

# Ghostbusters RPG Summary

## Character Creation

---

### Traits and Talents

Each ghostbuster has 12 points to divide amongst 4 Traits. Assign at least 1 point, but not more than 5, to each Trait.

|                |  |
|----------------|--|
| <b>Brains</b>  | How smart you are                                  |
| <b>Muscles</b> | How strong you are                                 |
| <b>Moves</b>   | Measures your dexterity, grace, style and sexiness |
| <b>Cool</b>    | Measures your unflappability under pressure        |

For each trait, pick a Talent – an area of special ability within the Trait. Each Talent is 3 points higher than the associated Trait. For example: Dr. Nerdman has great Brains (7 pts), but is preeminently nifty when it comes to Physics (10 pts).

### Brownie Points

New ghostbusters get 20 Brownie Points (BPs). They use up BPs to increase chances of success. They earn BPs as rewards for completing adventures. 30 BPs can be traded in for 1 point to add to your Traits. In addition, if you run out of BPs, you can trade in one Trait point for 20 BPs.

### Personal Goal

Each ghostbuster should choose a personal goal, such as sex, soulless science, money, etc. As they achieve their goals, the GM will award them extra BPs.

### Distinctive Mannerisms

NPCs also have Distinctive Mannerisms to help identify them.

## Action Resolution

---

When the ghostbuster attempts an action, he rolls a number of dice equal to his Trait (or Talent, if applicable), adds them together, and compares that with a GM-chosen difficulty level. If he meets or exceeds the difficulty, he succeeds.

| Difficulty        | Roll Needed    | Example                                      |
|-------------------|----------------|--|
| Automatic Success | no roll needed | eating a hotdog (Muscle)                     |
| Easy Jobs         | 5 or more      | figuring out Tax Form 1040EZ (Brains)        |
| Normal Jobs       | 10 or more     | picking up an Irish Setter (Muscle)          |
| Hard Jobs         | 20 or more     | winning an argument about politics (Cool)    |
| Impossible Jobs   | 30 or more     | blasting a ghost with your eyes shut (Moves) |

## Ghost Die

One of the dice has a ghost instead of the 6. If you “roll a ghost,” then something bad happens – a plot complication of some kind. Add up your other dice. If you still succeed, it will just be a minor annoyance. If you fail, then it’s Big Time Trouble.

## Opposed Actions

If an action involves two characters, each opponent rolls his appropriate Trait (or Talent) and the higher roll wins.

## Combat

There are two kinds of combat, Hand-to-hand (based on Muscle) and Ranged Weapons (based on Moves). Weapons add to the number of dice used:

| Dice | Weapon         |
|------|----------------|
| +1   | brass knuckles |
| +2   | switchblade    |
| +4   | chainsaw       |

The difficulty level for ranged weapons is as follows:

| Roll Needed | Range         |
|-------------|---------------|
| 5           | Point-blank   |
| 10          | Normal        |
| 20          | Long Distance |

## Damage

Damage causes a loss of Brownie Points. If you run out, you can exchange 1 point of a Trait for 20 BPs.

|                  |   |
|------------------|---|
| <b>Attacks:</b>  | 1BP for a nick to 10 BP for really hurt                 |
| <b>Falls:</b>    | 1 BP per story to max of 5 BP                           |
| <b>Fire:</b>     | 1 BP to 20 BP   |
| <b>Drowning:</b> | 1 BP/minute   |
| <b>Poison:</b>   | 1 BP for a stomach ache to 15 BP for really nasty stuff |

## Healing

There are no rules on healing, but if you lose a lot of BPs, the GM may send you to the hospital for a week or two.

## Equipment

|                     |                 |                 |
|---------------------|-----------------|-----------------|
| Alpine Gear         | Ecto-visors     | Protection Grid |
| Aura Video-Analyzer | Geiger Counter  | Proton Pack     |
| Beach Kit           | Ghost Trap      | Scuba Gear      |
| Bullhorn            | Infrared Camera | Video Camcorder |
| Cellular Phone      | Parachute       | Walkie-Talkies  |
| ECTO-1              | PKE Meter       |                 |

## Ghosts

---

### Traits

Ghosts have two main Traits:

|                     |   |
|---------------------|---|
| <b>Ectopresence</b> | Measures its paranormal penetration of our dimension          |
| <b>Power</b>        | Measures its ability to manipulate psychokinetic energy (PKE) |

When a ghost is hit with a proton pack beam, its Ectopresence goes down by one. When it reaches 0, it becomes helpless and can be trapped. Ectopresence ranges from 1-5 in weak ghosts to 100 for a metaspectre like Zuul. Power is the number of dice the ghost uses when it attempts to use its Special Abilities.

### Special Abilities

Ghosts usually have one Special Ability per point of Power. Some Special Abilities include: Slime, Terrorize, Summon Pests, etc.

### Goals

Ghosts also have goals; simple ghosts have simple goals not unlike simple humans.

## Ghost Classification

---

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

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

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

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

**Class V:** These are ectoplasmic manifestations of definite but non-human form. Speculation includes the theory that Class V's are formed from emotionally-charged events or as side effects from ritual summonings. These typically require extensive proton pack implementation to eradicate.

**Class VI:** Ghosts from lower life forms. Ghost dogs, Giant Penguins, etc. Unique solutions are often required to handle these entities, including research into habitats, allergies, natural enemies, etc.

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

### Traits

|                      |  |
|----------------------|--|
| <b>Free-floating</b> | The ghost can move about at will.          |
| <b>Focused</b>       | The ghost is tied to a specific locale.    |
| <b>Full Torso</b>    | An apparition having arms and legs.        |
| <b>Repeater</b>      | Refers to a self-generating PKE force      |
| <b>Vapor or Mist</b> | Having an undeveloped form, insubstantial. |

## Ghostbusters International Changes

---

The new edition introduced the Universal How Much (UHM) system. The level of success or failure is measured and can be increased or reduced by paying BPs. Failure cannot be modified to success, nor can failure or success be changed from a Very Little level.

| <b>Difficulty Level</b>   | <b>Roll Needed</b> | <b>Amt. Succeed /Fail By</b> | <b>BP Cost to Improve</b> | <b>Damage</b> |
|---------------------------|--------------------|------------------------------|---------------------------|---------------|
| Very Little               | 1-3                | (0) 1-3                      | --                        | 1             |
| Some                      | 4-8                | 4-8                          | 2                         | 2             |
| A Good Amount             | 9-13               | 9-13                         | 4                         | 3             |
| Lots                      | 14-18              | 14-18                        | 6                         | 4             |
| Whole Lots                | 19-29              | 19-29                        | 9                         | 5             |
| More Than You Can Imagine | 30+                | 30+                          | 13                        | 6             |

### Weapons

Ranged weapons are given a maximum range, and a range increment (both in hexes). For every increase in range increment up to the maximum, the level of difficulty goes up one level on the UHM scale. Some weapons are rated for “Bonus Damage.” If an attack succeeds, these extra dice are added in to determine the level of success.

### Damage and Healing

Damage is included in the UHM system by reducing a Trait 1 point for every level of UHM. Once damage reaches –5 points, the character becomes unconscious. Normal healing is at a rate of 1 Trait point per week (1 point per day in a hospital). Doctors and others can roll to heal with medicine. The character heals 1 point per level of success, but this can only be attempted once per fight.

### Ghost and Character Creation

Ghosts can now have Traits and Talents. Likewise some characters have Power and Special Abilities. When creating such a character, each point of Power costs 2 points and allows 1 Special Ability (with GM approval).