

SAVAGE GHOSTBUSTERS

PLAYER GUIDE

OVERVIEW



Some say it's the "end times," that the world will end with the close of the millennium—or even before that. The dead are restless, ancient demigods strive to take over the world, and occasionally a giant marshmallow man or the Statue of Liberty strides through Manhattan. Even with the apocalypse nigh, plenty of folks want to get on with their ordinary lives, without inconvenient interruptions by the "living impaired."

That's where the heroes come in, as members of a local Ghostbusters franchise. After all, not every haunt happens in New York City.

Also, not every haunt involves full-torso apparitions or free-roaming vapors, let alone corporeal manifestations. Sometimes a Ghostbusting gig requires careful research and investigation, staking out a haunted site with cameras and various sensors to try to pinpoint the location of minor PKE spikes and ectoplasmic formation, before it's time to switch on the proton packs and toss out the ghost traps. Therefore, a wide variety of skills is useful for a Ghostbusters team—not just good aim with a neutrona wand.

Our story unfolds sometime circa the late 1980s or very early 1990s, after the events as portrayed in the movies *Ghostbusters* and *Ghostbusters II*. The world has been saved from nigh-apocalyptic supernatural catastrophes twice by the original Ghostbusters gang, but paranormal activity is still on the rise. Best of all, customers are paying good money to have the Ghostbusters do something about it.

So, strap on your proton pack, make sure the light is green on your ghost trap, and check the batteries on your PKE meter and ecto-goggles. It's time to bust some ghosts!

WHO YA GONNA CALL?

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A WORLD OF GHOSTS TO BE BUSTED

In the “typical” campaign assumed for this setting, the heroes are members of a small Ghostbusters team, part of a growing franchise. Hauntings are on the rise, as ghosts get bolder with the onset of the coming “apocalypse.”

BUSINESS AS USUAL

Even with giant marshmallow men and the Statue of Liberty marching across New York City, somehow the average man on the street still has his *doubts* about paranormal activity, and life for the most part goes on like normal.

There’s the occasional TV special or newspaper headline about the latest ghost sightings, and business is booming for the Ghostbusters. Still, humanity is taking the presence of the undead rather calmly—until, of course, a babbling ghoul gets up in one’s face, and then it’s time to scream like a little girl.

Saving the city might get you a photo op with the mayor, but it doesn’t get you a discount on your morning paper. Even if you stop a titanic monster from stomping across downtown, you’ll still get chatty taxi drivers and nosy reporters asking you afterward if this is all just a publicity stunt to boost sales.

TECHNOLOGY & IMPLICATIONS

In the vaguely late-1980s/early-1990s time frame of these adventures, there are a few differences to keep in mind, particularly for those players not old enough to remember what it was like back then.

The internet was in its early stages; college students might be able to send email to each other via campus terminals, and various commercial networks were popping up to provide access. There was no such thing as “WiFi” access in cafes, no streaming video, no web-crawlers or dedicated search engine sites. The interface would usually be via text—without flashy graphical interfaces. Bulletin board systems (computers devoted to maintain forums that members contributed to by dialing in with their home computers via modem) were still widely

in use. Ghostbuster research still involves a trip to the archives of the local library, or calling contacts, rather than browsing web sites on a tablet.

Modular phones existed, but they were brick-like in size, coverage was spotty, and service was expensive, relegating them to the “jet set.” Vehicles didn’t have the convenience of GPS to help them get around, or convenient web-based maps to help their drivers plot courses.

This doesn’t mean that in order to play in this setting, players need to be overly worried about anachronisms. It just means that in this time period, the world is less “connected,” and the heroes are more often on their own.

You can’t just snap out a cell phone and call 911 when the ghosts get out of hand. If you see a mysterious shop you don’t remember being on this street before, you can’t just check your smart phone to learn that it doesn’t show up on satellite maps. Some good old-fashioned investigation is in order.

LIFE GOES ON

Money isn’t necessarily as important in this campaign as in some. Ghostbusting is a job, and we assume that a salary is involved, but by and large the players won’t have to work out budgets for their heroes. “Mundane” details such as paying the rent, fueling the car, etc., happen “off camera,” and are of little import to the campaign. Any character money represents “liquid assets” available for personal gear to take along in addition to company-issued equipment, or perhaps for the occasional bribe or gambling.

If the heroes stop by a bar for a round of drinks or your hero picks up the newspaper at the start of the adventure, that’s just roleplay “fluff,” and the group shouldn’t have to start divvying up costs and erasing and rewriting their cash totals on their character sheets.

SETTING RULES

The GM may deviate from this, but the following are a few rules specific to this setting, for more of a “feel” of adventures set in the universe of the Ghostbusters.

NOT SO SERIOUS INJURIES

The heroes will regularly get slimed, zapped, bludgeoned, and otherwise abused by the undead and by the occasional technological mishap. In *extreme* circumstances, they could even wind up dead. However, this is not meant to be a grim and gritty setting; heroes tend to bounce back from their injuries.

Except in the most extreme of circumstances, Injuries suffered due to Incapacitation are not permanent. No, that doesn’t mean that if a Ghostbuster chops his hand off, it’ll grow back; it just means that this isn’t a campaign in which dismemberment of our heroes is likely to happen in the first place.

It is assumed that heroes are back to full health at the start of each new adventure. Perhaps there was a short hospital stay, or the injuries weren’t as bad as they looked. The bottom line: Wounds and Injuries go away by the next adventure (unless it’s critical to the story).

LOW LETHALITY

As in the movies, heroes often take actions that would make them guilty of reckless endangerment in real life, and yet when they’re through, there’s no hint that there’s a high body count as a result. Players should not be overly concerned that if a gizmo explodes, or an entire block gets slimed, there will be civilian deaths galore. The GM shouldn’t be cruel; this is supposed to be a light-hearted game.

However, a bit of common sense and give-and-take is required. This doesn’t mean that heroes can intentionally detonate explosives in crowds of people, or push Granny off a cliff, and everything will be just fine.

The “light-hearted” outcome might be that everyone miraculously survives, but the offender

is sent to jail. The player can then come up with a replacement character with a little less disregard for innocent life.

MISSED ME!

In this campaign, the heroes may go up against monstrosities that can smash through walls, crush the Ectomobile, and bend steel. Getting hit by such enemies should reduce a Ghostbuster to paste ... yet somehow the heroes get lucky breaks, just barely missed in the nick of time.

If a Wild Card is struck by an attack, a Benny may be spent to force the attacker to reroll the attack roll, and take the worse result. The decision to spend the Benny may be made after damage has already been rolled. If the new result would affect damage (e.g., a raise becomes a mere success), then damage is rerolled, and the worst result taken. Multiple Bennies may be spent in this way.

The attacker can still spend Bennies (if he has any) to reroll again, hoping for a better result.

A pilot/driver with the Ace Edge may use this rule to spend Bennies to force enemies to reroll attacks against her vehicle.

COMPETENT EXTRAS

Some creatures or characters encountered may be Competent Extras. Such a character may roll a Wild Die when making trait rolls. In all other respects, the character is still an Extra, and is still Incapacitated upon taking a single Wound.

CRITICAL FAILS HAPPEN

Any time a hero suffers a Critical Failure on his initial trait roll (**not** if a Critical Failure comes up on a reroll due to spending a Benny—only the initial roll counts!), it costs **2** Bennies to reroll the Critical Failure, instead of the normal 1.

There’s a carrot to go along with the stick, however. If a hero suffers a Critical Failure and keeps it (without spending a Benny to reroll it), the GM should *give* him a Benny.

CHARACTER CREATION OVERVIEW

For this “Savage Ghostbusters” campaign, player characters are built according to standard *Savage Worlds* creation rules, with the following setting-specific variations:

STARTING EQUIPMENT

- In addition to mission-specific gear, Ghostbusters employees are assigned basic gear that weighs approximately **20 lbs** total, consisting of either a proton pack or slime-blower pack, uniform, flashlight, photo ID, notepad & pen, walkie talkie, and spare batteries. This is company-provided and does not come out of player starting funds. Expendable items are replaced for each mission as needed.
- Most employees receive **15 Requisition Points** (RP) worth of additional gear (selected from equipment cards for each mission). For the sake of game-play, the weight of these items isn’t counted toward encumbrance.

EDGES AND HINDRANCES

- Edges impacting starting funds also affect Requisition Points. **Rich** grants **45 Requisition Points** and **Filthy Rich** grants **75 Requisition Points** worth of starting equipment. This assumes that the character has a greater personal investment in the franchise.
- The **Poverty** Edge, if applied to an employee, affects Requisition Points, due to being a general ne’er-do-well. He’s just not trusted with as much expensive equipment as the rest of the team. A character with **Poverty** starts with 0 Requisition Points, and only earns **half** any Requisition Points awarded for missions completed (rounded down).
- Damage inflicted directly by most ghosts is considered “arcane” damage for purposes of the **Arcane Resistance** Edge. Please beware that ghosts with any degree of intelligence can innately sense this resistance, and thus are likely to consider the character a high threat. They may bypass this defense by using other forms of attack to deal physical damage instead (e.g., hurling furniture, starting fires, leading the victim into pitfalls, possessing animals).
- See New Edges and Professional Edges (c.f.) for more options.

ARCANE BACKGROUNDS

- In the Ghostbusters universe, proton packs, slime blowers and other devices give the heroes their “punch,” not the ability to lob fireballs or “turn undead.” Thus, Arcane Backgrounds are not covered in these setting rules. “Psychics” and the like may still exist (and this can be reflected with skills and Professional or Weird Edges), but they don’t make ostentatious displays of raw supernatural power the way more conventional *Savage Worlds* spellcasters do ... not usually, anyway.

USEFUL KNOWLEDGE SKILLS

- **Knowledge (Computers):** Covers general usage and programming of computers (circa the 1980s).
- **Knowledge (Nuclear Physics):** Following 1980s movie logic, anyone with this skill also has a general understanding of all sorts of sciences—but in particular it’s critical for development of ghostbusting technology and for spouting out technobabble when encountering interdimensional vortices and other “scientific” phenomena in the course of work.
- **Knowledge (Occult):** Used for identifying ghosts and other paranormal phenomena, and coming up with relevant lore that might give any clues about their weaknesses (or at least knowing where to go for further research). For this setting, this is equivalent to “Knowledge (Arcane)” for purposes of meeting Edge requirements.
- **Knowledge (Security Systems):** This skill is interchangeable with Lockpicking, except that as a Knowledge skill, it’s Smarts-based (for “geek” types who can bypass alarms but aren’t particularly agile).

TRIVIAL KNOWLEDGE

- Each character may have up to **3** “trivial” areas of knowledge that are treated as valid topics for Common Knowledge rolls for that character. Each one should naturally fit with the character’s background, reflecting hobbies, professional knowledge and other special interests not already covered by skills or by more specific Knowledge areas listed above. It’s up to the GM’s discretion as to what’s really “trivial” ... but even “trivial” knowledge may come in handy at some point, especially if the team ever comes up against a ghost who shared the same interests in life.
- Be sure to check out the rules for Common Knowledge in the *Savage Worlds* core rules. While pure “knowledge” related to one of these “Trivial Knowledge” areas is handled with a Smarts check, actual performance related to this “knowledge” area may utilize another trait at the GM’s discretion. E.g., an expert chess-player plays against a vampire mastermind, resulting in an opposed battle of Smarts. Or, an aspiring guitarist tries to use the “power of rock and roll” to win over an audience mesmerized by an evil ghostly “Pied Piper”; the GM might treat this as a contest of Persuasion.
- Sample “trivial” knowledge areas include but are by no means limited to: classic cars, dancing, video games, chess, politics, religion, finances/stocks, music (pick an instrument you play in your spare time), monster trucks & tractor pulls, and conspiracy theories.
- Trivial knowledge **should not** replace or duplicate an actual skill. For instance, don’t take “The Supernatural” or “Science” and expect them to work like Kn (Occult) or Kn (Nuclear Physics).

SKILL GUIDE

For this particular campaign, some skills have special importance that might differ from other Savage Settings. Here's a quick guide:

DRIVING

Most jobs are not on the road, but you still need to get to the scene. It's good to have one member of the team with Driving skill to help you navigate traffic to get to the scene quickly. It may determine how much time you have on the scene to investigate further, before the haunts start kicking into gear.

FIGHTING

Proton packs may be the weapon of choice, but this skill is still used to determine your Parry—and, hence, how likely you are to get slimed if a ghost decides to charge you.

GUTS

This is useful for Ghostbusters who don't want to run away screaming from every encounter.

HEALING

Having someone trained in first aid on site can help reduce the need for time-consuming trips back to HQ when someone gets slimed.

NOTICE

Essential! Non-corporeal entities are notoriously hard to spot.

INTIMIDATE

In this universe, ghosts can be intimidated! If you want to talk tough to ghosts, or if you want to play an exorcist priest trying to drive out evil spirits, this is a useful skill.

INVESTIGATE

It's a matter of routine at the start of each mission for someone to Investigate to find out more on the site and details of a haunted site. It's good for any team to have at least one skilled Investigator.

PERSUASION

Any fully-rounded Ghostbusters team needs a smooth talker, or someone attractive enough to help negotiate responsibility for damages incurred during the job.

REPAIR

Most equipment can be fixed back at HQ, but it can still be useful to have someone who can do emergency field repairs in a pinch.

SHOOTING

Any Ghostbusters employee should have at least a d4 in this skill, since it's used for the proton packs and slime blowers.

STREETWISE

"Streetwise" isn't just about the streets—it represents your ability to make connections, being "wise to the ways of the world," and having a good insight for when someone is being honest or holding out on you. This is the skill for interrogating witnesses for clues, or for "reading" someone to see if something isn't quite right with him.

TAUNT

Ghosts may not be able to communicate with anything more than shushes, grunts, or shrieks, but somehow they know when they're being dissed. Any team should have at least one strong-willed guy with Taunt who can wisecrack even in the face of interdimensional rifts and the wrath of ancient demigods.

THROWING

This skill is occasionally useful for someone with a trap who wants to get it under a ghost before setting it off, from a slight distance.

TRACKING

This isn't just about being woodsy. In Savage Worlds, Tracking also covers things like forensics—"reading the scene" to figure out what exactly that green ectoplasmic goo means about what sort of ghost is haunting this place, and where it might have gone.

GHOSTBUSTING EQUIPMENT SUMMARY

The following rules apply to each member of a Ghostbusters team when determining equipment for the mission. Each character can buy additional personal equipment from starting funds, but this is his or her own responsibility. It's against company policy to bring firearms on a mission.

BASIC EQUIPMENT

- You get one backpack unit: either one proton pack (with attached neutrona wand) or slime blower.
- Included: uniform and name badge, ID card (in ectoplasm-resistant protective holder), flashlight (with optional red filter), walkie-talkie, notebook, and pen, plus extra batteries for flashlight and walkie-talkie.
- You may requisition up **15 points** worth of additional equipment. Additional allowances may be made for more experienced team members who have proven themselves in the field and kept environmental damage to a minimum.
- As you complete missions, your Requisition Points allowance may increase. Points are refunded for equipment that is turned back in.
- If two team members want the same item of gear, they may "bid" additional Requisition Points on it. Whoever bids the highest pays those points to get the item (and gets them back when it's turned in).
- You may "loan" equipment to others, but you are personally liable for any lost or damaged equipment checked out in your name.
- Lost or destroyed equipment equals lost Requisition Points, since the franchise has limited resources.

EQUIPMENT CARD NOTES

- The image to the right shows a typical equipment card. At the top is the item name. In the circle is the "cost" in Requisition Points. The entry starts out by specifying the Equipment Classification (see above), followed by a quick rules summary for the item. At the GM's discretion, particular types of equipment might be used for something other than their original intended purpose, depending upon the "trappings" of the item—but Malfunctions are a definite possibility.
- The default "Malfunction" for special equipment, unless specified otherwise, is that it ceases working until Repaired.
- Unless specified otherwise, special equipment has negligible weight, and can be taken out of a holster/sling or put away as a free action (so it's not necessary to worry about holding a PKE meter one round and having to free up both hands to wield your neutrona wand the next).

EQUIPMENT CLASSIFICATIONS

- Backpack:** You can wear only **one backpack**.
- Tank:** A backpack unit can be equipped with only **one** optional **tank** item at a time. Please note that some tank types only work with certain backpack items.
- Gear:** You can have any number of **gear** items.
- Upgrade:** You can have any number of **upgrades**, as long as you have the prerequisite piece of equipment that is being modified.
- Option:** You can have any number of **options**, as long as you have the prerequisite piece of equipment that is being modified. You have the choice to use an option at any given time; you may however find that the benefits offered by an option are balanced by the costs (such as increased heat buildup), as indicated.

RECHARGING

- Traps and ghost bait can be recharged off your Ectomobile's power supply if necessary—a process that takes about 5 minutes. To empty filled traps, however, you need access to a laser containment grid (available back at Headquarters).

REPAIRS

- Overheated proton packs, ruptured slime blower tanks and other damaged equipment can be repaired or replaced back at Headquarters. (Headquarters has enough spares to make sure every team member has a backup proton pack or slime blower for any mission.)



GHOST TRAPS

Ghost traps are among the types of gear available to a Ghostbusters team. It's recommended that each team member carry one ghost trap; extras can be handy in the event of mass haunts or failed capture attempts. The following is a summary of ghost trap rules, also found in the "Ghost Trap Guide" handout.

USING GHOST TRAPS

- First it's usually best to weaken/damage the ghost with protonic disruption via a proton pack, or else by the application of positively-charged ectoplasmic slime with a slime blower. Lesser paranormal entities (such as "swarmers") can be "destroyed" by protonic disruption. Other, independent entities aren't "destroyed," but they can be weakened (taking Wound penalties or even being Incapacitated) so that they are less likely to resist being caught by a ghost trap.
- Place a ghost trap in a location where the ghost is likely to pass over, or where you can maneuver it with a particle stream or slime tether. Placing a ghost trap in an adjacent space takes one Action—no skill check required. Alternately, you can Throw a ghost trap (range 1/2/4) into position with a successful Throw check; failure means deviation from the intended target though you might still get lucky; a "1" on the skill die means it doesn't land upright, and fails to deploy.
- Once the trap is deployed, activate it with the retractable foot pedal (maximum range 6"). This takes a single Action, no skill check required.
- You might want to try tossing or dropping a trap AND deploying it in the same round: two actions. In this circumstance, you'll need to make an Agility test when deploying the trap, with the appropriate Multi-Action Penalty. Failure just means that you didn't manage to set it off this round, and you can try next round.
- An activated ghost trap is anchored to the nearest stable surface, and affects a Small Burst Template around it. The ghost trap can remain activated for about 5 minutes (50 rounds) before it has to be recharged back at the Ectomobile. A ghost trap will automatically deactivate

once it has caught a ghost, sealing its prey within.

- Advanced muon ghost traps automatically trigger once deployed, and if there is a Snared ghost within range—no separate action required. They may activate any number of times.
- Fellow team members may trigger a trap for you if they are adjacent to the foot pedal.
- A ghost within the Small Burst Template must make a Spirit test each round to resist being drawn into a ghost trap. If you have it Snared, it must ALSO beat your Shooting roll with its Spirit test. If it is Snared multiple times, each snaring Ghostbuster rolls Shooting, and the ghost must beat the highest of the Shooting results. Success means it doesn't go into the trap ... yet. A ghost can still try to break free from your Snare, using the same process (Spirit vs. the Shooting of all snaring Ghostbusters), but this takes up its action; on a success, it is free; on a raise, it can break free and still act this turn.
- Don't forget: Your proton pack can still Malfunction (tearing up the place further) every time you roll a "1" on your Shooting, and a Critical Failure means a total shut-down.



- Standard ghost traps that capture a ghost must be emptied into a laser confinement grid (back at Headquarters) before they can be used again. Advanced muon ghost traps can compartmentalize multiple PKE manifestations ... which means they don't need to be emptied between uses.
- If a ghost trap is left activated for several minutes (5 or so), eventually its power will run out; it can be recharged back at the Ectomobile (a process that takes about 5 minutes or so). Muon ghost traps only activate when a ghost is in range to capture, so this is less of an issue (they can effectively fire off 50 times before needing a recharge).
- Some apparitions, particularly lesser "swarmers," are not independent ectoplasmic entities, and can be "destroyed" by protonic disruption or ectoplasmic charging. These entities, if they fail to resist the attractive field of a ghost trap, are not actually captured, but are merely disrupted or dispersed. (In other words, you don't need to "empty" the trap afterward, because nothing's really in there, and the trap does not deactivate.)

BACKPACKS

There are two main backpack-mounted weapons in the Ghostbusters arsenal: the Plasma Distribution System (AKA “Slime Blower”), and the Proton Pack.

PROTON PACK

This is the primary tool for the Ghostbusters, expandable with a wide range of modifications off of the basic Neutroa Wand.

Range 12/24/48+; **Damage** 2d6.

- **Proton Stream:** Deals energy damage, nonlethal to living targets, but ignites flammable objects.
- **Heat:** Default of 1 Heat Unit buildup per use.
- **Capacity:** Maximum of 10 Heat Units (expandable with add-ons).
- **Safety:** Will not fire if device would be pushed past maximum Heat.
- **Hotwire:** Repair check can be made to disable Safety. ONE attack can be made to push unit past 10 Heat Units, but it will fry the pack, requiring a Repair check and 1d20 hours to repair back at base.
- **Hazardous:** Deals Environmental Damage on any miss, or if a “1” is rolled on the skill die.
- **Melee:** Can be used in melee (as with a pistol), but wielder is still considered an Unarmed Defender vs. melee attacks, as this isn’t meant to block blows.
- **Nonlethal:** Cannot cause more than Shaken result against living targets (extra damage is ignored).*
- **Vent:** At the end of each round a Proton Pack is unused, it cools off 1 Heat Unit.
- **Capture Stream** (optional attack mode): No damage, but target is Snared (Entangled) as long as beam is maintained. Snared ghosts can be moved up to 6” per round with opposed Shooting vs. Spirit. Targets may attempt to break free with a successful Spirit or Strength test opposed by the wielder’s Shooting; on a raise, the target can immediately take an action upon breaking free.
- **Strafe** (optional attack mode): +2 to Shooting and Damage, but 3x Heat Buildup, and automatically does Environmental Damage.
- **Variable Range:** Long range for this device is at least 24”, but, depending upon varying environmental factors, can reach a few miles.



SLIME BLOWER MK. II

This “kinder, friendlier” tool that doesn’t have the same punch or flexibility of the Proton Pack, but can be valuable to keep down collateral damage (and minimize friendly fire).

Unlike the original Slime Blower, it uses “green slime” that is less prone to extreme psychomagnatheric reactions.

Range 6/12/24; **Damage** 2d4.

- **Slime:** Deals slime damage, which is nonlethal, supernatural, and treated as “arcane” damage.
- **Slime Units:** Variable usage; 1 Slime Unit for Small Burst Template; 2 for Medium Burst; 4 for Cone or Large Burst. Targets may evade by rolling Agility and beating the user’s Shooting roll.
- **Capacity:** 10 Slime Units (expandable to 20 with upgrades).
- **Malfunction:** On roll of “1” on the skill die, user is hit by backsplash for 2d4 slime damage.
- **Stun:** Cannot cause more than Shaken result against living targets (extra damage is ignored).
- **Melee:** Can be used in melee (as with a pistol), but wielder is considered an Unarmed Defender vs. melee attacks.
- **Semi-Hazardous:** Unlike the proton pack, does not cause Environmental Damage automatically on a miss—only on a Critical Failure. However, damage is applied against specific items caught within the blast radius (e.g., fragile glassware, or using a slime blower to try to knock a door down).
- **Regenerate:** At the end of any round the Slime Blower is unused, it regenerates 1 Slime Unit.
- **Reveal:** Invisible/ethereal targets touched by slime are easier to spot; Shooting and Notice penalties due to invisibility are negated once “tagged” by a hit (even if it causes no damage).



*“NONLETHAL” PROTONS

Proton pack damage is “nonlethal,” but it’s not *safe*. This is just a trope of the setting: Nobody ever *really* gets hurt by a proton stream, but in the “game reality,” it’s still feared and treated as a serious hazard.

BACKPACK TECHNICAL NOTES

CLOSE COMBAT

Team members are typically treated as Unarmed Defenders, because neutrona wands and slime blower nozzles aren't effective at parrying blows ... and ghosts wouldn't be deterred by a solid object anyway.

CRITICAL FAILURE

All sorts of horrible things can happen when a hero scores a Critical Failure (rolls 1 on both dice); the typical result for a proton pack or slime blower is that the device Malfunctions *and* immediately breaks down.

A broken-down proton pack or slime blower cannot be used until it is repaired. This requires a Repair check and 1d20 minutes of work (assuming that proper tools are available). Otherwise, the pack is assumed to be repaired or replaced in between missions.

DON'T CROSS THE STREAMS

In general, this is a very bad idea.

Fortunately for the heroes, crossing the streams is pretty difficult to do accidentally. (It only happens if at least two Ghostbusters using proton streams suffer a Critical Failure in the same round while shooting at the same target ... or if they *deliberately* cross the streams.)

Crossing two or more proton streams results in total protonic reversal, which is resolved at the end of the round. The result is a 24" radius explosion dealing 1d8 energy damage per proton stream involved. (In the event that somehow the wielders of the proton packs are outside this radius, due to equipment upgrades, etc., they still take full damage from the backblast.)

This is treated as Heavy Weapon damage, and knocks normal-sized characters back 1d12". It also does quite a number on the surroundings; damage is doubled for purposes of working out Environmental Damage.

Each proton pack involved is fried and unusable until rebuilt, and unlike the typical rule for proton stream damage, this damage isn't limited to

merely causing Shaken results against living victims (though at the GM's discretion it may be treated as nonlethal).

In general doing this is a pretty bad idea, but occasionally it can be useful as a desperate means to close interdimensional portals leading to the underworld, and to roast giant avatars of destruction (marshmallow or otherwise) caught in the blast radius.

EXORCISM

One useful application of the Slime Blower is to "exorcise" possessed individuals. If used against a possessed individual, damage is rolled both against the possessed target, and against the possessing spirit. If either one is Shaken, both are. If enough damage is dealt to cause a wound against the ghost, it is forced out of the body instead of taking damage. (Please note that the Slime Blower is still incapable of causing more than a Shaken result to a living target, so the host cannot actually be wounded by using this method. It's still terribly messy.)

SLAMMING GHOSTS

An additional benefit of snaring ghosts with a capture stream is that you can smack them around a bit, while still keeping hold of them, and maneuvering them into position over a trap. Even though ghosts are ethereal, a side effect of snaring them in a proton stream is that they become "quasi-solid." Hence, they cannot be maneuvered through solid objects with the capture stream ... and they can be smacked around a bit if brought violently into contact with a hard, solid surface.

By taking an action to slam a ghost into a surface (provided that the Ghostbuster manages to beat the ghost's resistance with a Shooting roll vs. Spirit), 2d6 damage can be dealt to the ghost. If this is a particularly solid surface (such as a stone wall, rocky ground, paved street, etc.), this attack has an AP rating of 4; thus, it can be useful for "softening up" ghosts hiding in possessed objects that are resistant to damage from proton streams.

EQUIPMENT CARD SUPPLEMENTARY NOTES

One problem with cramming equipment rules on little cards is that there isn't enough room to cover the really complicated stuff. So, here are some notes to help clarify some of the weirder special equipment items.

PMT SLIME TANK

The original Psychomagnatheric Slime (AKA "pink slime") was found flowing in rivers under New York City. It was used to remarkable effect once positively charged, but it's highly unstable and prone to pick up negative emotions (which are all-too-frequent in everyday life, let alone the average Ghostbusting mission). On occasion, its properties make it worth the extra risk, so some Slime Blower operators carry around a PMT slime tank in addition to the regular "green slime."

The attacker rolls Shooting as usual to hit a ghost. On a successful hit, instead of dealing damage (in most cases), the attacker makes a Persuasion check opposed by the target's Spirit. (Charisma applies as normal.) In the case of a raise on the Shooting roll, add a +2 bonus to the Persuasion check.

For each success and raise on the Persuasion check, the ghost's attitude is improved by one step temporarily. A failure can make the attitude worse, too. (See the rules for Persuasion on p. 10 of the Savage Worlds Explorer's Edition. The difference here is that it's possible to increase the attitude of ghost Extras by more than 2 steps if the Persuasion check scores enough raises.)

Any ghost improved to an attitude of Friendly or better will fight Hostile ghosts, and is at -2 to rolls to resist Ghost Traps. (However, if an attempt to catch it fails, it won't stay Friendly for long!)

SLIME TETHER

Shooting Roll:

Two Shooting rolls are made as a single action, but with only one Wild Die (in a fashion similar to Auto-Fire). If either Shooting roll fails, nothing is accomplished but to spray a bunch of slime around. Note that a Malfunction can occur if *either* Shooting die comes up a "1."

Slam-Dunking Ghosts:

Ghosts are legitimate targets for slime tethers. So are Ghost Traps. Put the two together, and the Slime Blower operator doesn't have to worry about Snaring ghosts; he can just tether the ghost to the trap, and it will have to try to break free against the tether's Strength of d12.

Slime Grapple-Gun:

Optionally, the operator may make just one Shooting roll, with herself as the second "target." This in effect treats the device like a grappling gun, pulling the operator toward the target or vice versa (see below). The operator can release the slime strand as a free action, and thus doesn't have to break free.

Tug of War:

Which object gets pulled where? Ultimately, it's up to the GM (and, one hopes, common sense) to determine. Two unanchored and roughly equal-weight items ought to meet each other in the middle. A creature tethered to a wall is likely to be pulled to the wall (unless the wall is incredibly flimsy).

Any targeted creature can resist being moved by the tether by beating its Strength of d12 with an opposed Strength check (with modifiers at the GM's discretion based on its ability to find something sturdy to grab onto, etc.).

Slime tethers cannot extend longer than 6", and cannot move an object further than 6" in a round.

Please note that slime tethers are only sticky when formed, and deteriorate over the course of an hour; subsequent contact with the slime tether will not cause a creature to become stuck.

Breaking Free:

Any creature, on its own action, may attempt to break free (or pull a tethered object or creature free) with a successful Strength roll opposed by the tether's Strength of d12. On a success, the creature or object breaks free. On a raise, this effort only takes a free action, and the creature may still take an action this turn.

MISCELLANEOUS TECHNICAL NOTES

DON'T LOOK INTO THE TRAP

This is another bad idea, and fortunately isn't likely to happen by accident. (In game terms, there's no mechanic for this happening unless someone deliberately looks into the trap when it goes off, or if a GM picks it as the result of a Critical Failure.)

In such an unfortunate event, a Spirit check is required at -4, failure indicating that the careless Ghostbuster is treated to the disorienting and sanity-testing view of a realm of non-Euclidean geometries, and is Shaken as a result. Paragoggles mute the effect, removing the -4 penalty to the Spirit check. On a Critical Failure, the viewer faints and is unconscious for up to 1 hour unless revived (by slapping, dumping cold water on the face, etc.).

EXPERIMENTAL DOG-MOUNTED GHOST TRAPS, ETC.

Most Ghostbusters teams have their "resident mad scientist," and hence it's not out of the question for a "smart animal" team member to help out by carrying special equipment. While a dog, no matter how smart, doesn't have the hands to operate a proton pack or slime blower, there's still the possibility of being fitted with a custom pair of ecto-goggles, or a "backpack" ghost trap rig.

Therefore, smart animal characters can use Gear type equipment (ghost traps, ecto-goggles, PKE meters, etc.). It's assumed to be custom-fitted for the creature's use, as part of some sort of new "experiment."

This option does **not** extend to *spirit* animals. Their capricious nature and inherent PKE signature make them poor test subjects for such endeavors.



SLIME CONE

As a point of clarification, if the slime blower is used with a Cone Template, range is not a factor; all targets under the Cone Template are essentially within Short range.

UNDERWATER HAUNTS

Most Ghostbusters missions are on dry land, because that's where most of their customers are. However, there's the chance of having to exorcise a swimming pool or chasing after a ghost ship in a lake, and the equipment might have to work in sub-optimal conditions.

As a rule of thumb, Ghostbusters equipment does not play nice with water. Submerged equipment shorts out and is useless until it can be fixed (Repair check and 1d20 hours of work back at base). Water provides cover from proton streams, so completely submerged ghosts are untouchable, and nobody near the point of impact is going to get "electrocuted" by the stream.

Slime blowers can be used underwater, but range bands are halved (templates are unaffected, so the Cone Template is still just as useful).

THE ECTOMOBILE

A new Ghostbusters team starts with a Compact Car (see *Savage Worlds* for statistics) that is fully equipped for the job. In the event that this branch has a team too large to fit into one car, other team members will need alternate transportation such as taking the bus or borrowing someone's personal car (exact details left up to the imagination of the GM and players, without getting too complicated about it).

INSTALLED EQUIPMENT

An Ectomobile has the following basic equipment, though this might be expanded over the course of a campaign:

- **Lights & Siren:** Actual color of lights may vary with region, due to ordinances to avoid confusion with actual law enforcement and emergency vehicles. Use of siren is supposed to be for emergencies only.
- **Recharger:** Discharged ghost traps and special equipment (such as ghost bait) can be recharged here. Please note that a standard trap that has actually captured a ghost needs to be emptied back at base before it can be used again, or else the trapped ghost will be let loose in the process. The charging process typically takes about 5 minutes, so it's not so fast as to be of much help in the middle of some ghost-busting action.
- **Repair Kit:** Standard tools and diagnostic equipment for maintaining Ghostbusters equipment. In the event of a slime blower or proton pack being disabled through a Critical Failure, the tools needed for someone to make a Repair check to get it going again can be found here. Tools are also available to swap out Tanks (in case someone used Requisition Points to get alternate Tanks as special equipment, keeping the spares back at the Ectomobile).
- **First Aid/Desliming Kit:** A very basic first-aid and desliming station is provided at the Ectomobile, to allow for Healing checks to recover from sliming, ghostly energy, and minor cuts and scrapes. It's essentially a non-portable "first aid kit" that allows a user of the Healing skill to make checks without taking a penalty for lack of proper tools if he doesn't carry his own.
- **CB Radio:** For communicating with Headquarters and any other equipped Ectomobiles.
- **Equipment Racks:** Storage racks for proton packs, slime blowers, and other special equipment, to protect it in the case of accidents (so even if you wreck the Ectomobile on the way to the scene, you can still pull out your proton pack and get busting).

STANDARD TEAM GEAR

A fully-equipped Ectomobile includes the following basic gear for the team to use. This gear does not come out of individual members' Requisition Points, but team-members are still responsible for any team gear that is lost or destroyed during a mission.

- **Ghost Traps (4):** Standard ghost traps, empty, fully charged, and ready to go.
- **PKE Meter:** One standard PKE meter. Grants +1 to Notice and Tracking rolls to detect paranormal activity. Technically requires one free hand to use effectively, but the standard Ghostbuster harness has a holster for it, so it can be quickly (as a free action) tucked away so the user can have both hands to use the proton pack or slime-blower to bust ghosts.
- **Paragoggles (AKA "Ectogoggles"):** One pair of goggles that allows vision of paranormal entities, but with the drawback of making it hard to see perfectly normal things, especially with the lack of peripheral vision. Negates up to -6 in penalties to spot or hit ghosts, but subjects the wearer to a -4 penalty to Notice anything else. The goggles can be flipped down into place, or flipped up to allow normal vision, as a free action.
- **Spare Slime Blower & Proton Pack:** One spare of each type kept on the rack. This is on standby in case of mishap, or in case everyone brought proton packs and they discover they need a slime blower instead, or vice versa.

It's also possible that additional equipment may be made available depending upon the adventure. (E.g., an adventure may involve the team being asked to field-test some experimental new equipment sent from the Main Headquarters back in New York City.)

TYPICAL HAUNTS

In the Ghostbusters universe, just about anything paranormal could crop up. Even so, there are certain characteristics common to most of the foes the franchise deals with.

MINOR HAUNT

The “typical” operation that keeps the Ghostbusters in business during low-PKE times might seem dull. There are no visible manifestations, no piles of ectoplasm, and not even a single proton stream may be fired.

The spirit is invisible, intangible, only occasionally dropping the temperature, making odd noises, moving furniture around, etc. Typical ghost-story stuff. The job involves camping out in the haunted area, investigating the identity of the spirit and why it hasn’t passed on. This information can be used to goad it into manifesting in a form (still invisible) that can be caught in a ghost trap.

MAJOR HAUNT

These are rare, and only crop up in the most remote places, or when there’s a serious spike in PKE in the area. The ghost might or might not be visible to mortal eyes (e.g., –2 to –6 penalty to target without paragoggles), and will probably leave traces of slime whenever it interacts with physical objects.

If this is a solo haunt, it will likely be a Wild Card; it can be Wounded by applications of positive slime or a proton stream, but even an Incapacitated result is only temporary (regenerating energy over time, depending on background PKE levels).

On occasion, a haunt may consist of multiple ghosts; in this case, each one is typically an Extra, or in some occasions a group of Extras led by a Wild Card.

An Incapacitated ghost is usually incapable of resisting a ghost trap or snare, but if left free will eventually regenerate to full “health.” Some ghosts cannot be Incapacitated except by special means and are otherwise only considered Shaken; still, a Shaken ghost must recover before breaking free from a snare or tether.

SWARMERS

Swarmers only show up in high-PKE haunting events; they are individually weak. Each swarmer is an Extra, and, unlike the typical ghost, can actually be destroyed by damage. The weakest are destroyed even if Shaken, and a Toughness score of 0 is not uncommon—making up for this by sheer force of numbers.

A haunting event won’t consist solely of swarmers. Something is the source. Swarmers are typically the minions of a Wild Card ghost, part of a conglomerate entity, or projections of a cursed relic.

Poltergeist Activity: Objects animated by an outside force. They can be destroyed by proton streams or physical means, or deanimated by applying positively-charged slime.

Conglomerate Entity: Eventually, you will get down to one swarmer left (even if you caught the whole lot of them in a single devastating area-effect attack). That last swarmer will have the focus of the entire haunting event in it; it will essentially be “promoted” to Wild Card status, and it can then be weakened (Wounded) and trapped like a typical Major Haunt.

Cursed Relic: A curse aura may animate objects (see Poltergeist Activity above) or spawn pseudo-spirits to attack. There is a maximum number of swarmers the relic can maintain at any time, but they “respawn” when destroyed. The only way to defeat the swarm for good is to contain or destroy the relic. A “destroyed” relic’s fragments must still be taken back for containment, lest they reassemble themselves when no one’s looking.

CORPOREAL MANIFESTATIONS

These are fortunately very rare. If the PKE level is high enough to animate stone gargoyles or human corpses, something big’s going down. These can do physical damage, but can be physically damaged in turn. Fortunately, slime blowers can still weaken whatever’s animating them, and proton streams are highly damaging. Slime tethers and proton streams can be useful for restraining or slamming them.

SMART ANIMALS AND FRIENDLY GHOSTS

Employees in the Ghostbusters franchise are human (at least as far as anyone knows). However, there's the possibility that somewhere along the way, the team may pick up a friendly ghost, a remarkably smart animal, or some other "sidekick" or "mascot."

In *Savage Worlds* terms, this means that there are a few additional "races" to choose from. Humans get, as their "racial bonus," one extra Edge at the time of character creation. Characters using one of these alternative races forego that bonus for a package of benefits and drawbacks listed under each type.

GHOST

Like candles to a flame, every now and then ghosts are attracted to a Ghostbusters team simply because of who they are. This particular entity has (so far!) avoided getting caught in a ghost trap, and occasionally manifests in areas with high PKE—such as just about anywhere the Ghostbusters team is trying to capture ghosts.

Manifested ghosts of this power level rarely look recognizable as their former selves, instead appearing as monstrous caricatures of themselves in life, and incapable of intelligible speech.

These are also characteristics typical of a Major Haunt that the team might encounter.

- **Fear Attack:** As an action, once per encounter the ghost can cause Fear, prompting all present to make a Guts check at -2. Anyone who gets a raise on this Guts check is immune to future Fear attacks from this ghost, as the novelty has worn off.
- **Flight:** Flies/hovers at normal Pace.
- **Ghost Attack:** A ghost can attack another ghost with a regular melee attack, dealing its Strength in damage.



- **Limited Manifestation:** Most of the time, ghosts are "dormant," unable to interact with the physical world except in areas of high PKE. This typically includes the headquarters of the Ghostbusters team (due to a concentration of high PKE around the Laser Containment Grid), and sites where the Ghostbusters are hunting manifested ghosts. The rest of the time, the ghost is just quietly and invisibly observing from the shadows. A ghost player can still play Adventure Cards when not manifested, and can spend a Benny to enter a scene even when there's no high PKE activity.
- **Mute:** Ghosts normally cannot speak, though they can certainly howl and scream when manifested.
- **Nonsolid:** Ghosts have no inventory, since they can't normally carry or interact with solid objects. Ghosts consequently can pass through walls (leaving a bit of ectoplasm to mark the spot), but old habits die hard; deliberately passing through a solid barrier requires a Spirit check. Upon failure, attempts may be made in subsequent rounds.
- **Slime Attack:** An angry ghost can move through a living target. This is a Fighting attack against the target's Parry, dealing Strength damage. Unless the target has a magical or holy weapon or shield (or a gadget that accomplishes the same thing), it is an Unarmed Defender against the ghost's ethereal attack. Attacks can be made on multiple targets along the ghost's path, but at a Multi-Action Penalty of -2 for each additional target. Slime damage is nonfatal, magical, and goes away at one Wound level per hour.
- **Spirit Being:** Ghosts lack true solid substance. They are normally impervious to physical damage or grappling, but subject to effects that work against undead and other paranormal entities. Ghosts can interact with other ghosts as if they were solid.
- **Spirit Sight:** Ghosts ignore darkness penalties.
- **Technically Undead:** Ghosts are "undead" for purposes of powers and such that specifically target them, but do not automatically gain the special abilities normally associated with the Undead.
- **Ugly Spud:** Whether it's because of being hideously deformed, or bearing the gruesome marks of their death, or simply because they are obviously unnatural, ghosts have -2 to Charisma.
- **Uninsured:** Ghosts don't get (and cannot use) proton packs or slime blowers, and don't get Requisition Points, either.

SMART ANIMAL

"Bark! Bark!" "What's that, Laddie? Timmy fell down an interdimensional vortex?"

Occasionally, a Ghostbusters team may pick up an animal sidekick that's smarter than the average bear (or dog or horse or what-have-you). Maybe it's an experiment by the local mad scientist, or maybe it's just that Ghostbusters attract more than their fair share of general weirdness.

- **Animal Characteristics:** Choose a base animal: bat, cat, dog, horse (riding), ferret, raven, or snake. This character has the same attributes and special abilities as a standard creature of this type, as described in the *Savage Worlds* bestiary, or in the supplementary bestiary section in this guide.
- **Attribute Points:** Unlike a typical character, this character does not have 5 points to spend on increasing attributes. They start as listed for the animal type. However, attributes can be increased with character points by taking on Hindrances, or later on by using Advances, as with other characters.
- **Skills:** The character does not automatically get skills listed under the normal animal's entry. Instead, the character has 15 skill points to distribute, as with normal characters.
- **Other Animal Types:** For other small or domestic animals not listed, the "closest match" should be used, or else the GM and player should work together to see what would work best. Please keep in mind that some animals are going to be a lot harder to get away with bringing along on a mission than others; not all animals are created equal. The riding horse, for instance, has more impressive attributes than a house cat, but can't readily follow the team into a haunted house.
- **No Hands, No Speech:** Despite being an unusually smart animal, this character cannot speak, and is limited in the use of skills by a lack of hands. Performing tasks that normally require hands may have a penalty of -4 or more, or even impossible, as determined by the GM.
- **Hindrances Assumed:** Animals don't normally have money or use proton packs, so you can't take the Poverty Hindrance. Animals normally can't read, so you can't take Illiterate. You can't take a Hindrance unless it goes above and beyond the normal penalties of being a "dumb" beast.

SPIRIT ANIMAL

This character is closely related to the Smart Animal, except for its distinctly supernatural aspect. This character could be a Native American "animal spirit" in corporeal form, or perhaps a conjured entity.

Use the same rules as for the Smart Animal, except for the following additional characteristics.

- **Off-Camera Antics:** This character is limited to doing things that only a normal animal could do, so long as anyone is watching (including cameras). However, when no one's around (ghosts don't count), this character can use any skill he possesses, regardless of normal penalties that would apply to skills that require hands, such as Lockpicking. **Note:** This also extends to behavior you physically are capable of, but a *normal* animal "wouldn't do." For instance, a Smart Animal might "bark once for yes, twice for no," or stamp a hoof so many times to indicate a number, but you can't do that sort of thing while people are watching, though you might "accidentally" bump into a button and set off a ghost trap. As long as there are witnesses, you have to behave as "just a dumb animal."
- **Spirit Sense:** This character may ignore visibility penalties for manifested ghosts, as if wearing Paragoggles.
- **Spirit Touch:** This character may interact physically with paranormal entities, including using his natural weapons against or even grappling ghosts. Ghosts cannot make "pass-through" attacks against this character, but they can attack him "physically" in the same way they can attack other ghosts. If this character grapples a ghost, and a ghost trap is set off, the ghost is treated as being Snared; the character uses Fighting instead of Shooting to resist the ghost's attempts to escape a trap.
- **Paranormal Entity:** Although this character has corporeal form and thus is in no danger of getting caught in a Ghost Trap, he is still a "paranormal entity" and thus can be affected by various special attacks and powers that only apply to the supernatural (e.g., he can be picked up by Paragoggles or be tracked with the help of a PKE Meter).
- **Uninsured:** Spirit animals don't get (and cannot use) proton packs or slime blowers, and don't get Requisition Points, either.



EXTENDED BESTIARY

The following statistics are provided for alternative Smart Animal or Spirit Animal character types that might accompany the group (or an animal sidekick that a team member might have via the Beast Bond Edge).

BAT

Attributes: Agility d8, Smarts d4(A), Spirit d6, Strength d4, Vigor d6

Skills: Climbing d8, Fighting d4, Guts d4, Notice d8, Stealth d8

Pace: 4; Parry: 4; Toughness: 3

Special Abilities

- **Alertness:** The senses of bats are so keen that they can pick tiny insects out of the air at night. They gain +2 to all Notice checks.
- **Climbing Claws:** Str+d4. Bats gain +2 to Climbing rolls.
- **Flight:** Bats can fly at a Pace of 8. They “run” with a d10 when flying instead of d6.
- **Size –2:** Attackers subtract 2 from attempts to hit this tiny creature. It gains a +2 bonus to attacks against other creatures. These two modifiers cancel out if attacking another Size –2 creature.
- **Sonar:** Bats can “see” by making high-pitched shrieks, often outside the range of human hearing. They may ignore darkness penalties.

FERRET

Attributes: Agility d6, Smarts d4(A), Spirit d4, Strength d4, Vigor d6

Skills: Climbing d6, Fighting d4, Guts d4, Notice d4, Stealth d6

Pace: 6; Parry: 4; Toughness: 3

Special Abilities

- **Climbing Claws:** Str+d4. Ferrets gain +2 to Climbing rolls.
- **Low Light Vision:** Ignore darkness penalties in all but complete darkness.
- **Contortionist:** Ferrets get +2 to any rolls made to escape bindings.
- **Size –2:** Attackers subtract 2 from attempts to hit this tiny creature. It gains a +2 bonus to attacks against other creatures. These two modifiers cancel out if attacking another Size –2 creature.

RAVEN

Attributes: Agility d6, Smarts d6(A), Spirit d6, Strength d4, Vigor d6

Skills: Fighting d4, Guts d4, Notice d6, Stealth d6

Pace: 4; Parry: 4; Toughness: 3

Special Abilities

- **Beak/Talons:** Str+d4.
- **Flight:** Ravens can fly at a Pace of 8. They “run” with a d10 when flying instead of d6.
- **Size –2:** Attackers subtract 2 from attempts to hit this tiny creature. It gains a +2 bonus to attacks against other creatures. These two modifiers cancel out if attacking another Size –2 creature.
- **Vocalization:** Ravens are capable of mimicking sounds they hear, even individual words or short phrases of human speech.

NEW HINDRANCES

The following new Hindrances are available for characters in this setting. (Please note that these are designed with the tropes of this setting in mind, and may not be properly balanced for other Savage settings.)

NEGATIVE KARMA (MINOR)

Requirements: *Novice*

Note: Formerly “Trouble Magnet,” but changed to avoid confusion with the Pirates RPG Edge of the same name.

This character doesn’t need to have his fortune told; it’ll come up bad every time. Any time a ghost attacks, and there are two (or more) equally-valid targets it could go for, it’ll go for this character if that’s an option. If swarms are evenly distributed against the whole team, this character will get all the “leftovers” in addition to his fair share. If there’s a random chance of anyone in the party being targeted by a curse, possession, trap, or random accident, this character is the target. He probably got hired to the team *because* of this trait (and his nickname is probably something like “Ghost Bait”).

TRUE BELIEVER (MINOR)

Requirements: *Novice*

You might be skeptical the rest of the time, but there’s just something about the supernatural that causes you to drop your guard. If a spectral entity shows up and claims to be your spirit guide, a ghost of a long-lost ancestor, or a benevolent angel, you’re likely to give it the benefit of the doubt and then some.

You are at –2 to any Notice, Spirit, or similar rolls to see through illusions, break free of possession, or to tell if an obviously supernatural entity is lying to you. (If it starts chewing on you or your friends, you’ll probably snap out of it, but this could still get you into situations that a “genre-savvy” hero would know was a trap from the start.)

This is not a complete loss, however: A side-effect of your rose-tinted-ectogoggles view of the universe is that you also gain a +2 to Guts checks made to resist fear caused by supernatural displays (this does not stack with Brave).

UNINSURED (MAJOR)

Requirements: *Novice; human or smart animal*

This character isn’t actually a Ghostbusters employee, and therefore is not issued a proton pack or slime blower, and does not get Requisition Points. This Edge is appropriate for “tag-along” characters who aren’t officially part of the team, and hence don’t get to use all the “cool stuff” the others do.

Technically, there’s nothing to stop this character from helping out by setting or springing a user-friendly device such as a ghost trap, but it’s against official company policy.

(Later on, this Hindrance can be “bought off” by spending two Advances, once the character proves her worth to the team. Otherwise, at the GM’s discretion, it can be replaced with another Major or two Minor Hindrances if the situation warrants.)

Ghosts and spirit animals are already treated as if they have this Hindrance, and hence can’t take it.

NEW EDGES

The following new Edges are available for characters in this setting. (Please note that these are designed with the tropes of this setting in mind, and may not be properly balanced for other Savage settings.)

BRAVE

Requirements: *Novice*

This hero gets a +2 bonus to checks to resist Fear, Terror, or Intimidation Tests of Will. (Bonus does not combine with Strong-Willed.)

CHEERLEADER

Requirements: *Novice, Charisma 0+, Persuasion d6+*

This hero can spur allies on when the going gets tough. She can spend an action to use Persuasion as a cooperative roll to assist an ally in just about any trait roll. In order to do so, she must be able to communicate with (or at least to) the recipient, and it must not be a task that would be hindered in the process (e.g., trying to sneak along with a Stealth check while someone is loudly celebrating the fact that you're doing so).

DISTRACTING

Requirements: *Novice, Charisma 0+, Persuasion d6+*

You have the knack for fast-talking, flirting, or just confusing the undead to distraction, even when by rights they should be immune to your charms. You can use Persuasion (applying your Charisma bonus) in a Test of Wills against a supernatural entity, opposed by Smarts, as an action. On a success, an ally chosen by you gets a +2 bonus on her next action against the distracted entity OR you can penalize the distracted entity's next action by -2; on a raise, the target is Shaken (though this does not do any damage if it is already Shaken).

GALLOWS HUMOR

Requirements: *Novice, Taunt d6+*

When the team is faced with a Fear or Terror-inducing situation, this hero helps to defuse the situation with a quick wisecrack, put-down, or wry observation.

The hero can immediately make a Taunt roll as a free action before any Guts checks are made. Instead of its usual effects, each success and raise on this roll adds a +1 bonus to any Guts checks made by allies (including herself) for the immediate situation, up to a maximum of +4.

Normally, this benefit only applies to allies who can hear her, but even when that doesn't work, a timely roll of the eyes or mocking gesture can still communicate the same sentiment visually.

GHOST WRANGLER

Requirements: *Seasoned, Strength d6+*

Your hero has perfected the art of snaring ghosts to the point where he can manhandle the capture stream without breaking contact, thus freeing him to use brute force to oppose a squirming ghost. When a ghost attempts to break free of his Snare, this hero may oppose it with his choice of Fighting, Throwing, Shooting, or Strength.

INSCRUTABLE

Requirements: *Novice*

Your hero is far removed from the normal human experience. He's emotionless, robotic, or perhaps just crazy. Whatever the case, he's immune to Fear and Terror, and is unaffected by Tests of Will. While he's well-equipped to face unspeakable horrors, others are unsettled by his strangeness; he suffers a -2 penalty to Charisma.

PET GHOST

Requirements: *Veteran*

Your hero has somehow acquired a little ghostly "friend." Perhaps it's the ghost of his faithful pet dog, fetching sticks from beyond the grave. Perhaps it's just some ugly little spud tagging along. Whatever the case, the hero gets a ghostly sidekick (an Extra), with equivalent statistics to a dog/wolf (see core rules), but with all the modifiers for the ghost "race" applied.

Pet ghosts do not gain experience, nor do they advance as do normal NPC allies. (This is the trade-off for having a sidekick who's practically indestructible.) If the owner wishes for his "pet ghost" to gain any Ghost Edges or make any

other improvements, he will have to donate Advances for the purpose.

RESILIENT

Requirements: *Novice, Vigor d6+*

Your hero may go down, but she'll get up again; nothing's going to keep her down. Anyone treating your hero's wounds gets a +2 to Healing checks. (This also applies if you're the one treating yourself.)

SLAM DUNK

Requirements: *Novice, Agility d6+*

This hero has perfected the very specialized art of "slam-dunking" a ghost into a trap. When moving a ghost via a capture stream or any other sort of Snare (e.g., Slime Tether), he may choose to "slam" it into a trap. This activates the trap (if it wasn't activated already), and instantly dunks the ghost into the trap (if it failed to resist being wrangled by the capture stream in the first place).

Note: If the ghost has the Capture Resistance Edge, it may apply its +2 bonus to resist being moved by the capture stream, if the intent is to "slam dunk" it into a trap.

TRICKSTER

Requirements: *Novice, Agility d6+, Smarts d6+, Taunt d6+*

This hero has a knack for pulling pranks, gaining a +2 bonus to any Tricks and Taunt attempts that she initiates.

This bonus does not stack with the Dirty Fighter Edge, the bonus to Agility checks granted by the Acrobat Edge, or the bonus to Tests of Will granted by the Strong-Willed Edge.

This Edge does not grant any bonus to resist a Trick or Taunt played by someone else.



PROFESSIONAL EDGES

CONTORTIONIST

Requirements: *Novice, Agility d8+*

This hero is adept at dislocating joints and other tricks of the trade involved in getting into and out of tight places, gaining a +2 to rolls to escape from grapples, *entangle* effects and the like. At the GM's discretion, the hero can also get out of simple bindings such as handcuffs with a simple Agility check (without the +2 bonus), and can squeeze through openings and into spaces that would normally require her to be one Size step smaller.

DRIVER

Requirements: *Novice, Driving d4+, Streetwise d6+*

This hero at some point in his employment history was a pizza delivery guy, a taxi driver, a beat cop, a biker, etc., and knows his way around the streets of the local area. He gets a +2 bonus to all rolls relating to plotting road trips, finding shortcuts, and avoiding "bad parts of town." Specifically, this applies to Driving rolls to quickly get to a ghostbusting job.

At the GM's discretion, this bonus may apply to Streetwise or Investigation checks directly related to the character's "knowledge of the streets."

This Edge represents knowledge local to the campaign; if the Ghostbusters temporarily venture outside of their usual domain, this bonus drops to +1 to reflect general rather than specific experience. If they make a permanent move to the new location, this hero learns his way around the new streets and picks up his full bonus again after about a week.

EXORCIST

Requirements: *Novice, Intimidate d4+, Knowledge (Occult) d6+, Spirit d8+*
This hero relies upon the power of her

faith to drive away spirits, and thus gains +2 to Tests of Will against supernatural entities, and to Guts checks against supernatural horror. Note: These bonuses **do** combine with bonuses from other, more general Edges, such as Brave or Strong-Willed, but only when the supernatural is involved.

GADGETEER

Requirements: *Novice, Smarts d8, Repair d8, Kn (Occult) d6, Kn (Nuclear Physics) d6*

Replaces Gadgeteer Edge in core rules.

Once per session, may "jury-rig" a piece of Ghostbusters gear (upgrade, option, tank, or gear) worth up to 5 Requisition Points per Rank (e.g., 5 at Novice, 25 at Legendary), by spending 1d20 minutes and making a successful Repair check, provided that spare parts are available. (On failure, multiple attempts may be made. On Critical Failure, no further attempts may be made.)

HACKER

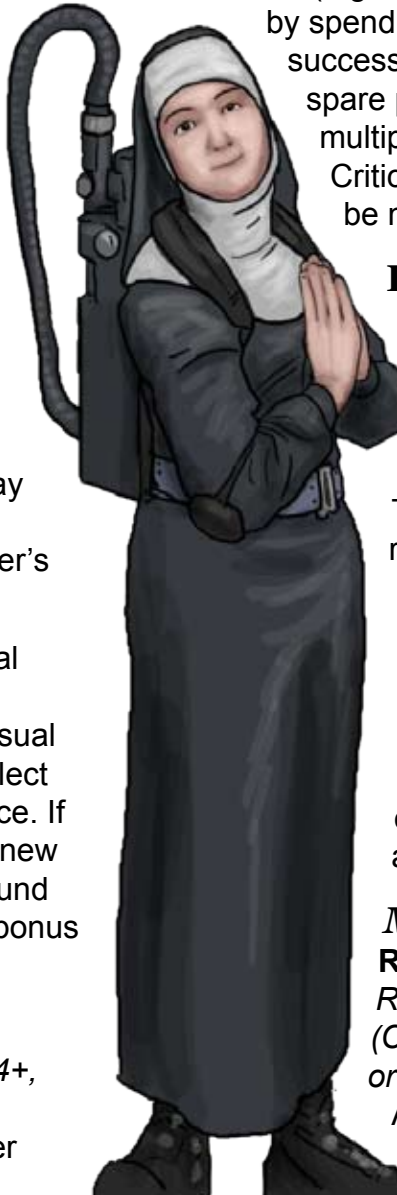
Requirements: *Novice, Investigation d4+, Kn (Computers) d6+, Kn (Security Systems) d6+, Lockpicking d4+, Repair d4+, Stealth d4+*

This hero gains a +2 bonus to all rolls involving "hacking" computers, sabotaging or rewiring electronics, "phreaking" telephone lines, evading or disabling electronic surveillance, figuring out passwords, decrypting data, and breaking into security systems. It also applies to detecting or opposing someone else's attempts to do the same thing.

MR. FIX IT

Requirements: *Novice, Smarts d10, Repair d8, any two of Knowledge (Computers, Nuclear Physics, Occult, or Security Systems) at d6*

As per the Edge in the core rules, except the requirements are



changed as noted above (removing all Weird Science requirements, and counting any of the specialized Knowledge areas for this setting as “scientific Knowledge areas” for purposes of prerequisites).

MAGICIAN

Requirements: *Novice, Agility d6+, Persuasion d6+, Stealth d6+, Taunt d4+*

This hero is a stage magician, trained in the fine arts of legerdemain and misdirection, gaining a +1 bonus to any rolls involved in performing magic tricks. For example, this could cover feats ranging from palming small objects and then “conjuring” them later, to misdirecting observers while an associate “disappears.” You also gain a +1 bonus to Notice anyone else using such trickery.

PSYCHIC

Requirements: *Novice, Knowledge (Occult) d4+, Spirit d8+*

This hero has something of a “sixth sense,” able not only to intuitively pick up on paranormal phenomena, but also to interpret it. She gains a +2 bonus to all Notice and Tracking checks involving spirits and other supernatural phenomena. These bonuses **do** combine with bonuses from other, more general Edges, such as Alertness or Woodsman, but only when the supernatural is involved.

GHOST EDGES

The following Edges are available to ghosts:

CAPTURE RESISTANCE

Requirements: *Novice, Ghost*

This ghost is stubborn, with a +2 bonus to rolls to resist being caught in Ghost Traps.

ENERGY ATTACK

Requirements: *Novice, Ghost*

Some ghosts bear the fury of a violent death, crackling with electrical energy from being struck by a lightning bolt, carrying a smoking gun from a lost duel, or perhaps expelling noxious burps after dying while overeating. Whatever the case, he can share the pain at a distance.

By either spending a benny, or taking a level of Fatigue afterward, this ghost may make a ranged attack (3/6/12) with manifested energy dealing damage equal to the ghost's Spirit+d6. This Fatigue is automatically recovered the next time the ghost manifests.

The player must choose which skill (Throwing or Shooting) is used to make this attack, and the trapping of the attack, when taking this Edge. Regardless of the trapping, it is treated as slime damage in that it's nonlethal, and can't cause worse than a Shaken result to living targets.

PSYCHOKINESIS

Requirements: *Novice, Ghost, Strength d6+*

This ghost, when manifested, can hold an object in each hand, and may attempt to grapple with living creatures (using its Strength characteristic).

SELF-IMAGE

Requirements: *Novice, Ghost, Spirit d8+*

This ghost has retained a stronger self-image than most when manifested, and doesn't have the Ugly Spud attribute. The ghost can speak with some effort when manifested (though many ghosts choose not to).

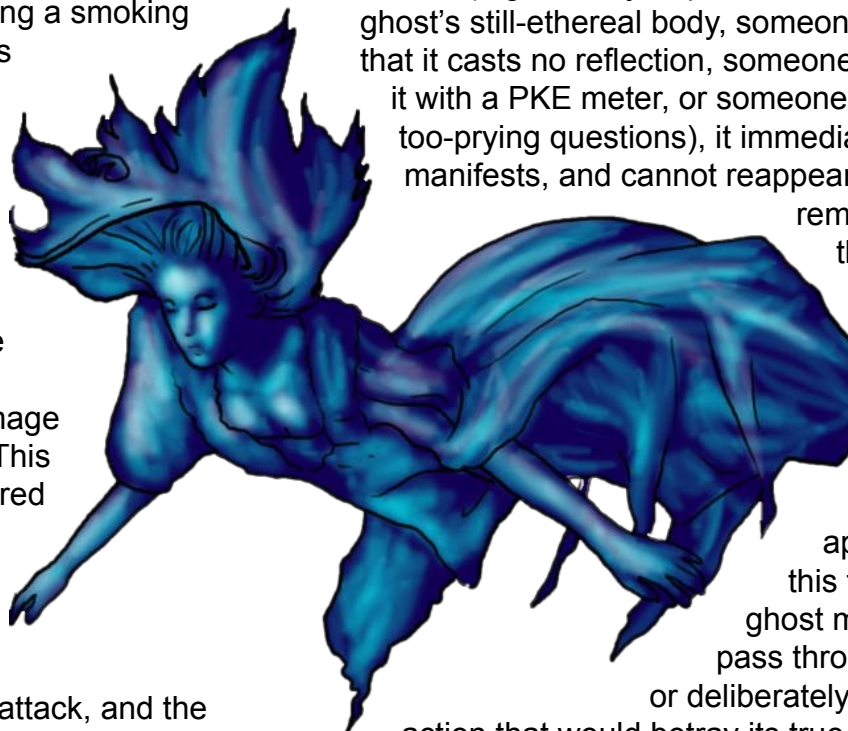
IMPROVED SELF-IMAGE

Requirements: *Novice, Ghost, Self-Image*

This ghost has such a strong self-image that, in the right circumstances, and for a limited time, it can pass for a human being. When manifested, if the ghost chooses, the spirit is opaque and seemingly alive, as it appeared in life.

However, if anything happens to shatter this illusion (e.g., an object passes through the ghost's still-ethereal body, someone sees that it casts no reflection, someone scans it with a PKE meter, or someone asks too-prying questions), it immediately demanifests, and cannot reappear for the

remainder of the scene.



When appearing in this form, the ghost may not fly, pass through walls, or deliberately take any action that would betray its true nature (even in the presence of people, such as an experienced Ghostbusters team, who should know better).

SUPERNATURAL WEAPONS

Requirements: *Novice, Ghost*

This ghost manifests with claws, bony fingers, or perhaps even a ghostly "weapon" that is effectively part of its being. Its attacks deal Strength+d4 damage.

IMPROVED SUPERNATURAL WEAPONS

Requirements: *Novice, Ghost, Supernatural Weapons*

Damage is increased to Strength+d6.

ANIMAL EDGES

The following Edges are available to smart animals and spirit animals, as indicated:

CUTE

Requirements: *Novice, Smart or Spirit Animal, Charisma 0+*

This animal is a master of “sad puppy eyes” or the like, gaining +2 to Charisma. This does not combine with Attractive, Very Attractive, or Charismatic.

UNBEARABLY CUTE

Requirements: *Cute*

The Charisma bonus is increased to +4.

LITERATE

Requirements: *Novice, Smart or Spirit Animal*

This animal isn’t so “dumb” after all; he can read! (Spelling may be a bit off, though.) If this character is a spirit animal, he can even write mysterious messages (as long as no one is watching when he does it).

RELIC DEVOURER

Requirements: *Novice, Spirit Animal*

This character can “devour” powers of a relic by either actually eating it, or destroying it, “absorbing” its essence in either case. (Please note that the difficulty of destroying a relic is often but not always comparable to its power.)

This must be an item that would normally grant a wearer or wielder some sort of supernatural bonus, and any drawbacks are inherited as well. Physical characteristics or some hint of the item’s power may be reflected in the animal’s appearance (e.g., a strange new mark in her fur).

A magic chainsaw that doesn’t consume gas won’t do much good, because a spirit animal doesn’t run on gas; the character won’t suddenly sprout “chain claws” or any such thing, since the chainsaw’s physical form doesn’t constitute a magical power. If, however, the chainsaw had a supernatural +1 bonus to damage, the spirit animal could gain the +1 bonus when using her natural weapons. If the relic lists a drawback (such as –2 to Stealth), the spirit animal inherits that drawback as well.

If multiple entities with this ability are present at the destruction of a magic relic, and wish to absorb its power, an opposed Spirit test must be made, with the highest roll gaining the power; on a tie, the power is lost, as the two entities are too busy fighting to absorb it before it dissipates.

PAYMENT AND ENVIRONMENTAL DAMAGE

PAYMENT

Most team members have a place to live, bills to pay, and financial concerns. The money listed on the character sheet just represents immediately disposable income. Since Ghostbusting gear isn't for sale, it won't likely have much impact on the job. As the team completes jobs successfully, members get access to more resources.

Individual jobs vary, but a typical "busting" job grants the team a total of up to **5 Requisition Points** per captured ghost, minus 1 point for each point of Environmental damage caused (as explained below). It's possible to end a "successful" job with no new Requisition Points at all. Characters with Poverty only get half Requisition Points (rounded down), and characters who are Uninsured get none.

ENVIRONMENTAL DAMAGE

The main reason the heroes are unlikely to get the full 5 Requisition Points each time is that those pesky proton streams tend to dish out massive damage everything in sight. Any time a character with a proton pack misses a Shooting roll against a ghost or rolls a "1" on his Shooting die (regardless of the Wild Die), he deals damage against "the environment."

Slime-blowers tend to cause far less damage against the environment, since the ectoplasm can be cleaned up later; they deal Environmental Damage only when a "1" is rolled on the skill die, or when a specific valuable item is caught in the blast area.

Damage is also done to the environment when heroes specifically target property (e.g., blasting a door to get it open); in such a case, you'll need to make a separate damage roll to check for Environmental Damage. (It's possible to knock down the door, yet not rack up enough damage to score a "wound" against the environment—or vice versa.)

If damage is done to "the environment," roll the normal damage for the device, but **DO NOT** include extra dice or damage bonuses due to

called shots or getting a raise on the to-hit roll. The surrounding environment has a Toughness rating that abstractly represents the potential for doing considerable damage (beyond what insurance covers). A single "Shaken" result indicates only superficial damage that will still be covered by insurance—but dealing a second "Shaken" result in the same area will cause enough further damage to qualify as a "wound."

Please note that some missions may take place in locations where environmental damage isn't an issue, such as a building already slated for demolition. In that case, let loose with the proton streams and have fun! (Just don't hit any of the neighboring buildings or the Ectomobile.)

The following are suggested Toughness ratings for different environments. Individual objects of special value (e.g., luxury car, precious artwork) caught in an area effect template or otherwise damaged may add a "wound" or more to the total tally at the GM's discretion.

Toughness Example Environment

2	Mansion or museum full of precious antiques.
4	Office building (lots of computers) or store (merchandise).
6	Typical furnished residence.
8	Factory, construction site, cemetery.
12	Most other outdoors locations.

NEGOTIATION

At mission's end, a team representative can minimize responsibility for Environmental Damage with a Persuasion check at -4. The GM may reduce this penalty in the case of particularly compelling arguments. Treat it as a Soak roll; each success and raise on the Persuasion check negates one "wound" of Environmental Damage. Other team members may assist in a cooperative roll.

If all "wounds" are negated, the team performed a stunning job for a very happy client; not only do they get the maximum Requisition Points, but each member gets a \$100 bonus.

BUILDING THE FRANCHISE

Each character will improve individually over the course of his missions, picking up new skills, new Edges, and new equipment, but successful missions also allow for improvement in the resources available to the team as a whole. Therefore, the Franchise Sheet (which has space for statistics for the Ectomobile and Ghostbusters HQ) has a space to keep track of XP earned for the team as a whole.

Team XP depends upon successful missions, as it represents the increased prestige and resources of the local branch. The following is a rough guideline of how many “Team XP” may be earned per mission, though it can be modified at the GM’s discretion.

Team XP Conditions

- | | |
|---|---|
| 0 | Failed to capture ghost, or such extreme damages that team got no Requisition Points for the job. |
| 1 | Success, but with excessive damages. |
| 2 | Success, but with some damage (at least 1 “Wound” of Environmental Damage). |
| 3 | Wildly successful; ghost(s) captured, and no Environmental Damage caused—or negotiator successfully used Persuasion to negate responsibility for all damages. |

Team XP is tallied up, and for every 5 Team XP, the team gets an Advance. Advances can generally be used to improve the local Ghostbusters HQ or the Ectomobile—or perhaps even to get another vehicle!

DONATING ADVANCES

Characters may also “donate” Advances toward improving their Ectomobile or toward Ghostbusters HQ. Please note that it’s possible to lose these benefits in extreme circumstances, such as the complete destruction of the Ectomobile or even Ghostbusters HQ. There aren’t necessarily any “refunds” for such extreme losses, so let the buyer beware.

CURSED/HOLY RELICS

During some missions, the team may recover relics—items that are imbued with PKE and tainted by contact with paranormal phenomena. These items often possess effectively magical properties, for good or ill—or some mixture of the two.

These items have a point value to represent their potential value for paranormal research. (Cursed Relics cards, if used, come in the same format as Equipment cards, and have this point value listed in the same space that Requisition Point Cost is listed on Equipment cards.)

These items can be kept in the Ghostbusters HQ and pulled out to try to make use of their properties for future missions ... or else they can be sent off to the main Ghostbusters Headquarters in New York City for advanced study. If this latter option is taken, the team gets a number of Team XP equal to the point value of the relic.



GHOSTBUSTERS HQ EDGES

The following Edges are available for improving Ghostbusters HQ (or moving to better digs). The team's headquarters gets ONE Headquarters Edge for free at the start of the campaign. Others may be purchased with Team Advances.

ARMORY

Requirement: *Headquarters*

The base has extra equipment for use by the team, in a dedicated storage area. Each team member gets an extra +5 Requisition Points worth of equipment when going out on a mission.

COMPUTER CENTER

Requirement: *Headquarters*

The base has top-of-the-line computers, toolkits, spare parts, and a dedicated line dial-up connection, granting a +1 to Knowledge (Computers) checks made back at base.

FAST DEPLOYMENT SYSTEM

Requirement: *Headquarters*

Whether fire poles leading down to the garage, semi-automated systems to help the team get geared up quickly, the base is designed so that team members on standby can quickly get to the Ectomobile and out to the scene without wasting time. The team gets a +2 bonus to the Driving roll to determine how quickly it gets to the scene for a new job.

HOLY GROUND

Requirement: *Headquarters*

Ghostbusters HQ might be set up in an old church, or perhaps a place of historic significance with a few friendly spirits looking out for the team. It's no solid guarantee (as demonstrated when the Stay-Puft Marshmallow Man stomped a church in New York City), but any hostile ghosts are at -1 to all trait rolls made while on premises.

HOSPITALITY CENTER

Requirement: *Headquarters*

Customers are greeted in a well-appointed and comfortable waiting area and meeting room with amenities. This grants a +2 bonus to Persuasion rolls to try to Negotiate responsibility for damages incurred during missions.

LIBRARY

Requirement: *Headquarters*

A secure library is full of historical and occult references, so the team can keep up to date on local "trivia" that could be relevant to a haunting. This grants a +1 bonus to Investigation checks made back at the base.

LABORATORY

Requirement: *Headquarters*

This well-stocked laboratory grants a +1 bonus to any science-related Knowledge checks, such as Knowledge (Nuclear Physics), made back at base. (If your campaign uses Weird Science, it also grants a +1 bonus to Weird Science checks.)

RECREATION CENTER

Requirement: *Headquarters*

Some arcade games, a pool table, and/or some other recreational facilities are set up for team members on duty back at base in between jobs, helping to boost morale. The team gets a special "team benny" that is replenished each mission. It can be spent (with general player consensus) on any team member (even Extras)—or even to force the GM to reroll (and take the worse result in that case).

SECURITY CENTER

Requirement: *Headquarters*

Advanced monitoring systems and technical gizmos are installed to make it more difficult for ghosts to break in or out of the headquarters, thus buying a little more time if there's a breakout from the containment grid, or some spooks decide to assault the heroes at their base. Ghosts wishing to pass through walls, closed doors, or other solid barriers have a -2 penalty to their Spirit checks to do so.

WORKSHOP

Requirement: *Headquarters*

The garage has a well-equipped work area for maintaining the Ectomobile and special gear, granting a +1 bonus to Repair checks made back at the base.

ECTOMOBILE EDGES

By default, the team starts off with a Compact Car. This can be “upgraded” either by acquiring the appropriate Edge, or by spending personal character funds to get a bigger and/or better vehicle. Any Ectomobile Edges are transferred to the new vehicle in between missions.

CAR-MOUNTED MUON TRAP

Requirement: *Vehicle must have a roof*

The Ectomobile has an advanced Muon Trap mounted to its roof. It behaves like a normal Ghost Trap, except that it affects ghosts within a Large Burst Template centered on the trap, and it automatically activates when a Snared ghost is in range. Alternatively, the driver or a passenger can activate the trap manually. As usual, Ghosts must pass a Spirit roll to evade being trapped. As with other Muon Traps, it can hold multiple ghosts, and does not need to be recharged between uses.

FIELD RESEARCH STATION

Requirement: *Mid-Sized Car/SUV or larger*

The back of the car includes a mini-lab for on-site chemical and spectral analysis, granting +1 to Investigation checks when researching artifacts and samples at the Ectomobile.

FIRST AID STATION

Requirement: *Mid-Sized Car/SUV or larger*

This improved first aid and de-sliming station grants a +2 bonus to Healing checks made at the Ectomobile, whether treating physical, energy, or slime damage.

GHOST VACUUM

Requirement: *Vehicle must have a hood*

This hood-mounted experimental device actually allows the driver to run down ghosts! A ghost hit by the Ectomobile must roll Spirit vs. the driver’s Driving skill to evade. By itself, it holds one ghost. If a Portable Laser Containment Grid is installed, it auto-transfers the ghost into confinement and resets itself for the next ghostly roadkill.



IMAGE INTENSIFIER

Requirement: *Vehicle requires a windshield*

The windshield is upgraded with a high-tech ectoplasmic overlay that reduces visibility penalties to spot paranormal entities by up to -4. It’s far safer than driving with paragoggles, since this results in no loss of peripheral vision.

IMPROVED SHIELDING

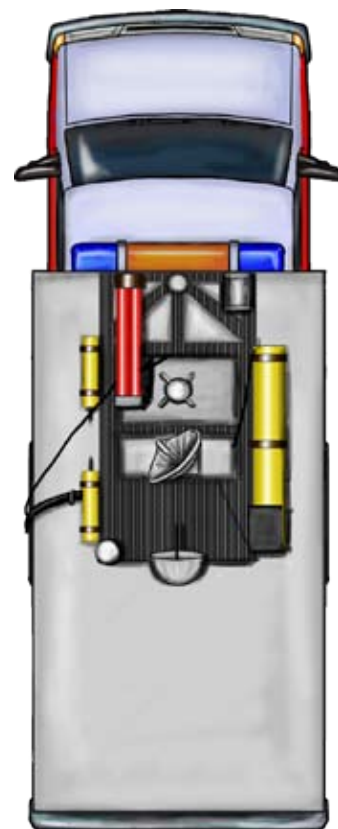
Requirement: *Enclosed vehicle*

A variant of the technology used in the laser containment grid is worked into the shell of the vehicle to provide +2 Armor against paranormal attacks. In addition, its full Toughness (including Armor) applies against ghostly entities.

LARGE UPGRADE

Requirement: *None*

By default, the team starts with a Compact Car (see Savage Worlds rules, under “Vehicles”). This Edge allows the Compact Car to be swapped for a Large Vehicle (van, ambulance, “short bus,” etc.). Use statistics for the SUV in the Savage Worlds rules, but add +2 Armor. Handling is reduced (-2 to Driving checks to get to the scene quickly), but passenger and gear capacity is greatly increased, allowing for larger improvements.



Please note that if the characters have the available funds to buy a new car, or otherwise gain a new vehicle while adventuring, they can transfer gear over to their new “Ectomobile” in between missions (or just use it as a spare means of transportation) without having to use a special Edge to obtain it.

MID-SIZED UPGRADE

Requirement: *None*

This Edge allows the Compact Car to be swapped for a Mid-Sized Car (e.g., a four-door sedan, station wagon, or even a hearse). This (usually) has no impact on Driving rolls to get to the scene on time, but allows for expanded capacity (as a prerequisite for some of the vehicle upgrades).



PINTLE MOUNT

Requirement: *None*

A standard proton pack or slime blower can be hooked up to this swivel mount to be fired from the vehicle, doubling the effective range. Choose where the mount is located on the vehicle, as this determines its firing arc. E.g., a hood mount allows for a forward arc, a rear mount allows for a rear arc, while a roof mount allows for 360° coverage (but leaves the operator exposed). This upgrade can be taken multiple times, to accommodate multiple passengers.



PORTABLE LASER CONTAINMENT GRID

Requirement: *Compact Car or larger*

Ghost traps can be emptied and recharged at this portable laser containment grid, rather than requiring a trip all the way back to HQ.

SPARE VEHICLE

Requirement: *None*

The team equips another vehicle as an Ectomobile. If they don't happen to have a spare vehicle on hand, then they acquire either a Compact Car (which can then be further improved) or a Motorcycle.

SPORTS CAR UPGRADE

Requirement: *None*

This Edge allows the team to trade up to a Sports Car. This confers no benefits in terms of improved capacity for gear, but it does help the team get to



VEHICLE MANEUVERABILITY

The Savage Worlds core rules don't get down into intricate details between the types of vehicles, nor is it really necessary. However, for the sake of Chases against ghosts, and mad dashes to get to the scene on time, each vehicle class has a different Handling value applied to the driver's Driving rolls.

Vehicle	Handling
Motorcycle	+2
Compact	+0
Large-Sized	-2
Mid-Sized	+0
SUV	-2 (ignore up to -4 in off-road terrain penalties)
Sports Car	+2 (off-road penalties doubled)

Additionally, the GM may apply further modifiers based on the type of vehicle and the type of terrain encountered.

the scene on time. Grants a +2 Handling bonus to Driving checks for the purpose of getting to the scene quickly. However, any penalties to Driving checks due to driving off-road are doubled.

SUV/OFF-ROAD UPGRADE

Requirement: *None*

This Edge allows the default Compact Car to be swapped for an off-road SUV or truck.

Handling is inferior (-2 to Driving checks to get to the scene quickly), but any penalties to Driving checks due to driving off-road are reduced by up to 4.

