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0 1 2 3 4 5 6 7 8 9 0 1 2 3 4 5

Heat Meter



CAUTION RADIATION

This equipment produces
IONIZING RADIATION
when energized.

Proton Pack, Mk II with integrated
Neutrona Wand

Property of Ghostbusters International
If found, please call 1-800-555-2368.



PROTON PACK / NEUTRONA WAND TECHNICAL NOTES

Range 12/24/48+; damage 2d6 (energy, ignites flammable targets)

- **HEAT:** Default of 1 Heat Unit buildup per use.
- **CAPACITY:** Maximum of 10 Heat Units (expandable to 15 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 (even if the intended target is still hit).
- **MELEE:** Can be used in close combat, but user is an Unarmed Defender.
- **VENT:** At end of each round Proton Pack is unused, it cools 1 Heat Unit.
- **"NONLETHAL":** Causes no more than a Shaken result to living targets.
- **CAPTURE STREAM** (optional attack mode): No damage, but target is Entangled as long as beam is maintained (1 Heat Unit/round). Snared ghosts can be moved up to 6" per round with opposed Shooting vs. Spirit.
- **STRAFE** (optional attack mode): +2 to Shooting and Damage, but 3x Heat Buildup, and automatically does Environmental Damage.

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0 1 2 3 4 5 6 7 8 9 0 1 2 3 4 5 6 7 8 9 0

Slime

Level



CAUTION Highly Psychoreactive

Do not engage in loud arguments or
cast negative aspersions in vicinity.

Plasm Distribution System (PDS,
AKA "Slime Blower"), Mk I, v. 2

Property of Ghostbusters International
If found, please call 1-800-555-2368.



PDS "SLIME BLOWER" TECHNICAL NOTES

Range 6/12/24; damage 2d4 (slime, supernatural, nonlethal)

- **SLIME UNITS:** Default usage of 1 Slime Unit for Small Burst Template; 2 Units for Medium Burst; 4 Units for Cone or Large Burst.
- **CAPACITY:** 10 Slime Units (expandable to 20 with upgrades).
- **MALFUNCTION:** On roll of "1" on skill die, user is hit by backsplash for 2d4 slime damage.
- **STUN:** Cannot cause more than a Shaken result against living targets.
- **MELEE:** Can be used in melee, but user is an Unarmed Defender.
- **SAFE:** Unlike the proton pack, Environmental Damage is not dealt on a miss—only on a Critical Failure. Damage is still applied against specific items caught within the blast radius, however (e.g., fragile glassware; 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 hit (even if not damaged) by slime are easier to see and hit; targeting penalties due to invisibility are negated.