

SAVAGE GHOSTBUSTERS

PROTOTYPE EQUIPMENT CARDS

Each hero starts with 15 Requisition Points, which can be “spent” for extra equipment represented on the following cards; the cost is listed in a circle in the upper right corner. As more (successful) missions are completed, and the business improves, characters may earn more Requisition Points.

Requisition Points are refunded for items that are turned back in at Ghostbusters HQ. If items are lost in the course of work, or completely destroyed (not merely broken), the Requisition Points are lost.

For equipment that benefits the entire group, the team can pool Requisition Points together, and purchase improvements by general consensus. (That, however, is up to the team members to decide for themselves.)

Unless otherwise specified, special equipment has negligible weight for game purposes, and comes with any applicable fittings, holster, etc.

Ectomobile Standard Team Gear:

An Ectomobile commonly includes the following equipment that doesn’t count against anyone’s Requisition Points pool:

- 4 Standard Ghost Traps
- 1 PKE Meter
- 1 pair of Paragoggles
- 1 Backup Proton Pack
- 1 Backup Slime Blower

Equipment types include:

GEAR:

Regular gear does not have any prerequisites. Ghost Traps, Paragoggles and PKE Meters are included in this category, among others.

TANK:

Tanks are available as add-ons for Slime Blowers or Proton Packs. Only one tank can be attached to a Proton Pack or Slime Blower

at one time. Extra tanks can be kept back at the Ectomobile to swap out as needed. Taking an “extra” tank along is impractical (effective weight of 50 lbs for encumbrance purposes, and requires both hands or a cart to carry).

UPGRADE:

This is a general improvement to the type of equipment listed (PKE Meter, Paragoggles, Proton Pack, or Slime Blower). Equipment can have multiple upgrades, but duplicate benefits don’t “stack.”

OPTION:

This feature gives an alternate usage for the Proton Pack or Slime Blower, often granting benefits (more damage, better range, larger area of effect, etc.) but at a cost of increased Heat Buildup or Slime Unit usage, or some other trade-off. The user can change between options (or just use the usual attack mode) as a free action each round.



Giga-Meter



GEAR: Experimental device to measure psychomagnetic energy, granting +2 to Notice and Tracking rolls vs. paranormal activity. Malfunctions (useless until Repaired) on a "1" on the skill die.

5

PKE Meter



GEAR: Detects spikes in psychokinetic energy. +1 to Tracking and Notice rolls to detect paranormal activity.

5

PKE Meter



GEAR: Detects spikes in psychokinetic energy. +1 to Tracking and Notice rolls to detect paranormal activity.

5

Multi-Band Paragoggles

GEAR: Wear/remove as a free action. Negates up to -6 in vision penalties to spot or hit ghosts, but -2 to Notice vs. everything else while worn due to lack of peripheral vision.



10

Paragoggles

GEAR: Wear/remove as a free action. Negates up to -6 in vision penalties to spot or hit ghosts, but -4 to Notice vs. everything else while worn due to lack of peripheral vision.



5

Paragoggles

GEAR: Wear/remove as a free action. Negates up to -6 in vision penalties to spot or hit ghosts, but -4 to Notice vs. everything else while worn due to lack of peripheral vision.



5

Muon Ghost Trap



GEAR: See Ghost Trap rules. As regular Ghost Trap, but can hold multiple ghosts without emptying. Automatic activation if a Snared ghost is within range.

20

Ghost Trap Mk I



GEAR: See Ghost Trap rules. 1 action to deploy; 1 action to activate. Ghosts within Small Burst Template must pass Spirit roll to evade. Stays on for up to 5 minutes or until a ghost is captured.

5

Ghost Trap Mk I



GEAR: See Ghost Trap rules. 1 action to deploy; 1 action to activate. Ghosts within Small Burst Template must pass Spirit roll to evade. Stays on for up to 5 minutes or until a ghost is captured.

5

Muon Ghost Trap



GEAR: See Ghost Trap rules. As regular Ghost Trap, but can hold multiple ghosts without emptying. Automatic activation if a Snared ghost is within range.

20

Ghost Trap Mk I



GEAR: See Ghost Trap rules. 1 action to deploy; 1 action to activate. Ghosts within Small Burst Template must pass Spirit roll to evade. Stays on for up to 5 minutes or until a ghost is captured.

5

Ghost Trap Mk I



GEAR: See Ghost Trap rules. 1 action to deploy; 1 action to activate. Ghosts within Small Burst Template must pass Spirit roll to evade. Stays on for up to 5 minutes or until a ghost is captured.

5

Panoramic Scanner



GEAR: Scans 360° and converts to video. Treat as an Extra with d4 Notice skill vs. paranormal activity giving the wielder an extra "set of eyes" to detect ghosts.

10

Proton Inhibitor Coil



UPGRADE (PROTON PACK): Allows you to reduce the maximum range on your stream, minimizing errant hits. (Environmental Damage reduced by 4.)

5

Stream Focusing Unit



UPGRADE (PROTON PACK): Upgrades your Neutrons Wand to grant a +1 bonus to Shooting.

5

Accelerator Coil



OPTION (PROTON PACK): Neutrons wand proton stream has Rate of Fire of up to 3. (See Rate of Fire rules; Heat Buildup applies for each shot.)

15

Shock Blast Coil



OPTION (PROTON PACK): Roll Shooting at +2; all within Cone Template are attacked for 2db damage and Size +0 targets (or smaller) are knocked back 1db". Damage counts as hitting environment. Heat Buildup x3.

10

Meson Collider



OPTION (PROTON PACK): Range 24/48/96. Snapshot Penalty (-2 to hit if user moves in same turn). Damage 2db, AP 6. Target is Tagged. Heat Buildup x5.

15

Lightweight Casing



UPGRADE (PROTON PACK or SLIME BLOWER): Reduces total weight of ghostbusting pack and equipment to 15 lbs.

5

PDS Generator Mod



OPTION (PROTON PACK): Proton Pack can act as a Slime Blower, but builds up Heat instead of using Slime Units.

25

Rapid Venting Ejector



UPGRADE (PROTON PACK): Spend an action to actively vent the pack, and clear all heat units (set to 0). Pack cannot be used in the same round.

25

Improved Coolant Unit



UPGRADE (PROTON PACK): Automatically vents 1 Heat Unit per round, even when in use, and in addition to normal venting.

15

Overload Pulse Unit



OPTION (PROTON PACK): Attack Medium Burst Template for 2db damage, +2 to hit. Homes in on Tagged ghosts (extra +2 to hit, ignores visibility, Indirect Fire). Heat Buildup x4.

10

Boson Dart Cyclotron



OPTION (PROTON PACK): Attack Small Burst Template for 2db damage, AP 4, +2 to hit. Heat Buildup x3.

10

Dual Capacity Tank



TANK (SLIME BLOWER):
Adds +10 to total
Slime Unit
capacity.

5

PMT Slime Tank



TANK (SLIME BLOWER):
Psychomagnetic Attack
Mode: Fires positively-
charged slime. DANGER:
high chance of
psychoreactivity!

5

Hyperreactive Slime



TANK (SLIME BLOWER):
+2 damage vs. ghosts
(ONLY), but explosion
risk (2d6 burst damage
centered on user, and
tank destroyed)
on a Malfunction
result.

5

Coolant Tank



TANK (PROTON PACK):
Increases maximum
Heat range by +5.
- OR -
TANK (SLIME BLOWER):
+2 non-lethal "cold
slime" damage vs.
possessed creatures.

5

Ectoplasmic Generator



TANK (SLIME BLOWER):
Take an action during a
round in which the slime
blower is not used, to
hyper-generate ectoplasm
to refill the tank.
(Slime Units reset to
maximum.)

20

Slime Booster Tank



TANK (SLIME BLOWER):
Adds +5 to maximum Slime
Unit capacity.

5

Slime Pump Upgrade



UPGRADE (SLIME
BLOWER): Increases
range to 6/12/24
(12/24/48 if outdoors)
and causes 1d6"
Knockback vs. normal-
sized targets in Short
Range.

5

Slime Turbo-Booster



OPTION (SLIME
BLOWER): May make a
turbo-slime attack,
for +2 to hit and +2
damage. Uses 3 Slime
Units per attack.

5

Slime Super-Blower



OPTION (SLIME
BLOWER): Roll one
Shooting attack vs.
all within Cone
Template, doing
2d4 slime damage.
Uses 5 Slime
Units.

5

Slime Mine Launcher



OPTION (SLIME
BLOWER): Increases
blast radius to
Medium Burst Template.
Uses 2 Slime Units
per attack.

5

Plasma Growth Medium



UPGRADE (SLIME BLOWER):
Slime blower regenerates
2 Slime Units per round
it's not used, or 1
Slime Unit per
round it's in use.

5

Slime Tether Generator



OPTION (SLIME BLOWER):
Make a Shooting roll each for
two targets up to 6"
apart. If both hit,
they are pulled together
with Str d12. Uses 1
Slime Unit per 1"
apart (min 1).
Lasts up to 1 hour.

10

Panoramic Scanner Mk II ▲



GEAR: Scans 360° and converts to video. Treat as an Extra with dB Notice skill vs. paranormal activity giving the wielder an extra "set of eyes" to detect ghosts. 10



Proton Inhibitor Mk II ▲



UPGRADE (PROTON PACK): Allows you to reduce the maximum range on your stream, minimizing errant hits. (Environmental Damage reduced by 6.) 10



Stream Focuser Mk II ▲



UPGRADE (PROTON PACK): Upgrades your Neutrons Wand to grant a +2 bonus to Shooting. 20



Accelerator Coil Mk II ▲



OPTION (PROTON PACK): Neutrons wand proton stream has Rate of Fire of up to 5. (See Rate of Fire rules; Heat Buildup applies for each shot.) 30



Variable Shock Blast ▲



OPTION (PROTON PACK): Roll Shooting at +2; place Small (Heat x1), Med (x2) or Large (x3) Template next to user; all in blast attacked for 2dB damage; Size +0 or smaller targets knocked back 1dB". Damage counts as hitting environment. 20



Heavy Meson Collider ▲



OPTION (PROTON PACK): Range 24/48/96. Snapshot Penalty (-4 to hit if user moves in same turn). Damage 3dB, AP 8. Target is Tagged. Heat Buildup x10. 25



Stasis Booster Mk II ▲



UPGRADE (PROTON PACK): Ghosts held by your proton stream are at -4 to rolls to break free or to evade traps. 30



Stabilizer Unit Mk II ▲



UPGRADE (PROTON PACK): During any round you don't use your proton pack for anything else, it cools 1 Heat/round while maintaining a Snare, rather than building up heat. 15



Alternator Mk II ▲



UPGRADE (PROTON PACK): +2 to Shooting and damage with proton stream. (Doesn't stack with Shooting/ Damage bonuses from other Upgrades.) 40



Slime Bazooka ▲



OPTION (SLIME BLOWER): Increases blast radius to Large Burst Template. Uses 4 Slime Units per attack. 10



Plasma Medium Mk II ▲



UPGRADE (SLIME BLOWER): Slime blower regenerates 3 Slime Units per round it's not used, or 1 Slime Unit per round it's in use. 15



Tether Generator Mk II ▲



OPTION (SLIME BLOWER): Make a Shooting roll each for two targets up to 12" apart. If both hit, they are pulled together with Str d20. Uses 1 Slime Unit per 1" apart (min 1). Lasts up to 1 hour. 20



Dual Fermion Ring



UPGRADE (PROTON PACK): Grants personal immunity to Blowback damage from your proton attacks (though you can still be harmed by "friendly fire" or crossing the streams).

5

Fermion Absorption Ring



UPGRADE (PROTON PACK): Reduces Heat Buildup by 1 per use of the proton pack, to a minimum of 1.

10

Ghost Bait



GEAR: Throw (3/6/12); all Ghosts and other spirits within Large Burst roll Smarts or head to bait until attacked. Roll 1d6 each round. On a 1, bait expires and effect ends.

5

PKE Reference Guide



UPGRADE (PKE): Consult the mini-database for +2 to Kn (Occult) checks (usable unskilled) to identify paranormal phenomena.

5

PKE Scanner



UPGRADE (PKE): Take an action (and a Smarts check) to scan an entity so you and allies gain +1 to damage against it (and any entities of same type) for this encounter.

5

Ghost Sniffer



GEAR: Samples the air for vapor trails. Treat as an Extra with d4 Tracking skill vs. paranormal activity only, giving the wielder a little help in hunting ghosts.

10

Stasis Stream Booster



UPGRADE (PROTON PACK): Ghosts held by your proton stream are at -2 to rolls to break free or to evade traps.

10

Stabilizer Unit



UPGRADE (PROTON PACK): No Heat Buildup when maintaining a Snare. (You still have to hit the ghost first to initiate the Snare.)

5

Polarity Alternator



UPGRADE (PROTON PACK): +1 to Shooting and damage with proton stream. (Doesn't stack with Shooting/Damage bonuses from other Upgrades.)

20

Emergency Kit



GEAR: May perform first aid (Healing) on an adjacent ally to treat damage from slime or energy, as a single action. Grants +2 bonus to Healing. One use per mission.

5

Plasma Projector



UPGRADE (PROTON PACK): Damage increase of +2 vs. ghosts only. (Doesn't deal extra damage to living/corporeal creatures or the environment.)

20

Slam Dunk Tether



UPGRADE (PROTON PACK): You can "slam dunk" a snared ghost by moving it into a ghost trap, activating it without having to spend an action to activate the trap.

5