kick Things Over
3-4	4	3	Journalism	Make Citizen Nervous	Not Spilling Trays of Food	Knock Over Equipment Racks
3-4	4	4	Justify Acts of Inhuman Brutality	Make Internet Videos	Open Bottles/Cans with Teeth	Kryd Karate
3-4	4	5	Knot Tying	Meditate	Open Childproof Caps	Lie Through Teeth
3-4	4	6	Know City Streets	Moderate/Troll Internet Forums	Open Door	Lift Canned Goods
3-4	5	1	Law/Thwart With Legal Procedure	Menace	Open Portfolio	Lift Heavy Office Equipment
3-4	5	2	Library Science/Search	Misunderstand Intent	Operate Complex Devices	Lift Heavy Stuff
3-4	5	3	Linguistics	Misunderstand Plain English	Operate Word Processor	Load Drunk Into Paddywagon
3-4	5	4	Make Plans for Everyone Else	Nag	Overapply Makeup On Bus	Lug Books/Secret Tomes
3-4	5	5	Maneuver Underground	Narrow Eyes Menacingly	Pick Pocket	Lug Stuff
3-4	5	6	Mathematics	Not Believe Self Attractive	Play Cello/Restore Painting	Massage
3-4	6	1	Mechanical Repair/Fix Car/Tinker	Notice Cruelty	Play Pac Man	Mix Drinks
3-4	6	2	Medicine	Nurse Grudge	Pour Chemicals	Move Furniture
3-4	6	3	Mis-read Menu	Orate	Pray	Move Scientific Apparatus
3-4	6	4	Movie/TV Criticism	Orate Unintelligibly	Pull Hair/Tweak Nose	Move Suitcases
3-4	6	5	Natural Philosophy	Outclass Others	Reckless Driving	Not Die From Failed Parachute
3-4	6	6	Not Believe Anybody or Anything	Passive-Aggressive Criticism	Ride (Police) Horse	Operate Seance Tricks
5-6	1	1	Notice Treachery	Play Chicken	Roll Eyes Up Into Head	Pinch Cute Man's Cheek
5-6	1	2	Obfuscate the Ordinary	Play Poker	Rummage In Jewelry Box	Protect Character
5-6	1	3	Occult (Lore)/Supernatural Theory	Play Stock Market	Scream	Pull Airplane With Teeth
5-6	1	4	Parapsychology	Pout Seductively	Seduce	Push Males Around
5-6	1	5	Party	Pretend To Be Normal	See	Push Things
5-6	1	6	Physics	Protests and Marches	Serve Clams	Push/Shuffle Paper
5-6	2	1	Plan Third World Profiteering	Prove Self Crazy	Shoot to Splatter Gore	Remove Opponent's Body Parts
5-6	2	2	Play Video Games	Put Inferiors in Their Places	Shuck	Resist Arrest
5-6	2	3	Plotting	Radiate Cosmic Indifference	Sign Salary Increase for Self	Resist Physical Torture
5-6	2	4	Politics	Rap Battle	Ski (Gracefully)	Restrain Obstreperous Human
5-6	2	5	Psychoanalysis	Rave Madly	Sleight of Hand/Stage Magic	RickshawBusiness
5-6	2	6	Raise Funds	Rebel Mindlessly	Sneak (Into Rooms)	Rip Things Open
5-6	3	1	Read Palms	Remain Unfazed in Face of Creation	Sniff (Out Odors)	Run
5-6	3	2	Read Self-Help Books	Remain Unimpressed by Man's Feats	Solder Circuits	Scientific Endurance Specimen
5-6	3	3	Recall Strange Family History	Reminisce Menacingly	Spot Hidden Kid	Self Defense Attacker Patsy
5-6	3	4	Remember '50s Rock Lyrics	Resist Strangling Child with Bare Hands	Spot Love Interest	Shake Fist
5-6	3	5	Remember Old TV Shows	Resist Terrorize	Stack File Folder	Ski (Endurance)
5-6	3	6	Remember the Good Old Days	Save Youngster from a Life of Crime	Stampede Toward Danger	Slam Martinis
5-6	4	1	Scheme to Rip-off Customers	Scold Young Whippersnappers	Stare	Slug Over-Amorous Suitor
5-6	4	2	Scrutinize Mercilessly	Security Guarding	Steal	Squeeze Into Blue Jeans
5-6	4	3	Secret Horrors Trivia	Sell Terrible Tasting Alcoholic Drinks	Steeple Fingers	Squirm into Strange Positions
5-6	4	4	Soap Opera Romances	Sense of Humor	Stride Menacingly	Stiffarm Looney
5-6	4	5	Sports Facts/Trivia	Serve The Corporation	Strike Beautiful Poses	Stomp Grapes
5-6	4	6	Stall Forever	Sneer	Stroke Chin Thoughtfully	Stretch Jodhpurs
5-6	5	1	Studied Ignorance	Soothe Irate Customer	Strut (Sexily)	Stroke Chin Thoughtfully
5-6	5	2	Temporal Paradoxes	Sound Wise	Taunt Hotheads	Survival Reality Show Contestant
5-6	5	3	Theft; Larceny	Speak Politely	Tell Stories by Campfire	Sway Rhythmically
5-6	5	4	Theology	Spurn Advances	Tennis Ball Retrieval	Swim
5-6	5	5	Think Beautiful Thoughts	Steer Correct Course With Eyes Closed	Throw (Cutlery/Dagger)	Thrash the Young Blighters
5-6	5	6	Think Up Cons/Schemes	Street Talk	Use Whip	Throw Drunks Out of Restaurant
5-6	6	1	Unsystematic Reading	Suppress Self-Preservation Instincts	Voodoo Dance	Wave Chalk Passionately
5-6	6	2	Use Influence	Take Bubble Bath	Walk With Cane	Weightlifting
5-6	6	3	Voodoo	Talk Sympathetically	Whack Hoodlum With Nightstick	Withstand Pain
5-6	6	4	Waste Time Elaborately	Teach Teenagers	Wield Marlinespike	Work Farm
5-6	6	5	Wildly Misinterpret Evidence	Tell Tall Tales	Yodel Loquaciously	Wrestle (Alligators/Bears)
5-6	6	6	Write Popular Fiction	Twist People Around Little Finger	Zip on Bike	Yank

# West End Games Ghostbusters RPG – Human Goals and Flaws Table – Compiled and Modified 2014 Jason J. Patterson

- 0 Use this table to choose from or generate any of 72 normal human Goals by rolling three regular six-sided dice (3D) or one die three times.
- 1 Grab 3 different dice (maybe red, green and white) and find each face in order in columns 1, 2 and 3 - don't sum them. Example: [1][5][2]
- 2 Find the first die ("1-3" or "4-6") result in column [1]. Within that horizontal range, find the second die in column [2], and within that more narrow column [2] range (within the larger column [1] range), find the last die in column [3] and its listed Goal.  
Example: Pete rolls "1" on the black (first) die, "5" on the red (second) die and "2" on the white (third) die, getting "152".
- 3 The final result under the Goals heading for the "152" roll is "Head Off Apocalypse", so a character with this Goal is the most concerned about the influx of ghosts possibly heralding a global disaster. Reroll unusable results or choose an appropriate one.

1	2	3	Goals	1	2	3	Goals	1	2	3	Flaws
1-3	1	1	Accept Imminent Death	4-6	1	1	Make Noise/Get Reaction	-	-	1	Outsider: -1D to complex tasks or concepts
1-3	1	2	Accumulate World of Sensation	4-6	1	2	Marry a Decent Person	-	-		
1-3	1	3	Acquisition of Lost Treasures	4-6	1	3	Not Get Killed By Monster	-	-		
1-3	1	4	Avoid Being Driven Mad	4-6	1	4	Object of Pure Respect	-	-		
1-3	1	5	Be An Inspiration to Others	4-6	1	5	Pay Bills	-	-		
1-3	1	6	Be Like My Idol(s)	4-6	1	6	Pay Off Debt	-	-		
1-3	2	1	Be Normal	4-6	2	1	Perfect Comfort	-	-	2	Gullible: -1D to resist fast-talk, con, charm
1-3	2	2	Be Understood	4-6	2	2	Personally Face Down Unknown	-	-		
1-3	2	3	Beat Up Entire Universe	4-6	2	3	Popularity	-	-		
1-3	2	4	Become Authority Figure	4-6	2	4	Prevent Threat to Others	-	-		
1-3	2	5	Become Object of Envy	4-6	2	5	Produce Next Generation	-	-		
1-3	2	6	Better Sex Life For All	4-6	2	6	Protect Innocents	-	-		
1-3	3	1	Blow the Ultimate Bubble	4-6	3	1	Prove Doubters/Haters Wrong	-	-	3	Humor-Blind: -1D to friendly conversations
1-3	3	2	Break Things	4-6	3	2	Providing for Family/Charity	-	-		
1-3	3	3	Claw Way To Top	4-6	3	3	Put On Best Damn Show Ever	-	-		
1-3	3	4	Clean Things Up, Lead a Happy Life	4-6	3	4	Put Souls to Rest	-	-		
1-3	3	5	Die Before Getting Old	4-6	3	5	Raise Awareness	-	-		
1-3	3	6	Enjoy Adventure	4-6	3	6	Raise the Tone of the Neighborhood	-	-		
1-3	4	1	Fame and Status	4-6	4	1	Reclaim Ancestral Homeland	-	-	4	Obsessed: -1D to Brains/notice rolls
1-3	4	2	Fine Dining	4-6	4	2	Restore Old Fashioned Values	-	-		
1-3	4	3	Get Even with Everyone Through Money	4-6	4	3	Rip People Off Without Danger	-	-		
1-3	4	4	Get Self Together	4-6	4	4	Romance for Its Own Sake	-	-		
1-3	4	5	Give People Another Chance	4-6	4	5	Seething Vengeance	-	-		
1-3	4	6	Hand Off Duty and Retire	4-6	4	6	Self Basting Chili Recipe	-	-		
1-3	5	1	Have Library to Self	4-6	5	1	Self Improvement	-	-	5	Sucker for Pretty Face: -1D to resist charm
1-3	5	2	Head Off Apocalypse	4-6	5	2	Serve Agency	-	-		
1-3	5	3	Helpfulness	4-6	5	3	Serve Business/Corporation	-	-		
1-3	5	4	Ill-Advised Curiosity/Personal Drive	4-6	5	4	Serve Franchise	-	-		
1-3	5	5	Influence and Power	4-6	5	5	Serve Humanity At Own Pace	-	-		
1-3	5	6	Inner Power	4-6	5	6	Serve the Poor	-	-		
1-3	6	1	Instant Gratification	4-6	6	1	Serving Humanity	-	-	6	Worst Luck: any bad thing always his you
1-3	6	2	Jet Set Party Life Notoriety	4-6	6	2	Soulless Science	-	-		
1-3	6	3	Know Why He's Here	4-6	6	3	Top Tier Dating	-	-		
1-3	6	4	Lift Curse and Cheer Up	4-6	6	4	Universal Balance	-	-		
1-3	6	5	Live Happily Ever After With Love	4-6	6	5	Wealth Beyond Measure/Money	-	-		
1-3	6	6	Lurid Fornication	4-6	6	6	Win Friends and Influence People	-	-		

# West End Games Ghostbusters RPG – Human TagsTable – Compiled and Modified 2014 Jason J. Patterson

- 0 Use this table to choose from or generate 3 of 216 normal human Tags by rolling 3 regular six-sided dice (3D) or one die three times.
- 1 Grab 3 different dice (maybe red, green and white) and find each face in order in columns 1, 2 and 3 - don't sum them. Example: [1][5][2]
- 2 Find the first die ("1-3" or "4-6") result in column [1]. Within that horizontal range, find the second die in column [2], and within that more narrow column [2] range (within the larger column [1] range), find the last die in column [3] and its listed Goal.  
Example: Pete rolls "1" on the black (first) die, "5" on the red (second) die and "2" on the white (third) die, getting "152".
- 3 The final result under the Tags heading for the "152" roll is "Capable", so a character with this Tag talks and acts in a way that shows they are clearly competent in one or more ways, or just overall. Reroll unusable results or choose an appropriate one.
- 4 If your column [1] roll is 6 and column [2] roll is 5 or 6, the Tag is female-specific. You may keep or reroll if male (or you don't want female-specific Tags). Optional: Females make rolls in the [6][5][x] and [6][6][y] ranges, choosing one of those as a starting Tag.

1	2	3	Tags	1	2	3	Tags
1	1	1	A Tad Overweight	2	3	1	Easygoing
1	1	2	Abstracted expression	2	3	2	Economical
1	1	3	Adorned in a mass of expensive jewelry	2	3	3	Emotionless except sigh and bowing head when contemplating own life
1	1	4	Affects Hispanic accent that slips in moments of stress	2	3	4	Enjoys life
1	1	5	Afraid of men/women	2	3	5	Ensemble consists solely of earth tones and no socks
1	1	6	Always carries a clipboard	2	3	6	Enthusiastic about learning new things
1	2	1	Always complains about the people caused his troubles	2	4	1	Ever-present cigar
1	2	2	Always happy	2	4	2	Expressionless face
1	2	3	Always has a cold/allergies	2	4	3	Extraordinarily average physique
1	2	4	Always smiling, even when threatening to call the cops	2	4	4	Extremely Short
1	2	5	Always smooths back slick hair	2	4	5	Eyes sparkle with hot spicy fire
1	2	6	Always stands with hands on hips, torso thrust forward	2	4	6	Facial hair/alluring fashion
1	3	1	Always talking about nearby females'/males' attributes	2	5	1	Fanatic about baseball
1	3	2	Always whistling, especially when others are speaking	2	5	2	Fascinated by the occult
1	3	3	Artistic	2	5	3	Flexes muscles
1	3	4	Attractive	2	5	4	Flusters easily, especially around opposite sex
1	3	5	Avid reader	2	5	5	Fondles star of David hanging from bracelet
1	3	6	Avoids hard work	2	5	6	Foreign accent/drawl
1	4	1	Babbles, screams and drools	2	6	1	Friendly and helpful
1	4	2	Balding/very thinning hair	2	6	2	Funny clothes
1	4	3	Barks information	2	6	3	Giggles menacingly
1	4	4	Basically stupid	2	6	4	Groans incomprehensibly
1	4	5	Big nose	2	6	5	Hands in pockets and chin on chest even when talking
1	4	6	Blandly assumes the best of everyone	2	6	6	Has a "gosh golly" attitude about life
1	5	1	Calculates odds and stats	3	1	1	Has pet monkey
1	5	2	Clearly can never be what they envision	3	1	2	Haughty and Judgmental
1	5	3	Capable	3	1	3	Hearty eater
1	5	4	Careful dresser	3	1	4	Heavily muscled
1	5	5	Cautious	3	1	5	Holds head aloof in a snooty way
1	5	6	Childishly enthusiastic	3	1	6	Hums to self incessantly but mostly inoffensively
1	6	1	Chillingly polite	3	2	1	Immaculately appointed clothing
1	6	2	Chops air with hand when speaking	3	2	2	Inexplicably perky, friendly attitude
1	6	3	Clasped hands or folded arms	3	2	3	Intelligent (deceptively)
1	6	4	Clings to others' arms when frightened	3	2	4	Jerks head erratically while speaking
1	6	5	Clipped speech	3	2	5	Kind-hearted
1	6	6	Complains (correctly) about sitting all day ruining figure/looks	3	2	6	Laughs at things that aren't funny
2	1	1	Complains about "all these foreigners"	3	3	1	Long hair
2	1	2	Completely unremarkable	3	3	2	Looks like government agent
2	1	3	Conscious of status quo	3	3	3	Looking for Mr./Mrs. Right
2	1	4	Constantly picking nose	3	3	4	Looking for nice prospect for son/daughter
2	1	5	Constantly texting, talking on or fiddling with cell phone	3	3	5	Looks confused and irritated
2	1	6	Cool in a crisis	3	3	6	Looks mournfully at anyone that can help him or sadder than himself
2	2	1	Cynical; pessimistic, somewhat unhelpful	3	4	1	Looks people over as though subjects in next experiment
2	2	2	Dangerously Obese	3	4	2	Looks tired
2	2	3	Dedicated scientist	3	4	3	Loomingly tall
2	2	4	Dentures constantly slipping out of mouth	3	4	4	Loves animals
2	2	5	Distrusts anyone in leather jacket	3	4	5	Low fear tolerance
2	2	6	Dry sense of humor	3	4	6	Loyal to a fault to trusted friends

# West End Games Ghostbusters RPG – Human TagsTable – Compiled and Modified 2014 Jason J. Patterson

1	2	3	Tags
3	5	1	Monobrow
3	5	2	Mood swings
3	5	3	Mouth often slightly open
3	5	4	Mouths words under breath, grunting, then vocalizes
3	5	5	Mr. Rogers soothing, boring voice
3	5	6	Muscular
3	6	1	Narrated emotion (“i admit trepidation!”)
3	6	2	Natural flirt
3	6	3	Nervous and twitchy
3	6	4	No sense of humor
3	6	5	Obsessively pouring over something on an e-book reader
3	6	6	Occasionally dances quick step with invisible partner
4	1	1	Often cackles or laughs maniacally for no reason
4	1	2	Often reclines with hands behind head
4	1	3	On the short side
4	1	4	Orange overtan
4	1	5	Overpowering perfume/cologne
4	1	6	Overprotective, careful parent
4	2	1	Painfully Thin
4	2	2	Pauses and stuttering fumbles to preface frequent fibs
4	2	3	Perfect English speech
4	2	4	Perfect, ideal physique
4	2	5	Perfectly groomed
4	2	6	Perfectly tanned
4	3	1	Physically fit
4	3	2	Politician style “glad to see you!” Greeting
4	3	3	Practical joker
4	3	4	Practical; pragmatic; no nonsense
4	3	5	Proud parent
4	3	6	Pulls gun when startled
4	4	1	Pushing up, down or cleaning glasses
4	4	2	Quiet
4	4	3	Refers to people as “sweetheart” or “darling”
4	4	4	Run-on sentences, meanders
4	4	5	Runs around alarmingly, flailing arms
4	4	6	Sarcastic, defensive attitude
4	5	1	Says “Hmm”, a lot, looking displeased
4	5	2	Says “yah mon”, bobbing head to iPod reggae music
4	5	3	Says something “funny”, echoes joke and laughs
4	5	4	Scar
4	5	5	Scratches head almost constantly
4	5	6	Searches for big words to finish a sentence and fails
4	6	1	Shifty eyes
4	6	2	Sincere
4	6	3	Sings 80's tunes absently
4	6	4	Sits in relaxed position but with hands clenched
4	6	5	Sits on hands or fidgets
4	6	6	Slightly drunk
5	1	1	Slightly hard of hearing
5	1	2	Slow evaluation of others from mostly closed eyelids
5	1	3	Smart but charmingly clueless
5	1	4	Smokes a pipe
5	1	5	Smokes pipe and talks bombastically
5	1	6	Smooth and charming when he/she chooses
5	2	1	Social justice agenda
5	2	2	Sophisticated evening clothes to any occasion
5	2	3	Speaks with accent
5	2	4	Speaks too loud
5	2	5	Spectacle of fashion
5	2	6	Spins and juggles keys on finger

1	2	3	Tags
5	3	1	Sprinkles “Ya know?” in almost every sentence, sometimes twice
5	3	2	Squints at things as if going blind
5	3	3	Standoffish, avoids joining in or being focused on
5	3	4	Starts sentences but waves it off and walks away
5	3	5	Stoops
5	3	6	Streetwise
5	4	1	Sucker for a pretty face
5	4	2	Suspicious of strangers
5	4	3	Talks in a feeble, quivering voice
5	4	4	Talks like Peter Lorre
5	4	5	Tall and lanky
5	4	6	Tattoos and maybe piercings
5	5	1	Tears off clothing at slightest provocation
5	5	2	Tells people not to shout, even if they are whispering
5	5	3	Thin lips drawn taut in strict judgment
5	5	4	Thoughtful
5	5	5	Tinfoil hat or other clearly strange, obscure accessory
5	5	6	Tolerant of human foibles
5	6	1	Tolerant of ivory tower types
5	6	2	Total lack of personality and free will
5	6	3	Tough-looking
5	6	4	Tries to act like idol(s)
5	6	5	Tries to finish other people's sentence (usually wrong)
5	6	6	Unfazed at gore, death and other macabre sights or info
6	1	1	Uninterested in theories
6	1	2	Uses charming rural expressions (“cuter than socks on a rooster”)
6	1	3	Uses sweeping arm gestures when speaking
6	1	4	Uses yiddishisms in speech
6	1	5	Usually begins sentence with “I see...”
6	1	6	Very dignified
6	2	1	Very hard of hearing but refuses to acknowledge it
6	2	2	Very modest
6	2	3	Very pale
6	2	4	Violently cleans ear with finger
6	2	5	Wails About Family And Fondles A Rosary
6	2	6	Walks around with eyes wide, hands raised, hair on end
6	3	1	Walks with a limp
6	3	2	Walks with perfect posture
6	3	3	Walks with shuffle
6	3	4	Way outta style dress
6	3	5	Wears weather-inappropriate garb (sweater at the beach, etc)
6	3	6	Wears loud, cheerful, ugly clothes (Hawaiian/cartoon shirts, etc)
6	4	1	Wears rumpled clothing
6	4	2	Wears sunglasses, even inside and at night
6	4	3	Whiny or nasal voice
6	4	4	Whispers a lot
6	4	5	Wrings hands on clothes (own or others')
6	4	6	Zones out spontaneously while looking directly at speaker
6	5	1	Carries tiny dog in handbag
6	5	2	Constantly teetering on high heels
6	5	3	Dresses in exceptionally feminine, lacy and flowery clothing
6	5	4	Flaming red lips quirked in knowing smile
6	5	5	Flips hair in spastic flirty manner
6	5	6	Graceful, sultry strut of confidence and power
6	6	1	Heaving bosom
6	6	2	Runs a pearl necklace between lips/ties knot in stem w/ tongue
6	6	3	Sleepwalks wearing long elaborate gowns
6	6	4	Southern drawl and giggle pretend innocence and naivete
6	6	5	Unapologetic tomboy in actions and dress
6	6	6	Very vocal about uncomfortable heels

# **Ghostbusters Character Generation and Play Summary Sheet (West End Games) – Jason J. Patterson**

(H)ands, (M)uscles, HB = Hit Bonus, DB = Damage Bonus, R = Range, TP = Throw Penalty, \$ = Cost (Cash Difficulty)

Ranged Weapons	H	M	\$	HB	DB	R
Bazooka	2	2	-	+6E	N	
Bow (w/ 20 arrows)	2	½	6	+1	N	
Brick (Thrown)	1	½	1	+1	P	
Chair	2	1	2	+2	P	
Cream Pie	1	½	1		P	
Crossbow	2	1	4	+1	+1	N
Disintegrator Ray	1	½	-		P	
Grenade	1	¼	-		P	
Knife/Shuriken	1	¼	2	+2	P	
Machine Gun	2	2	9	+2	+3	L
Pistol	1	½	5	+2	P	
Proton Pack, Neutrino Wand	2	2	-	+3	P	
Rifle	2	1	7	+2	+2	L
Shotgun	2	1	5	+3	P	
Slingshot	2	¼	1		P	
Speargun	2	1	4	+1	P	
Tommygun	2	1	8	+1	+4	N

Melee Weapons	H	M	\$	HB	DB	TP
Battle Axe	2	1	9	+1	+3	-1
Blackjack	1	½	2	+1		-1
Brass Knuckles	0	½	2	+1		
Bullwhip G*	1	½	4	+1	+1	-3
Chainsaw G*	2	2	4	+1	+4	
Chair	2	1	2	+1	+1	
Club	1	½	2	+2		-1
Frying Pan	1	½	2	+1	+1	
Long Fingernails/Claws	N	0	2	+1	NA	
Power Drill	1	½	4	+1	+2	
Switchblade	1	½	2	+2		-1
Sword	2	1	7	+2	+1	
Umbrella	1	½	2	+1		-2

Electronics	H	M	\$	HB	DB	TP
Bullhorn	1	½	3			
CB Radio, Scanner, etc.	2	½	4			
Cell Phone	1	-	3			
Computer, Deluxe Desktop	2	3	17			
Computer, Laptop	2	1	14			
Digital Audio Recorder	1	-	3			
Digital Camcorder	1	1	10			
Digital Camcorder, Infrared	1	1	14			
Digital Camera	1	1	8			
Electronics Repair Kit	2	¼	3			
Geiger Counter	2	¼	6			
Home Entertainment System	2	4	13			
Other Digital Device	1	¼	7			
Portable Stereo/iPOD	1	-	5			
Power Appliance Recharger	2	¼	3			
Spectroscope	2	1	21			
Supplies: batteries, etc.	2	¼	1			
Temperature Sensor Gun	1	-	3			
Headset Radios (set of 4)	1	½	6			

Gear/Kits/Supplies	H	M	\$	HB	DB	TP
Alpine Gear	2	1	14			
Beach Kit	2	½	4			
Business Cards (Custom)	1	-	4			
Camping Kit	2	2	6			
Gear Shelves/Lockers	-	3	8			
First Aid Kit, Meds	2	½	2			
Flashlight	1	¼	3			
Locksmith Set	2	¼	6			
Other Climate/Gear Packs	2	1	8			
Photo ID, Clip, Card, Wallet	1	-	3			
Scuba Gear	2	2	10			
Treasure Hunter's Kit	2	2	8			
Uniform and Boots	2	1	7			

Busting Equipment	H	M	\$	HB	DB	TP
Ghost Bait	2	½	5			
Ghost Barrier	2	1	15			
Ghost Trap	1	½	13			
Ghost Trap, High Capacity	1	½	14			
Ghost Trap, Proximity-Activated	1	½	15			
Mega Armor	0	2	19			
Overload Pulse Dispersal Caster	2	1	15			
Personal Protection Grid	0	1	13			
Proton Bomb	1	¼	27			
Proton Pack Magnum	2	2	32			
Proton Pack, Wand	2	2	27			
Slime Blower	2	1	21			
Slime Grenade	1	½	15			
Slimecaster (Mounted)	1	2	22			
Vehicle-Mounted Transition Trap	1	2	14			
Wrist Trap	1	½	13			

Attachments and Peripherals	H	M	\$	HB	DB	TP
Accelerator Coil	-	¼	14			
Anti-Blowback Ring (Fermion Coil)	-	¼	13			
Boson Dart Projectiles	-	½	15			
Coolant Unit	-	½	12			
Ecto-Targeting Unit	-	½	14			
Lightweight Aperture Casing	-	¼	13			
Meson Collider Tracking System	2	1	15			
Proton Inhibitor Coil	-	¼	14			
Proton Wand Tripod, Remote	1	1	9			
Shock Blast Coil	-	¼	4			
Slime Blower Mark II Attachment	1	½	10			
Slime Booster	-	½	15			
Slime Mine Dispersal Attachment	2	½	9			
Slime Tank	-	1	18			
Slime Tether	2	½	16			
Stasis Stream Booster	-	¼	16			
Stream Focus Unit	-	¼	13			
Trap Stabilizer Unit	-	¼	10			
Venting Ejector	-	¼	17			

Analysis and Detection	H	M	\$	HB	DB	TP
Atmospheric Ionization Analyzer	1	½	8			
Aura Video Analyzer	2	2	15			
Ecto Goggles	1	½	21			
Ecto Visor	1	½	25			
EMF Detector	1	½	7			
Field Strength Meter	2	½	9			
Frank's Box	1	½	6			
Laser Array Matrix	2	½	8			
Panoramic Video Scanner	2	1	16			
PKE Badge	0	½	1			
PKE Meter	1	½	14			
PKE Meter Deluxe (Gigameter)	1	½	15			
Psi-Booster	2	½	17			
Sample Collection Kit	2	½	15			

Other Devices and Kits	H	M	\$	HB	DB	TP
Anti-Slime Suit	2	1	14			
Emergency Ecto-Recovery Kit	2	½	3			
Ecto-Containment Unit	2	13	35			
Ecto-Containment Unit, Deluxe	2	14	40			
ECTO-Mobile 21C Outfitting Kit	2	3	15			

Books	H	M	\$	HB	DB	TP
Big Book of Occult Lore	1	½	5+			
Ghostbuster Handbook	2	½	3			
Roylance Guide / Secret Societies	2	½	4			
Spates Catalog / Nameless Horrors	½	½	4			
Tobin's Spirit Guide	½	½	5			
Tomes of Occult Lore	½	1	4+			

Transportation	\$
Automotive Tool Set/Repair Kit	3
Tire, Lights or Siren, etc.	4
Parachute	15
Bicycle/Foot Scooter	4
Rollerblades/Skateboard	3
Segway	15
Motorized Scooter	13
Motorcycle, Cheap/Snowmobile	14
Motorcycle, Standard/ATV (4x4)	15
Motorcycle, Large/Trike	17
Car, Supercompact	21
Car, Subcompact	22
Car, Compact	23
Car, Mid-Size	27
Car, Sedan	30
Car, Luxury/Large	33
Truck/Jeep, Small	23
Truck/Jeep, Mid-Size	26
Truck/Jeep, Large	29
Truck, Full-Size	32
Truck, Heavy-Duty	33
Truck, Super-Duty	34
Van/SUV, Sport	29
Van/SUV, Utility	30
Van/SUV, Large	31
Van/SUV, Full-Size (Small Bus)	33
Medium Bus (Full-Size School)	34
Large Bus (Tour/City)	35
Deluxe Bus (Double-Deck Tour)	36
Semi Cab and Attachments	35
Semi Trailer, Small	34
Semi Trailer, Large/Heavy Equip.	35
Inflatable Raft	13
Small Fishing Boat/Canoe/Raft	15
Power Boat/Small Yacht/Sailboat	29
Medium Sailboat/Yacht	30
Large Sailboat/Yacht	34
Private Charter Flight	15
Hang Glider	21
Ultralight Plane, Trike or Heli	29
Private Piper/Cessna	30

\$	Range	\$	Range
<b>1</b>	\$5 - \$15	<b>9</b>	\$251 - \$300
<b>2</b>	\$16 - \$25	<b>10</b>	\$301 - \$350
<b>3</b>	\$26 - \$50	<b>11</b>	\$351 - \$400
<b>4</b>	\$51 - \$75	<b>12</b>	\$401 - \$450
<b>5</b>	\$76 - \$100	<b>13</b>	\$451 - \$500
<b>6</b>	\$100 - \$150	<b>14</b>	\$501 - \$1,000
<b>7</b>	\$151 - \$200	<b>15</b>	\$1,250 - \$2,000
<b>8</b>	\$201 - \$250	<b>16</b>	\$2,250 - \$3,000

M Weight (Lb)	M	Weight (Lb)
¼ 1 (½ bulk)	<b>7</b>	1,500 (750 bulk)
½ 3 (2 bulk)	<b>8</b>	2,000 (1,000 bulk)
<b>1</b> 12 (6 bulk)	<b>9</b>	2,500 (1,250 bulk)
<b>2</b> 50 (25 bulk)	<b>10</b>	3,000 (1,500 bulk)
<b>3</b> 200 (100 bulk)	<b>11</b>	4,000 (2,000 bulk)
<b>4</b> 400 (200 bulk)	<b>12</b>	5,000 (2,500 bulk)
<b>5</b> 500 (250 bulk)	<b>13</b>	6,000 (3,000 bulk)
<b>6</b> 1,000 (500 blk)	<b>14</b>	7,000 (3,500 bulk)

Each Buster can carry Muscles x2 of gear into a scene without penalty.

For reference, the Weight chart above shows Muscle rating equivalents like M 3 is 200 lbs or 100 very bulky lbs.

# Forever Halloween

A Halloween Ghostbusters adventure  
adapted from the Real Ghostbusters episode,

“When Halloween Was Forever” by Michael J. Straczynski

Adventurized by Jason J. Patterson, Oct 24, 2013



## Summary

The Lord of Night, Samhain, has been brought to the USA and your fair city, by accident, and unleashed upon the nice folks by a pair of hench-goblins. His plan is to bring about eternal night – eternal Halloween!

## Opening Scene

The story opens on a new job at a local multi-story landmark-historical society; busting a small round furry gremlin that's mostly mouth, and a green, mop-like ghost with two red horns. Both will be surprisingly difficult, compared to usual busting gigs.

## Opening Narration For Players

“Spectral activity seems to have grown recently, so much that it looks like it will severely start cutting into your free time, even if it nets you some additional dough. A duo of what sound like minor semi-solid manifestations are your current targets for this job at the four story Historical Society building, which is also a local landmark.

You arrive and shoo off as many people as you can before you set up your official Ghostbusters barricade, while being hounded by questions from a local TV reporter, about how long you expect it to take, how difficult it's likely to be, and other things you couldn't know yet.”

A group of about half a dozen people, from executives and employees, to joggers and homeless, are gathered around to see what happens, as you enter the evacuated building. Just as reported, you shortly see two small, hyper creatures tearing through the place, smearing slime all over the walls and knocking over furniture and generally being a pair of pains in the posterior.

GHOST	Br	Ms	Mv	Co	Pow	Ect
Furbite	1	2	4	2	2	5
Hairbull	2	1	3	2	2	5



## ANOTHER EASY JOB

Having vanquished yet two more nasties, you are once again assaulted with questions outside the Historical Society, asking if your franchise looks forward to Halloween, as it tends to generate more jobs for you.

## Back At Ghostbusters Headquarters

The GB have a short bit of time to relax and get their bearings and perform any research they want, before it is time to head to the next section of the adventure.

## Brains/Research

- \* PKE readings have been increasing all across the city all day. If compared to recent readings, it seems they have been increasing steadily for over a week.
- \* Ancient ruins from 7<sup>th</sup> century Ireland arrived two weeks ago for display in the local museum.
- \* The relics date back to Halloween's origin, brought to the US by Irish/Scottish immigrants, as legend has it, as part of a deal struck between Druids and Netherworld demons.

## GM Info

\* Activity started at the local museum in which the relics are housed; the ruins attracted goblin type ghosts that freed Samhain from a stone inner structure.



\* Various strange things begin to manifest late in the afternoon of October 31; clock faces and other objects become animated, gargoyles fly overhead, etc.

## Trick or Treat!



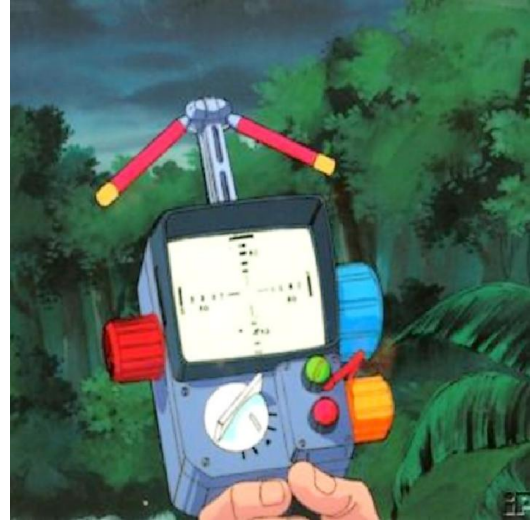
The Ghostbusters Headquarters doorbell rings, as it has done a few times already today, under the fingers of early trick-or-treaters or pranksters. Your secretary rolls her eyes and growls as she gets up from her desk to answer the door.

“Oh my goodness,” she begins in a bored tone, but her voice becomes more animated as she finishes her spiel, seeming to be genuinely impressed.

“What great costumes! Those are really terrific,” she says, and grabs a handful of cheap foil-wrapped chocolate bonbons and pitches some into each of the sad brown sacks carried by the the children, who are dressed in generic but creative goblin costumes.

The little faces look into the bags silently, staring at the obviously unwanted bon-bons; you can almost hear the disappointment in their very souls. A moment later, the secretary is blown backward by a huge gust of wind that knocks her completely off her feet, and she lands against the front of her desk, stunned. The door slams closed uncannily fast as you hear the muffled tittering of the two departing trick-or-treaters.

## Investigating the Goblins



\* PKE meters directed toward the fled goblins (who are out of sight by the time anyone gets to the door) or their previous positions at the door indicate very faint psychokinetic energy signatures, as well as residual ectoplasmic traces on the front step.

An errant pass of a PKE meter by the door indicates a marked increase in general PKE activity in the city, which might point to a city-wide manifestation, which would suggest a mass of hauntings and ghost encounters, but there have been no phone calls for over an hour.

Massive amounts of visible ghosts and spectral energy darting all across the darkening city sky indicate a worsening trend for the citizens.

The phone lines only respond with a humming hiss; if followed up on, they've been dead for a couple of hours.



## GM Info

\* Samhain is calling all of the ghosts to himself, gathering an army on the roof of an abandoned hotel within a block of the museum where he entered this world. He intends to enact his plan to make Halloween night last forever!

## ***Time Waits For ... Some Things***

As the early evening arrives, ghosts and supernatural creatures continue to harass people all over town, prompting the need for the GB to be called out (or go out on their own as their civic duty) to engage in one or two busting scenes, before continuing on.

[Insert busting scene if desired] + *See Spookmaker on page 24*



## ***Brains/Perception***

After either the above busting session or enough player activity to consume several hours, the GB notice their watches are not keeping the right time. After consulting other timekeeping devices and a quick bit of astronomical and/or internet investigation, it turns out the clocks are right, but time is wrong.

“Your bodies tell you that you've been out on the streets, stemming the flow of ghosts wandering the city, without even denting a fraction of them, for at least five hours, but watches and other devices insist you only just left HQ an hour ago.”

## ***Halloween Night***

An errant news report informs the GB: “Night is spreading, with dark clouds appearing all over the world, Europe, Asia and South Africa, causing darkness in opposing places at same time, where it just can't happen!”

## ***Brains***

Conclusion: if time continues slowing at present or an accelerated rate, by midnight, it will be Halloween forever.

## ***Where'd You Learn To Drive?***

A car with giant purple monster controlling it from its position on the car's roof appears, driving crazily near the GB or their HQ, cackling and gibbering like a loon as it takes corners dangerously and a young man narrowly avoids being hit.



Presumably the GB will chase or fire on the car and its driver, causing the car to crash expensively but harmlessly into the grill of a flatbed truck with some sort of large tarp-covered device behind the vehicle's cab.

Coincidentally, this area is near the museum, and this truck, and four others like it on different streets nearby, belong to the museum, each bearing (once a tarp is removed) a small-car-sized spotlight, used with the others to highlight the museum for grand exhibitions, illuminating it to visible for miles. The lights can be connected to each other with cables and although the usual power connector is a highly specialized affair, it is possible to adapt city electric or even a proton pack to power the lights, at least briefly, for a very inventive and clever Ghostbuster.

## ***The Goblin Lord of Night***

The big purple creature attempts to flee the scene of the wreck on bouncing, awkward bipedal steps, but streams from proton packs will pull the creature back toward the GB. Before anyone can throw a trap, however, a large section of red brick wall drops without warning from the sky, landing between the creature and the GB, cutting off the proton streams long enough for the ghost to escape, right before the wall continues its inevitable fall, towering toward the GB, who must make Moves checks to avoid it!

An incredibly tall and lanky pumpkin-headed creature in flowing drab-brown robes looks down on the GB from a nearby three story building roof, lowering his arms, presumably after the completion of whatever ritual or activity was required to hurl a wall between the GB and the escaped spectre.



"Why are you bothering my little ones?" asks the gourd-headed thing in thick Irish brogue, its body over eight feet tall, floating slightly above the roof of the building.

If fired on, he acrobatically flits and floats to another position on an adjacent roof, and says in a perturbed tone, "I repeat: why are you bothering my little ones?!" He points a clawed, elongated finger at your group. He replies to any answer with a sickly greenish-black energy bolt, directed at the speaker.

"These children - all things of the night - are mine, on this night more than any other – for I am *Samhain*. I am Halloween!" (remember the Irish voice)

"Trapped in stone for so many centuries... I have come to give my gift of eternal night, eternal Halloween... eternal me!" he laughs, and fires another arcane ebon bolt. He seems to remain as much in the shadows as possible.



## GM Info

Samhain is susceptible to bright light, including strong flashlights, and he will flinch away as though stung, and flee by flying away, if possible. If exposed to strong light and unable to flee, he is injured and weakened. As soon as this is discovered, the city suffers a blackout, ruining any plans depending on city power.

The creature has been tracking reports from his "little ones" all night, about the Ghostbusters, and has left his "base", an abandoned hotel about a block from the museum where he entered this world, to come see and confront the group of meddlers himself.

## Brains/Research

\* Samhain is an unstoppable, primal force of nature, being night and darkness. Halloween was originally called "The Feast of Samhain", as part of the Druid's Bargain.

\* At various times during this initial (and further) meetings between Samhain and the Ghostbusters, allow Brains or Perception Checks for characters to notice Samhain flinch and blink and make pained expressions, especially during any proton streams thrown at him, even if they don't hit him. How or if any characters conclude that he has an aversion (or worse) to light is up to the GM. Eventually the Goblin Lord of Night will flee into the night sky, leaving the Ghostbusters another brief bit of breathing room.

## Grand Theft Ecto

If the GB have not decided to use the museum's flatbed trucks with lights, or even if they have, a group of goblins and ghosts have a hankering for some joyriding, so will soon be seen driving some of the flatbeds from the museum to Samhain's hotel haunt, as recklessly as possible with small trucks weighed down by such cargo. The ghosts are easily distracted and incited by taunts and can be lead to inadvertently position the lights around Samhain's fortress; they will also attempt to run down any GB they see.

The trucks can be immobilized with Moderate Difficulty, even with a well-aimed steam, and the flatbed trailers can also be shot loose, to coast into position at the foot of Samhain's fortress.

*See the Spookmaker om page 24 if necessary*

SAMHAIN'S FORTRESS

Gargoyles and ghosts, their bodies glowing with eerie spectral energy, are seen circling the top of a tall building, an abandoned hotel by the looks of it; Samhain's base.



COMBATING SAMHAIN



One example plan is to arrange the five large, heavy spotlights into place, accompanied with a portable generator or proton pack.

If the GB attempt to confront him head-on, Samhain prevents his minions from accosting the GB, and allows them to approach, on the roof if they so desire, as he likes to verbally fence with his victims.



*"You have been very, very bad. Picking on such poor, innocent creatures." he mocks. "Surrender your weapons and accept your fate, and you will be assimilated into my army of night." he offers.*

Sufficient bright lights and spotlights directed at Samhain will destroy him, but that isn't necessary, as lesser exposure to light will stun and weaken him enough to be susceptible to the proton packs. When this happens, he can be trapped, and the other ghosts are vacuumed into the same stream, or otherwise dissipate into nothingness, their essence removed from the physical objects, as the unifying force helping keep their forms intact is now nullified.



Samhain, Goblin Lord of Night

Physical, Intelligent

Traits	D	Talent	D
Brains	8	Anticipation	11
Cool	5	Cunning	8
Ecto Pres.	17		
Power	10		

Abilities

Control Mind	Possess
Flight	Teleport
Materialize	Terrorize

**Goal:** Horror on Halloween  
**Flaw:** Def. Cracker (brt. light)  
**Tags:** ectoplasmic, bad attitude, intelligent, pumpkin-headed



## Spookmaker (Ghost Generator)

This will allow you to quickly create random ghosts, either completely at random, by rolling 2D6 to determine the Toughness, or general power level of a ghost, or by picking a Toughness, and rolling indicated dice for various stats.

2D6	Toughness	POW	ECTO	Br/Ms/Mv/Co	AP
3	Pushover	1D2	1D3	1D3	1
4-5	Day's Work	1D2+2	1D6+3	1D3+3	3
6-7	Tough Nut	1D2+4	1D3+9	1D3+6	4
8-9	Dangerous	1D3+6	1D3+12	1D3+9	4
10-11	Demon Class	1D3+9	1D6+15	1D3+12	6
12	Superghost	1D3+12	1D3+21	1D6+15	9

(Pow)er = Energy used for Powers; analogs to Moves or Muscle  
(Ecto) Presence = Vitality and difficulty to subdue  
(A)bility (P)oints = Potency or arsenal of Special Abilities

### Special Abilities

While you have at least 2 "unspent" AP, roll 1D20 + 1D6.  
D6: 1-3 = Lesser Ability (1 AP); 4-6 = Greater Ability (2 AP).  
Find the 1D20 roll on the Lesser or Greater Ability list below.  
Repeat the above until you have 0 or 1 AP left (a Lesser Ability).

Most Abilities are described starting on page 63 in West End Games' Ghostbusters International RPG booklet.

*Wind Gust:* The ghost may use this ability to buffet one or more characters backward forcefully with wing flaps or breath up to 30 meters away – the further away the target, the more likely other objects and people will be affected. Victims of Wind Gust must make a Muscles or Moves Check vs. Difficulty 12 or be hurled backward a number of meters equal to 2D6 minus the character's Muscle. Use the Universal How Much Chart for possible injury.

1D20	(L)esser Ability	(G)reater Ability
1	Creature Feature (L)	Animate
2	Dematerialize Self	Control Mind
3	Flight	Creature Feature (G)
4	Frog n' Prince (L)	Dematerialize Object
5	Materialize	Dimensional Transfer
6	PKE Analysis (L)	Frog n' Prince (G)
7	Murphy (L)	Growing
8	Physical Immunity (L)	Invisibility
9	Poltergeist (L)	Make Illusion
10	Possess	Murphy (G)
11	Proton Immunity (L)	Physical Immunity (G)
12	Shrinking	Poltergeist (G)
13	Slime	Proton Immunity (G)
14	Slumber	Read Mind
15	Teleport	Summon Pests
16	Wind Gust	Terrorize
17-19	1 Mundane Skill +1	2 Mundane Skills
20	Lesser Ability	+1 Greater Ability

## Mundane Skills

These are what living Ghostbusters characters might have as Specialty Traits, but a ghost possesses one or more.

For each Mundane Skill, roll 1D20 + 1D6.

D6: 1-2 = Brains Talent (includes Physical, Social Science)  
3 = Muscles Talent  
4 = Moves Talent  
5-6 = Cool Talent

Find the 1D20 roll on the appropriate Talent Chart.

### BRAINS TALENT CHART

1D20	Brains Talent	Physical Science	Social Science
1	Acute Hearing	Astronomy	Accounting
2	Acute Smell	Biology	Anthropology
3	Acute Vision	Botany	Bureaucracy
4	Alchemy/Herbs	Chemistry	Business Admin.
5	Artwork	Computer Tech.	Criminology
6	Highly Literate	Ecology/Environ.	Demographics
7	Local Info	Electronics Tech.	Education
8	Mechanical Repair	Geology	Geography
9	Occult	Hydrology/Wetlands	History
10	Photoshop	Math and Logic	Internat'l Affairs
11	Poetry	Medicine	Law
12	Pop Trivia	Metaphysics	Library Science
13	Puzzles	Meteorology	Linguistics
14	Surfin' the Net	Oceanography	Media Commun.
15	Survival	Paleontology	Military Science
16	Tabletop Games	Physics	Philosophy/Theo.
17	Tracking	Quantum Science	Polit. Sci./Gov't.
18	Writing	Toxicology/Nutrit.	(Para)Psychology
19	<b>Physical Science</b>	Weird Invention	Sociology
20	<b>Social Science</b>	Zoology	Women's Studies

1D20	Muscles Talent	Moves Talent	Cool Talent
1-2	Bare Knuckles	Crack Shot	Acting!
3-4	Bear Wrestler	Dancing Fool	Con
5-6	Hack and Slash	Expert Outfielder	Gamblin' Man
7-8	Lift and Tote	Gleaming the Cube	Haggle
9-10	Like a Fish	Hong Kong Dodge	Irresistible
11-12	Like a Monkey	Marathon Runner	Lounge Lizard
13-14	Menace	Prodigal Musician	Orate
15-16	Wrecking Crew	Quickdigits	Raise Kids
17-18	Power Eating	Sneaky Devil	So Darn Likable
19-20	Tough as Nails	Stunt Rider/Driver	Streetwise

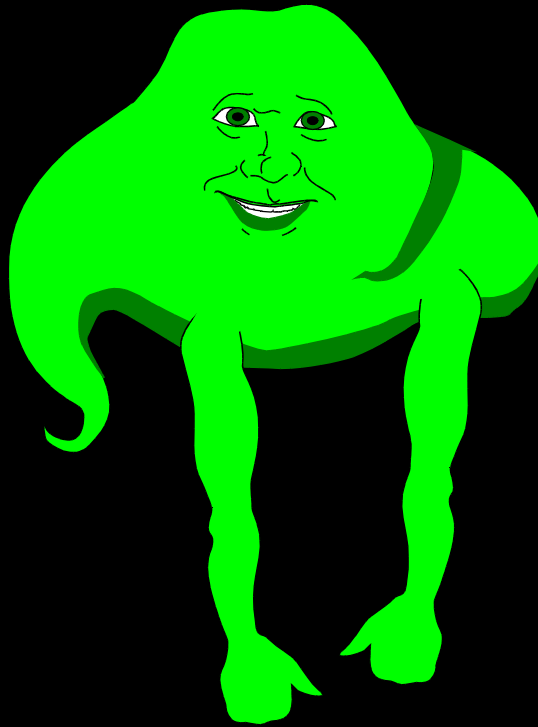
**Intelligence:** Roll 1D6. 1-3 = Mindless/Animal Intellect  
4-6 = Intelligent

**Manifestation:** Roll 1D6. 1-3 = Physical (Basic Traits)  
4-6 = Ectoplasmic

**Weaknesses:** Roll 1D6. *See page 68 in GBI booklet.*

1 = Backlash 4 = Motivator  
2 = Defense Cracker 5 = Secret Fear  
3 = Inhibitor 6 = Secret Goal

**COVER  
BACK  
INSIDE**



## Original Ghoulbusters Roster

Ghoulbusters Cast	Sx	Role
Vincent Peteman	M	Leader/Face
Cyan Pringle	F	Inventor/Researcher
Stan Reitz	M	Trap Man/All-Rounder
Zenia Whitmore	F	Mechanic
Barbra Dallas	F	First Client/Peteman's Love Interest/Single Mom
Iggy Dallas	F	Daughter of Barbra Dallas, born Mar 20, 1989
Malcolm Janowicz	M	Secretary/Unrequited Crush on Cyan
Tobias Lily	M	Tax Lawyer/Unrequited Crush on Barbra Dallas
Prunella Wick	F	EPA Representative Harassing the Ghoulbusters
Oozy Oozebum	?	Ghoulbuster's Greed Ghost Mascot
Blastermobile-2	-	Official Ghoulbuster Transport
Raguz	-	Major Entity Thwarted from Conquering the World
Klis Varntho	M	"Doorman" entity heralding return of Raguz with Lulz
Lulz	F	"Tenant" entity, heralds Raguz's return with Klis
Puffystuff Cheese Boy	M	Giant devastator form of Raguz the Raguzinator
Emo-Ooze	-	Ooze whose color reflects positive or negative charge
Diedre von Vighorf	F	Hungarian Sorceress Foiled From Returning to Earth
Panosh McJozah	M	Hapless Minion of Dieter von Vighorf