

**GH**o**STBUSTERS**



**WH**o** YA G**o**NNNA CALL?**

# GHOSTBUSTERS

## Who Ya Gonna Call?

### V0.2

By Michael Tresca

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**WARNING: This document contains spoilers of the movies and games. There. You've been warned!**

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# Introduction

*"Are you troubled by strange noises in the night? Do you experience feelings of dread in your basement or attic? Have you or your family actually seen a spook, specter or ghost? If the answer is yes, then don't wait another minute. Just pick up the phone and call the professionals -- Ghostbusters."*

– Ray Stantz, [Ghostbusters](#)

*Ghostbusters: Who Ya Gonna Call?* is a Modern campaign supplement. For more information about D20 Modern, see [Section 15](#) of the Open Gaming License.

The first half of the supplement is suitable for players and Game Masters. The last half is for Game Masters only. This document's headers use the [Ghostbusting font](#).

## Summary

Modern heroes battle the supernatural with psuedo-science and humor.

## Campaign in Brief

What if ghosts aren't really supernatural concepts, but creatures with their own biology? And if ghosts have their own biology, then using scientific principals, they can be thwarted – if not destroyed, at least captured. And if ghosts can be captured...well, then somebody can get rich doing it.

Enter the Ghostbusters. Hobbled together by a group of misfit scientists, they attempted to use parapsychology for profit and, at least some of the time, succeeded.

In the 80s, Ghostbusting was a novelty. The end of the world brought on a lot of supernatural phenomena and, thanks to a lot of strange science and the Ghostbusters, was narrowly averted.

By the end of the 80s, Ghostbusters were dealing less with the supernatural and more with problems like New York "not giving off a good vibe." The Ghostbusters were called upon again to do something about it and they moved pieces of NY's monuments to do it.

Life as a Ghostbuster is never predictable. The wax and wane of supernatural activity seems to vary without rhyme or reason – the 80s was rife with supernatural phenomena but

there were entire years that were actually quite boring. At least, for a Ghostbuster.

As the world changed, so too did the nature of Ghostbusting. With a heightened awareness for global terrorism, the psychic energy matrix of the Earth is boiling with anger, fear, and hate – ghosts are more common than ever before.

And what do you need when the world is gripped in fear and suspicious of everything that moves? You need a Ghostbuster: a man or woman who, backed by nuclear weapons, blast a stream of barely harnessed energy at whatever you're afraid of, and do it with a smile and a small service fee.

## The Role of the Heroes

There are two corporate entities that carry the Ghostbusters name: Ghostbusters, Inc., and Ghostbusters International. Ghostbusters Inc., is the original franchise created in the movie. Their territory is Manhattan. Ghostbusters, Inc. is the parent corporation and majority stockholder of Ghostbusters International (GBI).

Louis Tully, an accountant, runs Ghostbusters International. The franchise contract that enterprising Ghostbusters sign is built around missions. Ghostbusters International makes a mission request and the local franchise receives no payment except credit.

GBI receives payment directly from clients and, after all taking into account all property damage, risk of life and limb, ruffled politicians who need to be bribed, etc., the GBI franchise may (emphasis on MAY) see SOME of that payment. Most often, the GBI franchise doesn't have to pay GBI for that month to retain the license.

Remember in the Middle Ages where peasants had to work their butts off on farmland, seven days a week, so the local lord would allow

them to live on his land? Ghostbusting is like that. Only there are ghosts and screaming and running and property damage.

Okay, so it's EXACTLY like the Middle Ages.

The first rule of ghostbusting is this: it ain't cheap. To start off in a franchise, Ghostbusters have to sell or mortgage everything they own. This is why most Ghostbusters aren't married. They collectively scrape up enough money to eat for a week and take out ads. In return, Ghostbusters become part of the Ghostbuster franchise.

The Ghostbusters who join the franchise have the following rights:

1. The right to use the Ghostbuster name.
2. The exclusive district right to purchase and operate Ghostbusters equipment in their territory.
3. An exclusive territory within which they act as representatives for Ghostbusters International.

In exchange for these rights, the Ghostbusters must follow a Code of Conduct. Ghostbusters will:

- Offer quality service within its territory.
- Promptly attend to consumer complaints.
- Properly contain or otherwise neutralize supernatural agents.
- Intelligently utilize and maintain all devices patented and sold exclusively by Ghostbusters, Inc.
- Hold Ghostbusters, Inc. and Ghostbusters International free from all but reasonable customer complaints.

A Ghostbuster franchise begins with one standard proton pack for each Ghostbuster, one PKE meter, three standard ghost traps per Ghostbuster, and an ecto-containment unit.

## Department 7

The Ghostbusters have worked on government projects before, including flying on the space shuttle and clearing out ghosts in the Pentagon. Colonel Sullivan has enlisted their help in unlocking Professor Ian Epimetheus' interdimensional gateway to the Flipside Dimension.

General George Armstrong Badge is the leader of the top-secret government agency known as ARMOR (Advanced Radical Military

Occult Railroad). He fought in the "Unearth War", a secret part of the Vietnam conflict that had begun when a dimensional gate had opened in Southeast Asia. The gate was closed years later, but a new one started to open after the eruption of Mt St. Helens in 1980--and a prototype armored train had gone into the gate and never returned.

In short, there's plenty of precedent for Department 7, especially as a division of ARMOR. It's entirely possible that ARMOR may co-opt Ghostbuster equipment and develop their own team to deal with the supernatural.

## Theme

*Ghostbusters: Who Ya Gonna Call?* is all about good guys vs. bad guys, only the bad guys tend to be dead, be from another dimension, or both. They don't have to only be ghosts – Ghostbusters deal with "something strange in your neighborhood," and the strict definition of a ghost doesn't always apply. That's okay, Ghostbusters will fire their proton packs at anything that moves.

**Ghostbusters is cinematic.** Coincidences happen at just the right time. People who the Ghostbusters desperately need to see (or not see) show up at the last minute. And everything is wrapped up in a few hours. A session of *Ghostbusters: Who Ya Gonna Call?* should never be boring.

**Ghostbusters is humorous.** Ghostbusters get frightened, they get beaten up, and they run away screaming for their mummies like anybody else when confronted with an Evil Man Was Not Meant to Understand or Even Politely Converse With. But one shot of tequila later and they're back in action, completely unaffected by their near-undeath experience.

That's the beauty of Ghostbusters. It's supposed to be scary, it's supposed to be horrifying, but the Ghostbusters are too stupid to really be affected by it.

And yet, despite the fact that ghostbusting involves a bunch of guys playing with proton beams, ghostbusting isn't only about blowing stuff up. In fact, most ghosts have a history that needs solving. In this respect, Ghostbusters resembles a Scooby Doo mystery, only the bad guy never pulls his mask off at the end because it's his real face.

Through it all, the Ghostbusters are decidedly real people. For every parapsychologist spouting techno-babble, there's a Ghostbuster just trying to stop a ghost

from destroying a city block. Ghostbusters get drunk, get horny, and get arrested – they're unlikely heroes, but they're the only ones who have the strength of their convictions to strap on a goofy outfit, drive around in a ridiculous-looking vehicle, and zap ghosts with ray guns.

## Background

Egon Spengler, Peter Venkman, and Ray Stantz investigated a haunting at the New York Public Library; though they had little success in dealing with the problem, Egon managed to get readings that confirm the ionization properties of ectoplasmic entities – he discovered that it was possible to capture a ghost, and contain it indefinitely. Their triumph was short lived as they returned to discover that the Board of Regents terminated their grant. Dean Yaeger threw them off campus with great glee.

Venkman decided that it was fate -- they must go into business for themselves. He conned Ray into getting three mortgages on his parents' house to start up the world's first paranormal investigation and elimination agency: Ghostbusters.

The new company purchased an abandoned firehouse to be their headquarters in a run-down neighborhood. Using their new discoveries, Ray and Egon created the proton packs and the first Containment Unit. A plucky Brooklyn girl, Janine Melnitz, was hired as their secretary and immediately set her sights on Egon. Ray purchased a 1959 Miller Meteor Cadillac Hearse/Ambulance, which was modified to become their vehicle, the ECTO-1.

The Ghostbusters' first client was cellist Dana Barrett, who encountered a terror dog in her refrigerator shouting the word "Zuul" at her. Venkman went to her apartment and checked it, but there was no sign of the creature.

The Ghostbusters' first case involved a call to the Sedgewick Hotel, where they successfully busted a gluttonous, green, potato-shaped Class Five Full Roaming Vapor. After this, there was a virtual explosion of paranormal activity in the New York area, so much that the team advertised for a fourth member: vet Winston Zeddemore was hired for the job. The Ghostbusters also drew the attention of the government, particularly an EPA hatchet man named Walter Peck.

Dana and her neighbor, CPA Louis Tully, were eventually possessed by Zuul ("The Gatekeeper") and Vinz Clortho ("The Keymaster") respectively. When Peck opened

the Ghostbuster's containment unit, they drew on the psychic turbulence to release their master, Gozer the Gozarian, a powerful Sumarian deity. Gozer adopted the form of the Stay-Puft Marshmallow Man and began destroying downtown New York before a risky plan by the Ghostbusters thwarted him, sending his intelligence back to his home dimension, along with Zuul and Vinz Clortho.

Five years after her victimization by Gozer, the supernatural again set its sights on Dana Barrett--and her son Oscar. She consulted with Egon Spengler, who brought Ray Stantz into the case. Venkman found out and also intervened. The three former Ghostbusters found a river of pink slime flowing through the lines of the old New York Pneumatic Railway--and big trouble with the law.

Louis Tully was hired to defend them in the court of Judge Steven Wexler, but it was the appearance of the Scoleri brothers that forced Wexler to rescind the Ghostbusting injunction and dismiss the case.

The Ghostbusters returned to business, with a new symbol and a new vehicle, the ECTO-1A. Winston and Janine also returned to the company, and Louis was hired as legal consultant. Egon and Ray experimented on the slime, discovering that it was responsive to human emotion---and that its power was building, fed by all of the patented New York hostility it's soaking up.

Late in the day, some of the pink slime emerged from Dana Barrett's bathtub and attempted to abduct Oscar. Dana fled the apartment with Oscar, and went to Venkman.

Egon and Ray tracked the river of slime to the emerging essence of medieval madman Vigo Von Homborg Deutschendorf, alias Vigo the Carpathian, living in a self-portrait at the Manhattan Museum of Art. Oscar was kidnapped in full sight of Dana, Janine, and Louis by a ghostly clone of Janosz Poha. Poha, by the way, was deeply under Vigo's domination. Jack Hardemeyer, a mayoral aide, had the Ghostbusters committed to Parkview.

A cloud of black energy foretold Vigo's return. The Ghostbusters were freed, and using Vigo's own weapon--the psychomagnetheric slime--against him, animated the Statue of Liberty and broke the shell around the museum just before midnight.

The Ghostbusters foiled Vigo's attempt to possess Oscar. He then tried a desperate ploy



by dominating Ray, but failed. Vigo was finally defeated and destroyed.

After a variety of adventures, the Ghostbusters, faced with plummeting profits from a dearth of supernatural activity, again ceased business, this time willingly. Janine Melnitz and Louis Tully were "downsized" out of their jobs. Ray Stantz left to do research at Stanford until an undefined "accident" put him so down on his luck that he became a used car salesman in Colorado. Winston Zeddemore trained as a pilot, and flew a commuter line in Montana. Peter Venkman went to Hollywood, becomes a successful agent, and by 1997 was trying to shop around a concept for Ghostbusters 3. Egon Spengler elected to remain in New York, living in the firehouse to keep an eye on the containment unit, and accepted a posting as a parapsychology teacher at New York City College, a community college.

Parapsychology 101, being taught by former Ghostbuster Egon Spengler: Kylie Griffin, new age enthusiast; Garrett Miller, paraplegic athlete; Roland Jackson, electronics whiz; and slacker Eduardo Rivera. Janine Melnitz surprised Egon during their first class. City construction drilled into a sealed chamber and releases an entity; Spengler's equipment detected the release, but Mayor McShayne derided him as a fraud. Egon tried to confront the entity, but the equipment was too old and underpowered to be effective, and he was infected with a strange disease. Eduardo, Garrett, Roland, and Janine found him in the run-down Ghostbuster headquarters.

Garrett, Eduardo, and Roland searched the city; they found Kylie, acting strange, and discovered that the spirit possessed her. Again, the aged Ghostbuster equipment proved ineffective. Egon identified the spirit as a Sumerian disease goddess, Akkyra; he and Roland subjected the proton packs and ECTO-1 to upgrading, and created a micronized proton pistol and a radically different ghost trap design. Roland, Garrett, Kylie, and Eduardo took up the mantle of Ghostbusters, and using the new equipment apprehended Akkyra easily, clearing up the infection suffered by Egon and hundred of others.

Janine took Egon out for his fortieth birthday, and back at the firehouse there was a big surprise waiting for him. Or, more accurately, three surprises: Ray Stantz, Peter Venkman, and Winston Zeddemore, the original Ghostbusters! They met the new Ghostbusters and reminisce about old times, and when a call came in Venkman fired the old team up and they went out to kick ghost butt. Venkman, Ray, and

Winston started talking about regrouping permanently; but Egon was caught in the middle, trying to remind his old friends that "the torch has already been passed." The two teams of Ghostbusters put their differences behind them and worked together to defeat a swarm of "feeder" entities, but Egon's PKE readings ominously foretold a larger menace to come.

Peter Venkman's cruise about Hudson Bay was rudely interrupted by something approaching New York, something big...the Ghostbusters worked with their legendary predecessors to stop a massive, power-feeding "ingestor."

With the success of the new team, the Ghostbusters (more specifically, Venkman) realized that they were on to something. What if other Ghostbusting groups around the world could take up the mantle of the original team, busting ghosts in different countries and different languages? And what if each group could start up a franchise with the appropriately licensed Ghostbusting equipment. And what if this idea made the Ghostbusters filthy, swim-in-a-vault-of-money rich?

Louis Tully helped create Ghostbusters, Inc. and Ghostbusters International. Ghostbusters, Inc. is the parent corporation and majority stockholder of Ghostbusters International (GBI). GBI licenses all things Ghostbuster and has several lawsuits pending against Ghostbustersesque theme parks, cartoons, and toys that have capitalized on their fame. In short, Ghostbusters, Inc. is a corporation – the scariest entity any Ghostbuster will ever face.

But still...it's a living.

Need adventure ideas? Visit the [Random Tabloid Headline Generator](#) for some possibilities. Alternately, pick up a tabloid and take everything printed within as utter fact. That alone should keep Ghostbusters busy for months. 90% of Ghostbuster plots involve putting the Ghostbusters into familiar horror troupes. Any movie or horror novel, preferably one with a weird twist (that's all of them) and then let the Ghostbusters deal with the outcome.

# Timeline

- **8000 BC:** The Undying One, master of the African nation of Tangalla, is challenged by the wizard one day known as "The Collector". The Collector fails, and is banished to the land of lost objects. The Undying One holds the twin keys to the realm until his own defeat, where they become heirlooms kept by the descendants of Shima-Buku ([Brooklyn Triangle, Moaning Stones](#)).
- **7000 BC:** Hob Anagarak, the demonic creature holding sway over the Arctic, is imprisoned in a block of black ice. It is said in Inuit legend that after this, the land grew cold ([Cold Cash and Hot Water](#)).
- **3500 BC:** The Sumerian civilization forms in Mesopotamia. The Sumerians invent writing (cuneiform) and the pantheon worshipped by the Sumerians and their successors, the Babylonians and Hittites, include many colorful figures such as Marduk, god of the city; his nemesis, the great dragon Tiamat; Gozer the Gozarian, and it's minions Zuul and Vinscortho; and the elemental spirits Anshar and Khishor ([I am the City, Very Beast Friend](#)).
- **3000 BC:** Shima-Buku, cheiftain of the Ibandi people of Tangalla, defeats the Undying One and imprisons him in three stones that were scattered throughout the borders of Tangalla ([Moaning Stones](#)).
- **1600 BC:** An Egyptian chronicle mentions a powerful Hyksos diety known as "Zuul, the Gatekeeper, minion of Gozer" ([Ghostbusters](#)).
- **1 AD:** The Council of Eight, self-proclaimed "Guardians of the Universe", select a thirty-five year old Alexandrian scribe named Tobin to replace Carthio as the "Chronicler of the Spirits". Tobin is reputedly the writer of the famous occult compendium, Tobin's Spirit Guide ([Real Ghostbusters 3-D Special](#)).
- **738:** Death of Arab madman Abdul Al-Hazred (more accurately rendered as "Abd Al-Azrad"), writer of a collection of dark spells and lore related to "Khadhulu" and the "Great Old Ones" known as the Kitab Al-Azif. When translated by Western scholars into Greek and Latin, centuries later, it would become known as the Necronomicon, the source work that 20th century horror writer HP Lovecraft would use to create his Cthulhu mythos ([Collect Call of Cthulhu](#)).
- **900:** The monks of the monastery of St. Theophilus bind four spirits that appear to be the Dark Riders, the Four Horsemen of the Apocalypse from Christian prophesy. They are contained in the Codex of St. Theophilus, sealed with mystic wax. Peak of the Viking civilization birthed in the Scandinavian peninsula. Their pantheon of warlike gods includes Odin, Thor, Loki, Surt, and many more colorful beings; according to their myth, the world will one day be destroyed in the great battle of Ragnarok (["Apocalypse...What, NOW?!", Ragnarok and Roll, Slimer's Sacrifice](#)).
- **1400:** A Renaissance painter--possibly Piero della Francesca or Raphael--paints an image of four angels and a cherub. The figures bear distinct resemblances to five people who would not be born for some five hundred years: Peter Venkman, Ray Stantz, Egon Spengler, Winston Zeddemore, and Dana Barrett's son Oscar. Speculation following this revelation in 1989 would include that the painter had a psychic premonition ([Ghostbusters 2](#)).
- **1505, June 25:** Birth of Vigo Von Homborg Deutschendorf, who later terrorizes Eastern Europe as a despot and necromancer known most famously as Vigo the Carpathian, but also as Vigo the Cruel, Vigo the Despised, Vigo the Torturer, Vigo the Unholy, the Scourge of Carpathia, and the Sorrow of Moldavia ([Ghostbusters 2](#)).
- **1598:** Vigo the Carpathian paints his dynamic self-portrait. Following a common practice of the time, he paints it over another, older work depicting four strange archangels and a cherub. Unbeknownst to the world until 1988, Vigo ensorcelled the painting to contain his essence after his death ([Ghostbusters 2](#)).
- **1610 AD:** Vigo the Carpathian is killed by his subjects, having lived 105 years. He is shot, hung, stabbed, and drawn and quartered. Before finally expiring, his severed head delivering the prophesy "Death is but a Doorway, Time is But a Window; I'll be back" ([Ghostbusters 2](#)).
- **1684:** Bandits raid the monastery of St. Theophilus; among the items stolen is

the Codex of St. Theophilus, in which the Dark Riders are mystically contained. The order would attempt to find the Codex, but fail until it resurfaces at a Northby's auction in 1985 (["Apocalypse...What, NOW?!"](#)).

- **1689:** Phineus Eventide is born. He would grow up to become one of the most powerful wizards in the world, and due to his magic is still quite alive as late as 1989, and is regarded as the Prince of Warlocks ([Real Ghostbusters Comic #12](#)). Elias Spengler saves the colony town of Lewistown, Massachusetts from the witch Kestrel, imprisoning her in a crystal containment unit. Elias's descendants will include Zedeciah, 18th century wizard, and 20th century Ghostbuster Egon Spengler ([If I Were a Witch Man](#)).
- **1690:** Hieronymus, English court wizard, is drawn into the Netherworld of Arzun and Tolay ([Egon's Ghost](#)).
- **1818:** Captain John Cleves Symmes becomes an early advocate of the "Hollow Earth Theory". It wouldn't be until 1989 that the Ghostbusters would prove it by visiting the inner-Earth realm of Ceratel ([Real Ghostbusters Comic #15](#)).
- **1840:** A witch spirit tries to invade the body of Ginevra Jacobs, intent on murdering Ginevra's son Aaron to seal the possession. Two time travelers from the year 1990--Ghostbusters Egon Spengler and Janine Melnitz, the latter a cousin of one of Ginevra's descendants--prevent the possession. Only the two time travelers know that this creates an alternate timeline, as originally Aaron Jacobs did die and Ginevra's body was possessed until 1990. Aaron Jacobs would grow up to become the first disabled Congressman from New York ([Real Ghostbusters Comic #28](#)).
- **1870:** The New York Pneumatic Rail Road (NYPRR) is first built, the brainchild of Alfred Beach. As envisioned by Beach, it serves as a system of mass transit in Manhattan despite early opposition of corrupt politico Boss Tweed and others. It is later phased out in favor of the famous subway system; some parts of the pneumatic are abandoned; one juncture, Van Horne Station, becomes an important early part of the return of Vigo the Carpathian in 1988 ([Ghostbusters 2](#)).
- **1889:** The Eiffel Tower is debuted at the World's Fair in Paris. Unknown to the world at large, it's creator, Gustav Eiffel, was a ghost hunter and the tower his containment system ([Ghostbusters in Paris](#)).
- **1890:** Birth of Howard Phillips Lovecraft, who in the early 20th century would write many horror novels in what will be referred to by some as the "Cthulu Mythos" before his death in 1937. Unbeknownst to the world at large, Lovecraft did not create the Cthulhu mythos: he drew it from the ancient mystic text known as the Necronomicon. Ray Stantz would be a voracious reader of Lovecraft's works, which inspired his own studies of the supernatural ([Collect Call of Cthulhu](#)). The luxury liner Lady Anne goes under on August 12, in Lake Michigan. Over 200 people die in the disaster ([Real Ghostbusters Comic #27](#)).
- **1897:** Bram Stoker's novel Dracula is released. Count Vostok of Buldavia claims that the book is a fictionalized and slanted account of his battles with the fanatical Van Helden family ([Transylvania Homesick Blues](#)).
- **1904:** Birth of Mr. Tummell, who would become a billionaire industrialist listed at the top of the Fortune 500. In his later years, he would invest much of his fortune in dimensional transit research, hoping to take his fortune with him after his death ([You Can't Take it With You](#)).
- **1910:** Ivo Shandor, an Albanian medical student, forms a cult dedicated to the worship of Gozer the Gozarian, an ancient Sumerian deity also known as The Destructor and The Traveler. Shandor believed that society was too sick to survive, and performed many "unnecessary" surgeries, experimenting with the pacification of humans. He also branched out into architecture, creating the design for 550 Central Park West, the 1983 residence of Dana Barrett and Louis Tully. His cult had over one thousand members at the time of his death ([Ghostbusters](#)).
- **1920:** Gangsterism flourishes among the Prohibition. The most notorious crime boss is, of course, Al Capone, who runs the Chicago underworld with an iron fist ([The Ghostbusters Live from Al Capone's Tomb!](#)). Caesar Caldoni runs the New York underworld from the Majestic Hotel. Caldoni's main rival is one Webby "The Tractor" McBain--until,

in 1928, Caldoni has McBain "rubbed out" and sealed in the "vault" opened by Julio Ramanajan in 1989 ([Real Ghostbusters Comic #4](#)).

- **1928:** Walt Fleishman releases the first cartoon starring Ricky Roach, leading to a dynasty of animated characters like Conquerer Duck and Winchester Wolf.
- **1939:** The World's Fair is held in New York. The Toad Island amusement park, founded by descendants of Deep One/human hybrids, is at the peak of its attendance ([Real Ghostbusters Comic #8](#)).
- **1940:** Career of the Crime Patrol. Composed of the Crimson Crimebuster, the Lunar Avenger (Robert Weinberg), Doc Hazzard (Will Murray Hazzard, a scientific genius and minor telepath), and the Dark Dwarf. Their archnemesis is a sinister sorcerer named Fu Fang. Hazzard is also a friend to the grandfather of future Ghostbuster Egon Spengler ([Real Ghostbusters Comic #7](#)). Airplanes on polar exploration missions begin to disappear into the geomagnetic disturbance leading the inner Earth realm of Ceratel. Over the next forty-plus years, four of those pilots find each other, learn the dinosaur languages, and discover ways of fermenting fuel from fruit trees. These humans become known by the citizens of Ceratel as the "Legion of the Lost" ([Real Ghostbusters Comic #20, 22](#)).
- **1944:** Walt Fleishman disappears. It wouldn't be learned until years later that he was sucked into a pocket realm ruled by his evil creation Winchester Wolf, and tortured for the next forty years ([Who're You Calling Two-Dimensional?](#)). Evil wizard Rowen Schow disappears. He had discovered a spell that, over time, would allow human imagination and suspension of disbelief to give life to unreal images. That same year, Schow resurfaces as a character in a horror movie, *The Deathless Image*, at the Rialto theatre in New York. The movie plays constantly at the theatre for nearly a half-century, and Schow and his monsters slowly grow more powerful ([Real Ghostbusters Comic #23](#)).
- **1948:** Criminals Tony and Nunzio Scoleri are electrocuted. They were sentenced to death by a young judge named Steven Wexler in one of the first cases of his forty-plus year career. They would be summoned back to try and take revenge on Wexler by the slime of Vigo the Carpathian in 1988 ([Ghostbusters 2](#)).
- **1949, December:** The Crime Patrol disbands after their final battle with Fu Fang. The Lunar Avenger, Robert Weinberg, would marry and have at least two sons, Alan and Matthew. Hazzard would retire to research work, and annually check the stasis capsule containing Fu Fang until the sorcerer's escape in late 1985 ([Real Ghostbusters #7](#)).
- **1954:** A group of human-appearing aliens, escaping the tyranny of insectoid creatures, hides on Earth in the small Florida town of Beachhead. The aliens live peacefully with the human inhabitants ([Real Ghostbusters Comic #18](#)).
- **1959:** The firemen of the Hook and Ladder #8 repel a ghost invasion. They are aided by a team of time travelers from 1989, ironically enough the future inhabitants of their firehouse, the Ghostbusters ([It's About Time](#)).
- **1960:** As part of the "Silver Age" of comics, young comic writer Len Wolfman created the superhero Captain Steel, an inspired knock-off of Superman. Disguising himself as mild mannered CPA Kirk Clint, he fights a never-ending battle against such villains as deranged scientist Doctor Destructo ([Captain Steel Saves the Day](#)).
- **1964:** Ray Stantz, during a visit to Toad Island with his father, gets separated from him and encounters a mermaid. The mermaid entertains him with stories until David finds him ([Real Ghostbusters Comic #19](#)). A dimensional gateway appears in Southeast Asia, and supernatural creatures begin to pour out of it, perhaps attracted by the death forces released by the Vietnam conflict. Over the next four years, US military forces battle the paranormal in a secret conflict dubbed "The Unearth War". An officer named George Armstrong Badge rises to prominence and the rank of General during this conflict ([Real Ghostbusters Comic #25](#)).
- **1968:** The Unearth War is ended when the United States activates atomic bombs on the other side of the dimensional gate. The gate is destroyed and the conflict ends. Knowledge of the Unearth War is hidden in the most top-

secret of files ([Real Ghostbusters Comic #25](#)).

- **1975:** A young witch makes a deal with the demon Astorath. Astorath impregnates her in hopes that the demon half-breed will allow him access to Earth ([Real Ghostbusters Comic #9](#)).
- **1976:** Birth of Shannon Phillips. His mother is part of a coven dedicated to the demon Astorath, led by the necromantic sorcerer Nathaniel Blaque, who poses as Shannon's tutor ([Real Ghostubsters Comic #9](#)).
- **1980:** Mount St. Helens erupts. Afterwards, a small dimensional gate similar to the one found in Southeast Asia in the Sixties opens. General Badge, the hero of the Uneath War, spearheads the creation of the Advanced Radical Military Occult Railroad (ARMOR) charged with studying the phenomenon and preventing a second Uneath War ([Real Ghostbusters Comic #25](#)).
- **1983:** Egon Spengler, Peter Venkman, and Ray Stantz investigate a haunting at the New York Public Library; though they have little success in dealing with the problem, Egon manages to get reading that confirm the ionization properties of ectoplasmic entities--it could be possible to capture a ghost, and contain it indefinitely. Their triumph appears short lived as they return to discover that the Board of Regents has terminated their grant and Dean Yaeger is throwing them off campus. Venkman cons Ray into getting three mortgages on his parents' house to start up the world's first paranormal investigation and elimination agency: Ghostbusters. The team advertises for a fourth member: vet Winston Zeddemore is hired for the job. The Ghostbusters also draw the attention of the government, particularly an EPA hatchet man named Walter Peck. Dana Barrett, a cellist, and her neighbor, CPA Louis Tully, are possessed by Zuul ("The Gatekeeper") and Vinz Clortho ("The Keymaster") respectively, and when Peck opens the Ghostbuster's containment unit, they draw on the psychic turbulence to release their master, Gozer the Gozarian, a powerful Sumerian diety. Gozer adopts the form of the Stay-Puft Marshmallow Man and begins destroying midtown Manhattan before a risky plan by the Ghostbusters thwarts

him, sending his intelligence back to his home dimension, along with Zuul and Vinz Clortho ([Ghostbusters](#)). Despite saving the city, possibly the world, lawsuits are filed against the team for their activities in leveling Central Park West ([Ghostbusters 2](#)). The Ghostbusters rebuild the firehouse, and build a bigger containment unit. A leakage from the containment unit allows Slimer to escape, who starts hanging around the firehouse ([Citizen Ghost](#)).

- **1984:** Digging a new subway tunnel, the transit authority disobeys the door telling them "do not open until doomsday". The Ghostbusters close the gateway ([Knock, Knock](#)). Hollywood wants to make a movie out of the Ghostbusters' adventure with Gozer. Venkman is convinced Robert Redford wants to play him, but the parts go to Bill Murray, Dan Akyroyd, and Harold Ramis ([Take Two](#)). Egon and Janine run afoul of Ray Cougar, running an unauthorized Ghostbuster-themed roller coaster at his tacky carnival. The coaster ends up possessed by the combined spectral force of animals from a circus that burned down in the spot years before ([Roller Ghoster](#)). A rogue sandman, keeper of dreams, tries to bring peace to the world by putting everyone to sleep (Mr. Sandman Dream Me A Dream). Spengler's ecto-bomb traps the Boogeyman in his home dimension ([The Boogeyman Cometh](#)).
- **1984, June 8:** Ghostbusters, featuring Bill Murray, Dan Akyroyd, and Harold Ramis as Venkman, Ray, and Egon, is released by Columbia Pictures. The real Ghostbusters attend the New York debut of the picture. A fictionalized account of the team's formation and battle with Gozer, it becomes one of the top-grossing comedies of all time.
- **1984, October 31:** Samhaine, the ancient Celtic deity whose legend is at the heart of the Halloween celebration, attempts to invoke perpetual Halloween. He is defeated and locked in the Ghostbusters' containment unit ([When Halloween Was Forever](#)).
- **1985:** The Ghostbusters deal with a drought in supernatural activity by becoming the Crimebusters, running afoul of a mob boss known only as "Crime Lord", who kidnaps Janine in an effort to neutralize the team ([Ghost](#)

[Busted](#)), Asked to visit by the French government, the team prevents the Eiffel Tower from exploding ([Ghostbusters In Paris](#)). Cultists steal a copy of the Necronomicon and summon Cthulhu. A risky gambit using an old H.P. Lovecraft story sends the monster back to his ocean floor dwelling ([Collect Call of Cthulhu](#)). An exhibit showcases the three Moaning Stones of Tangalla, supposedly the prison of a demon called "The Undying One", bound by the great Ibandi leader Shima-Buku thousands of years ago. The museum imprudently puts the three stones together, and sure enough the Undying One returns with an army of skeleton warriors. Winston, the reincarnation of Shima-Buku, re-binds the demon ([Moaning Stones](#)). The Four Horsemen of the Apocalypse are accidentally released from the Codex of St. Theophilus. With the help of Father Janosz and the order of St. Theophilus, the Ghostbusters defeat the Dark Riders and seal them away again (["Apocalypse--What, NOW?!"](#)). The Ghostbusters are on hand for the latest round in the battle between Marduk, Babylonian God of the City, and his eternal nemesis Tiamat ([I Am The City](#)). The Ghostbusters go underground and discover the "Pillar of New York", a giant gear that keeps Manhattan from sinking. A bunch of ghosts cause earthquakes in New York by closing off the flow of lubricating ectoplasm. The Ghostbusters stop them ([Beneath these Streets](#)). Egon survives a fall off the World Trade Center during a bust, but contains his emotion; problem is, the Boogeyman is able to feed on the internalized fear of this former victim of his, and breaks free from his pocket dimension. Egon triumph over his fear, and using the destabilizer gun renders the Boogeyman vulnerable to the Ghostbusters' proton packs, and he's placed in the containment unit ([The Boogeyman is Back](#)).

- **1985, Halloween:** Samhaine escapes the containment unit, once again trying to instigate eternal Halloween. Once again, he is foiled and contained ([Halloween II/2](#)).
- **1986:** Paul Smart, President of Grossjuck Industries, sneaks into the firehouse, steals a ghost trap, and copies confidential Ghostbuster files, only to disappear. Weeks later he

resurfaces, announcing his "New advance in spectral elimination": Robo-Buster X-1, a robot that blasts ghosts to nothing instead of containing them. Over the next few weeks the thing steals their business. But Robo-Buster X-1 doesn't actually destroy ghosts, it blends them together into a massive spectral entity. The entity is eventually defeated, destroying Robo-Buster and ruining Grossjuck Industries and Paul Smart ([Robo-Buster](#)). In the wake of the disastrous events of the last few months, several protracted lawsuits against the Ghostbusters (some dating back to the Gozer incident of 1983) are brought to court. Rather than go to trial, the team is forced to accept a plea agreement wherein they accept an injunction against acting as paranormal investigator. Having had to give up their lives as Ghostbusters, the team finds new ways to get by. Egon Spengler returns to research, specializing in new theories on psychomagnetheric resonance in human emotional states. Peter Venkman becomes host of a cheesy, low budget TV program called World of the Psychic. Ray Stantz keeps busy as the proprietor of an occult bookstore, and appearing with Winston Zeddemore in Ghostbuster costume at children's parties ([Ghostbusters 2](#)).

- **1988:** Five years after her victimization by Gozer, the supernatural has again set its sights on Dana Barrett--and her son Oscar. She consults with Egon Spengler, who brings Ray Stantz and Venkman into the case. The three former Ghostbusters find a river of pink slime flowing through the lines of the old New York Pneumatic Railway--and big trouble with the law. Louis Tully is hired to defend them in the court of Judge Steven Wexler, but it is the appearance of the Scoleri brothers that forces Wexler to rescind the Ghostbusting injunction and dismiss the case. The Ghostbusters return to business, with a new symbol and a new vehicle, the ECTO-1A. Winston and Janine also return to the company, and Louis is hired as legal consultant. Egon and Ray experiment on the slime, discovering that it is responsive to human emotion---and that it's power is building, fed by all of the patented New York hostility it's soaking up ([Ghostbusters 2](#)).

- **1988, December 29:** Some of the pink slime emerges from Dana Barrett's bathtub and attempts to abduct Oscar. Dana flees the apartment with Oscar, and goes to Venkman ([Ghostbusters 2](#)).
- **1988, December 30:** Egon and Ray have tracked the river of slime to the emerging essence of medieval madman Vigo Von Homborg Deutschendorf, alias Vigo the Carpathian, living in a self-portrait at the Manhattan Museum of Art. Oscar is kidnapped in full sight of Dana, Janine, and Louis by a ghostly clone of Janosz Poha. Poha is deeply under Vigo's domination. Jack Hardemeyer, a mayoral aide, has the Ghostbusters committed to Parkview ([Ghostbusters 2](#)).
- **1988, December 31:** A cloud of black energy foretells Vigo's return. The Ghostbusters are freed, and using Vigo's own weapon--the psychomagnetheric slime--against him, animate the Statue of Liberty and break the shell around the museum just before midnight ([Ghostbusters 2](#)).
- **1989, January 1:** The Ghostbusters foil Vigo's attempt to possess Oscar. He then tries a desperate ploy, dominating Ray, but fails. The madman is defeated and destroyed ([Ghostbusters 2](#)). The Ghostbusters defeat Astorath, a major demon, with the help of the wizard Morehemoodus, ultimately destroying him on his home turf. ([The Real Ghostbusters Comic #9-11](#)). The Ghostbusters film a commercial for SuperCard; their fee pays half of the debt to SuperCard, leaving them a debt of \$250,000. A red lizard man named Spikorouleusdennum (Spike for short), Male Heir of Ceratel, enlists the Ghostbusters to defeat an evil tyrannosaurus with psychic powers named Nurtog who lives in the center of the earth. It turns out that Nurtog is actually a psychic manifestation and that his withered body beneath Skull Mountain ([Real Ghostbusters Comic #15-16](#)).
- **1989, October 31:** The Ghostbusters find New York, as twice before, utterly transformed and enshrouded in darkness by Samhaine. With the assistance of Phineus Eventide, Prince of Warlocks, the Ghostbusters rally mystics at the four main ley line nexi (Stonehenge, the Brocken, Blockberg, the forest of Ardennes) to counter Samhaine's spells. Samhaine is imprisoned in the containment unit ([Real Ghostbusters Comic #17](#)). During the disruption of the containment unit, the Boogeyman escapes also; still weak from the destabilizer gun, he hides and bides his time ([Real Ghostbusters Comic #26](#)).
- **1990:** Nurtog, the Sleeping Tyrant, returns to Ceratel. With the help of the Crime Patrol and a modified ECTO-4 that can teleport, the Ghostbusters arrive right in the middle of a pitched battle between Nurtog's minions and a squadron of old Terran planes flown by four humans known as the "Legion of the Lost." Unfortunately, Nurtog's science goon Bataar turns the teleportation technology against the Ghostbusters and teleports Nurtog and his minions to New York City ([Real Ghostbusters Comic #20](#)). Using the remains of the warp drive and the Legion's planes, the Ghostbusters pursue Nurtog, ultimately reversing the teleportation and cutting off Nurtog's power, killing him for good ([Real Ghostbusters Comic #22](#)). The Ghostbusters go to Russia, to stop Vladimir Maximov and Demitri Melyakov's cult from freeing one of the Great Old Ones using another copy of the Necronomicon (Russian About). The Ghostbusters make first contact with the secret government agency known as ARMOR (Advanced Radical Military Occult Railroad) and enter a dimensional gate to retrieve an armored train and its five-man crew ([Real Ghostbusters Comic #25](#)). The Bogeyman tries to get his revenge on Egon and sucks the Ghostbusters into his realm, only be ghost-trapped yet again ([Real Ghostbusters Comic #26](#)).
- **1991:** Tobin, chronicler of the Tobin Spirit Guide, asks for the Ghostbusters help against "Evil." The Ghostbusters enter the dreamscape and move quickly before Tobin ages to death; after a variety of trials the Council of Eight shows up and confines "Evil" ([Real Ghostbusters Comic V.2 #1-3](#)). The Ghostbusters free Professor Epimetheus from his dimensional prison, in the same realm from which the Peoplebusters hail ([Real Ghostbusters Comic Annual](#)).
- **1991, October 31:** Samhaine has escaped AGAIN, and poses as a kindly

old man to pass out toys and candy to kids--that come to life and start attacking them! The Ghostbusters find Samhaine, and utilizing an innovative tactic, cause him to overload and explode.

- **1992:** The Ghostbusters, faced with plummeting profits from a dearth of supernatural activity, again cease business, this time willingly. Janine Melnitz and Louis Tully are "downsized" out of their jobs, and Louis's activities are wholly unknown after this point. Ray Stantz does research at Stanford until an undefined "accident" puts him so down on his luck he's become a used car salesman in Colorado. Winston Zeddemore trains as a pilot, and flies a commuter line in Montana. Peter Venkman goes to Hollywood, becomes a successful agent, and by 1997 is trying to shop around a concept for Ghostbusters 3. Egon Spengler elects to remain in New York, living in the firehouse to keep an eye on the containment unit, and accepts a posting as a parapsychology teacher at New York City College, a community college
- **1993:** While doing research at a New York City College, former Ghostbuster Egon Spengler meets Dr. Edward Carrillion, another paranormal researcher with "unusual" ideas. In specific, he believes that three crystal skulls can be used to enslave supernatural entities. Eventually, Egon decides that Carrillion is too unstable and ends his relationship with him.
- **1997:** Parapsychology 101, being taught by former Ghostbuster Egon Spengler: Kylie Griffin, new age enthusiast; Garrett Miller, paraplegic athlete; Roland Jackson, electronics whiz; and slacker Eduardo Rivera. Janine Melnitz surprises Egon during their first class. City construction drills into a sealed chamber and releases an entity;

Spengler's equipment detects the release, but Mayor McShayne derides him as a fraud. Egon tries to confront the entity, but the equipment is too old and underpowered to be effective, and he's infected with a strange disease.

Egon identifies the spirit as a Sumerian disease goddess, Akkyra; he and Roland subject the proton packs and ECTO-1 to upgrading, and create a micronized proton pistol and a radically different ghost trap design. Roland, Garrett, Kylie, and Eduardo take up the mantle of Ghostbusters, and using the new equipment apprehend Akkyra easily, clearing up the infection suffered by Egon and hundred of others

([Darkness at Noon](#)). Egon is reunited Ray Stantz, Peter Venkman, and Winston Zeddemore, the original Ghostbusters! The new Ghostbusters work with their legendary predecessors to stop a massive, power-feeding "ingestor" ([Back In The Saddle](#)).

- **2037:** In one future that is now invalid, Dr. Roland Jackson, Kylie Griffin, and Eduardo Rivera have become legends of Ghostbusting to the people living under the dominion of the tyrannical Tempus ([Ghost Apocalyptic Future](#)).
- **2188:** Earth makes first contact with alien life forms ([Real Ghostbusters Comic #2](#)).
- **2499:** Sl'g, an alien of an unidentified species, is murdered by his four protégés, Turek, Cowan, Gard, and Bethany, who steal his technology and go back to 1985 to try and destroy history ([Real Ghostbusters Comic #1-2](#)).



# Allegiances

*"Dr. Venkman, we believe that the purpose of science is to serve mankind. You, however, seem to regard science as some kind of "dodge" or "hustle." Your theories are the worst kind of popular tripe, your methods are sloppy and your conclusions are highly questionable. You're a poor scientist, Dr. Venkman, and you have no place in this department or in this University."*

- Dean Yeager, Ghostbusters

A Ghostbuster may have up to three allegiances, listed in order from most important to least important. These allegiances are indications of what the Ghostbuster values in life, and may encompass people, organizations, or ideals. A Ghostbuster may have no allegiances (being either a free spirit or a lone wolf) or may change allegiances as he or she goes through life. Also, just because the Ghostbuster fits into a certain category of people doesn't mean the Ghostbuster has to have that category as an allegiance.

If the Ghostbuster acts in a way that is detrimental to his or her allegiance, the GM may choose to strip the Ghostbuster of that allegiance (and all its benefits) and assign an allegiance more suitable to those actions.

## Pledging Allegiance

A Ghostbuster's allegiance can take the form of loyalty to a person, to an organization, to a belief system, to a nation, or to an ethical or moral philosophy. In general, a Ghostbuster can discard an allegiance at any time, but may only gain a new allegiance after attaining a new level.

Having an allegiance implies having sufficient intelligence and wisdom to make a moral or ethical choice. As a result, a character must have Intelligence and Wisdom scores of 3 or higher in order to select allegiances.

Allegiances include, but are not limited to, the following examples.

- **Person or Group:** This includes a leader or superior, a family, a group of linked Ghostbusters (such as a band of adventurers or a cell of secret agents), or a discrete unit within a larger organization (such as members of the Ghostbuster's team, or Ghostbusters whose safety the Ghostbuster is responsible for).
- **Organization:** This may be a company or corporation, a gathering of like-minded

Ghostbusters, a fraternal brotherhood, a secret society, a branch of the armed forces, a local, state, or national government, a university, an employer, or an otherwise established authority.

- **Nation:** This may or may not be the nation that the Ghostbuster currently resides in. It may be where the Ghostbuster was born, or where the Ghostbuster resides after emigrating to a new home.
- **Belief System:** This is usually a particular faith or religion, but can also be a specific philosophy or school of thought. Belief systems could also include political beliefs or philosophical outlooks.
- **Ethical Philosophy:** This describes how one feels about order, as represented by law and chaos. A Ghostbuster with a lawful outlook tends to tell the truth, keep his or her word, respect authority, and honor tradition, and he or she expects others to do likewise. A Ghostbuster with a chaotic outlook tends to follow his or her instincts and whims, favor new ideas and experiences, and behave in a subjective and open manner in dealings with others.
- **Moral Philosophy:** This describes one's attitude toward others, as represented by good and evil. A Ghostbuster with a good allegiance tends to protect innocent life. This belief implies altruism, respect for life, and a concern for the dignity of other creatures. An evil allegiance shows a willingness to hurt, oppress, and kill others, and to debase or destroy innocent life.

## New allegiances

Ghostbusters have allegiances like everybody else. They're not as high-minded as some people might expect (or as lowbrow as everyone figured). Any of these allegiances can

also be used as role-playing opportunities to receive action points at the discretion of the GM.

## Sex

Ghostbusters with this allegiance want to get it on. All the time. See the Skills chapter for more information about how a Ghostbuster can get laid. For each satisfying date (the word "satisfying" left to the discretion of the GM), the Ghostbuster receives 1 action point. If the Ghostbuster fumbles a roll during the date (be it Bluff or Diplomacy), he loses 1 action point instead. The Ghostbuster only receives an action point for successfully dating one person the first time. Thereafter, the Ghostbuster doesn't receive any more action points unless he dates a new person or stops dating someone for six months or longer. This game mechanic ensures a Ghostbuster whose allegiance is sex plays the field as often as possible.

## Wealth

Okay, so most Americans probably have this allegiance. Still, the Ghostbuster who has wealth as an allegiance is greedier than your average working schmoe. This is a cruel irony, because Ghostbusters make very little money anyway. Every time the Ghostbuster rolls a natural 20 on a Wealth check, he receives an action point. Whenever he rolls a natural 1 on a Wealth check, he loses 1 action point.

## Fame

Ghostbusters with fame as their allegiance want to get as much publicity as possible. Famous Ghostbusters will smile for the camera, do signings at conventions, and best of all, TV interviews. They embrace paparazzi and encourage fan clubs. Whenever a Ghostbuster rolls a natural 20 on his Reputation check, he gains 1 action point. Whenever he rolls a natural 1 on his Reputation check, he loses 1 action point.

## Soulless Science

Science is all. Parapsychology is something of an unexplored frontier to someone who takes it seriously. As a result, the term "soulless science" is perhaps a misnomer, because much of parapsychology involves the study of souls

and the paranormal. Identifying quibbles aside, a Ghostbuster with an allegiance to soulless science is part of how Ghostbusters succeed – they see ghosts as a scientific challenge rather than a horrifying brush with undeath.

Ghostbusters who roll a 20 on a Knowledge check in behavioral sciences, earth and life sciences, physical sciences, or technology receive 1 action point. Rolling a 1 subtracts an action point.

## Humanity

Some Ghostbusters don't bust ghosts for the money – mostly because there's no money to be made. But other Ghostbusters do it because they believe they're genuinely doing the Right Thing™. For Ghostbusters with noble goals, beating ghosts has extra rewards: for each time the Ghostbuster defeats a villain whose challenge rating is equal to the Ghostbuster's level or higher, he receives 1 action point. If the Ghostbuster is defeated (e.g., runs away, knocked unconscious, etc.) by a villain of similar CR or lower, the Ghostbuster loses 1 action point.

## Allegiances and Influence

An allegiance can create an empathic bond with others of the same allegiance. With the GM's permission, the character gains a +2 circumstance bonus on Charisma-based skill checks when dealing with someone of the same allegiance—as long as the character has had some interaction with the other character to discover the connections and bring the bonus into play.

For the Sex allegiance (man, that sounds weird), Ghostbusters receive the bonus when dating or attempting to date a member of the opposite sex. For the Wealth allegiance, Ghostbusters receive the bonus when dealing with financial negotiations. For the Fame allegiance, Ghostbusters receive the bonus when dealing with members of the media or fans. For the Soulless Science allegiance, Ghostbusters receive the bonus when dealing with supernatural beings or other parapsychologists. The folks who have Humanity as their allegiance receive the bonus when dealing with anyone who has been harmed or threatened by the supernatural.

# Occupations

*"Do you know what a patent clerk makes? I liked the University. They gave us money, they gave us the facilities and we didn't have to produce anything! I've worked in the private sector. They expect results. You've never been out of college. You don't know what it's like out there."*

- Ray Stantz, Ghostbusters

## New Occupations

Upon creating their Ghostbusters franchise, the Ghostbusters themselves must elect officers. These offices are reflected in their choice of occupations. There can be only one president and treasurer, but all the other positions are available.

### Driver

This poor sap gets to drive ECTO-1. It wouldn't be so bad if it weren't for the fact that ECTO-1 is a 1959 Cadillac ambulance. Keeping it from tipping over is a challenge unto itself. It's a thankless job, but somebody's gotta do it.

**Prerequisite:** Age 18+.

**Skills:** Choose three of the following skills as permanent class skills. If a skill the Ghostbuster selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill. Craft (electronic, mechanical, or structural), Climb, Drive, Handle Animal, Intimidate, Repair, Ride.

**Wealth Bonus Increase:** +1.

### President

Presidents have an obsession about being their own boss. They believe in themselves, have an abundance of confidence, and the ability to acquire the funds necessary to bankroll their newest moneymaking venture. These small to large business owners have a knack for putting together business plans, gathering resources, and getting a new venture off the ground. They rarely want to stick around after the launch, however, as they prefer to put their energies into the next big thing.

**Prerequisite:** Age 18+.

**Skills:** Choose two of the following skills as permanent class skills. If a skill the Ghostbuster selects is already a class skill, he or she

receives a +1 competence bonus on checks using that skill. Bluff, Diplomacy, Gamble, Knowledge (business, current events, or technology).

**Reputation Bonus Increase:** +1.

**Wealth Bonus Increase:** +3.

### Secretary

The secretary gets the exciting task of sitting in the office! Every once in awhile, the phone rings! If the secretary is extremely dexterous, he/she/it may successfully pick it up and even answer the phone without scaring off a client! When they're not listening to some kook sound off about his talking toaster, secretaries hold down the fort while the other Ghostbusters are away. If you haven't figured it out yet, being the secretary sucks.

**Prerequisite:** Age 23+.

**Skills:** Choose two of the following skills as permanent class skills. If a skill the Ghostbuster selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill. Computer Use, Diplomacy, Knowledge (art, business, civics, earth and life sciences, history, physical sciences, or technology), Research.

**Wealth Bonus Increase:** +1.

### Tactical Leader

Tactical leaders are more common amongst the Ghostbuster franchise than they used to be. These are the guys with military training who treat catching ghosts like arresting perps. Most Ghostbusters find tactical leaders a little scary. So do most ghosts.

**Prerequisite:** Age 18+.

**Skills:** Choose two of the following skills as permanent class skills. If a skill the Ghostbuster selects is already a class skill, he or she

receives a +1 competence bonus on checks using that skill. Climb, Demolitions, Drive, Hide, Knowledge (tactics), Move Silently, Navigate, Pilot, Survival, Swim.

**Bonus Feat:** Select one of the following: Brawl, Combat Martial Arts, Light Armor Proficiency, or Personal Firearms Proficiency.

**Wealth Bonus Increase:** +1.

## Technician

Scientists and engineers of all types fit within the scope of this starting occupation. Ghostbusters tend to attract a lot of "fringe" scientists that are generally looked down upon by the scientific community.

**Prerequisite:** Age 23+.

**Skills:** Choose three of the following skills as permanent class skills. If a skill the Ghostbuster selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill. Computer Use, Craft (chemical, electronic, mechanical, or structural), Knowledge (business, earth and life sciences, physical sciences, or technology), Repair, Research.

**Wealth Bonus Increase:** +2.

## Treasurer

Similar to the secretary, the more physically active Ghostbuster professions consider the role of treasurer to be pretty boring. But they keep it to themselves, because the treasurer pays their salaries, bargains with clients, sets fees, and

replaces the equipment that tactical leaders completely mangle.

**Prerequisite:** Age 23+.

**Skills:** Choose two of the following skills as permanent class skills. If a skill the Ghostbuster selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill. Computer Use, Diplomacy, Knowledge (business, civics), Research.

**Wealth Bonus Increase:** +3.

## Vice-President

Vice-presidents are like presidents, only not as good. There are usually a lot of vice-presidents, which tends to devalue the position somewhat. Some franchise owners have pointed to the fact that since anyone can be vice-president, and nobody listens to the president anyway, this is why most ghost busting expeditions end up degrading into complete chaos.

**Prerequisite:** Age 18+.

**Skills:** Choose two of the following skills as permanent class skills. If a skill the Ghostbuster selects is already a class skill, he or she receives a +1 competence bonus on checks using that skill. Bluff, Diplomacy, Gamble, Knowledge (business, current events, or technology).

**Reputation Bonus Increase:** +1.

**Wealth Bonus Increase:** +2.

# Advanced Classes

"Back off man! I'm a scientist!"

- Peter Venkman, Ghostbusters

## Elite Ghostbuster

Generally, Ghostbusters don't need an advanced class to qualify. However, it's possible for some Ghostbusters to be so good at what they do that it merits an advanced class. That said, Ghostbusters of this stripe are rare – far too many have part time jobs (talk show hosts, paranormal paraphernalia shopkeepers, parapsychology instructors, etc.) that ultimately qualify them for other basic or advanced classes.

For those rare few who are extremely dedicated to ghostbusting, this class is for them. Elite Ghostbusters bust better, investigate better, and are insanely fearless in the face of danger. Since they spend all their time busting ghosts, they are also dirt poor. And a little weird (even for a Ghostbuster!).

### Requirements

To qualify to become an Elite Ghostbuster, a character must fulfill the following criteria.

**Base Attack Bonus:** +3.

**Skill:** Knowledge (arcane lore) 3 ranks.

**Feat:** Exotic Weapon Proficiency (proton pack).

### Class Information

**Hit Die:** 1d8

**Action Points:** 6 + one-half character level, rounded down, every time the character attains a new level in this class.

### Class Skills

The Elite Ghostbuster's class skills (and the key ability for each skill) are: Craft (electronic, mechanical), Drive (Dex), Intimidate (Cha), Investigate (Wis), Jump (Str), Knowledge (arcane lore, behavioral sciences, earth and life sciences, physical sciences, popular culture, technology) (Int), Listen (Wis), Navigate (Int), Profession (Wis), Research, Spot (Wis), Survival (Wis).

**Skill Points at Each Level:** 5 + Int modifier.

**Table: The Elite Ghostbuster**

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1st	+0	+0	+1	+1	Favored enemy	+1	+0
2nd	+1	+0	+2	+2	Weapon Focus	+1	+0
3rd	+2	+1	+2	+2	Improved trap setting	+2	+0
4th	+3	+1	+2	+2	Profile ghost	+2	+0
5th	+3	+1	+3	+3	PKE Reading	+3	+1
6th	+4	+2	+3	+3	Weapon specialization	+3	+1
7th	+5	+2	+4	+4	Occult knowledge	+4	+1
8th	+6	+2	+4	+4	Pseudo-scientific improvisation	+4	+1
9th	+6	+3	+4	+4	Extreme machine	+5	+2
10th	+7	+3	+5	+5	Ain't Afraid of No Ghost	+5	+2

### Class Features

The following features pertain to the Elite Ghostbuster advanced class.

#### Weapon Focus

An Elite Ghostbuster gains the Weapon Focus class feature, providing the benefit of the feat with the same name to proton packs. The Elite Ghostbuster adds +1 to all attack rolls made using the selected weapon.

#### Weapon Specialization

An Elite Ghostbuster gains weapon specialization with a proton pack. The Elite Ghostbuster gets a +2 bonus on damage rolls with a proton pack.

### Improved Trap Setting

The Elite Ghostbuster no longer provokes an attack of opportunity when using a ghost trap.

### PKE Reading

The Elite Ghostbusters gains a +1 competence bonus per class level to Computer Use checks for the purpose of reading a PKE.

### Occult Knowledge

An Elite Ghostbuster gains a +1 competence bonus per character level on Research and Knowledge (arcane lore) checks.

### Psuedo-Scientific Improvisation

An Elite Ghostbuster gains the ability to improvise solutions using his proton pack and scientific know-how. This ability lets the Elite Ghostbuster create objects in a dramatic situation quickly and cheaply, but that have a limited duration.

By spending 1 action point and combining his proton pack and common objects with a Craft check that corresponds to the function desired, the Elite Ghostbuster can build a tool or device to deal with any situation. The DC for the Craft check is equal to 5 + the purchase DC of the object that most closely matches the desired function.

Only objects that can normally be used more than once can be improvised.

Electronic devices, special tools, weapons, mechanical devices, and more can be built with scientific improvisation. It takes a full-round action to make an object with scientific improvisation. The object, when put into use, lasts for a number of rounds equal to the Elite Ghostbuster's class level, or until the end of the current encounter, before it breaks down. It can't be repaired.

### Profile Ghost

By making a Gather Information check (DC 15) when talking to witnesses of a haunting, the Elite Ghostbuster compiles a rough mental picture of the ghost. This mental picture provides a physical description, including distinguishing markings and visible mannerisms. Success makes the profile accurate, at least concerning a particular ghost as seen by witnesses. (For this Gather Information check, no money changes hands.)

The Elite Ghostbuster can expand the profile by making an Investigate check (DC 15)

involving the scene of the haunting or other evidence linked to the suspect. If successful, the Elite Ghostbuster combines eyewitness accounts with ectoplasmic evidence to develop a profile of the ghost's method of operation. This provides a +2 circumstance bonus on any skill checks made to uncover additional evidence or otherwise locate and capture the ghost.

### Extreme Machine

If it has mechanical or electronic components, an Elite Ghostbuster higher can get maximum performance out of it.

By spending 1 action point and making either a Craft (electronic) or Craft (mechanical) check (whichever is appropriate for the machine in question), the Elite Ghostbuster can temporarily improve a machine's performance—at the risk of causing the machine to need repairs later. The DC for the Craft check depends on the type of improvement being made, as shown on the table below.

Improvement	Craft DC	Repair Chance (d%)
<b>Ranged Weapons</b>		
+1 to damage	15	01–25
+2 to damage	20	01–50
+3 to damage	25	01–75
+5 ft. to range increment	15	01–25
+10 ft. to range increment	25	01–50
<b>Electronic Devices</b>		
+1 equipment bonus	15	01–25
+2 equipment bonus	20	01–50
+3 equipment bonus	25	01–75
<b>Vehicles</b>		
+1 on initiative checks	20	01–25
+1 to maneuver	25	01–50
+2 to maneuver	30	01–75

The Elite Ghostbuster performs the extreme modifications in 1 hour. The Elite Ghostbuster can't take 10 or take 20 on this check. If the check succeeds, the effect of the improvement lasts for a number of minutes equal to his or her Elite Ghostbuster class level, beginning when the object is first put into use. The Elite Ghostbuster selects the single improvement he or she wants to make prior to making the check. After the duration of the effect ends, the machine reverts to its previous state and a repair chance percentile roll is made. The result of this roll indicates whether the machine requires repairs before it can be used again.

### Favored Enemy

An Elite Ghostbuster may select a type of creature (aberration, construct, dragon, elemental, fey, ooze, undead). The Elite Ghostbuster gains a +2 bonus on Bluff, Listen,

Sense Motive, Spot, and Survival checks when using these skills against creatures of this type. Likewise, he gets a +2 bonus on weapon damage rolls against such creatures.

At 5th level and 10<sup>th</sup> level, the Elite Ghostbuster may select an additional favored enemy from those given on the table. In addition, at each such interval, the bonus against any one favored enemy (including the one just selected, if so desired) increases by 2.

If the Elite Ghostbuster chooses humanoids or outsiders as a favored enemy, he must also choose an associated subtype (chaotic or evil). If a specific creature falls into more than one category of favored enemy, the Elite

Ghostbuster's bonuses do not stack; he simply uses whichever bonus is higher.

### **Ain't Afraid of No Ghost**

An Elite Ghostbuster is immune to fear (magical or otherwise). Each ally within 10 feet of her gains a +4 morale bonus on saving throws against fear effects. This ability functions while the Elite Ghostbuster is conscious, but not if she is unconscious or dead.

# Skills

*"Very impressive resume. Electronic countermeasures, Strategic Air Command ... Black belt in Karate ... Small arms expert ... Mr. Zeddemore, as you may have heard, we locate ghosts and spirits, trap them with streams of concentrated quantum energy and remove them from people's homes, offices and places of worship."*

- Ray Stantz, [Ghostbusters](#)

## Skill Check Examples

### Automatic Success

- Blasting a wall with a proton pack.
- Sleeping soundly in your own bed.
- Driving a car.
- Eating a hotdog.
- Getting into an argument.
- Using a pay phone.
- Paying sales tax.
- Picking up a toy poodle.

### Easy (DC 5)

- Picking up someone in a singles bar (Diplomacy).
- Sleeping soundly in a swank hotel (Concentration).
- Parallel parking a big car (Drive).
- Eating three Big Macs (Constitution).
- Getting into an argument (Bluff).
- Remembering a friend's phone number (Intelligence).
- Figuring out Tax Form 1040EZ (Knowledge).
- Picking up a Yorkshire terrier (Strength).

### Average (DC 10)

- Picking up an attractive person (Diplomacy).
- Sleeping soundly on the job (Concentration).
- Driving in Manhattan without getting lost (Survival).
- Eating a whole pizza by yourself (Constitution).
- Winning an argument (Bluff).

- Cheating the IRS (Forgery).
- Understanding an ancient occult book (Decipher Script).
- Picking up an Irish setter (Strength).

### Challenging (DC 20)

- Picking up an off-Broadway actor/actress (Diplomacy).
- Sleeping soundly on a Manhattan street corner (Concentration).
- Driving along the freeway during rush hour without losing your temper (Drive).
- Winning an argument about politics (Bluff).
- Getting a famous person to talk to you on the telephone (Bluff).
- Paying no taxes (Bluff).
- Finding a cheap rental location for a Ghostbuster franchise (Research).

### Heroic (DC 30)

- Sleeping through a volcanic eruption (Concentration).
- Winning the Indianapolis 500 in a Honda Civic (Drive).
- Eating a telephone (Constitution).
- Winning an argument about religion.
- Picking up a buffalo (Strength).

## Routines

There are a variety of routines that Ghostbusters might experience in their day-to-day activities. These are by no means encounters with the supernatural – they are far, far worse. These are the mundane things, the things that bring mighty men low – finding your car keys, getting sued, stuff like that. They don't seem important until it happens to you, and then



boy oh boy is it important. Ghostbusters tend to be in a rush and also to be sued a lot, so these routines may come up often (that's why they call them routines!).

Roll 1d6 for each step. If a skill or ability is listed, the step requires a check. The DC is listed in parenthesis – skills that should happen automatically have a difficulty class of 0. Note that it's still possible to make a check if exceptional circumstances warrant, such as attempting to start a car that hasn't been started in a year.

Where a skill check is required, **success** and **failure** indicates what happens next. In most cases a success allows the Ghostbuster to move to the next section. Depending on each roll, it can take 1 round, 1 minute, 10 minutes, or an hour, at the Game Master's discretion. Whatever the choice, all steps should take the same amount of time.

## Car Chase or Race Against Time

### STEP A

1. **Drive (DC 0):** Car starts. **Success:** Go to Step B.
2. **Drive (DC 0):** Car starts, but needs gas. **Success:** Go to Step B.
3. **Spot (DC 5):** Can't find car keys. **Success:** Go to Step B. **Failure:** You can call a taxi to move on to Step B.
4. **Drive (DC 5):** Car starts, but backfires and smokes. **Success:** Go to Step B. **Failure:** Car stalls but can be restarted. Roll again on Step A.
5. **Drive (DC 15):** Car starts, but something blocks the exit (vehicle, bag lady, stupid dog). **Success:** Go to Step B. **Failure:** You hit the object and suffer the consequences, which may include being sued. You can call a taxi to move on to Step B, if the police don't catch you first.
6. **Repair (DC 15):** Car won't start. **Success:** Go to Step B. **Failure:** You can't get the car started at all. You can call a taxi to move on to Step B.

### STEP B

1. **Drive (DC 15):** The light changes unexpectedly. **Success:** Go to Step C. **Failure:** Hit another vehicle. See Collisions and Ramming for more information.
2. **Drive (DC 10):** Traffic is thick. **Success:** Go to Step C. **Failure:** You arrive late. Roll again on Step B.

3. **Navigate (DC 15):** You take a shortcut. **Success:** On to Step D. **Failure:** On to Step C.
4. **Spot (DC 10):** Spot a police car and slow down. **Success:** Go to Step C. **Failure:** Get a ticket. Roll again on to Step B.
5. **Repair (DC 15):** Car overheats. Pull over and jury-rig it. **Success:** Go to Step C. **Failure:** Car stalls; Chase ends.
6. **Dexterity (DC 10):** Gridlock. Run to catch up with quarry on foot. **Success:** Go to Step C. **Failure:** Chase ends.

### STEP C

1. **Constitution (DC 5):** Passengers are nauseous from the ride. **Success:** Each passenger who succeeds manages to keep his or her lunch down. On to Step D. **Failure:** BLEEEEEARGH! On to Step D, it's just nasty in the vehicle now.
2. **Drive (DC 15):** Another driver gets pissed and decides to race/pursue you. **Success:** Shake the tail; Go to step D. **Failure:** You hit the moron; chase ends. See Collisions and Ramming for more information.
3. **Wisdom (DC 10):** Punks throw stuff at the car. **Success:** Go to step D. **Failure:** Lose your cool and go after them. Back to Step B.
4. **Bluff (DC 15):** Police car tells you to pull over. **Success:** Go to step D. **Failure:** Pull over and get a ticket, chase ends.
5. **Dexterity (DC 15):** Roadwork blocks the street. **Success:** Get out and run on foot. On to Step D. **Failure:** Chase ends.
6. **Reputation (DC 10):** You get recognized as a Ghostbuster and fans swarm the vehicle. **Success:** Explain you're on a mission and fans watch in awe. **Failure:** Fans turn into an angry mob and attack you with fruit and garbage (see Ordinaries). End chase.

### STEP D

1. **Diplomacy (DC 10):** You piss off a burly driver in front of you, who gets out of the car. **Success:** Arrive at destination or catch quarry. **Failure:** Get into a fistfight with an ordinary. End chase.
2. **Drive (DC 15):** Wrong address or route. **Success:** Arrive at destination or catch quarry. **Failure:** Back to Step C.
3. **Wisdom (DC 5):** Park or catch up. **Success:** Arrive at destination or catch quarry; you remember to lock the doors.

- Failure:** Forget to lock your vehicle; it's stolen when you get back.
- Wisdom (DC 5):** No parking, so you have to double-park. **Success:** Catch up to quarry or arrive at correct address; you leave one Ghostbuster in the car. **Failure:** Forget to lock your vehicle; it's stolen when you get back.
  - Drive (DC 10):** Open manhole! **Success:** Avoid it and arrive at destination or catch quarry. **Failure:** You lose control of the vehicle.
  - No roll necessary; catch up to quarry or arrive at correct address.

## Request a Government Document

### STEP A

- Knowledge (business) (DC 15):** Received a certified notice that a business license is needed for the franchise. **Success:** Go to step B. **Failure:** Roll again on Step A.
- Knowledge (business) (DC 10):** Received a certified notice that a business license might be necessary for the franchise. **Success:** Go to step B. **Failure:** Roll again on Step A.
- Gather Information (DC 10):** Talk to another business owner who tells you how to get the document. **Success:** Skip remaining steps; get the document. **Failure:** On to Step B.
- Sense Motive (DC 10):** An inspector visits the premises and orders you to obtain a document. **Success:** Believe him. On to Step B. **Failure:** Roll again on Step A.
- Search (DC 15):** A specific record is required from your archives. **Failure:** Roll again on Step A. **Success:** Find the record; on to Step B.
- Bluff (DC 15):** A background check is necessary for the document. **Failure:** You fail, no rerolls allowed. **Success:** On to Step B.

### STEP B

- Navigate (DC 5):** Find the right building and room number. **Failure:** Back to Step A. **Success:** On to Step C.
- Diplomacy (DC 10):** Arrive dressed appropriately for the request. **Failure:** Inappropriately dressed; suffer a -2 penalty to all Charisma-based checks. On to Step C. **Success:** On to Step C.
- Spot (DC 5):** The building's entrance is not obvious. **Failure:** Roll again on Step B. **Success:** On to Step C.

- Gather Information (DC 10):** Location has changed in some way that makes it difficult to find. Ask someone where the room is. **Failure:** Roll again on Step B. **Success:** On to Step C.
- Bluff (DC 10):** Line to get in. **Failure:** Roll again on Step B. **Success:** On to Step C.
- Constitution (DC 10):** Location is a hard to get to place. **Failure:** Run out of breath trying to get there. Roll again on Step B. **Success:** On to Step C.

### STEP C

- Bluff (DC 10):** Determine the office number. **Failure:** Stumble into the rest room for the wrong gender; security is called. Back to Step B. **Success:** Go to step D.
- Diplomacy (DC 10):** Right floor, but not sure where the location is; ask someone who gets snippy. **Failure:** Security throws you out. Back to Step B. **Success:** On to Step D.
- Wisdom (DC 10):** The clerk steps out for a moment. **Failure:** Roll again on Step C as you wander the halls looking for someone else to help you. **Success:** The clerk's not coming back. Back to Step B.
- Wisdom (DC 5):** You get really hungry while searching for the room and stop for a snack. **Failure:** You fail to notice the time. Roll again on Step C. **Success:** On to Step D.
- Reputation (DC 10):** You are accosted by building security when they recognize you as a Ghostbuster. **Failure:** They throw you out. Roll again on Step C. **Success:** On to Step D.
- Navigate (DC 10):** You make your way to your final destination. **Failure:** Wrong destination. Back to Step B. **Success:** On to Step D.

### STEP D

- Computer Use (DC 15):** Clerk doesn't know how to operate computer. **Failure:** Roll again on Step D. **Success:** You show the clerk how to get the document and successfully retrieve it.
- Knowledge (business) (DC 10):** Request the document. **Failure:** Document doesn't exist. **Success:** Document retrieved.
- Knowledge (business) (DC 10):** Request the document. **Failure:** Document misplaced; Back to Step c. **Success:** Document retrieved.
- Wisdom (DC 10):** The clerk's office is infested with a really scary looking

ghost. **Failure:** Run away! Back to Step C. **Success:** Bust the ghost and you get your document. Hope you're not wearing a suit!

5. **Wealth (DC 10):** The document costs money. **Failure:** You can't afford it. **Success:** You pay the charge and purchase the document.
6. **Diplomacy (DC 10):** The document costs an exorbitant amount of money. **Failure:** You actually have to pay it; Wealth check (DC 20). **Success:** You convince them it's an error and get the document.

## Going to Court

### STEP A

1. **Sense Motive (DC 15):** You need a lawyer. **Failure:** You hire some shady lawyers who only want your money. On to Step B. **Success:** You see them for who they really are; Roll again on Step A.
2. **Knowledge (civic) (DC 10):** You want a lawyer. **Failure:** You hire some expensive lawyers. On to Step B. **Success:** You see them for who they really are; Roll again on Step A.
3. **Knowledge (civic) (DC 15):** You know a lawyer. **Failure:** On to Step B. **Success:** You solve the case with a little help from your lawyer friends. Case closed.
4. **Knowledge (civic) (DC 15):** You represent yourself. **Failure:** You do a bad job; All subsequent Knowledge (civic) rolls suffer a circumstance penalty of -2. On to Step B. **Success:** On to Step B.
5. **Diplomacy (DC 10):** You try to negotiate. **Failure:** Negotiations break down; On to Step B. **Success:** You successfully settle. Case closed.
6. **Reputation (DC 15):** You look for a lawyer who has Ghostbuster interests at heart. **Failure:** No such luck, roll again on Step A. **Success:** Found a good one; On to Step B.

### STEP B

1. **Charisma (DC 10):** You spill something on yourself the day of the trial. **Failure:** You look like an idiot the entire day as you try to hide the spots; all Charisma-based rolls suffer a -2 penalty. On to Step C. **Success:** On to Step C.
2. **Knowledge (civics) (DC 15):** You or your lawyer convinces the opposition to

avoid a jury trial. **Failure:** On to Step C. **Success:** Judgment requires a Wealth check, but you receive a +4 circumstance bonus. Case Closed.

3. **Knowledge (civics) (DC 10):** Important paperwork is missing. **Failure:** Back to Step A. **Success:** On to Step C.
4. **Reputation (DC 10):** A bystander slanders the Ghostbusters. **Failure:** You successfully defend yourself; all subsequent Knowledge (civic) rolls receive a +1 circumstance bonus; On to Step C. **Success:** You sound like a whiny idiot; all subsequent Knowledge (civic) rolls receive a -1 circumstance penalty; On to Step C.
5. **Diplomacy (DC 15):** You have to get your witnesses together. **Failure:** You can't find anybody reliable and lose the case. Case closed. **Success:** On to Step D.
6. **Research (DC 20):** You discover that the opposition has an important piece of information that could end the case. **Failure:** On to step D. **Success:** You win the case. Case closed.

### STEP C

1. **Diplomacy (DC 15):** You use all your wit and charm to plead your case. **Failure:** It's not enough; pay a Wealth check (DC 15). Case closed. **Success:** The jury loves you. Case closed.
2. **Knowledge (arcane lore) (DC 15):** The opposition challenges your validity by demanding you prove ghosts exist. **Failure:** You can't find a ghost in time. Lose the case; pay a Wealth check (DC 20). Case closed. **Success:** You produce a ghost, which promptly escapes. Defeat it and win the case, fail and lose. Case closed.
3. **Sense Motive (DC 15):** The judge is acting strange... **Failure:** The verdict is suspiciously harsh. Lose the case; pay a Wealth check (DC 25). Case closed. **Success:** The judge is a manifested ghost! Defeat it and win the case, fail and lose. Case closed.
4. **Knowledge (arcane lore) (DC 20):** You argue the merits of the supernatural. **Failure:** You lose but win on appeal. Back to Step A. **Success:** You win the argument; Case closed.
5. **Reputation (DC 20):** Try to use the media to win your case. **Failure:** You embarrass yourself publicly and lose 1 point of reputation. **Success:** Your media attention wins the case and is

lucrative to boot; increase Wealth by 1. Case closed.

6. **Reputation (DC 25):** Word of your deeds spreads far and wide. **Failure:** We didn't say they were good deeds; lose the case. Case closed. **Success:** Spiritual leaders speak on your behalf but want you to work on a mission (for free of course). You win the case; case closed.

## Skill Modifiers

### Bluff (Cha)

Handsome Ghostbusters use charm and wit to get dates. Ugly Ghostbusters? Well those aren't gifted with mugs that scream "Kiss me!" and just scream instead will resort to every trick in the book to get a woman into bed. And then they'll try some stuff that's not in the book that they read on a bathroom wall.

**Check:** A Bluff check is opposed by the date's Sense Motive check when trying to con or mislead. Favorable and unfavorable circumstances weigh heavily on the outcome of a bluff. Two circumstances can work against the Ghostbuster: The bluff is hard to believe, or the action that the bluff requires the date to take goes against the date's personality.

If it's important, the GM can distinguish between a bluff that fails because the date doesn't believe it and one that fails because it asks too much of the date. For instance, if the date gets a +10 bonus because the bluff demands something risky of the date, and the date's Sense Motive check succeeds by 10 or less, then the date didn't so much see through the bluff as prove reluctant to go along with it. If the date's Sense Motive check succeeds by 11 or more, she has seen through the bluff, and would have succeeded in doing so even if it had not placed any demand on her (that is, even without the +10 bonus).

A bluff requires interaction between the Ghostbuster and the date. Dates unaware of the Ghostbuster can't be bluffed. Especially if the date pretends to be ignoring him.

Example Circumstances	Modifier
The date wants to believe the Ghostbuster.	-5
The bluff is believable and doesn't affect the date much one way or the other.	+0
The bluff is a little hard to believe.	+5
The bluff is hard to believe.	+10
The bluff is way out there; it's almost too incredible to consider.	+20

A successful Bluff check indicates that the date's attitude is shifted upwards. Really slick liars can get women who would normally never give a Ghostbuster another glance to believe that they're actually going to win the Nobel Prize for proton accelerator technology.

Initial Attitude	New Attitude				
	Hostile	Unf.	Indif.	Friendly	Helpful
Hostile	19 or less	20	25	35	45
Unfriendly	4 or less	5	15	25	35
Indifferent	—	0 or less	1	15	25
Friendly	—	—	0 or less	1	15

**Try Again?:** Generally, a failed Bluff check makes the date too suspicious for the Ghostbuster to try another bluff in the same circumstances.

**Special:** A Ghostbuster can take 10 when making a bluff, but can't take 20.

A Ghostbuster with the Deceptive feat gets a +2 bonus on all Bluff checks.

**Time:** A bluff takes at least 1 round (and is at least a full-round action) but can take much longer if the Ghostbuster tries something elaborate.

### Craft (mechanical) (Int)

**Duct-Tape Engineering:** Through bursts of unexplainable insight, you can design and build unique gadgets that are more technologically advanced. This ability requires the Duct-Tape Engineering feat. You make a Craft (mechanical) roll against the device's relative DC, determined by the Game Master. If the roll is successful, the item is built in the time indicated. For every 5 points rolled over the DC, the construction time is halved.

DC	Description	Item	Base Time
10	Repair device	Sword	10-60 minutes
15	Slight improvement	Pistol	1-5 hours
20	Major improvement	Gatling gun	1-10 hours
25	New use of existing technology	Flamethrower	1-6 days
30	New use of cutting edge technology	Steam engine	1-4 weeks
35	New but "realistic" technology	Tank, submersible	1-6 months
40	New technology that flaunts logic	Proton pack, ecto-containment unit, ghost trap	1-12 months

## Diplomacy (Cha)

A Ghostbuster whose allegiance is Sex (or who is just horny) can improve interpersonal relations with a member of the opposite sex with a successful Diplomacy check.

**Check:** The GM chooses the character's initial attitude based on circumstances. Most of the time, the people the Ghostbusters meet are indifferent toward them, but a specific situation may call for a different initial attitude. The DCs given in the accompanying table show what it takes to change someone's attitude with the use of the Diplomacy skill. The Ghostbuster doesn't declare a specific outcome he or she is trying for; instead, make the check and compare the result to the table below.

**Try Again?:** Generally, trying again doesn't work. Even if the initial check succeeds, the other character can only be persuaded so far. If the initial check fails, the other character has probably become more firmly committed to her position, and trying again is futile.

**Special:** A Ghostbuster can take 10 when making a Diplomacy check, but can't take 20.

A Ghostbuster with the Trustworthy feat gets a +2 bonus on all Diplomacy checks.

**Time:** Diplomacy is at least a full-round action. The GM may determine that some negotiations require a longer period of time.

Attitude	Means	Possible Actions
Hostile	Thinks you should be arrested	Screams for help when you approach
Unfriendly	Thinks you're a jerk	Puts you down in the most embarrassing way possible
Indifferent	Doesn't much care	Will talk but with you, but that's it
Friendly	Interested in you	Will date you
Helpful	Actively interested in you	Will sleep with you

Initial Attitude	New Attitude				
	Hostile	Unf.	Indif.	Friendly	Helpful
Hostile	19 or less	20	25	35	45
Unfriendly	4 or less	5	15	25	35
Indifferent	—	0 or less	1	15	25
Friendly	—	—	0 or less	1	15

# Feats

*"Will you guys relax? We are on the threshold of establishing the indispensable defense science of the next decade - Professional Paranormal Investigations and Eliminations. The franchise rights alone will make us wealthy beyond your wildest dreams."*

**-- Peter Venkman, Ghostbusters**

## New Feats

### **Duct-Tape Engineering [Craft]**

You manage to do things with mechanical objects that no sane person should be able to achieve. You can build mechanical prosthetics, create explosives from detergent and spit, and turn your car into a whirling death machine.

**Prerequisites:** Builder, Psuedo-Science Craft (mechanical) skill.

**Benefit:** You can craft insane gizmos using the Craft (mechanical) skill. See the Skills chapter for more information.

### **Psuedo-Science [General]**

When you're not bust ghosts, you spend a lot of time researching how to build things that nobody should be able to build.

**Prerequisites:** Builder, Craft (mechanical) skill.

**Benefit:** All Craft (mechanical) check DCs are reduced by your level and take half the time to create from scratch.

# Equipment

"You know, it just occurred to me that we really haven't had a successful test of this equipment."

-- Ray Stantz, [Ghostbusters](#)

## Licenses

All weapons listed here are property of Ghostbusters International and therefore require a license. Ghost traps requires the Exotic Weapon Proficiency (ghost trap) feat and proton packs require the Exotic Weapon Proficiency (proton pack) feat.

To purchase a license or pay necessary fees, make a Wealth check (DC 10). With a success,

the license is issued to the Ghostbuster after 1 day from Ghostbusters International. To speed the process, the hero can make a Knowledge (business) check (DC 10). Success results in the license being issued in 1d6 hours.

During the process of Ghostbuster creation, a Ghostbuster just needs to purchase the license or pay the fee; the time required takes place before game play begins.

## Weapons

Weapon	Damage	Critical	Type	Range	ROF	Magazine	Size	Weight	DC
Ghost Trap, Bio-Electric*	-	-	-	20-ft.	1	—	Small	3 lb.	15
Ghost Trap, High Capacity	-	-	-	20-ft.	1	—	Small	3 lb.	25
Ghost Trap, Standard	-	-	-	20-ft.	1	—	Small	3 lb.	10
Ghost Trap, Super	-	-	-	20-ft.	3	—	Small	3 lb.	30
Ghost Trap, Tripod	-	-	-	30-ft.	1	—	Medium	10 lb.	30
Ghost Trap, Vehicle	-	-	-	10-ft.	1	—	Large	20 lb.	30
Proton Bomb	3d6	-	Electrical	10 ft.	1	—	Tiny	1 lb.	16
Proton Pack, Bio-Electric*	-	20	Electrical	90-ft.	1	25 int.	Large	10 lb.	15
Proton Pack, Capture Beam	2d6	20	Electrical/Fire	90-ft.	1	25 int.	Large	10 lb.	20
Proton Pack, Hyper Beam	4d6	20	Electrical/Fire	90-ft.	1	25 int.	Large	10 lb.	30
Proton Pack, Standard	3d6	20	Electrical/Fire	90-ft.	1	25 int.	Large	10 lb.	25
Slime Blower	-	-	-	-	1	10 int.	Large	50 lb.	35

*Weapons with a \* require the Duct-Tape Engineering feat.*

### Ghost Trap, Bio-Electric

This trap is a modified ghost trap, but instead of capturing ectoplasmic entities, it throws up an electric field around living beings. Setting a trap is a move action that provokes an attack of opportunity.

After the trap is set, it must be sprung, which is an attack action that does not provoke an attack of opportunity. As it opens, creatures within a 20-foot cube are caught and contained unless they are too big to fit inside, in which

case the trap automatically fails. The target can resist being sucked into the trap with a successful Reflex save against a DC of 10 + 1 for every round the target spends in the traps' radius of effect. Teleportation and other forms of astral travel provide a means of escape.

The bands are a half-inch wide, with half-inch gaps between them. Any creature capable of passing through such a small space can escape; others are confined. You can't attack a creature in a barred cage with a weapon unless the weapon can fit between the gaps. Even against such weapons (including arrows and similar ranged attacks), a creature in the barred cage

has cover. All spells and breath weapons can pass through the gaps in the bars.

The trap lasts for 2 hours before dissipating.

## Ghost Trap, High Capacity

This trap can contain up to three medium-sized, six small, or one large incorporeal being at a time. The smaller the entities, the more can be contained in the trap. But the bigger the ghost, the less spirits can be contained. When two or more ghosts are trapped together, their molecules merge and cannot be separated without releasing both. In all other respects it works like a normal ghost trap.

## Ghost Trap, Standard

Ghost traps are small boxes that store and transport one subdued ghost. A foot pedal attached to the box by a twelve-foot length of tubing opens the lid. Setting a trap is a move action that provokes an attack of opportunity.

The ghost trap has been described as a miniature ecto containment unit. It utilizes the same basic design as its larger counterpart; a series of lasers designed specifically for the incarceration of spirits. A ghost trap can only contain one medium-sized incorporeal being or two small incorporeal beings.

After the trap is set, it must be sprung, which is an attack action that does not provoke an attack of opportunity. As it opens, the ghost trap produces a luminous white cone (10-foot long, 10-foot at its widest) of psychokinetic force that sucks the ghost into the trap. The ghost can resist being sucked into the trap with a successful Reflex save against a DC of 10 + 1 for every round the ghost spends in the traps' radius of effect. Note that ghosts who are grappled by a proton pack do not get a Reflex save. When the foot pedal is released, the trap closes.

**Do not look into the trap:** Anyone looking directly into the trap must be automatically dazzled for 1d4 rounds or, if he fails a Reflex save (DC 15) blinded for 1d10 rounds.

**Do not overload the trap:** Ghost traps are extremely small pieces of equipment, and can only contain a certain amount of PKE, even if it is from a number of small ghosts. The overloaded trap explodes if more than one ghost is captured in the trap, inflicting 3d6 points of fire damage to all within a 10-foot radius and releasing the ghosts. Also only a certain number of ghosts can be contained in a ghost trap.

**Do not forget to recharge the trap:** This is extremely important, a ghost trap must be at 100% charge to work at peak efficiency. The trap also runs on a rechargeable battery that lasts up to 48 Hours. After 48 hours, a trap must make a Fortitude save each round (DC 20) or it explodes, inflicting 3d6 points of fire damage to all within a 10-foot radius and releasing the ghost(s) contained within.

## Ghost Trap, Super

Super traps are similar to ghost traps except that they have double the lifespan of ghost traps. It lasts for one week. After a week, the super trap must make a Fortitude save each round (DC 20) or it explodes, inflicting 3d6 points of fire damage to all within a 10-foot radius and releasing the ghost(s) contained within.

## Ghost Trap, Tripod

Essentially the tripod trap is identical to the standard ghost trap in operation. The main difference is the design, which allows for a larger containment area and also allows for elevated entrapment. The trap takes up less space than a standard trap and so can be used in areas of limited space. The device is still in the test stages, as it hasn't been used in many busts. The tripod trap, when activated creates a grid-like confinement area, but tests have ranged in success. It reflects and bounces off certain surfaces and creates a grid-type beam that traps ghosts in it for a temporary amount of time, long enough for a Ghostbuster to pull out the real trap and trap the Ghost.

Tripod traps work just like ghost traps except they paralyze the ghost rather than actually trap it. The trap automatically senses any non-corporeal undead that pass through its 30-ft. square area. When the tripod is triggered, all ghosts within its area of effect must make a Reflex save or be paralyzed for 1d4 rounds.

## Ghost Trap, Vehicle

This ghost trap acts as a high capacity trap, except that it can be mounted on a vehicle. It emits a 10-foot long cone, 10-feet at its widest, directly in front of the vehicle.

## Proton Bomb

Proton bombs act as area-effect proton packs. It fires a wide-ranging series of beams in a 10-foot radius. All beings within its area of



effect must make a Reflex save (DC 15) for half damage.

### **Proton Pack, Bio-Electric**

This modified proton pack is very similar to the standard proton pack except that it has one setting, Containment. It requires a ranged touch attack. The Containment setting only works against living humanoids and animals. This is an attack action that provokes attacks of opportunity. If the attack is successful, the target must make an opposed grapple check against the wielder's attack roll. If more than one proton pack is used on the Containment setting, each additional proton beam adds +2 to the roll, and the target is denied any dexterity modifier to Defense. The Containment setting is typically used to position a target over a bio-electric trap.

### **Proton Pack, Capture Beam**

A capture beam pack works like a weaker version of a proton pack. It inflicts 2d6 points of electrical damage and ghosts must make a Reflex save (DC 10) to take half damage.

### **Proton Pack, Hyper Beam**

A hyper beam pack works like a stronger version of a proton pack. It inflicts 4d6 points of electrical damage and ghosts must make a Reflex save (DC 20) to take half damage.

### **Proton Pack, Standard**

The proton pack is an unlicensed nuclear accelerator backpack that consists of raw nuclear energy and protons. The proton pack is mounted onto an Army issue A.L.I.C.E. pack frame with adjustable shoulder and kidney straps and belt. The proton pack consists of two parts: the nuclear accelerator backpack (proton pack, positron collider, cyclotron) and particle thrower (proton gun, ion wand, ion cannon, neutrons wand). Once the Ghostbuster turns the proton pack on, the Ghostbuster can also switch on the particle thrower. The accelerator accelerates the protons from the cyclotron on the pack into the particle thrower, and the Ghostbuster gets an extremely powerful but destructive particle stream that consists of protons and raw nuclear energy. This stream is capable of entangling a ghost against its will

There are two basic settings: Attack and Containment. The Attack function works against all targets, including living beings (which it can seriously harm), walls, furniture, non-corporeal

beings and especially undead. Turning a proton pack on is a move action.

Setting a proton pack to Attack inflicts shoots a 5-foot-wide, 90-foot-long line of protons that deals 3d6 points of electrical damage to all creatures and objects in its path. No attack roll is necessary, and thus no feat is needed to operate the weapon effectively. Any creature caught in the line of electricity can make a Reflex save (DC 15) to take half damage. Creatures with cover get a bonus on their Reflex save.

The proton pack's ammunition has hardness 5 and 5 hit points. When wielded, the proton pack has a Defense equal to 9 + the wielder's Dexterity modifier + the wielder's class bonus. A proton pack reduced to 0 hit points ruptures and explodes, dealing 6d6 points of fire damage to the wearer (no save allowed) and 3d6 points of splash damage to creatures and objects in adjacent 5-foot squares (Reflex save, DC 15, for half damage).

A proton pack can shoot 25 times before the fuel supply is depleted. One charge is used per round. Refueling a proton pack has a purchase DC of 13.

Setting a proton pack to Containment requires a ranged touch attack. The Containment setting only works against undead and outsiders. This is an attack action that provokes attacks of opportunity. If the attack is successful, the target must make an opposed grapple check against the wielder's attack roll. If more than one proton pack is used on the Containment setting, each additional proton beam adds +2 to the roll, and the target is denied any dexterity modifier to Defense. The Containment setting is typically used to position a target over a ghost trap.

**Do not cross the streams:** This process is extremely dangerous as it causes Total Protonic Reversal, which results in the molecules of any nearby person to explode at the speed of light. Information on this situation is sketchy due to the rarity of it ever happening, it has only occurred once where those participating have survived. Please refer to the case where the Ghostbusters fought Gozer for more details.

**Do not allow the pack to overheat:** This in some ways is similar to Total Protonic Reversal, however on a more limited scale. It is however still extremely dangerous and it is rare for a person in the vicinity to survive a blast caused by overheating. If a proton pack runs for 25 rounds, using all of its charges continuously, the pack must make a Fortitude save or overheat in

four rounds. The pack's explosion deals 20d6 points of fire damage to the wearer (no save allowed) and 10d6 points of splash damage to creatures and objects in adjacent 1000-foot radius (Reflex save, DC 15, for half damage).

## Slime Blower

The slime blower works essentially like a fire extinguisher, projecting its positively charged Psychomagnetheric Ectoplasm at a specific target selected by the operator. The slime tanks are mounted onto an A.L.I.C.E. Pack Frame with bigger Straps and more padding and protection than the Proton Pack's A.L.I.C.E. Pack Frame. There are also two small but bright lights attached on top of the two small green air tanks. The slime blower works on an air pressure system. The central tank contains the mood slime, which is powered by positive human emotions. The two smaller green tanks on either side of the main tank are the air tanks. A slime blower's backpack has hardness 5 and 5 hit points. When worn, the backpack has a Defense equal to 9 + the wearer's Dexterity modifier + the wearer's class bonus. A backpack reduced to 0 hit points ruptures and explodes, covering the wearer in slime (no save allowed) and splashing creatures and objects in adjacent 5-foot squares if they fail their save (Reflex save, DC 15).

The slime blower's cannon features a switch trigger, which works similar to a tap with an air pressure system. When the switch is pulled, it makes the high-pressured air in the air tanks push the mood slime through the hose and into the large canister-like gun.

The Slime fires at a fast and furious rate. It shoots a 5-foot-wide, 30-foot-long line of slime that covers all creatures and objects in its path. No attack roll is necessary, and thus no feat is needed to operate the weapon effectively. Any creature caught in the line of slime can make a Reflex save (DC 15) to avoid being touched by it. Creatures with cover get a bonus on their Reflex save.

If a human is struck by positively charged slime, he is instilled with powerful hope. Each human covered in slime gains a +2 morale bonus on saving throws, attack rolls, ability checks, skill checks, and weapon damage rolls. It negates all rage effects.

The slime blower has also been used in possessions, forcing an entity to evacuate the host body due to the positive charge of the slime. Any being possessed by an evil creature or enchanted by any one evil spell is removed. Subsequent applications may be necessary to

remove multiple spells or possessions. The possessing entity must make a Will save (DC 20) to avoid being ejected each round the creature it possesses is covered in positive slime.

A successful attack against an evil creature from another plane can cause it to be driven back to its home plane. The creature can negate the effects with a successful Will save (DC 20).

Positive slime can imbue inanimate objects with mobility and a semblance of life. Each such animated object then immediately attacks whomever or whatever the Ghostbuster initially designates.

An animated object can be of any non-magical material. You may animate one Small or smaller object or an equivalent number of larger objects by covering it in slime at the rate of one per round. A Medium object takes two rounds, a Large takes four, a Huge takes eight, a Gargantuan object takes sixteen, and a Colossal object takes thirty-two rounds.

The slime's positive charge was put to an unusual test when the Ghostbusters needed to create a large amount of positive vibes to crack the negative slime shell on the Manhattan Museum of Art, after animating a toaster they were able to animate the Statue of Liberty and walk her to the Manhattan Museum of Art.

# Miscellaneous

Object	Size	Weight	DC
Alpine Gear	Large	10 lb.	11
Cellular Phone	Diminutive	-	9
Ecto-Visor	Small	3 lb.	17
Infrared Camera	Small	2 lb.	16
Leon Zundinger's Magicians, Martyrs, And Madmen	Diminutive	1 lb.	20
PKE Meter	Small	1 lb.	20
Spooks Illustrated	Diminutive	-	10
Super PKE Detector	Small	3 lb.	25
Technology Tomorrow	Diminutive	-	10
The Roylance Guide To Secret Societies And Sects	Diminutive	1 lb.	20
Tobin's Spirit Guide	Diminutive	1 lb.	20
Video Camcorder	Small	2 lb.	16
Walkie-Talkie	Small	1 lb.	15
Who's Who and What's That?	Diminutive	-	10

## Alpine Gear

All of the tools and equipment that climbing enthusiasts use to make climbing easier and, in some cases, possible, including ropes, pulleys, helmet and pads, gloves, spikes, chocks, ascenders, pitons, a handax, and a harness. It takes 10 minutes to remove the gear from its pack and outfit it for use. Use this gear with the Climb skill.

## Cellular Phone

A digital communications device that comes in a hand-held model or as a headset, a cell phone uses a battery that lasts for 24 hours before it must be recharged. It works in any area covered by cellular service.

## Ecto-Visor

Ecto-visors use passive light gathering to improve vision in near-dark conditions. They grant the user the ability to see in darkness, also called darkvision—but because of the restricted field of view and lack of depth perception these goggles provide, they impose a -4 penalty on all Spot and Search checks made by someone wearing them. Ecto-visors must have at least a little light to operate. A cloudy night provides sufficient ambient light, but a pitch-black cave or a sealed room doesn't. For situations of total darkness, the goggles come with an infrared illuminator that, when switched on, operates like a flashlight whose light is visible only to the wearer (or anyone else wearing ecto-visors). Ecto-visors are licensed Ghostbuster products and require a license to purchase.

## Infrared Camera

Portable video cameras use some format of videotape to record activity. The tape can be played back through a VCR or via the camera eyepiece. It has darkvision to 60 feet.

## Leon Zundinger's Magicians, Martyrs, And Madmen

A collection of chapters about magicians, martyrs, and madmen; gives detailed biographies of them (including Prince Vigo Von Homburg Deutschendorf.). It has many chapters and pages. If a Ghostbusters makes a Research check (DC 20), the book bestows a +2 equipment bonus to Knowledge (arcane lore) checks pertaining to the topic he researches.

## PKE Meter

A PKE meter measures the Psychokinetic energy in a 60-foot radius. Entities that register PKE must be outsiders or undead. An entity's PKE is determined by its Challenge Rating \* 50.

PKE Reading	Result
1-300	No Threat, small to no paranormal activity.
301-450	Trouble, you have a faint trace of a spook.
451+	Biblical proportions; don't let anyone in your house named "Zuul".

Using a PKE meter accurately requires a Computer Use check. A successful Computer Use check (DC equal to the ghost's challenge

rating) allows the user to substitute his Computer Use skill for a Survival skill to track ghosts, even without the Track feat.

It is not uncommon for a P.K.E. Meter to overload. If a PKE meter detects an entity of over 550 PKE, the meter must make a Fortitude save (DC 20) or inflict 1d6 electrical damage to the wielder and itself for every 20 PKE over 550. PKE meters are licensed Ghostbuster products and require a license to purchase.

## **The Roylance Guide To Secret Societies And Sects**

Similar to Tobin's Spirit Guide, only it specializes in secret societies, sects, and the beings they worship (including Zuul, Gatekeeper of Gozer, and Vinz Clortho, Keymaster of Gozer, Volguus Zildrohar, Lord of the Sebouillia.). If a Ghostbusters makes a Research check (DC 20), the book bestows a +2 equipment bonus to Knowledge (arcane lore) checks pertaining to the topic he researches.

## **Spooks Illustrated**

In the 1930's, Charles Foster Hearse began his publishing empire, featuring such eclectic magazines as Spooks Illustrated, which would eventually be read by all four of the future Ghostbusters (Venkman especially enjoying the swimsuit issue.). Hearse would be succeeded by his heirs; son Charles Foster Hearse, Jr.; and in 1984, grandson Charles Foster Hearse III. If a Ghostbusters makes a Research check (DC 10), a subscription to *Spooks Illustrated* bestows a +1 equipment bonus to Research checks that involve the supernatural and Knowledge (arcane lore) checks.

## **Super PKE Detector**

This device works similar to a PKE meter except that it has a much more powerful radius of 1 mile. PKE meters are licensed Ghostbuster products and require a license to purchase.

## **Technology Tomorrow**

A futuristic technology magazine; Dr. Egon Spengler reads it. If a Ghostbusters makes a Research check (DC 10), a subscription to *Technology Tomorrow* bestows a +1 equipment bonus to Research checks involving technology and Knowledge (technology) checks.

## **Tobin's Spirit Guide**

In 1 A.D., the Council of Eight, self-proclaimed "Guardians of the Universe", selected a thirty-five year old Alexandrian scribe named Tobin to replace Carthio as the "Chronicler of the Spirits". Tobin was reputedly the writer of the famous occult compendium, *Tobin's Spirit Guide*. Tobin's Spirit Guide is basically a collection of ghosts, with their powers and skills explained (including Ivo Shandor, the architect of 555 Central Park West, and the secret society he started that worshiped Gozer.). The Ghostbusters commonly use this. If a Ghostbusters makes a Research check (DC 20), the book bestows a +2 equipment bonus to Knowledge (arcane lore) checks pertaining to the topic he researches.

## **Video Camcorder**

Portable video cameras use some format of videotape to record activity. The tape can be played back through a VCR or via the camera eyepiece.

## **Walkie-Talkie**

This hand-held radio transceiver communicates with any similar device operating on the same frequency and within range. It has only a few channels. Anyone else using a similar walkie-talkie within range can listen in on the character's conversations. It has a range of 2 miles.

## **Who's Who and What's That?**

A popular Science magazine; Dr. Egon Spengler has a subscription. If a Ghostbusters makes a Research check (DC 10), a subscription to *Who's Who and What's That* bestows a +1 equipment bonus to Research checks that identify scientific personalities and Knowledge (current event) checks.

# Vehicles

Name	Crew	Pass	Cargo	Init	Maneuver	Top Speed	Defense	Hardness	Hit Points	Size	Purchase DC	Restriction
Common Car	1	4	275 lb.	-1	-1	185 (18)	9	5	30	L	26	Lic (+1)
Economy Car	1	4	275 lb.	-2	+0	230 (23)	8	5	32	H	28	Lic (+1)
ECTO-1	1	5	275 lb.	-1	-1	220 (22)	9	5	30	L	26	Lic (+1)
ECTO-2	1	1	120 lb.	-4	-4	210 (21)	6	5	28	H	36	Lic (+1)
ECTO-3	1	0	675 lb.	-1	+1	95 (9)	9	5	22	L	23	Lic (+1)
ECTO-4	2	10	500 lb.	-4	-4	1,100 (110)	6	5	44	G	40	Lic (+1)
ECTO-500	1	1	250 lb.	-2	+0	310 (31)	8	5	32	H	32	Lic (+1)

## Common Car

This ugly yellow car is a two-door family coupe. It is two squares wide and four squares long.

## Economy Car

This red car is a pile of junk. It is two squares wide and three squares long.

## ECTO-1

Mysteriously this car is sometimes called a converted hearse, but is more often referred to as a Cadillac ambulance. Ecto has lights, sirens and gadgets, including an ecto cannon and an ecto scope. ECTO-1 has emergency flotation devices in case the vehicle is submerged. There is also an onboard computer with a link to the virtual Tobin's Spirit Guide. The ECTO-1 is two squares wide and three squares long.

## ECTO-2

ECTO-2 is a gyrocopter-like vehicle that can be stored in the back of Ecto-1. It seats two people, has a set of Cadillac tail fins, and is festooned with lights, gadgets and fancy chrome

work. It has three aircraft tires, one at the front, and two at the back. There is a particle accelerator mounted on the front. ECTO-2's blades are hidden in the bulk until needed. It is two squares wide and three squares long.

## ECTO-3

ECTO-3 is in the form of a motorized unicycle with a small side cart that fit into one of the fenders of the ECTO-1 and comes out with the push of a button. The ECTO-3 is one square wide and two squares long.

## ECTO-4

ECTO-4 is a miniature rocket jet designed exclusively for Ghostbusting activities. A Learjet is ten squares wide (including wings; fuselage is two squares wide) and twelve squares long. It provides three-quarters cover for crew and nine-tenths cover for passengers.

## ECTO-500

This souped-up sports car comes complete with oversize exhaust pipes and Oversized Engine. The engine has Ghost Catching nozzles that jut out from the front of it. It is two squares wide and three squares long.

# Action Points

*"I tried to think of the most harmless thing. Something I loved from my childhood. Something that could never, ever possibly destroy us. Mr. Stay-Puft..."*

-- Ray Stantz, [Ghostbusters](#)

Action points provide Ghostbusters with the means to affect game play in significant ways. A Ghostbuster always has a limited amount of action points, and while the Ghostbuster replenishes this supply after every adventure, the Ghostbuster must use them wisely.

## Earning Action Points

Ghostbusters get action points for achieving their goals. If the Ghostbuster fails a mission, he receives half the action points spent during the mission.

If the Ghostbusters complete the job to satisfaction, they receive their full action points back at the end of the mission.

If the Ghostbusters do an excellent job, they receive one and a half action points back at the end of the mission.

## Spending Action Points

A Ghostbuster can spend 1 action point to do one of these things:

- Alter a single d20 roll used to make an attack, a skill check, an ability check, a level check, or a saving throw.
- Use a class talent or class feature during your turn for which the expenditure of 1 action point is required.

When a Ghostbuster spends 1 action point to improve a d20 roll, add 1d6 to the d20 roll to help meet or exceed the target number. A Ghostbuster can declare the use of 1 action point to alter a d20 roll after the roll is made—but only before the GM reveals the result of that roll (whether the attack or check or saving throw succeeded or failed). A Ghostbuster can't use an action point on a skill check or ability check when he or she is taking 10 or taking 20.

When a Ghostbuster spends 1 action point to use a class feature, he or she gains the benefit of the feature but doesn't roll a d6. In this case, the action point is not a bonus to a d20 roll.

A Ghostbuster can only spend 1 action point in a round. If a Ghostbuster spends a point to use a class feature, he or she can't spend another one in the same round to improve a die roll, and vice versa.

Depending on the hero's Ghostbuster level (see the table below), he or she may be able to roll more than one d6 when spending 1 action point. If the Ghostbuster does so, apply the highest result and disregard the other rolls.

Ghostbuster Level	Action Point Dice Rolled
1 <sup>st</sup> -7 <sup>th</sup>	1d6
8 <sup>th</sup> -14 <sup>th</sup>	2d6
15 <sup>th</sup> -20 <sup>th</sup>	3d6

Ghostbusters don't normally die. They get hurt, they get beaten up, they get slimed...but death should be rare. This is a game about zapping the immaterial dead with high powered flashlights – realism it ain't. To simulate the wacky world of Ghostbusters, players can spend action points to convert lethal damage to non-lethal damage.

Action	Action Point	Max
Asphyxiation	1 AP/round	10
Fall	1 AP/10 feet	5
Fire/Radioactivity	1 AP/ damage	20
Hospital Recovery	1 AP/week	5
Physical damage	1 AP damage	10
Poison	1 AP/ ability damage	10

For example, a 10<sup>th</sup>-level Ghostbuster can spend 1 action point to survive the explosion of his proton pack at point blank range. He suffers 3d6 points of damage for a total of 15 points of lethal damage. By using 1 action point, he rolls 2d6 dice and ends up turning 10 of the 15 lethal points of damage into non-lethal damage. So the Ghostbuster only takes 5 points of lethal damage and 10 points of non-lethal damage. His face is blackened, his hair stands up on end, and smoke smolders from his clothes – but he's not dead yet!

30 action points can be spent to permanently increase an ability score by 1 point. Conversely, a Ghostbuster can permanently "burn" an ability point to gain 20 action points.

# Planes

*"Gozer the Gozerian, good evening. As a duly designated representative of the City, County and State of New York, I order you to cease any and all supernatural activities and return forthwith to your place of origin or to the nearest convenient parallel dimension."*

-- Ray Stantz, [Ghostbusters](#)

## Ethereal Plane

The Ethereal Plane is coexistent with the Material Plane and often other planes as well. The Material Plane itself is visible from the Ethereal Plane, but it appears muted and indistinct, its colors blurring into each other and its edges turning fuzzy.

While it is possible to see into the Material Plane from the Ethereal Plane, the Ethereal Plane is usually invisible to those on the Material Plane. Normally, creatures on the Ethereal Plane cannot attack creatures on the Material Plane, and vice versa. A traveler on the Ethereal Plane is invisible, incorporeal, and utterly silent to someone on the Material Plane.

The Ethereal Plane is mostly empty of structures and impediments. However, the plane has its own inhabitants. Some of these are other ethereal travelers, but the ghosts found here pose a particular peril to those who walk the fog. It has the following traits.

**No gravity.** Individuals on a plane with this trait merely float in space, unless other resources are available to provide a direction for gravity's pull.

**Alterable morphic.** The plane contains little to alter, however. Objects remain where they are (and what they are) unless affected by physical force or magic. You can change the immediate environment as a result of tangible effort.

**Normal magic.** Spells function normally on the Ethereal Plane, though they do not cross into the Material Plane.

The only exceptions are spells and spell-like abilities that have the force descriptor and abjuration spells that affect ethereal beings. Spellcasters on the Material Plane must have some way to detect foes on the Ethereal Plane before targeting them with force-based spells, of course. While it's possible to hit ethereal enemies with a force spell cast on the Material

Plane, the reverse isn't possible. No magical attacks cross from the Ethereal Plane to the Material Plane, including force attacks.

## The Boogieman's Realm

The Boogieman's Realm is an in-between place he uses to access children's' closets all over the world. Through use of the doors, he can leap from closet to closet. It has the following traits.

**Subjective Directional Gravity.** The strength of gravity is the same as on the Material Plane, but each individual chooses the direction of gravity's pull. Such a plane has no gravity for unattended objects and nonsentient creatures. This sort of environment can be very disorienting to the newcomer, but is common on "weightless" planes. Characters can move normally along a solid surface by imagining "down" near their feet. If suspended in midair, a character "flies" by merely choosing a "down" direction and "falling" that way. Under such a procedure, an individual "falls" 150 feet in the first round and 300 feet in each succeeding round. Movement is straight-line only. In order to stop, one has to slow one's movement by changing the designated "down" direction (again, moving 150 feet in the new direction in the first round and 300 feet per round thereafter). It takes a DC 16 Wisdom check to set a new direction of gravity as a free action; this check can be made once per round. Any character that fails this Wisdom check in successive rounds receives a +6 bonus on subsequent checks until he or she succeeds.

**Infinite:** Planes with this trait go on forever, though they may have finite components within them. Or they may consist of ongoing expanses in two directions, like a map that stretches out infinitely.

**Divinely Morphic:** Only the Boogieman has the ability to alter objects, creatures, and the landscape on planes with this trait. Ordinary characters find these planes similar to alterable

planes in that they may be affected by spells and physical effort. But the Boogiemán may cause these areas to change instantly and dramatically.

**Wild Magic:** Spells and spell-like abilities function in radically different and sometimes dangerous ways. Any spell or spell-like ability used in the Boogiemán's Realm has a chance to go awry. The caster must make a level check (DC 15 + the level of the spell or effect) for the magic to function normally. For spell-like abilities, use the level or HD of the creature employing the ability for the caster level check and the level of the spell-like ability to set the DC for the caster level check. Failure on this check means that something strange happens; roll d% and consult the following table.

d%	Effect
01–19	Spell rebounds on caster with normal effect. If the spell cannot affect the caster, it simply fails.
20–23	A circular pit 15 feet wide opens under the caster's feet; it is 10 feet deep per level of the caster.
24–27	The spell fails, but the target or targets of the spell are pelted with a rain of small objects (anything from flowers to rotten fruit), which disappear upon striking. The barrage continues for 1 round. During this time the targets are blinded and must make Concentration checks (DC 15 + spell level) to cast spells.
28–31	The spell affects a random target or area. Randomly choose a different target from among those in range of the spell or center the spell at a random place within range of the spell. To generate direction randomly, roll 1d8 and count clockwise around the compass, starting with south. To generate range randomly, roll 3d6. Multiply the result by 5 feet for close range spells, 20 feet for medium range spells, or 80 feet for long range spells.
32–35	The spell functions normally, but any material components are not consumed. The spell is not expended from the caster's mind (a spell slot or prepared spell can be used again). An item does not lose charges, and the effect does not count against an item's or spell-like ability's use limit.
36–39	The spell does not function. Instead, everyone (friend or foe) within 30 feet of the caster receives the effect of a <i>heal</i> spell.
40–43	The spell does not function. Instead, a <i>deeper darkness</i> and a <i>silence</i> effect cover a 30-foot radius around the caster for 2d4 rounds.
44–47	The spell does not function. Instead, a <i>reverse gravity</i> effect covers a 30-foot radius around the caster for 1 round.
48–51	The spell functions, but shimmering colors swirl around the caster for 1d4 rounds. Treat this a <i>glitterdust</i> effect with a save DC of 10 + the level of the spell that generated this result.
52–59	Nothing happens. The spell does not function. Any material components are used up. The spell or spell slot is used up, and charges or uses from an item are used up.
60–71	Nothing happens. The spell does not function. Any material components are not consumed. The spell is not expended from the caster's mind (a spell

	slot or prepared spell can be used again). An item does not lose charges, and the effect does not count against an item's or spell-like ability's use limit.
72–98	The spell functions normally.
99–100	The spell functions strongly. Saving throws against the spell incur a –2 penalty. The spell has the maximum possible effect, as if it were cast with the Maximize Spell feat. If the spell is already maximized with the feat, there is no further effect.

## Flipside Dimension

The Flipside Dimension is an evil shadow of the Prime Plane. "New York, the Big Apple" is known as "Boo York, the Big Pumpkin." There are no Ghostbusters, but there are Peoplebusters, who use proton packs tuned to work against living beings. Everyone in the dimension is undead.

**Strongly Evil Aligned:** Most of the inhabitants of these planes also are evil. In addition, creatures of alignments contrary to the plane have a tougher time dealing with its natives and situations. The alignment trait of the plane affects social interactions there. Characters who follow other alignments than most of the inhabitants find life more difficult.

A –2 circumstance penalty applies on all Charisma-based checks made by all creatures not of the plane's alignment. In addition, the –2 penalty affects all Intelligence-based and Wisdom-based checks, too.

## Ecto-Containment Unit

The Ecto Containment Unit is a bleak repository for souls of many species. Strange lights, mists, and spectral shapes waft about aimlessly. Human-like figures lean against the walls in despairing convict poses. Others flit and hang on the ceiling. It is a sad and frightening limbo and a most unholy makeshift asylum.

Like it's smaller counterpart, the Containment Unit utilizes a revolutionary laser containment system. If we think of ghosts as a magnet block (such as those used in science lessons at school), the ghosts are the South (Negative) end, and the proton packs are the North (Positive) end. As we know when you put North and South together they attract. The same thing happens with the packs and ghosts, the two charges attract each other and they merge.

If the laser grid around the inside of the ECU (which is a large trap) were positive like the Proton streams, the ghosts would merge with the stream, and possibly be able to escape in the same way they occasionally escape the



streams. However, if the grid lasers were negatively charged (Electrons) a South on south effect would happen. As the ghost approached the edge of the ECU it would be propelled backwards due to the shared charge, just as it would should you put two south magnets together.

The ECU is essentially its own mini-plane.

**Time:** The ECU is timeless. Time still passes, but the effects of time are diminished. How the timeless trait can affect certain activities or conditions such as hunger, thirst, aging, the effects of poison, and healing varies from plane to plane.

The danger of a timeless plane is that once one leaves such a plane for one where time flows normally, conditions such as hunger and aging do occur retroactively.

**Shape:** The ECU has a finite shape, not unlike a prison. It has boundaries preventing ghosts from straying beyond a certain limit. Although the ECU is inconceivably large, it can get crowded like a physical prison.

**Morphic Traits:** The ECU is unchanging. Visitors cannot affect living residents of the plane, nor objects that the denizens possess. Any spells that would affect those on the plane have no effect unless the plane's static trait is somehow removed or suppressed. Spells cast before entering a plane with the static trait remain in effect, however.

Even moving an unattended object within a static plane requires a DC 16 Strength check. Particularly heavy objects may be impossible to move.

**Magic Traits:** The ECU is a dead magic plane. A plane with the dead magic trait functions in all respects like an *antimagic field* spell. Divination spells cannot detect subjects within a dead magic plane, nor can a spellcaster use *teleport* or another spell to move in or out. The only exception to the "no magic" rule is permanent planar portals, which still function normally.

# Monsters

*"Today the entire Eastern Seaboard is alive with talk of hundreds of reported incidents involving multiple sightings in what can only be described as extreme events of paranormal extraphenomenical proportions. It seems everybody is willing to bring their old ghosts and skeletons out of the closet."*

-- Roger Grimsby, [Ghostbusters](#)

## Classification

### Class I

This type of entity is defined as an undeveloped form, insubstantial and difficult to see. The Class I's interaction with the physical environment is limited and enigmatic (i.e. spectral lights, voices, sounds). Simple application of a proton pack beam is normally effective.

### Class II

Class II entities are incorporeal undead that have visible characteristics and can physically manipulate things (i.e. poltergeist). Class II forms tend to be vague and inconsistent, like hands or a face just floating there. Although a proton pack beam is normally effective, some Class II entities have the capacity to return attacks.

### Class III

When an incorporeal entity begins to take an actual distinct human form (i.e. face, torso, arms) it's classified as a Class III. III's can often change their forms as well. If established, entity is reassigned as Class IV. Often difficult to deal with, Class III entities generally possess sophisticated means of defense.

### Class IV

When investigation reveals the former identity of a Class III entity, it is reclassified as a Class IV. Class IV entities are usually indistinct from the chest down. Economic disposal methods include research into the background of said entity, as well as possible communication with it.

### Class V

Class V entities are incorporeal beings that have a non-humanoid form. Theory supposes

that Class V's are formed from emotionally charged events or locations. These typically require extensive proton pack implementation to eradicate.

### Class VI

Class VI entities are incorporeal animals. Unique solutions are often required to handle these entities, including research into habitats, allergies, natural enemies, etc.

### Class VII

Class VII entities are outsiders with extra-dimensional powers far beyond human ken. Powers often include the ability to change form at will, dematerialize objects, summon pests, or possess people and animals.

### Focused

An entity that is "focused" is unable to leave the area or building where it first appears.

### Free Floating

An entity that is not tied to a specific area as opposed to a focused entity.

### Full-Torso

Few entities appear in humanoid form. Full torso entities have two arms, two legs, and a head.

### Repeater

An entity that will continue to return until the source of the PKE that summons it is discovered.

### Vapor

An entity that is incorporeal.

# New Monsters

## Animated Object

	Animated Object, Tiny	Animated Object, Small	Animated Object, Medium
	Tiny Construct	Small Construct	Medium Construct
<b>Hit Dice:</b>	1/2 d10 (2 hp)	1d10+10 (15 hp)	2d10+20 (31 hp)
<b>Initiative:</b>	+2	+1	+0
<b>Speed:</b>	40 ft. (8 squares); 50 ft. legs, 60 ft. multiple legs; 80 ft. wheels	30 ft. (6 squares); 40 ft. legs, 50 ft. multiple legs, 70 ft. wheels	30 ft. (6 squares); 40 ft. legs, 50 ft. multiple legs, 70 ft. wheels
<b>Defense:</b>	14 (+2 size, +2 Dex), touch 14, flat-footed 12	14 (+1 size, +1 Dex, +2 natural), touch 12, flat-footed 13	14 (+4 natural), touch 10, flat-footed 14
<b>Base Attack/Grapple:</b>	+0/−9	+0/−4	+1/+2
<b>Attack:</b>	Slam +1 melee (1d3−1)	Slam +1 melee (1d4)	Slam +2 melee (1d6+1)
<b>Full Attack:</b>	Slam +1 melee (1d3−1)	Slam +1 melee (1d4)	Slam +2 melee (1d6+1)
<b>Space/Reach:</b>	2-1/2 ft./0 ft.	5 ft./5 ft.	5 ft./5 ft.
<b>Special Attacks:</b>	See text	See text	See text
<b>Special Qualities:</b>	Construct traits, darkvision 60 ft., low-light vision; also see text	Construct traits, darkvision 60 ft., low-light vision; also see text	Construct traits, darkvision 60 ft., low-light vision; also see text
<b>Saves:</b>	Fort +0, Ref +2, Will −5	Fort +0, Ref +1, Will −5	Fort +0, Ref +0, Will −5
<b>Abilities:</b>	Str 8, Dex 14, Con —, Int —, Wis 1, Cha 1	Str 10, Dex 12, Con —, Int —, Wis 1, Cha 1	Str 12, Dex 10, Con —, Int —, Wis 1, Cha 1
<b>Skills:</b>	—	—	—
<b>Feats:</b>	—	—	—
<b>Environment:</b>	Any	Any	Any
<b>Organization:</b>	Group (4)	Pair	Solitary
<b>Challenge Rating:</b>	1/2	1	2

	Animated Object, Large	Animated Object, Huge	Animated Object, Gargantuan
	Large Construct	Huge Construct	Gargantuan Construct
<b>Hit Dice:</b>	4d10+30 (52 hp)	8d10+40 (84 hp)	16d10+60 (148 hp)
<b>Initiative:</b>	+0	−1	−2
<b>Speed:</b>	20 ft. (4 squares); 30 ft. legs, 40 ft. multiple legs, 60 ft. wheels	20 ft. (4 squares); 30 ft. legs, 40 ft. multiple legs, 60 ft. wheels	10 ft. (2 squares); 20 ft. legs, 30 ft. multiple legs, 50 ft. wheels
<b>Defense:</b>	14 (−1 size, +5 natural), touch 9, flat-footed 14	13 (−2 size, −1 Dex, +6 natural), touch 7, flat-footed 13	12 (−4 size, −2 Dex, +8 natural), touch 4, flat-footed 12
<b>Base Attack/Grapple:</b>	+3/+10	+6/+19	+12/+31
<b>Attack:</b>	Slam +5 melee (1d8+4)	Slam +9 melee (2d6+7)	Slam +15 melee (2d8+10)
<b>Full Attack:</b>	Slam +5 melee (1d8+4)	Slam +9 melee (2d6+7)	Slam +15 melee (2d8+10)
<b>Space/Reach:</b>	10 ft./5 ft. (long) 10 ft./10 ft. (tall)	15 ft./10 ft. (long) 15 ft./15 ft. (tall)	20 ft./15 ft. (long) 20 ft./20 ft. (tall)
<b>Special Attacks:</b>	See text	See text	See text
<b>Special Qualities:</b>	Construct traits, darkvision 60 ft., low-light vision; also see text	Construct traits, darkvision 60 ft., low-light vision; also see text	Construct traits, darkvision 60 ft., low-light vision; also see text

<b>Saves:</b>	Fort +1, Ref +1, Will -4	Fort +2, Ref +1, Will -3	Fort +5, Ref +3, Will +0
<b>Abilities:</b>	Str 16, Dex 10, Con —, Int —, Wis 1, Cha 1	Str 20, Dex 8, Con —, Int —, Wis 1, Cha 1	Str 24, Dex 6, Con —, Int —, Wis 1, Cha 1
<b>Skills:</b>	—	—	—
<b>Feats:</b>	—	—	—
<b>Environment:</b>	Any	Any	Any
<b>Organization:</b>	Solitary	Solitary	Solitary
<b>Challenge Rating:</b>	3	5	7

### Animated Object, Colossal

Colossal Construct

**Hit Dice:** 32d10+80 (256 hp)

**Initiative:** -3

**Speed:** 10 ft. (2 squares); 20 ft. legs, 30 ft. multiple legs, 50 ft. wheels

**Defense:** 11 (-8 size, -3 Dex, +12 natural), touch -1, flat-footed 11

**Base Attack/Grapple:** +24/+49

**Attack:** Slam +25 melee (4d6+13)

**Full Attack:** Slam +25 melee (4d6+13)

**Space/Reach:** 30 ft./20 ft. (long) 30 ft./30 ft. (tall)

**Special Attacks:** See text

**Special Qualities:** Construct traits, darkvision 60 ft., low-light vision; also see text

**Saves:** Fort +10, Ref +7, Will +5

**Abilities:** Str 28, Dex 4, Con —, Int —, Wis 1, Cha 1

**Skills:** —

**Feats:** —

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**Environment:** Any

**Organization:** Solitary

**Challenge Rating:** 10

**Treasure:** None

**Alignment:** Always neutral

**Advancement:** —

**Level Adjustment:** —

Animated objects come in all sizes, shapes, and colors. They owe their existence as creatures to the *animate* power of ghosts.

#### COMBAT

Animated objects fight only as directed by the ghost. They follow orders without question and to the best of their abilities. Since they do not need to breathe and never tire, they can be extremely capable minions. An animated object can have one or more of the following special abilities, depending on its form.

**Blind (Ex):** A sheetlike animated object such as a carpet or tapestry can grapple an opponent up to three sizes larger than itself. The object makes a normal grapple check. If it wins, it wraps itself around the opponent's head, causing that creature to be blinded until removed.

**Constrict (Ex):** A flexible animated object such as a rope, vine, or rug deals damage equal to its slam damage value plus 1- 1/2 times its Strength bonus with a successful grapple check against a creature up to one size larger than itself. An object of at least Large size can make constriction attacks against multiple creatures at once, if they all are at least two sizes smaller than the object and can fit under it.

**Hardness (Ex):** An animated object has the same hardness it had before it was animated.

**Improved Speed (Ex):** The base land speed given in the statistics block assume that an animated object lurches, rocks, or slithers along. Objects with two legs (statues, ladders) or a similar shape that allows faster movement have a +10 foot bonus to speed. Objects with multiple legs (tables, chairs) have a +20 foot bonus to speed. Wheeled objects have a +40 foot bonus to speed. Objects might have additional modes of movement. A wooden object can float and has a swim speed equal to half its land speed. A rope or similar sinuous object has a climb speed equal to half its land speed. A sheetlike object can fly (clumsy maneuverability) at half its normal speed.

**Trample (Ex):** An animated object of at least Large size and with a hardness of at least 10 can trample creatures two or more sizes smaller than itself, dealing damage equal to the object's slam damage + 1-1/2 times its Strength bonus. Opponents who do not make attacks of opportunity against the object can attempt Reflex saves (DC 10 + 1/2 object's HD + object's Str modifier) to halve the damage.

Ghosts are the spectral remnants of intelligent beings that, for one reason or another, cannot rest easily in their graves.

A ghost greatly resembles its corporeal form in life, but in some cases the spiritual form is somewhat altered.

### CREATING A GHOST

“Ghost” is an acquired template that can be added to any aberration, animal, dragon, giant, humanoid, magical beast, monstrous humanoid, or plant. The creature (referred to hereafter as the base creature) must have a Charisma score of at least 6.

A ghost uses all the base creature’s statistics and special abilities except as noted here.

**Size and Type:** The creature’s type changes to undead. Do not recalculate the creature’s base attack bonus, saves, or skill points. It gains the incorporeal subtype. Size is unchanged.

**Hit Dice:** All current and future Hit Dice become d12s.

**Speed:** Ghosts have a fly speed of 30 feet, unless the base creature has a higher fly speed, with perfect maneuverability.

**Defense:** Natural armor is the same as the base creature’s but applies only to ethereal encounters. When the ghost manifests (see below), its natural armor bonus is +0, but it gains a deflection bonus equal to its Charisma modifier or +1, whichever is higher.

**Attack:** A ghost retains all the attacks of the base creature, although those relying on physical contact do not affect creatures that are not ethereal.

**Full Attack:** A ghost retains all the attacks of the base creature, although those relying on physical contact do not affect creatures that are not ethereal.

**Damage:** Against ethereal creatures, a ghost uses the base creature’s damage values. Against non-ethereal creatures, the ghost usually cannot deal physical damage at all but can use its special attacks, if any, when it manifests (see below).

**Special Attacks:** A ghost retains all the special attacks of the base creature, although those relying on physical contact do not affect non-ethereal creatures. The ghost also gains a

manifestation ability plus one to three other special attacks as described below. The save DC against a special attack is equal to 10 + 1/2 ghost’s HD + ghost’s Cha modifier unless otherwise noted.

*Animate (Su):* The ghost can imbue inanimate objects with mobility and a semblance of life for 2d4 rounds. Each such animated object then immediately attacks whomever or whatever the ghost initially designates. An animated object can be of any nonmagical material. The ghost may animate one Small or smaller object or an equivalent number of larger objects per caster level. A Medium object counts as two Small or smaller objects, a Large object as four, a Huge object as eight, a Gargantuan object as sixteen, and a Colossal object as thirty-two. The ghost can change the designated target or targets as a move action, as if directing an active spell. This spell cannot animate objects carried or worn by a creature. *Animate objects* can be made permanent with a *permanency* spell.

*Corrupting Gaze (Su):* A ghost can blast living beings with a glance, at a range of up to 30 feet. Creatures that meet the ghost’s gaze must succeed on a Fortitude save or take 2d10 points of damage and 1d4 points of Charisma damage.

*Corrupting Touch (Su):* A ghost that hits a living target with its incorporeal touch attack deals 1d6 points of damage. Against ethereal opponents, it adds its Strength modifier to attack and damage rolls. Against non-ethereal opponents, it adds its Dexterity modifier to attack rolls only.

*Control Mind (Su):* The ghost can control the actions of any humanoid of Medium-size or smaller for 2d4 rounds. The ghost establishes a telepathic link with the subject’s mind. If the ghost and the subject share a common language, the ghost can generally force the subject to perform as he or she desires, within the limits of the subject’s abilities. If no common language is shared, the ghost can only communicate basic commands. The ghost knows what the subject is experiencing but does not receive direct sensory input from him or her. Subjects resist this control, and those forced to take actions against their natures receive a new saving throw with a bonus of +1 to +4, depending on the type of action required. Obviously self-destructive orders are not carried

out. Once control is established, the range at which it can be exercised is unlimited, as long as the ghost and subject are on the same plane. The ghost need not see the subject to control it. Protection from evil or a similar spell or power can prevent the ghost from exercising control or using the telepathic link while the subject is so warded, but it does not prevent the establishment of domination or negate it.

*Draining Touch (Su):* A ghost that hits a living target with its incorporeal touch attack drains 1d4 points from any one ability score it selects. On each such successful attack, the ghost heals 5 points of damage to itself. Against ethereal opponents, it adds its Strength modifier to attack rolls only. Against non-ethereal opponents, it adds its Dexterity modifier to attack rolls only.

*Frightful Moan (Su):* A ghost can emit a frightful moan as a standard action. All living creatures within a 30-foot spread must succeed on a Will save or become panicked for 2d4 rounds. This is a sonic necromantic mind-affecting fear effect. A creature that successfully saves against the moan cannot be affected by the same ghost's moan for 24 hours.

*Horrific Appearance (Su):* Any living creature within 60 feet that views a ghost must succeed on a Fortitude save or immediately take 1d4 points of Strength damage, 1d4 points of Dexterity damage, and 1d4 points of Constitution damage. A creature that successfully saves against this effect cannot be affected by the same ghost's horrific appearance for 24 hours.

*Malevolence (Su):* Once per round, an ethereal ghost can merge its body with a creature on the Material Plane. This ability is similar to a *magic jar* spell (caster level 10th or the ghost's Hit Dice, whichever is higher), except that it does not require a receptacle. To use this ability, the ghost must be manifested and it must try move into the target's space; moving into the target's space to use the malevolence ability does not provoke attacks of opportunity. The target can resist the attack with a successful Will save (DC 15 + ghost's Cha modifier). A creature that successfully saves is immune to that same ghost's malevolence for 24 hours, and the ghost cannot enter the target's space. If the save fails, the ghost vanishes into the target's body.

*Manifestation (Su):* Every ghost has this ability. A ghost dwells on the Ethereal Plane and, as an ethereal creature, it cannot affect or be affected by anything in the material world. When a ghost manifests, it partly enters the Material Plane and becomes visible but

incorporeal on the Material Plane. A manifested ghost can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source. A manifested ghost can pass through solid objects at will, and its own attacks pass through armor. A manifested ghost always moves silently. A manifested ghost can strike with its touch attack or with a ghost touch weapon (see *Ghostly Equipment*, below). A manifested ghost remains partially on the Ethereal Plane, where is it not incorporeal. Opponents on either the Material Plane or the Ethereal Plane can attack a manifested ghost. The ghost's incorporeality helps protect it from foes on the Material Plane, but not from foes on the Ethereal Plane.

When a spellcasting ghost is not manifested and is on the Ethereal Plane, its spells cannot affect targets on the Material Plane, but they work normally against ethereal targets. When a spellcasting ghost manifests, its spells continue to affect ethereal targets and can affect targets on the Material Plane normally unless the spells rely on touch. A manifested ghost's touch spells don't work on non-ethereal targets.

A ghost has two home planes, the Material Plane and the Ethereal Plane. It is not considered extraplanar when on either of these planes.

*Murphy (Su):* The ghost gains limited omniscience, causing the victim who fails a Will save to reroll a saving throw, attack roll, or skill check, and use the better of the worse rolls for the result.

*Make Illusion (Su):* This power creates the visual illusion of an object, creature, or force, as visualized by the ghost. Sound, smell, and thermal illusions are included in the effect. While concentrating, the ghost can move the image up to 400 feet away. The image disappears when struck by an opponent unless the ghost causes the illusion to react appropriately.

*Read Mind (Su):* The ghost reads surface thoughts. The amount of information revealed depends on how long the ghost studies a particular area or subject:

- **1st Round:** Presence or absence of thoughts (from conscious creatures with Intelligence scores of 1 or higher).
- **2nd Round:** Number of thinking minds and the mental strength of each.
- **3rd Round:** Surface thoughts of any mind in the area. A target's Will save prevents the ghost from reading its thoughts, and the ghost must manifest read mind again to

have another chance. Creatures of animal intelligence have simple, instinctual thoughts that the ghost can pick up.

Intelligence	Mental Strength
1–2	Animal
3–5	Very low
6–9	Low
10–11	Average
12–15	High
16–17	Very high
18–21	Genius
22–25	Supra-genius
26+	Godlike

Note: Each round, the ghost can turn to read minds in a new area. The power can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

*Poltergeist (Su)*: The ghost moves objects or creatures by concentrating on them. The power can provide either a gentle, sustained force or a single short, violent thrust (ghost's choice).

- **Sustained Force:** A sustained force moves a creature or object weighing up to 25 pounds per ghost level up to 20 feet per round. A creature can negate the effect against itself or against an object it possesses with a successful Will save or with power resistance. This version of the power lasts up to 1 round per ghost level, but it ends if the ghost ceases concentration. The weight can be moved vertically, horizontally, or both. An object cannot be moved beyond the range of the power. The power ends if the object is forced beyond the range. If the ghost ceases concentration for any reason, the object falls or stops. An object can be telekinetically manipulated as if with one hand. The ghost might even be able to untie simple knots, though fine actions such as these require Intelligence checks against a DC set by the DM.
- **Violent Thrust:** Alternatively, the telekinetic power can be expended in a single round. The ghost can hurl one or more objects or creatures that are within range and all within 10 feet of each other toward any target within 10 feet/level of all the objects. A ghost can hurl up to a total weight of 25 pounds per ghost level. The ghost must succeed at attack rolls (one per creature or object thrown) to hit the target with the items, using his or her base attack plus Intelligence modifier. Weapons cause standard damage (with no Strength bonus). Other objects

cause damage ranging from 1 point per 25 pounds (for less dangerous objects) to 1d6 points of damage per 25 pounds for hard, dense objects.

Creatures who fall within the weight capacity of the power can be hurled, but they are allowed Will saves to negate the effect, as are those whose held possessions are targeted by the power. If creatures are telekinetically hurled against solid surfaces, they take damage as if they had fallen 10 feet (1d6 points).

*Slime (Su)*: Strands of ectoplasm wrap up the subject like a mummy. The subject can still breathe but is otherwise helpless, being unable to see or take any physical actions. The subject cannot speak because the ectoplasmic strands muffle sounds, but the subject's nostrils are clear. The subject can execute purely mental actions (such as manifesting powers). The writhing, regenerating nature of the cocoon prevents its occupant from making a physical bid for escape. However, cutting or damaging a large enough strand can free the cocooned victim. The strands have hardness 17 and 30 hit points. Creatures that are cocooned high in the air fall, and cocooned swimmers may drown.

*Summon Pests (Su)*: The ghost summons a swarm of bats, rats, or spiders (ghost's choice), which attacks all other creatures within its area. (The ghost may summon the swarm so that it shares the area of other creatures.) If no living creatures are within its area, the swarm attacks or pursues the nearest creature as best it can. The ghost has no control over its target or direction of travel.

*Telekinesis (Su)*: A ghost can use *telekinesis* as a standard action (caster level 12th or equal to the ghost's HD, whichever is higher). When a ghost uses this power, it must wait 1d4 rounds before using it again.

**Special Qualities:** A ghost has all the special qualities of the base creature as well as those described below.

*Rejuvenation (Su)*: In most cases, it's difficult to destroy a ghost through simple combat: The "destroyed" spirit will often restore itself in 2d4 days. Even the most powerful spells are usually only temporary solutions. A ghost that would otherwise be destroyed returns to its old haunts with a successful level check (1d20 + ghost's HD) against DC 16. As a rule, the only way to get rid of a ghost for sure is to determine the reason for its existence and set right whatever prevents it from resting in peace. The exact means varies with each spirit and may require a good deal of research.

*Turn Resistance (Ex):* A ghost has +4 turn resistance.

**Abilities:** Same as the base creature, except that the ghost has no Constitution score, and its Charisma score increases by +4.

**Skills:** Ghosts have a +8 racial bonus on Hide, Listen, Search, and Spot checks. Otherwise same as the base creature.

**Environment:** Any, often as base creature.

**Organization:** Solitary, gang (2–4), or mob (7–12).

**Challenge Rating:** Same as the base creature +2.

**Treasure:** None.

**Alignment:** Any.

**Level Adjustment:** Same as the base creature +5.

## Ghostly Equipment

When a ghost forms, all its equipment and carried items usually become ethereal along with it. In addition, the ghost retains 2d4 items that it particularly valued in life (provided they are not in another creature's possession). The equipment works normally on the Ethereal Plane but passes harmlessly through material objects or creatures. A weapon of +1 or better magical enhancement, however, can harm material creatures when the ghost manifests, but any such attack has a 50% chance to fail unless the weapon is a ghost touch weapon (just as magic weapons can fail to harm the ghost).

The original material items remain behind, just as the ghost's physical remains do. If another creature seizes the original, the ethereal copy fades away. This loss invariably angers the ghost, who stops at nothing to return the item to its original resting place.



# Links

*"Ray, when someone asks you if you're a god, you say, "Yes!"*

**--Winston Zeddemore, [Ghostbusters](#)**

## Books

For more information about books that were used to help create this document, see [Section 15](#) of the Open Gaming License.

- [Breakout At Hq \(The Real Ghostbusters\)](#)
- [Ghostbuster Of The Year](#)
- [Ghostbuster Of The Year](#)
- [Ghostbusters](#)
- [Ghostbusters](#)
- [Ghostbusters \(Collector Book With Stickers\)](#)
- [Ghostbusters Big Clr/Act Book](#)
- [Ghostbusters Giant Clr Bk](#)
- [Ghostbusters Gut-Busting Joke Book \(The Real Ghostbusters\)](#)
- [Ghostbusters Ii](#)
- [Ghostbusters Ii \(Book Of The Film\)](#)
- [Ghostbusters Ii \(Yearling\)](#)
- [Ghostbusters Ii Joke, Puzzle And Game Book](#)
- [Ghostbusters Joke And Riddle Book](#)
- [Ghostbusters Mark & See Bk](#)
- [Ghostbusters Paint W/Water Bk](#)
- [Ghostbusters Role-Playing Game \(Stock No. 30023\)](#)
- [Ghostbusters Sticker Fun Book](#)
- [Ghostbusters Two Sticker Book](#)
- [Ghostbusters Uk](#)
- [Ghostbusters, Book 1](#)
- [Ghostbusters: A Storybook](#)
- [Ghostbusters: Book Of Movie Madness](#)
- [Ghostbusters: Coloring Book](#)
- [Ghostbusters: Haunted House Activity Book](#)
- [Ghostbusters: Puzzle Fun Book](#)
- [Ghostbusters: The Supernatural Spectacular](#)
- [Ghostbusters-Meet The Ghost Riders/Cassette](#)
- [Hijack In Ecto-1 \(The Real Ghostbusters\)](#)
- [Janine's Genie \(The Real Ghostbusters\)](#)
- [Making Ghostbusters](#)
- [My Sticker Dictionary \(The Real Ghostbusters\)](#)
- [Official Ghostbusters Training Manual: A Guide To Catching Ghosts](#)
- [Real Ghostbusters In Haunted House Mystery](#)
- [The Bathtub Ghost \(The Real Ghostbusters Pop-Up\)](#)
- [The Birthday Ghost \(The Real Ghostbusters Pop-Up\)](#)
- [The Demon From Under The Earth \(Real Ghostbusters\)](#)
- [The Ghostbusters Activity Book \(Character Activity Books\)](#)
- [The Ghostbusters Colouring Book \(Character Colouring Books\)](#)
- [The Great Ghost Show \(Real Ghostbusters\)](#)

- [The Healthclub Ghost \(The Real Ghostbusters Pop-Up\)](#)
- [The Real Ghostbuster On Parade: A Story Book To Colour](#)
- [The Real Ghostbusters \(Presto Magix Super Transfer Sets/2425\)](#)
- [The Real Ghostbusters 2: Ghosts-R-Us](#)
- [The Real Ghostbusters 3: Slimer Come Home](#)
- [The Real Ghostbusters Sticker Book](#)
- [The Real Ghostbusters Storybook](#)
- [Who Ya Gonna Call?: The Story Behind Ghostbusters \(Collector Books With Stickers\)](#)

## DVD

- [Ghostbusters](#)
- [Ghostbusters 2](#)

## Video

- [Extreme Ghostbusters: Volume 1](#)
- [Extreme Ghostbusters: Volume 2](#)
- [Extreme Ghostbusters: Volume 3](#)
- [Extreme Ghostbusters: Volumes 1-3](#)
- [Real Ghostbusters: Cry Uncle](#)
- [Real Ghostbusters: Ghostfight at the O.K. Corral](#)
- [Real Ghostbusters: Volume 1](#)
- [Real Ghostbusters: Volume 2](#)
- [Real Ghostbusters: Volume 4](#)
- [Real Ghostbusters: Volume 5](#)
- [Real Ghostbusters: Volume 6](#)

## Games

- [Ghostbusters \(Sega Genesis\)](#)
- [Real Ghostbusters \(Game Boy\)](#)
- [Extreme Ghostbusters \(Playstation\)](#)

## Music

- [Ghostbusters \(Banda Bahia\)](#)
- [Ghostbusters \[EXTRA TRACKS\]](#)
- [Ghostbusters 2 \(Audio CD\)](#)
- [Ghostbusters II \(1989 Film\) \[SOUNDTRACK\] \[IMPORT\]](#)
- [Ghostbusters: Encore Collection](#)
- [Ghostbusters: Original Soundtrack Album \[SOUNDTRACK\]](#)

## Toys

- [Ghostbusters Ecto 1 Snap Kit](#)

## Web

For more information about web sites that were used to help create this document, see [Section 15](#) of the Open Gaming License.

- [Ghostbusters Fan Club](#)
- [Ghostbusters Headquarters](#)
- [Ghostbusters Official Site](#)
- [Ghostbusters Prop Archive](#)
- [Ghostbusters.net](#)
- [Proton Charging](#)
- [Real Ghostbusters Fan Page](#)
- [Spook Central](#)
- [The Ghostbusters Homepage](#)
- [The River of Slime](#)
- [Unholy Toledo](#)

# About the Authors

## Michael Tresca

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Michael "Talien" Tresca is a writer, communicator, speaker, artist, and gamer. He has an 11-year-old D&D role-playing campaign, Welstar, which is one of the six worlds in [RetroMUD](#) and where many of his short stories take place. Michael has published three D20 modules: "[Tsar Rising](#)", "[All the King's Men](#)," and "[The Dancing Hut](#)" from MonkeyGod Enterprises. He has written numerous supplements, including "[Frost and Fur](#)" and "[Abyss](#)," also from MonkeyGod Enterprises, "[Mercenaries: Born of Blood](#)" from Otherworld Creations, and "[Combat Missions](#)" from Paradigm Concepts. Michael has also contributed to "[Relics](#)" from AEG and "[The Iron Kingdoms Campaign Guide](#)" from Privateer Press. Michael has also written magazine articles for Spectre Press' [Survival Kit](#) series, [Dragon Magazine](#), [Scrollworks](#), and [D20 Weekly](#). He has written a multitude of reviews of role-playing and computer games for [RPG.net](#), [Gamers.com](#), [Allgame.com](#), and [Talien and Maleficent's Bazaar](#). Michael has presented at various panels, including [Dragon\\*Con](#), [I-Con](#), and [Bakuretsucon](#). When he's not writing, Michael can be found as his alter ego, Talien, on [RetroMUD](#) as an administrator. Michael lives in Connecticut with his wife, who is an editor, and his cat, who is fluent in English.

## Fritz Baugh

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Fritz contributed the [Ghostbusters Omnibus Timeline](#). Fritz was a pretty active gamer with a small circle of friends throughout the late 80's and most of the 90's (before some of them moved away and the demands of having Real Life Jobs took their tolls on everyone else). They played D&D at first (like everyone else) but moved on to other things, including several of the Palladium systems (their fantasy RPG and Rifts both spawned campaigns lasting a couple of years apiece), Mayfair Games' DC Heroes, dalliances with the World of Darkness, and yes, two separate runs of West End Games Ghostbusters International. Technically, they started with Ghostbusters: A Frightfully Cheerful Role Playing Game in 1986, about the same time *The Real Ghostbusters* was coming onto television and blowing their minds. "Kids today just don't understand how groundbreaking it was for it's time," said Fritz, "when before that pretty much every show was exactly like Scooby Doo, the Smurfs, or Filmation's awful Ghost Busters cartoon." A lot of the Ghostbusters fan fics Fritz has posted at his [site](#) are based on ideas they had both in the GBI RPG and the others.

## Matthew D. Riddle

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Matthew contributed the [Ghostbusters Fact List](#). Basically, the GB Fact List lists every fact about the Ghostbusters, their tools, and their talents. The info was taken from the movies, cartoons, comic books, and a few fan conjectures that are now considered canon by GB fans, or "Ghostheads" as they're known as know. It has been formatted to go along with the Ghostbusters Omnibus Timeline. Ben King, A.K.A. Kingpin, and Matthew offer the Fact List as a guide to the backgrounds of the Ghostbusters and basically everything in their universe.

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Fritz Baugh contributed to the timeline and history sections. Matthew Riddle contributed to the equipment and planes chapter.

This document utilizes the [Ghostbusters font](#).