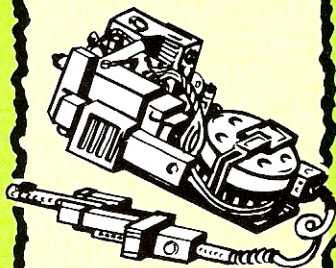




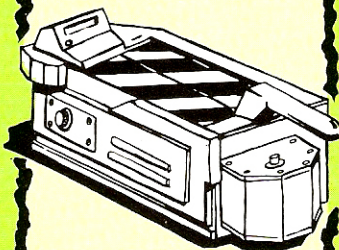
Proton Pack



Success weakens ghost. Two packs together can guide ghost to trap. Use Moves Trait or Fire Proton Pack Talent.



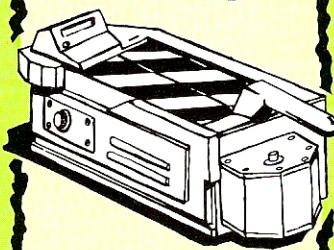
Ghost Trap



Traps and stores ghosts temporarily until they can be transferred to the Protection Grid.



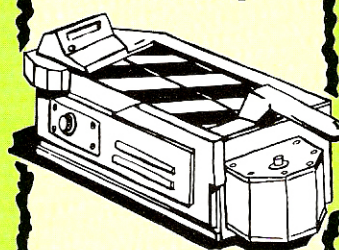
Ghost Trap



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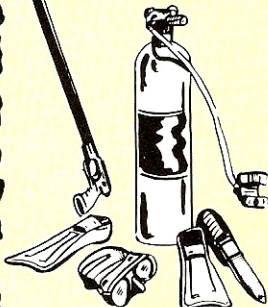
Ghost Trap



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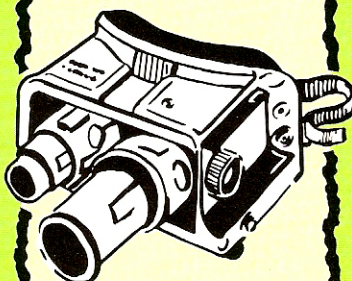
Scuba Gear



Permits breathing under water. Use Swim Talent or Moves Trait to go anywhere.



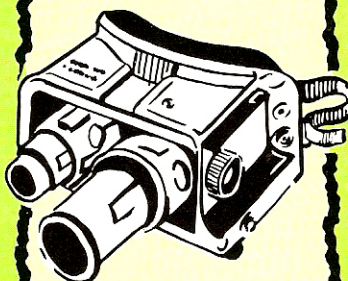
Ecto-Visor



Permits Ghostbuster to see things in the dark.



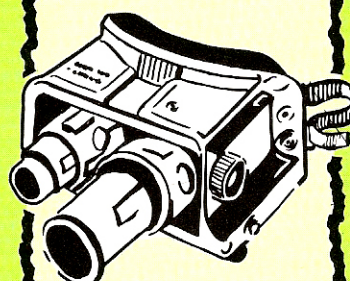
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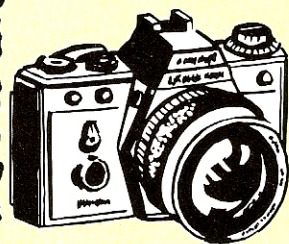
Ecto-Visor



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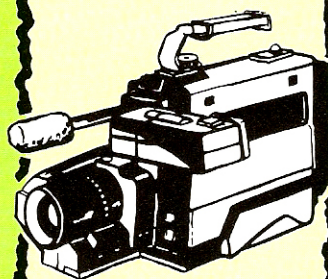
Infrared Camera



Permits photos to be taken in the dark. Use Brains Trait or Photography Talent.



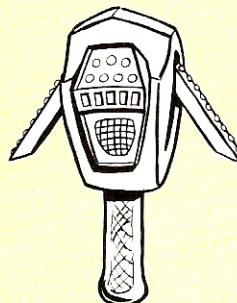
Video Camcorder



Records and plays back sights and sounds.



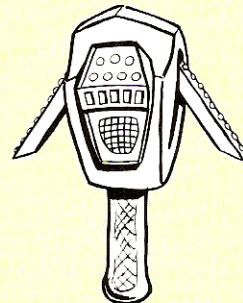
PKE Meter



Successful Brains Trait roll detects and measures PKE activity.



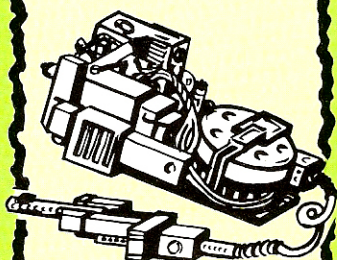
PKE Meter



Successful Brains Trait roll detects and measures PKE activity.



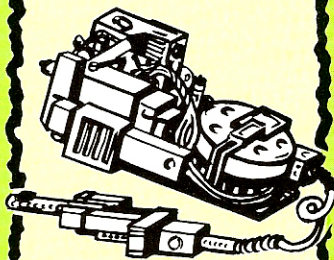
Proton Pack



Success weakens ghost. Two packs together can guide ghost to trap. Use Moves Trait or Fire Proton Pack Talent.



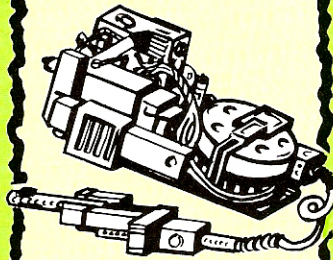
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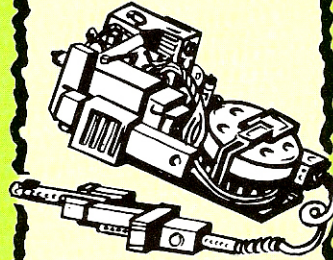
Proton Pack



Success weakens ghost. Two packs together can guide ghost to trap. Use Moves Trait or Fire Proton Pack Talent.



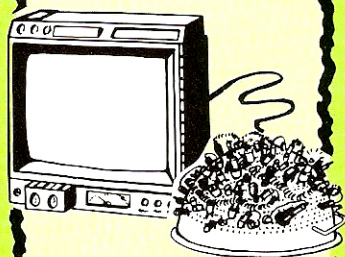
Proton Pack



Success weakens ghost. Two packs together can guide ghost to trap. Use Moves Trait or Fire Proton Pack Talent.



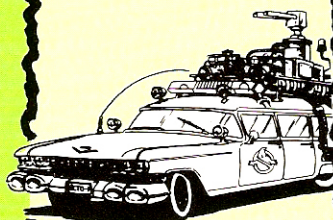
Aura Video-Analyzer



Shows subject's emotional state and essence of archetype.



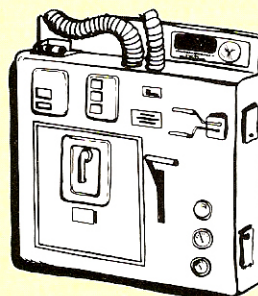
ECTO-1



Holds equipment and Ghostbusters and moves them from place to place.



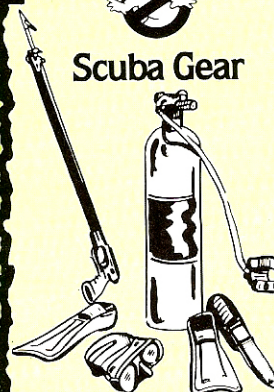
Protection Grid



Holds trapped ghosts indefinitely. Big and immobile – cannot be placed in ECTO-1.



Scuba Gear



Permits breathing under water. Use Swim Talent or Moves Trait to go anywhere.



Walkie-Talkie



Permits Ghostbusters to converse at great distances without having to shout.



Walkie-Talkie



Permits Ghostbusters to converse at great distances without having to shout.



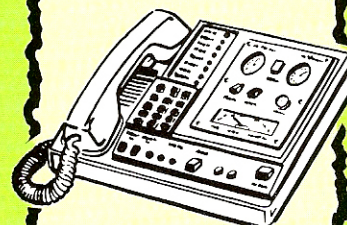
Walkie-Talkie



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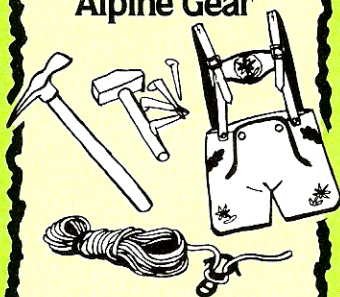
Cellular Phone



Allows phone calls to be made to or from ECTO-1. Cannot be removed from vehicle.



Alpine Gear



Ghostbuster may roll three extra dice when climbing something. Use Muscles Trait or Climb Talent.



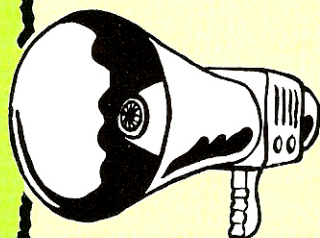
Alpine Gear



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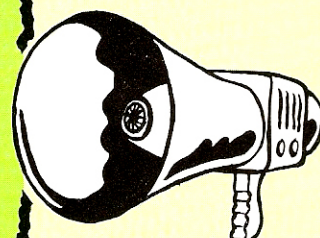
Bullhorn



Allows user to make more noise than anyone else.



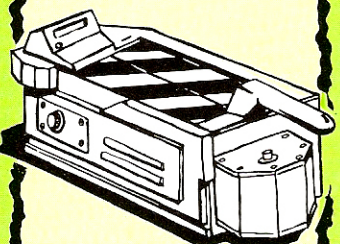
Bullhorn



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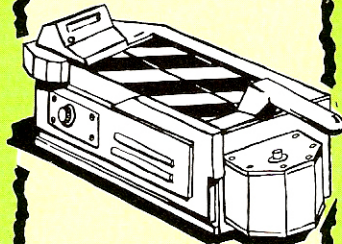
Ghost Trap



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Ghost Trap



Traps and stores ghosts temporarily until they can be transferred to the Protection Grid.



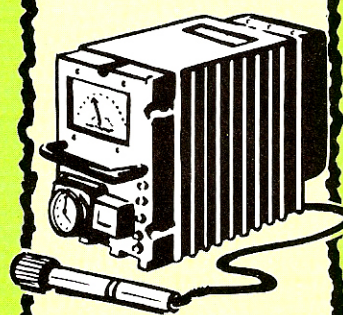
Beach Kit



Triples fun at beach.



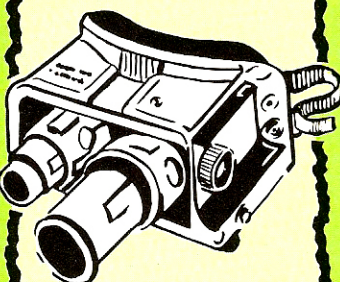
Geiger Counter



Detects and measures the strength of radiation.



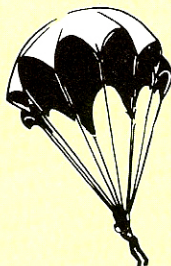
Ecto-Visor



Permits Ghostbuster to see things in the dark.



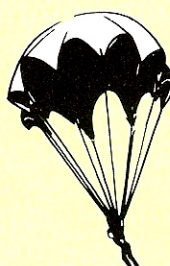
Parachute



Keeps Ghostbuster from getting squashed when falling from great heights. Use Moves Trait or Jump Talent.



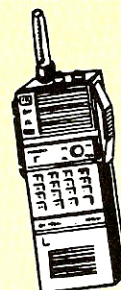
Parachute



Keeps Ghostbuster from getting squashed when falling from great heights. Use Moves Trait or Jump Talent.



Walkie-Talkie



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Peter Venkman

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WARNING:

This card is an important legal document! Scrutinize it carefully and then file it with your other important legal documents. Thank you.

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GHOSTBUSTER ID CARD

"Who Ya Gonna Call?"

Name _____

TRAITS	TALENTS
Brains _____	_____
Muscles _____	_____
Moves _____	_____
Cool _____	_____



Brownie Points: 60 59 58 57 56 55 54 53 52 51 50 49 48 47 46
45 44 43 42 41 40 39 38 37 36 35 34 33 32 31 30 29 28 27 26
25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4
3 2 1 0

Goal _____ Residence _____
Phone _____ Telex _____

GHOSTBUSTER ID CARD

"Who Ya Gonna Call?"

Name _____

TRAITS	TALENTS
Brains _____	_____
Muscles _____	_____
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Brownie Points: 60 59 58 57 56 55 54 53 52 51 50 49 48 47 46
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25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4
3 2 1 0

Goal _____ Residence _____
Phone _____ Telex _____

GHOSTBUSTER ID CARD

"Who Ya Gonna Call?"

Name WINSTON ZEDDEMORE

TRAITS	TALENTS
Brains <u>2</u>	Electronics 5
Muscles <u>5</u>	Intimidate 8
Moves <u>4</u>	Fire Weapon 7
Cool <u>2</u>	Bargain 5



Brownie Points: 60 59 58 57 56 55 54 53 52 51 50 49 48 47 46
45 44 43 42 41 40 39 38 37 36 35 34 33 32 31 30 29 28 27 26
25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4
3 2 1 0

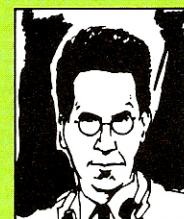
Goal Money Residence New York City
Phone (212) 555-2368 x03 Telex GHOSTBUSTERS INT

GHOSTBUSTER ID CARD

"Who Ya Gonna Call?"

Name EGON SPENGLER, Ph.D.

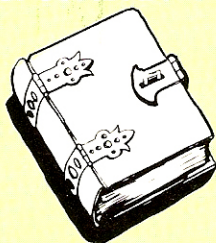
TRAITS	TALENTS
Brains <u>7</u>	Physics 10
Muscles <u>2</u>	Climb 5
Moves <u>2</u>	Disguise 5
Cool <u>2</u>	Play Stock Market 5



Brownie Points: 60 59 58 57 56 55 54 53 52 51 50 49 48 47 46
45 44 43 42 41 40 39 38 37 36 35 34 33 32 31 30 29 28 27 26
25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4
3 2 1 0

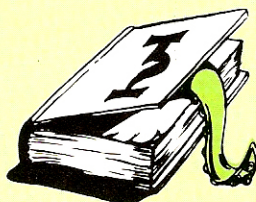
Goal Soulless Science Residence New York City
Phone (212) 555-2368 x04 Telex GHOSTBUSTERS INT

The Big Book of Occult Lore



Contains useful facts dispensed by the Ghostmaster. Use Brains Trait or Occult Talent to find information.

Spates Catalog of Nameless Horrors



Contains useful facts dispensed by the Ghostmaster. Use Brains Trait or Occult Talent to find information.

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GHOSTBUSTER ID CARD

"Who Ya Gonna Call?"

Name _____
TRAITS _____ TALENTS _____
Brains _____
Muscles _____
Moves _____
Cool _____

Brownie Points: 60 59 58 57 56 55 54 53 52 51 50 49 48 47 46
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Goal _____ Residence _____
Phone _____ Telex _____

GHOSTBUSTER ID CARD

"Who Ya Gonna Call?"

Name _____
TRAITS _____ TALENTS _____
Brains _____
Muscles _____
Moves _____
Cool _____

Brownie Points: 60 59 58 57 56 55 54 53 52 51 50 49 48 47 46
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25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4
3 2 1 0

Goal _____ Residence _____
Phone _____ Telex _____

GHOSTBUSTER ID CARD

"Who Ya Gonna Call?"

Name PETER VENKMAN, Ph.D.
TRAITS _____ TALENTS _____
Brains 2 Parapsychology 5
Muscles 2 Brawl 5
Moves 3 Seduce 6
Cool 6 Bluff 9



Brownie Points: 60 59 58 57 56 55 54 53 52 51 50 49 48 47 46
45 44 43 42 41 40 39 38 37 36 35 34 33 32 31 30 29 28 27 26
25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4
3 2 1 0

Goal Sex Residence New York City
Phone (212) 555-2368 x01 Telex GHOSTBUSTERS INT

GHOSTBUSTER ID CARD

"Who Ya Gonna Call?"

Name RAY STANTZ, Ph.D.
TRAITS _____ TALENTS _____
Brains 6 Occult 9
Muscles 3 Run 6
Moves 2 Sneak 5
Cool 2 Orate 5

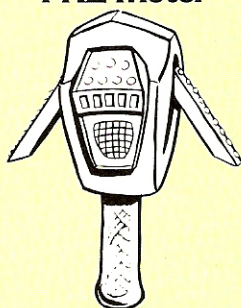


Brownie Points: 60 59 58 57 56 55 54 53 52 51 50 49 48 47 46
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Goal Serving Humanity Residence New York City
Phone (212) 555-2368 x02 Telex GHOSTBUSTERS INT



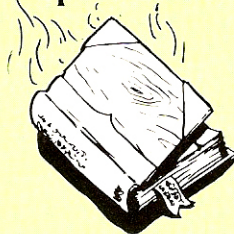
PKE Meter



Successful Brains Trait roll detects and measures PKE activity.



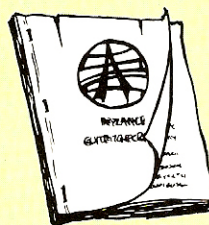
Tobin Spirit Guide



Contains useful facts dispensed by the Ghostmaster. Use Brains Trait or Occult Talent to find information.



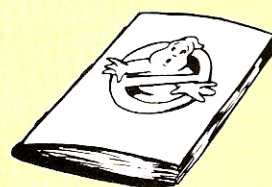
Roylance Guide to Secret Societies and Sects



Contains useful facts dispensed by the Ghostmaster. Use Brains Trait or Occult Talent to find information.



Ghostbuster Handbook



Contains useful facts dispensed by the Ghostmaster. Use Brains Trait or Occult Talent to find information.

GHOSTBUSTER ID CARD

"Who Ya Gonna Call?"

Name _____

TRAITS TALENTS

Brains _____

Muscles _____

Moves _____

Cool _____

Brownie Points: 60 59 58 57 56 55 54 53 52 51 50 49 48 47 46
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Goal _____ Residence _____

Phone _____ Telex _____

GHOSTBUSTER ID CARD

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Name _____

TRAITS TALENTS

Brains _____

Muscles _____

Moves _____

Cool _____

Brownie Points: 60 59 58 57 56 55 54 53 52 51 50 49 48 47 46
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25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4
3 2 1 0

Goal _____ Residence _____

Phone _____ Telex _____

GHOSTBUSTER ID CARD

"Who Ya Gonna Call?"

Name JANINE MELNITZ

TRAITS TALENTS

Brains 4 Bureaucraties 7

Muscles 2 Grapple 5

Moves 2 Drive 5

Cool 5 Convince 8



Brownie Points: 60 59 58 57 56 55 54 53 52 51 50 49 48 47 46
45 44 43 42 41 40 39 38 37 36 35 34 33 32 31 30 29 28 27 26
25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4
3 2 1 0

Goal Money Residence New York City

Phone (212) 555-2368 Telex GHOSTBUSTERS INT

GHOSTBUSTER ID CARD

"Who Ya Gonna Call?"

Name DANA BARRETT

TRAITS TALENTS

Brains 3 Library Search 6

Muscles 2 Climb 5

Moves 5 Play Cello 8

Cool 3 Spurn Advances 6



Brownie Points: 60 59 58 57 56 55 54 53 52 51 50 49 48 47 46
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25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4
3 2 1 0

Goal Serving Humanity Residence New York City

Phone (212) 555-1135 Telex GHOSTBUSTERS INT

