



Name: Coyote

Concept: Ghostbusters Team Mascot (Trickster Animal Spirit)

Appearance: A lanky, mangy mutt with a bandanna around its neck.



AGILITY

d8

Boating

Driving

Fighting d8

Lockpicking d6

Piloting

Riding

Shooting

Stealth d8

Swimming

Throwing

SMARTS

d10

Gambling

Healing

Investigation

Notice

Repair

Streetwise

Survival

Taunt

Tracking d10

Kn: Occult d6

Kn:

Kn:

SPIRIT

d6

Guts d4

Intimidation

Persuasion

STRENGTH

d6

Climbing

VIGOR

d6

8

PACE

Your base walking speed in a combat round. You may run (add a d6) by taking a -2 penalty on any other actions this round.

6

PARRY

What "they" need to hit you in melee combat. Your Parry is equal to half your Fighting die type + 2, plus any Edges or Hindrances that modify it.

4

TOUGHNESS

The amount of damage needed to "shake" you in combat. Your Toughness is equal to half your Vigor die type + 2, plus or minus armor and any Edges or Hindrances that modify it.

0

CHARISMA

Your appearance, manner, and general likability. It's +0 unless you have Edges or Hindrances that modify it. Charisma is added to Persuasion and Streetwise rolls.

Hindrances

Curious (maj): Your secrets are for keeping. Others' secrets are for finding out!

Quirk (min): You are always pulling pranks and playing Tricks, especially on Arrogant people.

Poverty (min): You are, after all, just a mangy coyote. Money? What's that? Is it edible?

SPECIAL

SPIRIT ANIMAL (DOG): Agy d8, Fleet-Footed, Size -1, Natural Weapons, No Hands

Spirit Touch - can bite ghosts

Spirit Sense - can see/sense ghosts

"Dumb Animal" - can't talk

STARTING EDGES

Smarts ++

Jack of All Trades: No unskilled penalty for Smarts-linked skills.

Novice

Seasoned

Veteran

Heroic

LEGENDARY EDGES

XP: 0

COMMON KNOWLEDGE AREAS

Native American folklore

Dumpster diving

Prehistoric life

CARRY CAPACITY

Str x 8 30 lb

UNENCUMBERED

Str x 16 60 lb

LIGHT (-1)

Str x 24 90 lb

MEDIUM (-2)

Str x 32 120 lb

HEAVY (-3)

* Bandanna (tied around neck)

NATURAL WEAPONS (Bite/Claws): Melee, Str+d4; capable of damaging and Grappling ghosts. (If you are Grappling a ghost when a Ghost Trap goes off, it is counted as Snared, and has to beat your Fighting skill [instead of Shooting] to escape the Trap.)

Aim +2 Shooting/Throwing if character does not move | Defend +2 Parry; character may take no other actions | Disarm -2 attack; defender must make a Str roll vs. the damage or drop his weapon | Double Tap/Three Round Burst +1 attack and damage/+2 attack and damage | The Drop +4 attack and damage | Finishing Move Instant kill to helpless foe with lethal weapon | Full Defense: No movement or other actions to replace Parry with Fighting roll | Ganging Up +1 per additional attacker; maximum of +4 | Grapple Opposed Strength roll to grapple; raise causes Shaken | Nonlethal Damage Wounded characters are knocked out instead | Suppressive Fire On successful Shooting roll, targets within a Medium Burst Template must make a Spirit roll or be Shaken; those who roll a 1 are hit for normal damage | Two Weapons -2 attack; additional -2 for off-hand if not Ambidextrous | Unarmed Defender Armed attackers gain +2 Fighting | Wild Attack Player must first describe maneuver, then gains +2 Fighting, +2 damage, -2 Parry until next action | Withdrawing from Close Combat Adjacent foes each get one free attack at retreating character.

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Wounds

You take a wound when the damage dealt to your hero surpasses your toughness by a raise. Each and every raise causes another wound. Wound penalties are applied to all Trait rolls.

You may attempt to not take this damage, by making a Soak Roll (spend a benny and roll your Vigor)

Healing attempts require 10 mins of work and must be made within the Golden Hour of receiving the wound.

Otherwise you make a Natural Healing rolls (Vigor) to recover. A roll can be made once every 5 days, unless you have Edges or Hindrances that modify that.

INCAPACITATED

Make a Vigor roll to determine the results of being Incapacitated. You may simply be Shaken with a minor Injury and return to 3 wounds... or you could be dead!

Heat, cold, hunger, thirst, lack of sleep, and drowning are all sources of "Fatigue," a downward spiral that can lead to a character's death if he doesn't find a way to recover.

Fatigue



Name: Coyote

Concept: Ghostbusters Team Mascot (Trickster Animal Spirit)

Appearance: A lanky, mangy mutt with a bandanna around its neck.



Once upon a time, you were a powerful animal trickster spirit of the plains, bringing humility to mortals and spirits alike, whether beast, human or otherwise. However, one day you tried the patience of a powerful shaman, and had earned the ire of a few too many spirits; the shaman invoked favors with the spirits, and they were only too happy to have an excuse to turn on you. You were imprisoned and enslaved for years, decades, centuries ... it matters not how long, and hardly compares to the humiliation of being bested by a mortal.

Fast forward to the near-present: This group of "ghostbusters" took a job to deal with the angry ghost of the shaman, who had manifested in the local Museum of Natural History. They captured him - and when they did, the bond holding you to his service was weakened. You were quietly haunting a coyote skin in the exhibit (not yours, but it reminded you of "home"), and with the sudden spike in psychokinetic energies, you took on a corporeal form. Your powers are still weak, and you're still barred from the Hunting Grounds (since spirits have long memories).

One of the downsides of taking on a corporeal form is that you have to eat. Fortunately, after you decided to follow these "ghostbusters" around for a while, they sort of adopted you as a "mascot." This meant that you got fed scraps now and then. Even better, they occasionally come across relics and founts of energy without realizing it; you've been able to slowly build up your power and regain some of your old abilities.

NOTES:

Given your lack of equipment, and your special abilities, your combat tactics are mostly limited to either playing Tricks on enemies (which you're good at, with a d10 Smarts), or else getting involved in melee (using Spirit Animal abilities). Please note that you're small and unarmored; you only have Toughness 4, so be careful. You can also drop and activate traps, since no skill is required for that (and even a dog could be trained to sit on a foot pedal to spring the trap) - but you have no way of carrying one except in your mouth.

* **JACK OF ALL TRADES:** The gray "d4s" listed by several Smarts-based skills on your character sheet are meant as a reminder that you can ignore untrained penalties in all Smarts-based skills (effectively rolling d4 in those skills). You don't actually possess the skill; if you want to improve it any further with Advances, you'll need to actually buy the skill first.

"RACIAL" CHARACTERISTICS (SPIRIT ANIMAL - DOG):

* **DOG ATTRIBUTES:** Your "base" attributes are those of a Dog (see Savage Worlds rulebook), though Smarts was increased twice (to d10) with character points. As a Dog, you have the Fleet-Footed ability (Pace 8, Run d10), Natural Weapons (Bite/Claws - Str+d4 damage in melee), and you are Small (-1 to Toughness, already calculated).

* **SPIRIT TOUCH:** You are, for all intents and purposes, a corporeal creature, but you also have a presence in the spirit world. Thus, you can interact with active ghosts and other paranormal entities as if they were solid. Ghosts cannot make "move-through" attacks through your space. You may make a free attack against any ghost that Withdraws from Combat from a space adjacent to you. Your natural weapons may be used against ghosts. You can Grapple with ghosts (and your Grappling counts as a Snare for purposes of trapping ghosts).

* **SPIRIT SENSE:** There may still be ghosts that you cannot easily spot because they are dormant, or because they have some sort of wards in place, but in game terms you can see (or otherwise sense) anything that can be spotted with Paragoggles, and you can ignore visibility penalties when spotting/attacking ectoplasmic entities.

* **"DUMB ANIMAL":** Whenever any mortal is watching (or there's a security camera rolling), you are limited to physical activities that a dog or coyote could perform. You cannot talk, you cannot do anything that requires hands (or, at GM's discretion, you can try, but at a hefty -4 penalty), you can't write messages with your paw in the dirt while others watch, etc. However, as soon as anyone isn't looking, there's no telling just how you do it, but somehow you can pick locks, open doors, hotwire cars, and cause all sorts of mayhem. Best of all, nobody would ever suspect you of stealing the last piece of pizza from the company fridge.



Name: "G.I." Joan Wyman

Concept: Ghostbuster - ROTC Student

Appearance: Severe and serious, ready to bust some commie ghosts.



AGILITY	SMARTS	SPIRIT	STRENGTH	VIGOR
d6	d8	d6	d6	d6
Boating	Gambling	Guts	Climbing	
Driving	Healing	Intimidation		
Fighting	Investigation	Persuasion		
Lockpicking	Notice			
Piloting	Repair			
Riding	Streetwise			
Shooting	Survival			
Stealth	Taunt			
Swimming	Tracking			
Throwing	Kn:			
	Kn:			
	Kn:			

6

6

d6 Run Die

PACE

Your base walking speed in a combat round. You may run (add a d6) by taking a -2 penalty on any other actions this round.

5

5

What "they" need to hit you in melee combat. Your Parry is equal to half your Fighting die type + 2, plus any Edges or Hindrances that modify it.

PARRY

5

5

The amount of damage needed to "shake" you in combat. Your Toughness is equal to half your Vigor die type + 2, plus or minus armor and any Edges or Hindrances that modify it.

TOUGHNESS

0

0

Your appearance, manner, and general likability. It's +0 unless you have Edges or Hindrances that modify it. Charisma is added to Persuasion and Streetwise rolls.

CHARISMA

Hindrances

Heroic (maj): Gung-ho, ready to charge into battle!

Quirk (min): Super-patriotic, prone to question the patriotism of enemies.

Delusion (min): Believes in communist conspiracies, UN black helicopters, etc.

SPECIAL

STARTING EDGES

Spirit d8

Extra Skills

*Woodsman: +2 to Stealth, Tracking, Survival in wilderness.

Novice

Seasoned

Veteran

Heroic

LEGENDARY EDGES

XP: 0

COMMON KNOWLEDGE AREAS

American history (esp. military history and Cold War politics).

Conspiracy theories (esp. communists, one-world gov't, etc.).

CARRY CAPACITY

Str x 5

30 lb

UNENCUMBERED

Str x 10

60 lb

LIGHT (-1)

Str x 15

90 lb

MEDIUM (-2)

Str x 20

120 lb

HEAVY (-3)

* GHOSTBUSTING GEAR

20 lb

* Includes backpack, uniform, notepad, pen, flashlight, walkie-talkie, watch, ID card.

* Survival knife (throw range 3/6/12, dam Str+d4)

2 lb

- includes wire saw, compass, matches, files, mini-screwdrivers

* Roll of camo duct tape; camo face paint

1 lb

* Pack of chewing gum

- lb

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Fatigue

Aim +2 Shooting/Throwing if character does not move | Defend +2 Parry; character may take no other actions | Disarm -2 attack; defender must make a Str roll vs. the damage or drop his weapon | Double Tap/Three Round Burst +1 attack and damage/+2 attack and damage | The Drop +4 attack and damage | Finishing Move Instant kill to helpless foe with lethal weapon | Full Defense: No movement or other actions to replace Parry with Fighting roll | Ganging Up +1 per additional attacker; maximum of +4 | Grapple Opposed Strength roll to grapple; raise causes Shaken | Nonlethal Damage Wounded characters are knocked out instead | Suppressive Fire On successful Shooting roll, targets within a Medium Burst Template must make a Spirit roll or be Shaken; those who roll a 1 are hit for normal damage | Two Weapons -2 attack; additional -2 for off-hand if not Ambidextrous | Unarmed Defender Armed attackers gain +2 Fighting | Wild Attack Player must first describe maneuver, then gains +2 Fighting, +2 damage, -2 Parry until next action | Withdrawing from Close Combat Adjacent foes each get one free attack at retreating character.

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Name: "G.I." Joan Wyman

Concept: Ghostbuster - ROTC Student

Appearance: Severe and serious, ready to bust some commie ghosts.



You're an "army brat" and an only child, toughened up by having to move from town to town with your family, and picking up a few useful skills when going out hunting with your father and other relatives. You haven't just broken a few hearts in your time - you've also broken a few noses, of guys who just can't take "no" for an answer. Your parents couldn't be prouder that you're planning on serving your country by going through the ROTC program. Sure, women still aren't officially allowed in combat roles, but there are still other ways to help out ... and if ever need be, you can break heads and fire lead with the best of them.

One little secret of yours, though, is that part of your ambition isn't just because of your parents' example; they have never pushed you into joining the military, per se. Rather, ever since you were a child, you've run into the ghost of your ancestor, Sarah Rosetta Wyman, who, under the assumed identity of Pvt. Lyons Wyman, served on the Union side in the American Civil War. You haven't seen her in a while (which is just as well, considering your new part-time job), but you have the sense that somehow she's still with you, guiding you somehow.

However, while your own personal brush with the supernatural might have made you a bit more ready to accept belief in things like ghosts ... you're also rather open to all sorts of conspiracy theories, mostly involving commies, the Illuminati, United Nations "secret black helicopters" and plans for a one-world government, etc. You are unquestioningly patriotic and law-abiding, but you are prone to let your imagination run wild and imagine complex conspiracies when you run into strange circumstances, rather than going for the simplest explanation.

NOTES:

- * WOODSMAN: In wilderness environments, you are in your element; you get a +2 bonus to Tracking, Survival, and Stealth checks in such environments.
- * TRACKING: Please note that with the "multipurpose" nature of skills in this game, Tracking isn't only used for finding footprints. Your keen powers of close observation are also useful for attempting paranormal forensics - such as when analyzing ectoplasm left as a result of interaction between paranormal entities and physical objects.



Name: Hank Rockford, Jr.

Concept: Ghostbuster - Gung-Ho Redneck - "Yee-Haw!"

Appearance: Big cheerful lunk with a mullet.



Your family moved up from Bald Knob, Arkansas back when you were a kid, so your dad could get a job at the tractor works. You've grown up in a small farming town, around tractors and big rigs, and it was only natural that once you graduated (with considerable effort) from high school, you'd get yourself a degree at Cedar Tech (short for "Cedar Hollow Technical Institute"). The trouble is, your family isn't rich enough to pay your way through tech school, and you just weren't gifted enough (or connected enough) to score any scholarships - so you've had to settle for whatever job you could land to make ends meet.

You haven't the heart to explain to your mom just what sort of work you're doing. Sure, the Ghostbusters may be big news after all the antics in New York City, but you're from the South and living in the Midwest, and anything hinting of "the occult" doesn't go over too well in polite company in these parts.

Still, your determined spirit has seen you through pretty rough scrapes before. You may not be the brightest bulb in the bunch, but your cheerful and fearless demeanor is a welcome addition to the local Ghostbusters Team. Autumns spent out with your dad and his buddies hunting have granted you some basic aiming skills that come in handy for wrangling a proton beam; it remains to be seen whether or not any of your basic outdoorsy tracking and survival skills will be applicable, though.

You take your "redneck" reputation in stride, often throwing out (or just plain making up) colorful "down-home" metaphors to play up the role. And, when the going gets tough, you use a bit of bravado and some tough talk to catch those pesky spooks off guard.

NOTES:

- * You have a decent balance of basic skills useful for ghostbusting, and your high Guts and Vigor mean that you have a good chance of standing your ground while others are bolting for the door or getting slimed. Your Smarts-based skills are varied but weak (at only d4), so most of the time you'll have to rely on brainier members of the group to do the figuring-out part.
- * Fighting skill may not seem terribly useful when busting ghosts, but it still determines your Parry (which means you're harder for a ghost to slime), and can be used for Full Defense (p. 68). Plus, you never know: Sometimes you run into deranged (or possessed!) individuals who need to be wrestled down before they hurt someone. (Grappling rules are on p. 68.)
- * Your Intimidation skill can be a useful asset in your line of work, even though it might seem strange to try to "intimidate" ghosts. See "Tests of Will" on p. 73; basically, you can spend an action to try to Intimidate an opponent, whether by making a colorful boast, general bravado, or just a well-timed "yee-haw!" as you charge into the fray. This is opposed by the target's Spirit (and, granted, many ghosts have high Spirit, but some of the swarming imps and wisps haven't much of a personality). If you score a success, you get a +2 bonus to your next action against that target. If you manage to score a raise, the target is rendered Shaken (though please note that ghosts, being Undead, routinely get a +2 bonus to recover from being Shaken).
- * Driving skill is unlikely to be used much during ghostbusting, but it can be handy if someone wants to make a quick run back to headquarters without eating up too much driving time. Whereas a round trip to HQ (to get fresh ghost traps, to deslime someone, to get advanced medical attention, etc.) normally takes at least an hour, if you make a successful Driving check, you can make the run in a half hour. (Raises don't get you there any faster; you can't afford to get any more tickets!)



Name: Juan Santiago

Concept: Ghostbuster - College Student (Business Major)

Appearance: Usually smirking, as if he's the only one to get the joke.



AGILITY

d6

Boating

Driving **d4**

Fighting **d4**

Lockpicking

Piloting

Riding

Shooting **d6**

Stealth

Swimming

Throwing **d4**

SMARTS

d8

Gambling

Healing

Investigation

Notice **d4**

Repair

Streetwise **d4**

Survival

Taunt **d8+2***

Tracking

Kn:

Kn:

Kn:

SPIRIT

d6

Guts **d4**

Intimidation **d6+2***

Persuasion **d6**

STRENGTH

d6

Climbing

VIGOR

d6

PACE

Your base walking speed in a combat round. You may run (add a d6) by taking a -2 penalty on any other actions this round.

PARRY

What "they" need to hit you in melee combat. Your Parry is equal to half your Fighting die type + 2, plus any Edges or Hindrances that modify it.

TOUGHNESS

The amount of damage needed to "shake" you in combat. Your Toughness is equal to half your Vigor die type + 2, plus or minus armor and any Edges or Hindrances that modify it.

CHARISMA

Your appearance, manner, and general likability. It's +0 unless you have Edges or Hindrances that modify it. Charisma is added to Persuasion and Streetwise rolls.

Hindrances

Arrogant (maj): Typically starts any confrontation with a Taunt; aims to humiliate enemies.

Quirk (min): Always cracking jokes or being sarcastic with a deadpan demeanor.

Greedy (min): Looks out for the bottom line; outraged at anything that cuts into profits.

SPECIAL

STARTING EDGES

Increased Smarts ***Strong-Willed (+2 to resist Tests of Will)**
Rich (x3 starting gear)

Novice

Seasoned

Veteran

Heroic

LEGENDARY EDGES

XP: 0

COMMON KNOWLEDGE AREAS

Business, finances, accounting
Investments/stocks, Fortune 500 companies
Classic sports cars

CARRY CAPACITY

UNENCUMBERED

30 lb

LIGHT (-1)

60 lb

MEDIUM (-2)

90 lb

HEAVY (-3)

120 lb

* GHOSTBUSTING GEAR

* Includes backpack, uniform, notepad, pen, flashlight, walkie-talkie, watch, ID card.

* Pocket calculator - lb

* Breath spritzer, mint-flavored - lb

* Portable grooming kit - lb

(comb, razor, mirror, deodorant, mini-toothbrush & toothpaste, soap)

Aim +2 Shooting/Throwing if character does not move | **Defend** +2 Parry; character may take no other actions | **Disarm** -2 attack; defender must make a Str roll vs. the damage or drop his weapon | **Double Tap/Three Round Burst** +1 attack and damage/+2 attack and damage | **The Drop** +4 attack and damage | **Finishing Move** Instant kill to helpless foe with lethal weapon | **Full Defense**: No movement or other actions to replace Parry with Fighting roll | **Ganging Up** +1 per additional attacker; maximum of +4 | **Grapple** Opposed Strength roll to grapple; raise causes Shaken | **Nonlethal Damage** Wounded characters are knocked out instead | **Suppressive Fire** On successful Shooting roll, targets within a Medium Burst Template must make a Spirit roll or be Shaken; those who roll a 1 are hit for normal damage | **Two Weapons** -2 attack; additional -2 for off-hand if not Ambidextrous | **Unarmed Defender** Armed attackers gain +2 Fighting | **Wild Attack** Player must first describe maneuver, then gains +2 Fighting, +2 damage, -2 Parry until next action | **Withdrawing from Close Combat** Adjacent foes each get one free attack at retreating character.

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INCAPACITATED

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Heat, cold, hunger, thirst, lack of sleep, and drowning are all sources of "Fatigue," a downward spiral that can lead to a character's death if he doesn't find a way to recover.

Fatigue



Name: Juan Santiago

Concept: Ghostbuster - College Student (Business Major)

Appearance: Usually smirking, as if he's the only one to get the joke.



You are a student majoring in business at the University of Central Iowa, and something of a prodigy, as you've already built up an impressive stock portfolio, investing in several businesses.

Your involvement in the Ghostbusters franchise is something of a "fun" project you decided to do on the side - to invest in a business more for the sake of having a great "conversation piece" for parties, more so than an honest expectation of turning a significant profit from it. Somehow, you got wrangled into not merely being an investor but actually taking on an active role in investigations with Dr. Brinkmann and the others.

Your bravado and arrogance make for a hit-or-miss affair when it comes to dealing with other people; sometimes you come off as the life of the party, and at other times people leave thinking you're a money-obsessed jerk. Although you are always conscious of the bottom line, you've come to appreciate the sense of camaraderie that comes with being part of a team. You just have to keep reminding yourself that these are your buddies, every time someone trashes a reception hall with proton streams.

NOTES:

- * **GREED:** This Hindrance manifests itself in that your focus is on the bottom line for the company, not necessarily just "getting the ghost." As such, the slime blower is probably your weapon of choice, or else a proton pack equipped with any add-ons that can reduce its capacity for Environmental Damage or increase its accuracy. You're also big on appearances, likely to fly off the handle if someone dings or scratches the Ectomobile.
- * **RICH:** Being Rich means you get x3 money for buying starting gear. In this campaign, it also means you get 3x the starting Requisition Points allowance as everyone else (45 points instead of 15).
- * **STRONG-WILLED:** You get a +2 bonus to Taunt and Intimidate checks (already reflected in your skills), and you also have a +2 bonus to resist Tests of Will (Intimidate and Taunt) checks directed against you. This may also sometimes apply to supernatural "mind-affecting" powers. (It has no impact on your Guts checks, however, unfortunately.)
- * In combat, you have a passable Shooting skill, which is essential for operating a Proton Pack or Slime Blower. However, you can also take advantage of the Tests of Will rules (p. 72) for trying to Intimidate or Taunt your enemies to gain an advantage of them. Basically, you can spend an action to try to Intimidate or Taunt an enemy, rolling that skill. Intimidate goes against the target's Spirit, while Taunt goes against the target's Smarts. If you get a success, you get a +2 bonus to your next action against that target; if you get a raise, the target is also Shaken.



Name: Reginald Harrison

Concept: Ghostbuster - Medical Student

Appearance: Professional, confident



AGILITY

d6

Boating

Driving

Fighting **d4**

Lockpicking

Piloting

Riding

Shooting **d6**

Stealth

Swimming

Throwing **d4**

SMARTS

d6

Gambling

Healing **d6+2†**

Investigation

Notice **d6**

Repair

Streetwise **d4+2***

Survival

Taunt

Tracking **d4**

Kn:

Kn:

Kn:

SPIRIT

d8

Guts **d8**

Intimidation

Persuasion **d6+2***

STRENGTH

d6

Climbing

VIGOR

d6

6

PACE

Your base walking speed in a combat round. You may run (add a d6) by taking a -2 penalty on any other actions this round.

4

PARRY

What "they" need to hit you in melee combat. Your Parry is equal to half your Fighting die type + 2, plus any Edges or Hindrances that modify it.

5

TOUGHNESS

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+2

CHARISMA

Your appearance, manner, and general likability. It's +0 unless you have Edges or Hindrances that modify it. Charisma is added to Persuasion and Streetwise rolls.

Hindrances

Code of Honor (maj): Gentleman, keeps his word, honorable.

Pacifist (min): Busts ghosts, but especially concerned about any risk of harming the living.

Loyal (min): Considers others' welfare before his own; won't leave anyone behind.

SPECIAL

STARTING EDGES

Increased Spirit

†Healer

*Charismatic

Novice

Seasoned

Veteran

Heroic

LEGENDARY EDGES

XP: 0

COMMON KNOWLEDGE AREAS

Biology & general medicine

Religion

Local hospitals

CARRY CAPACITY

Str x 5

30 lb

UNENCUMBERED

Str

x 10

60 lb

LIGHT (-1)

Str

x 15

90 lb

MEDIUM (-2)

Str

x 20

120 lb

HEAVY (-3)

* GHOSTBUSTING GEAR

* Includes backpack, uniform, notepad, pen, flashlight, walkie-talkie, watch, ID card.

* First Aid Kit 2 lb

* For regular injuries (not de-sliming).

* Silver crucifix necklace - lb

* Pocket-sized New Testament - lb

\$500

\$275

15

PERSONAL FUNDS

REQUISITION POINTS

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INCAPACITATED

Make a Vigor roll to determine the results of being Incapacitated. You may simply be Shaken with a minor Injury and return to 3 wounds... or you could be dead!

Heat, cold, hunger, thirst, lack of sleep, and drowning are all sources of "Fatigue," a downward spiral that can lead to a character's death if he doesn't find a way to recover.

Fatigue

Aim +2 Shooting/Throwing if character does not move | **Defend** +2 Parry; character may take no other actions | **Disarm** -2 attack; defender must make a Str roll vs. the damage or drop his weapon | **Double Tap/Three Round Burst** +1 attack and damage/+2 attack and damage | **The Drop** +4 attack and damage | **Finishing Move** Instant kill to helpless foe with lethal weapon | **Full Defense**: No movement or other actions to replace Parry with Fighting roll | **Ganging Up** +1 per additional attacker; maximum of +4 | **Grapple** Opposed Strength roll to grapple; raise causes Shaken | **Nonlethal Damage** Wounded characters are knocked out instead | **Suppressive Fire** On successful Shooting roll, targets within a Medium Burst Template must make a Spirit roll or be Shaken; those who roll a 1 are hit for normal damage | **Two Weapons** -2 attack; additional -2 for off-hand if not Ambidextrous | **Unarmed Defender** Armed attackers gain +2 Fighting | **Wild Attack** Player must first describe maneuver, then gains +2 Fighting, +2 damage, -2 Parry until next action | **Withdrawing from Close Combat** Adjacent foes each get one free attack at retreating character.

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Name: Reginald Harrison

Concept: Ghostbuster - Medical Student

Appearance: Professional, confident.



You are a college student taking the "pre-med" program at the University of Central Iowa. You come from a family with a strong church history, and your father, Rev. Harrison, is pastor at Cedar Baptist Church - so there was strong pressure for you to head off to seminary after finishing high school. However, you felt that you had more of a "calling" in the field of medicine; you seem to have a knack for it, and a gift for empathy.

You're still not entirely clear just how you got talked into helping out Dr. Brinkmann. You had a class under him as one of your general education requirements, and your tendency to volunteer and be helpful seems to have ended up with you being wrangled into carting experimental particle accelerators into "haunted" houses, and setting up recording equipment to investigate paranormal activities. Somewhere along the way, you actually started getting paid for your work, and what college student can't appreciate that? Still, it seems to have hardly anything to do with your curriculum. (After all, the field of medicine is generally concerned with those who are still living.)

For the time being, you have been tagging along, in part because of the pay, in part because of your generally helpful nature, and in part because - well, you may not admit it, but the things you run into sure are a lot more *exciting* than your classes during the daytime.

NOTES:

- * HEALER: If anyone gets slimed, you're the go-to man for getting people back into action. (Healing rules are on p. 77.)
- * CHARISMATIC: You get a +2 to skill rolls that involve Charisma - typically Persuasion and Streetwise (so the +2 bonus is listed next to those skills). It's a rare circumstance that a ghost is going to listen to reason, but your calm demeanor can be useful for dealing with panicked bystanders caught up in the chaos when an ectoplasmic entity is on the loose.



Name: Reverend Charles Miller

Concept: Ghostbuster - Clergy (Minister)

Appearance: A preacher with a proton pack.



AGILITY

d4 6 8 10 12

Boating	_____
Driving	_____
Fighting	d4 _____
Lockpicking	_____
Piloting	_____
Riding	_____
Shooting	d4 _____
Stealth	_____
Swimming	_____
Throwing	d4 _____

SMARTS

d6 4 6 8 10 12

Gambling	_____
Healing	_____
Investigation	_____
Notice	d6 _____
Repair	_____
Streetwise	d4+2 _____
Survival	_____
Taunt	_____
Tracking	_____
Kn: Occult	d6 _____
Kn: _____	_____
Kn: _____	_____

SPIRIT

d8 4 6 8 10 12

Guts	d8(+2) _____
Intimidation	d8(+2) _____
Persuasion	d4+2 _____

STRENGTH

d6 4 6 8 10 12

Climbing	_____
_____	_____
_____	_____
_____	_____

VIGOR

d6 4 6 8 10 12

_____	_____
_____	_____
_____	_____
_____	_____



PACE

Your base walking speed in a combat round. You may run (add a d6) by taking a -2 penalty on any other actions this round.



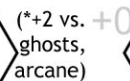
PARRY

What "they" need to hit you in melee combat. Your Parry is equal to half your Fighting die type + 2, plus any Edges or Hindrances that modify it.



TOUGHNESS

The amount of damage needed to "shake" you in combat. Your Toughness is equal to half your Vigor die type +2, plus or minus armor and any Edges or Hindrances that modify it.



CHARISMA

Your appearance, manner, and general likability. It's +0 unless you have Edges or Hindrances that modify it. Charisma is added to Persuasion and Streetwise rolls.

Hindrances

Code of Honor (maj): Must be honest, charitable, modest, etc.

Quirk (min): Quotes Scriptures when fighting the undead.

Loyal (min): Can't betray allies; looks out for others ahead of himself.

SPECIAL

STARTING EDGES

†Exorcist (+2 to Tests of Will & Guts vs. supernatural)

*Arcane Resistance: +2 vs. supernatural

‡Charismatic (+2 Cha)

Novice

Seasoned

Veteran

Heroic

LEGENDARY EDGES

XP: 0

Wounds

You take a wound when the damage dealt to your hero surpasses your toughness by a raise. Each and every raise causes another wound. Wound penalties are applied to all Trait rolls.

You may attempt to not take this damage, by making a Soak Roll (spend a benny and roll your Vigor)

Healing attempts require 10 mins of work and must be made within the Golden Hour of receiving the wound.

Otherwise you make a Natural Healing rolls (Vigor) to recover. A roll can be made once every 5 days, unless you have Edges or Hindrances that modify that.

INCAPACITATED

Make a Vigor roll to determine the results of being Incapacitated. You may simply be Shaken with a minor Injury and return to 3 wounds... or you could be dead!

Heat, cold, hunger, thirst, lack of sleep, and drowning are all sources of "Fatigue," a downward spiral that can lead to a character's death if he doesn't find a way to recover.

Fatigue

COMMON KNOWLEDGE AREAS

Theology, religion.

CARRY CAPACITY

Str x 5 30 lb

UNENCUMBERED

Str x 10 60 lb

LIGHT (-1)

Str x 15 90 lb

MEDIUM (-2)

Str x 20 120 lb

HEAVY (-3)

* GHOSTBUSTING GEAR

20 lb

* Includes backpack, uniform, notepad, pen, flashlight, walkie-talkie, watch, ID card.

* Crucifix

- lb

* Small Bible

- lb

* Holy Water (x3) - throwable 3/6/12, small burst

- lb

(can easily refill from the church baptistry between missions)

Aim +2 Shooting/Throwing if character does not move | Defend +2 Parry; character may take no other actions | Disarm -2 attack; defender must make a Str roll vs. the damage or drop his weapon | Double Tap/Three Round Burst +1 attack and damage/+2 attack and damage | The Drop +4 attack and damage | Finishing Move Instant kill to helpless foe with lethal weapon | Full Defense: No movement or other actions to replace Parry with Fighting roll | Ganging Up +1 per additional attacker; maximum of +4 | Grapple Opposed Strength roll to grapple; raise causes Shaken | Nonlethal Damage Wounded characters are knocked out instead | Suppressive Fire On successful Shooting roll, targets within a Medium Burst Template must make a Spirit roll or be Shaken; those who roll a 1 are hit for normal damage | Two Weapons -2 attack; additional -2 for off-hand if not Ambidextrous | Unarmed Defender Armed attackers gain +2 Fighting | Wild Attack Player must first describe maneuver, then gains +2 Fighting, +2 damage, -2 Parry until next action | Withdrawing from Close Combat Adjacent foes each get one free attack at retreating character.

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Name: Reverend Charles Miller

Concept: Ghostbuster - Clergy (Minister)

Appearance: A preacher with a proton pack.



You are the Reverend Charles Miller, a minister from a small evangelical church with a special calling to combat supernatural forces of darkness, be they demons or so-called "ghosts." You see these paranormal entities as servants of darkness, and you occasionally slip up and call them "demons" even though they don't fit the strict definition of such to your mind. You reject the idea that ghosts could actually be human spirits, since you firmly believe that souls go on to their appointed place, and don't linger around to toss dishes around or rattle chains - least of all to *slime* people.

Whatever the case, you have been called upon a great deal in recent years to perform exorcisms and to deal with other paranormal phenomena. Due in part to your expertise, you've been enlisted as a consultant to the local Ghostbusters franchise, and you've figured out the basics of wielding a proton pack and activating a ghost trap. As far as you're concerned, this is your way of doing the Lord's work - and your regular wages while "busting ghosts" go towards your church and to local charities. (You are free, however, to use any pay bonuses gained on the job to invest into equipment to help your struggle against the darkness, as you aren't subject to the Poverty Hindrance.)

NOTES:

- * **ARCANE RESISTANCE:** You have +2 to your Toughness against damage from a supernatural/arcane source. Of particular interest to your job, that includes "slime" damage, whether from ghosts or from a Slime Blower malfunction, but it doesn't include regular physical damage or proton blasts or the like. (If a ghost tries to slime you, you get +2 Toughness. If a ghost levitates an anvil and drops it on your head, it's the anvil that does the damage, so there's no special protection.)
- * **EXORCIST:** You gain a +2 bonus to Tests of Will against supernatural entities, and to Guts checks against supernatural horror, relying upon your faith.
- * **CHARISMATIC:** You are a gifted orator, granting you +2 to Charisma (which affects your Persuasion and Streetwise skills).
- * **HOLY WATER:** You routinely bring along some vials of holy water from your church, to use when consecrating an area against evil spirits, or when driving them away. Holy water has no inherent magical properties, and no cost. (You are able to get it easily because of your background.) However, there may well be certain undead entities that have a weakness to holy water.





Name: Dr. Rolf Brinkmann

Concept: Ghostbuster - Borderline Mad Scientist

Appearance: Gaunt, haunted-looking with perpetual 5 o'clock shadow.



You are a tenured physics professor at the University of Central Iowa, though unlike the original Ghostbusters team you have kept a regular schedule with your classes to the point where the Board of Regents hasn't yet had much cause to question your "extracurricular" interests. Of course, your involvement in the local Ghostbusters franchise team is purely for the sake of experimentation: You have been in regular correspondence with Dr. Egon Spengler and his team, and you look forward to every opportunity to test some of his new equipment in the lab or in the field - and to offer your reports with suggestions for future improvements. You've even made a few modifications of your own that you're particularly proud of (though the exact benefits are so obscure and lost upon the laymen that your fellow team members just have to take your word for it).

You are a widower, and your initial foray into studying matters of the occult was inspired by your desperation after the death of your beloved wife, Ingrid. Now that you've come to personally experience paranormal phenomena and to witness manifestations of free-roaming vapors and full-torso apparitions and so forth ... you have come to actually *dread* the idea that you might ever encounter her during your searches. Whatever the case, you share your deepest desires and fears with no one, not even your own children. (Your children, by the way, are your son, Dieter, and your daughter, Sophia - both college students now, but attending colleges far away from home.)

NOTES:

- * MCGYVER: Dr. Brinkmann's brilliant ability to improvise in the field simply means that he can perform Repairs upon equipment without having to go back to the Ectomobile to get the necessary tools (or carry them about on his person). There's always something at hand that he can improvise to the task.
- * JACK-OF-ALL-TRADES: Dr. Brinkmann is a quick study, able to make his way through odd tasks outside of his usual fields of expertise. When making an unskilled check for any Smarts-based skill, he may ignore the usual -2 penalty - effectively giving him at least a d4 in all Smarts-based skills. (This is represented on your character sheet by the gray "d4s" filled in for Smarts-based skills you don't actually possess.)
- * SCHOLAR: Dr. Brinkmann gets a +2 bonus to Knowledge checks involving Nuclear (Particle) Physics and the Occult; this is already listed with his skills. Where this is most applicable would be that Knowledge (Occult) rolls can be made to attempt to gather more information on paranormal phenomena encountered (and thus to identify the best way to defend against or to counter supernatural enemies).
- * STRENGTHS: Dr. Brinkmann is the "brains" of the group, capable of enacting emergency repairs in the case of malfunction, or even stepping in to perform first aid (thanks to his Jack-of-All-Trades Edge), with a moderate skill in Shooting so that he can wield his proton pack or slime blower. However, he's really not well-suited for combat or for facing the horrors of the unknown; it's probably best not to let him go in to tackle the undead all alone.

One useful tactic (especially if Dr. Brinkmann is having to let his proton pack cool down or slime blower recharge) is to try Tricks on opponents - particularly Smarts-based Tricks (see p. 71). Basically, you describe some trick you're using to distract an opponent, and then roll Smarts, opposed by the target's Smarts (and many ghosts are pretty dumb). Upon a success, your opponent is at -2 to Parry until his next action - which isn't very useful against ghosts (who are rarely hit in close combat, since they're ethereal), but could be useful against other opponents. More impressive is if you score a Raise, which renders your opponent Shaken - and could buy you time to move to a better strategic position.



Name: Sister Mary

Concept: Ghostbuster - Clergy (Nun)

Appearance: A nun with a mission - and a proton pack.



AGILITY

d6

Boating ☐
Driving ☐
Fighting ☐
Lockpicking ☐
Piloting ☐
Riding ☐
Shooting ☒ d6
Stealth ☒ d4
Swimming ☐
Throwing ☐

SMARTS

d6

Gambling ☐
Healing ☒ d6+2†
Investigation ☒ d4
Notice ☒ d4(+2)‡
Repair ☐
Streetwise ☒ d4
Survival ☐
Taunt ☐
Tracking ☒ d4(+2)‡
Kn: Occult ☒ d6
Kn: ☐
Kn: ☐

SPIRIT

d8

Guts ☒ d8
Intimidation ☐
Persuasion ☒ d4

STRENGTH

d4

Climbing ☐

VIGOR

d6

6 d6 Run Die

PACE

Your base walking speed in a combat round. You may run (add a d6) by taking a -2 penalty on any other actions this round.

2

PARRY

What "they" need to hit you in melee combat. Your Parry is equal to half your Fighting die type + 2, plus any Edges or Hindrances that modify it.

4 5* (*+2 vs. ghosts, arcane)

TOUGHNESS

The amount of damage needed to "shake" you in combat. Your Toughness is equal to half your Vigor die type +2, plus or minus armor and any Edges or Hindrances that modify it.

0

CHARISMA

Your appearance, manner, and general likability. It's +0 unless you have Edges or Hindrances that modify it. Charisma is added to Persuasion and Streetwise rolls.

Hindrances

Code of Honor (maj): Must be honest, charitable, modest, etc.

Quirk (min): Frequent worrying of prayer beads, routinely "blesses" people (and animals).

Loyal (min): Can't betray allies; looks out for others ahead of herself.

SPECIAL

STARTING EDGES

†Healer: +2 Healing. ‡Spiritually Sensitive: +2 Notice/Track supernatural.
Arcane Resistance: +2 to resist supernatural.

Novice

Seasoned

Veteran

Heroic

LEGENDARY EDGES

XP: 0

Wounds

You take a wound when the damage dealt to your hero surpasses your toughness by a raise. Each and every raise causes another wound. Wound penalties are applied to all Trait rolls.

You may attempt to not take this damage, by making a Soak Roll (spend a benny and roll your Vigor)

Healing attempts require 10 mins of work and must be made within the Golden Hour of receiving the wound.

Otherwise you make a Natural Healing rolls (Vigor) to recover. A roll can be made once every 5 days, unless you have Edges or Hindrances that modify that.

INCAPACITATED

Make a Vigor roll to determine the results of being Incapacitated. You may simply be Shaken with a minor Injury and return to 3 wounds... or you could be dead!

Heat, cold, hunger, thirst, lack of sleep, and drowning are all sources of "Fatigue," a downward spiral that can lead to a character's death if he doesn't find a way to recover.

Fatigue

COMMON KNOWLEDGE AREAS

Theology, religion
Local charities and philanthropists
Classical music

CARRY CAPACITY

Str x 5 20 lb

UNENCUMBERED

Str x 10 40 lb

LIGHT (-1)

Str x 15 60 lb

MEDIUM (-2)

Str x 20 80 lb

HEAVY (-3)

* GHOSTBUSTING GEAR

20 lb

* Includes backpack, uniform, notepad, pen, flashlight, walkie-talkie, watch, ID card.

* Prayer beads

- lb

* Crucifix

- lb

* Small Bible

- lb

Aim +2 Shooting/Throwing if character does not move | Defend +2 Parry; character may take no other actions | Disarm -2 attack; defender must make a Str roll vs. the damage or drop his weapon | Double Tap/Three Round Burst +1 attack and damage/+2 attack and damage | The Drop +4 attack and damage | Finishing Move Instant kill to helpless foe with lethal weapon | Full Defense: No movement or other actions to replace Parry with Fighting roll | Ganging Up +1 per additional attacker; maximum of +4 | Grapple Opposed Strength roll to grapple; raise causes Shaken | Nonlethal Damage Wounded characters are knocked out instead | Suppressive Fire On successful Shooting roll, targets within a Medium Burst Template must make a Spirit roll or be Shaken; those who roll a 1 are hit for normal damage | Two Weapons -2 attack; additional -2 for off-hand if not Ambidextrous | Unarmed Defender Armed attackers gain +2 Fighting | Wild Attack Player must first describe maneuver, then gains +2 Fighting, +2 damage, -2 Parry until next action | Withdrawing from Close Combat Adjacent foes each get one free attack at retreating character.

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Name: Sister Mary

Concept: Ghostbuster - Clergy (Nun)

Appearance: A nun with a mission - and a proton pack.



You are Sister Mary Margaret Magdalena, a nun with a special calling to minister to the undead - and, when that fails, to give them a dose of particle stream or slime until they behave. You're still trying to sort out just what to think of ghosts, in a theological sense: Are they really spirits of the dearly departed, are they demons, are they "psychic echoes" of the formerly living (while their true souls have gone on to Kingdom Come), are they some sort of "scientific phenomena," or something else? All you know for sure is this: Your faith seems to give you some (but not complete!) protection against them, and you've been able to protect others as well ... but at the same time, proton packs and ghost traps are pretty effective, too. Thus, you are very curious to discover more about the true nature of ghosts.

You have signed up with the local branch of the Ghostbusters on a "consultant" basis (with all of your wages going to the convent and to charity). You have no particular skill at fighting, but you have trained enough with the particle streams to be a decent shot. Your real strength, however, is in lending spiritual support to the team as they face down supernatural horrors.

NOTES:

- * **ARCANE RESISTANCE:** You have +2 to your Toughness against damage from a supernatural/arcane source. Of particular interest to your job, that includes "slime" damage, whether from ghosts or from a Slime Blower malfunction, but it doesn't include regular physical damage or proton blasts or the like. (If a ghost tries to slime you, you get +2 Toughness. If a ghost levitates an anvil and drops it on your head, it's the anvil that does the damage, so there's no special protection.)
- * **SPIRITUALLY SENSITIVE:** You occasionally benefit from spiritual insights, granting you +2 to Notice and Tracking checks involving spirits and other paranormal phenomena.
- * **HEALER:** You gain a +2 bonus to your Healing skill (already noted).



Name: Suzi Quayle

Concept: Ghostbuster - Sorority Girl / Ex-Cheerleader

Appearance: So totally a Valley Girl wannabe, for sure.



AGILITY

d6

Boating

Driving

Fighting **d6**

Lockpicking

Piloting

Riding

Shooting **d6**

Stealth

Swimming

Throwing **d4**

SMARTS

d6

Gambling

Healing

Investigation **d4**

Notice **d4**

Repair

Streetwise **d4+4**

Survival

Taunt **d6**

Tracking

Kn:

Kn:

Kn:

SPIRIT

d8

Guts **d6**

Intimidation

Persuasion **d6+4**

STRENGTH

d4

Climbing **d4**

VIGOR

d6

6 **PACE**

Your base walking speed in a combat round. You may run (add a d6) by taking a -2 penalty on any other actions this round.

5 **PARRY**

What "they" need to hit you in melee combat. Your Parry is equal to half your Fighting die type + 2, plus any Edges or Hindrances that modify it.

5 **TOUGHNESS**

The amount of damage needed to "shake" you in combat. Your Toughness is equal to half your Vigor die type +2, plus or minus armor and any Edges or Hindrances that modify it.

+4 **CHARISMA**

Your appearance, manner, and general likability. It's +0 unless you have Edges or Hindrances that modify it. Charisma is added to Persuasion and Streetwise rolls.

Hindrances

Heroic (maj): Reflexively rushes to help - first to run into a burning building, etc.

Quirk (min): Like, totally, uses cliché Valley Girl-isms all the time! F'shah.

Hard of Hearing (min): -2 to Notice sounds; you're not really deaf, just easily distracted.

SPECIAL

STARTING EDGES

Cheerleader: May use Persuasion for Cooperative Rolls (see notes)
Very Attractive: +4 Charisma

Novice

Seasoned

Veteran

Heroic

LEGENDARY EDGES

XP: 0

Wounds

You take a wound when the damage dealt to your hero surpasses your toughness by a raise. Each and every raise causes another wound. Wound penalties are applied to all Trait rolls.

You may attempt to not take this damage, by making a Soak Roll (spend a benny and roll your Vigor)

Healing attempts require 10 mins of work and must be made within the Golden Hour of receiving the wound.

Otherwise you make a Natural Healing rolls (Vigor) to recover. A roll can be made once every 5 days, unless you have Edges or Hindrances that modify that.

INCAPACITATED

Make a Vigor roll to determine the results of being Incapacitated. You may simply be Shaken with a minor Injury and return to 3 wounds... or you could be dead!

Heat, cold, hunger, thirst, lack of sleep, and drowning are all sources of "Fatigue," a downward spiral that can lead to a character's death if he doesn't find a way to recover.

Fatigue

COMMON KNOWLEDGE AREAS

Pop culture, pop stars, music, celebrity gossip.
Fashion and beauty secrets.
Cheers and fight songs.

CARRY CAPACITY

Str x 5

20 lb

UNENCUMBERED

Str x 10

40 lb

LIGHT (-1)

Str x 15

60 lb

MEDIUM (-2)

Str x 20

80 lb

HEAVY (-3)

* GHOSTBUSTING GEAR

20 lb

* Includes backpack, uniform, notepad, pen, flashlight, walkie-talkie, watch, ID card.

* Basic cosmetics (makeup compact, nail file, nail polish) - lb

* Pepper spray cannister - lb

(1 shot, range 1, +2 Shooting, exposed target is Shaken and at -4 to Recovery rolls for next hour; no effect if target has covered face or is undead).

Aim +2 Shooting/Throwing if character does not move | **Defend** +2 Parry; character may take no other actions | **Disarm** -2 attack; defender must make a Str roll vs. the damage or drop his weapon | **Double Tap/Three Round Burst** +1 attack and damage/+2 attack and damage | **The Drop** +4 attack and damage | **Finishing Move** Instant kill to helpless foe with lethal weapon | **Full Defense**: No movement or other actions to replace Parry with Fighting roll | **Ganging Up** +1 per additional attacker; maximum of +4 | **Grapple** Opposed Strength roll to grapple; raise causes Shaken | **Nonlethal Damage** Wounded characters are knocked out instead | **Suppressive Fire** On successful Shooting roll, targets within a Medium Burst Template must make a Spirit roll or be Shaken; those who roll a 1 are hit for normal damage | **Two Weapons** -2 attack; additional -2 for off-hand if not Ambidextrous | **Unarmed Defender** Armed attackers gain +2 Fighting | **Wild Attack** Player must first describe maneuver, then gains +2 Fighting, +2 damage, -2 Parry until next action | **Withdrawing from Close Combat** Adjacent foes each get one free attack at retreating character.

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Name: Suzi Quayle

Concept: Ghostbuster - Sorority Girl / Ex-Cheerleader

Appearance: So totally a Valley Girl wannabe, for sure.



Like, totally for sure! You are a student at University of Central Iowa, currently taking general education classes, yet to pin down what your major is going to be. (Officially, for now it's "teaching," but you've changed your mind so many times already - there are just so many things you could be doing!) You were a cheerleader in highschool, so it's only natural that you've gotten onto the cheerleading team at UCI; however, there was a lot of drama, and somehow after years of being in the "in" crowd, you found yourself "out."

With your indomitable spirit, however, you decided that it was time to "reinvent" yourself. You have been bouncing from club to club, looking for something new to fit into. This new venture is just your latest experiment in an attempt to find something new - you heard that it was a "club" that went to haunted houses to take photos of ghosts. Wow, but you had no idea that taking pictures of ghosts could be so involved! Nobody's really taken the time to really explain to you what's going on - or, honestly, maybe somebody did and you just weren't listening, or your brain shut out Dr. Brinkmann when he started on one of those long technobabble rants. You have the basic idea that when someone sees something glowy, you point this rod-thing at it and you pull this lever, and you "light up" the ghost, while someone else throws a box out, and then there's this big flash of light, and sometimes, like, gag me with a spoon, something goes wrong and there's like, eww, all this slime and stuff.

NOTES:

- * **VERY ATTRACTIVE:** You are Very Attractive, which grants you +4 to Charisma; this bonus is figured into Persuasion and Streetwise, though there may be cases where the GM determines it doesn't apply. (Some people - or things - don't care if you're pretty.)
- * **CHEERLEADER:** You may spend an action to use your Persuasion skill as a Cooperative Roll for any ally who can hear you, encouraging your friends to press on when the going gets tough. Basically, you Hold your action to go at the same time as your ally, and then you roll your Persuasion; for each success and raise, you give your ally a +1 bonus to his trait roll - whether it's for Fighting, or a Spirit check, or just about anything else.
- * **TAUNT:** Your Taunt skill can be useful to help out when your ability to shoot ghosts isn't sufficient. See p. 73 for Tests of Will: You can take an action to Taunt someone, rolling your Taunt against the target's Smarts. If you get a success, you get +2 to your next action against that target; if you get a raise, the target is Shaken.
- * **INVESTIGATION:** You may not always be listening to people who are gabbing at you, but you can be very determined when you take the initiative to find something out. This skill is handy for digging through books or other records to look for clues.