

GHOSTBUSTERS RPG HOUSE RULES

Introduction

Shortly after the success of the Ghostbusters movie, there was a string of merchandise released, one of which was an actual pen and paper RPG created by West End Games. I first learned about it after watching CR's review of the game and recently, I've decided to check it out myself. CR had several complaints about the game mechanics and the poorly thought out rules. While I do agree it's not a well-written game, however, there are several aspects that have piqued my interest such as how easy it is to create your own ghosts and the franchising angle of the game. I just think it needs some improvements here and there to make the game function better. In fact, on page 23 of the Ghostbusters Operations Manual, the instructions flat out encourage the players to change and add to the rules as they see fit. Since I love tinkering with game rules, I decided to try something new and actually expand upon this game with my own house rules that you can use. You can check out the game yourself for free by visiting ghostbustersinternational.com and don't forget to watch CR's review of the game on thatguywiththeglasses.com. These instructions assume that you've read through the Ghostbusters Training Manual and the Ghostbusters Operation Manual. If you haven't, here's the least you need to know:

- All Ghostbusters have four Traits (Muscles, Moves, Brains, and Cool) whose level determines how many 6-sided dice is rolled to perform any kind of task. If you beat the difficulty, you successfully perform the task. If you lose, then you fail.
- There also exist Talents, which are specialized areas of expertise that are associated with any one of the four Traits. If the Ghostbuster is performing a task associated with a Talent he or she has, then the number of dice from the Talent is added to the dice from the Trait. All Talents start at level 3.
- Any time the dice are rolled, one of the dice has to be the Ghost die. If the ghost die reveals a number, add the number to the result. If the Ghost die rolls a Ghost, the numerical die result is 0 and something happens to hinder the players. However, if a ghost, rolls a Ghost, then the end result works to the ghost's benefit.
- Each Ghostbuster has brownie points, which act as your HP; every time a Ghostbuster is injured, he loses some brownie points. Players can also spend one brownie point to every additional dice to boost chances of beating a roll. They can also spend 30 brownie points to add one point to one of their Traits or Talents.
- Ghosts have Power levels, which are used in place of Traits and Talents. They have Ectopresence, which is used as their HP. If it is dropped to 0, then two Ghostbusters can force the ghost into a ghost trap.

HOUSE RULES FOR THE PLAYERS

What to Use as a Ghost Die

The original game came with a specially made die that indicated if a Ghost is rolled. If you don't have one of these custom dies, simply use a regular die (preferably one that is a different size and color than the rest) and if it rolls a 1, then you rolled a Ghost.

Brownie Point Cost to Upgrading Talents

On page 5 of the Ghostbusters Training Manual, it says that by spending 30 brownie points, a Ghostbuster can upgrade one of his or her Traits by one level, but does not give a clear indication of how many brownie points can be spent for upgrading Talents. Because all Traits have multiple uses while Talents can only be used in one circumstance, I feel that the brownie point cost for upgrading Talents should be only 15.

Expanded Rules on Using Weapons

Pages 13-15 of the Ghostbusters Training Manual offers some simple rules about using various short-range and long-range weapons, but I felt the rules for ranged weapons needed a little more clarity and rules regarding short-range weapons needed some expanding on and changes.

To hit a target with a range weapon, simply roll your Moves Trait or Fire Weapon Talent dice. If you beat the difficulty, then you land one hit against the target's ectopresence. Get double on your roll from the amount you need to land a hit and you cause 2 points of damage, triple the roll and you cause 3 points, etc. (Yes, I know all that is in the book but I thought it would be a good idea to bring it up as a reminder.) This rule applies to all range weapons such as guns, bows and arrows, or even just throwing an object off the floor. Also, for the sake of convenience, it is safe to assume that the proton packs can cause harm to living targets as it can to ghost targets.

Difficulty for ranged attacks based on distance:

- 0-5 feet: 5
- 6-10 feet: 10
- 11-30 feet: 15
- 31-50 feet: 20
- 51-80 feet: 25

When it comes to short-range combat, the Ghostbuster must have a weapon of some kind to inflict damage. A Ghostbuster can carry handheld weapons (knives, clubs, hammers, etc.), use objects off the ground (so long as the Ghostmaster agrees it's a usable weapon), or—in a pinch—improvise by using one of his equipment as a weapon such as whacking an occultist on the head with a proton pack or a PKE meter. Be forewarned that if the Ghostbuster rolls a Ghost die, the device will break (but can still cause damage on a successful attack roll on that turn only) and will become useless as a weapon or anything

else until fixed. When attempting any kind of short-range attack, the Ghostbuster must be right next to his target and must roll a Muscle Trait or Use Hand-Held Weapon Talent (Difficulty 5).

When using his or her bare hands, he or she can do things like grapple, trip, push, disarm, etc. but cannot deal any damage to an opponent with bare hands. However, at the Ghostmaster's discretion, he can allow the Martial Arts Talent or a Fisticuffs Talent (Both for the Muscles Trait) to allow Ghostbusters to inflict harm with his or her bare hands.

Ghosts that can use Materialize (Ghostbusters Operations Manual, Page 28) can deal damage with its bare hands (claws, tentacles, teeth, etc.) while using Materialize. Even while solid, its ectopresence will only go down with a hit from a proton pack.

Ghosts vs. Ghosts

There may come a time when two ghosts will attack each other, whether because they are enemies or because the ghost is an ally of the Ghostbusters. Ghosts can physically interact with one another either by physical contact or causing harm to each other's ectopresence through fisticuffs or other means of long range or short-range combat. The rules remain the same.

However, the one thing that a ghost cannot do is capture another ghost unless it has access to a proton pack and a ghost trap and has the means to use corporeal objects, i.e. with the Materialize special ability (Ghostbusters Operations Manual, Page 28). However, an alternative option is to allow ghosts some means of banishing ghosts from the Corporeal Plane. Below are some options the Ghostmaster can choose:

- **Dismissal:** This ghost special ability allows ghosts to force another ghost (with an ectopresence of 0) off of the Corporeal Plane with a powerful psychic discharge. To use this attack, the ghost must make a successful attack upon the target. If the attack roll fails, then the ghost who used Dismissal sustains -1 point loss of ectopresence from a psychic backlash. Otherwise, it works like an ordinary ranged attack.
- **Ghost Portal:** Some places can have access to one-way portals into the Nether Realm. The portals themselves are non-material and thus it cannot transport corporeal creatures or objects (such as Ghostbusters and their equipment), but if a ghost is forced into the portal, then the ghost must make a Power roll to resist getting sucked in (Difficulty 20 although the difficulty increases to 40 if the ghost has 0 ectopresence).

Turn Order During a Fight

On page 13 of the Ghostbusters Training Manual, the rules regarding turn order were too vague and relied on the Ghostmaster making arbitrary decisions. Do the players just roll dice at the same time and the Ghostmaster has to just sort through all of the attacks at

once? That would be a nightmare. Combat in an RPG needs to be methodical instead of a free-for-all. To fix that, I offer the players these three alternate rules to choose from.

With all three of these methods, there are four basic rules that they share: One, all fights are divided into rounds. Two, when the Ghostmaster has determined the turn order, it does not change until the fight ends (With the exception of the “Ghost die” method). Three, once everyone has had a turn, the round ends and the next round begins, starting the turn order all over. And four, when two or more characters get the same number, the Ghostmaster must roll the dice, flip a coin, or some other method in order to randomly determine who amongst the tied characters goes before the other(s).

- Roll the dice: Before the fight begins, each combatant rolls a Moves Trait or Power Level dice. The one with the highest roll goes first, followed by the second highest, third highest, etc. If a Ghostbuster rolls a Ghost, then he is automatically put on the bottom of the turn order, but if a ghost rolls a Ghost, then it is moved to the top of the turn order. Example: In a fight against the Pastageist and its cohort, the Flaming Spork, each combatant rolls their Moves Traits or Power Levels. The Pastageist rolls a 21, so it goes first. Winston rolls a Ghost so he automatically goes to the bottom of the turn order. Both Venkman and Egon roll a 12. They flip a coin and Venkman wins so he goes before Egon. Ray rolls an 11 so he goes after Egon. The Flaming Spork rolls a 3 so it goes after Ray. All together, turn order is The Pastageist, Venkman, Egon, Ray, The Flaming Spork, and Winston.
- Moves Traits and Power Levels: If rolling the dice every fight seems like a chore, a faster alternative is have it in order of levels. The character with the highest Moves Trait or Power Level goes first, followed by the second, then the third, etc. Example: In a fight against the Pastageist and its cohort, the Flaming Spork, Moves Traits and Power Levels are compared. The Pastageist has a Power Level of 5, so it goes first. Winston has a Moves Trait of 4, meaning he goes second. Venkman has a Moves Trait of 3, meaning he goes third. Both Egon and Ray have a Moves Trait of 2. They play Rock, Paper, Scissors, and Egon wins so he goes before Ray. The Flaming Spork has a Power Level of 1, so it goes last. All together, turn order is The Pastageist, Winston, Venkman, Egon, Ray, and the Flaming Spork.
- Ghost die: Instead of rolling the dice or going by stat levels, the Ghostbusters and the ghosts as a whole alternate taking turns. The Ghostbusters attack first and when each of them has had a turn, the ghosts get their turn. During their turn, the Ghostbusters must agree on who acts in what order they act, and reversely, the Ghostmaster will decide the turn of the ghosts during the ghosts’ turn. However, at the beginning of every round, the Ghostmaster rolls a ghost die. If the Ghostmaster rolls a Ghost, the turn order is reversed: the ghost will begin each round and the Ghostbusters go second after the ghosts had their turn. This arrangement lasts until the Ghost die rolls a 6, which reverses the starting round back to the Ghostbusters. If the ghost die is rolled for combat, attempting a task, or other circumstances, that does not affect turn order. Example: In a fight against the Pastageist and its cohort, the Flaming Spork, the Ghostbusters start each round, and once they had their turn, the ghosts next get their turn. At the beginning of

each round, the Ghostmaster rolls a Ghost die. The Ghostmaster rolls a Ghost by the third round, and in that round, the ghosts attack first followed by the Ghostbusters. This turn order stays this way until two rounds later when the ghost die rolls a 6, reverting the turn order so the Ghostbusters start first. If the Ghostmaster rolls a Ghost again, the turn order is again reverted to the ghosts.

In the event that two or more Ghostbusters try to wrangle a ghost into a trap, the Ghostbuster who goes first gets the first shot. If he misses, another Ghostbuster can take a shot on his or her next turn and once two Ghostbusters manage to hit the ghost within the same round, then it is immediately wrangled into the trap.

Ghostbusters Chasing Ghosts

On page 25 of the Ghostbusters Operations Manual, the book does offer some explanation on how players can determine who wins in a race or chase by rolling Moves and Power dice but I think this can be elaborated on a little further.

There are times when a ghost may choose to run away if it feels it is losing. At which case the Ghostbusters have a choice to chase after it. Among the Ghostbusters that are chasing, the one with the highest Muscles Trait or Run Talent must roll the dice. Among the ghosts being chased, the one with the highest Power Level rolls the dice. Depending on the dice results, see below to find out what happens.

- Ghost wins the roll: The ghost successfully escapes. The Ghostbusters can try and locate the ghost by rolling a Moves Trait dice against its Power Level dice.
- Ghost wins the roll, and rolls a Ghost: The ghost wins and successfully flees the building or area.
- Ghostbuster wins the roll: The Ghostbusters prevent the ghost from escaping.
- Ghostbuster wins the roll, and rolls a Ghost: The Ghostbusters prevent the ghost from escaping but the ghost can attack them back out of retaliation.

Ghosts Chasing Ghostbusters

However, there are times when a Ghostbuster needs to escape from a ghost. In that case, follow the rules as above and see the chart below for the results.

- Ghost wins the roll: The Ghostbusters fail to escape.
- Ghost wins the roll, and rolls a Ghost: Not only do the Ghostbusters fail to escape but also the ghost manages to block their exit (either by collapsing the roof, putting an object in their way, creating a wall of slime, etc.). As such, the Ghostbusters will have to find another way out or somehow force their way through the obstruction.
- Ghostbuster wins the roll: The Ghostbusters successfully escape.
- Ghostbuster wins the roll, and rolls a Ghost: The Ghostbusters successfully escape but the ghost gets one bonus attack against them as they run away.

Special Note on Car Chases

There may come a time when the Ghostbusters would have to chase down a ghost in the Ecto-1. In the event that a motor vehicle is involved in the chase, the driver rolls his or her Moves Trait or Drive Vehicle Talent instead.

How Ghostbusters Can Die

After a Ghostbuster runs out of brownie points, the Ghostmaster rolls a Ghost die. Normally the Ghostbuster will be in the hospital for one or two campaigns, but if the Ghostmaster rolls a Ghost, then the Ghostbuster dies from his injuries. If a Ghostbuster were to be incapacitated, then he or she would lie on the floor unconscious until paramedics come to take him or her to the hospital. Of course, a ghost would not attack someone if he or she were no longer a threat and not even a mobster would be so dishonorable to kill someone while they're helpless, right? Okay, it's just for the sake of narrative convenience but still...

The rules also state that if a Ghostbuster runs out of brownie points, then the Ghostbuster can choose to spend one point from a Trait in exchange for 20 brownie points. However, by providing an easy way of boosting brownie point scores, that both averts the possibility of death and gives the players less reason to budget the brownie points they have. Part of the fun of an RPG is managing to strategically use the resources one has to succeed in a mission without dying. Blasting Stay Puff into oblivion may be fun, but wouldn't it be more satisfying knowing you've beat the odds and worked so hard to achieve that goal. In the interest of keeping it challenging, I'd advise the Ghostmaster to never allow the players the option to trade in Traits for brownie points. (Ghostbusters Training Manuel, Pages 5-6)

Catching Ghosts Solo

Whenever a Ghostbuster attempts to force a ghost into the ghost trap alone, he receives a -1 dice penalty, meaning he loses one dice from his roll. If the Ghostbuster only had one dice to roll to begin with, then he can't catch the ghost. When catching a ghost solo, there is no chance of accidentally causing a total protonic reversal. (Ghostbusters Training Manual, Pages 17-18, and Ghostbusters Operations Manual, Page 27)

Crossing the Streams

As we all know, crossing the streams is a big no no because it can cause a total protonic reversal. Such an event can be deadly to a Ghostbuster, but at times, can be helpful. It is a double-edged sword, however, and can only be done under two conditions.

- **On Purpose:** As a last resort, the Ghostbusters can deliberately cross the streams in order to destroy an exceptionally powerful ghost. Of course, doing such a thing is a dangerous gamble since the Ghostbusters could kill themselves or injure the ghost or both. Roll the dice and see the table below to see what happens.
 - 1: The ectopresence of all ghosts drops to 0.
 - 2: All ghosts are blasted off the Corporeal Plane and into the Neither World.

- 3: All Ghostbusters lose half of their remaining brownie points.
- 4: The brownie points of all Ghostbusters drops to 0.
- 5: All Ghostbusters lose half of their remaining brownie points and the ectopresence of all Ghosts drops to 0.
- 6: All Ghostbusters instantly die and all ghosts are blasted off the Corporeal Plane and into the Neither World.
- **By Accident:** While forcing a ghost into a trap, if two Ghostbusters who were wrangling the ghost into the trap were to fail their attack rolls and they both roll a Ghost, then the Ghostmaster rolls the dice and looks at the table below to see what happens.
 - 1-3: There is no total protonic reversal and nothing happens.
 - 4: All Ghostbusters lose 5 brownie points.
 - 5: All Ghostbusters lose half of their remaining brownie points.
 - 6: The brownie points of all Ghostbusters drops to 0.

Ghostbusting Around the World

One of the aspects about this game that really piques my interest is the option to franchise elsewhere. Sure, you can have the game take place in New York like in the movies and the book actually expects the players to obtain maps and explore real places in a campaign. In fact, assuming the Ghostbusters wiki is correct, the actual firehouse where the exterior shots of the Ghostbuster's headquarters were filmed is located on 14 N. Moore Street, New York, New York 10013. If you can find this address on a New York map, you could use it to mark where the players would return to after a long day's work. But what's really fascinating is the book actually encourages you to set up your franchise in your own hometown, busting ghosts in real locations that the players are familiar with.

But why stick to familiar places? You could set up a headquarters anywhere in the world and take advantage of the new settings. You could go to London, England and catch ghost for the king and queen. You could go to Tokyo, Japan and catch ghost of samurai, battle yokai, and encounter Shinto gods, kappas, shape shifting foxes, etc. Or you could go to New Delhi, India and battle various Hindu spirits. I have never before found an RPG that encourages the players to choose any real-life locations as settings for campaigns, but if the players are willing to do the research and obtain maps of foreign places, it can be done and with a game set in the Ghostbusters universe, the possibilities are endless. (Ghostbusters Operations Manual, Pages 32-33)

Financing

On page 33 of the Ghostbusters Operations Manual, there's a section entitled "Paying for the Franchise," which talks about finances and paying for stuff, but the book offers no solid prices for anything, expecting the players and the Ghostmaster to just play it loose when it comes to money. Of course, that can hinder the thrill of collecting money and buying stuff with it as well as diminish the jeopardy of losing money to accidents, theft, and mistakes. As such, I think it is important to have at least some basic monetary system in place as part of the game. The game assumes you're working with U.S. dollars, but if

you want to set up shop in a foreign country, then you can just change it to another currency without needing to change the numerical value. It may not be realistic but it would be easier.

Beginner's Equipment and Money: Starting out, each Ghostbuster is given a uniform, a proton pack, and a ghost trap and the headquarters is given a protection grid, an Ecto-1 car, a computer, and a copy of the Ghostbuster Handbook. Other equipment can be purchased before and after missions. Many items can be bought at local stores, but any kind of Ghostbusters exclusive equipment (proton packs, PKE meters, ecto-visors, etc.) must be ordered directly from Ghostbusters International (shipping is free). At the beginning of the game, each player starts with \$100 and the headquarters starts with \$2,000 (whoever plays as the company treasurer should be responsible for this money). However, if the players are playing as Ghostbusters from the movies, then the characters get \$400 each and the headquarters gets \$8,000.

Ghostbuster Earnings: Standard fees for the Ghostbusters' services can be found on page 10 in the Ghostbusters Operation Manual (under Busting Ghosts for Big Bucks), which I'll reproduce for the convenience of the players.

- On Site Inspection: \$500
- Removal of Paranormal Entities
 - For First Entry: \$4,000
 - Each Additional Entry: \$1,000
- Storage (one-time fee): \$1,500

On a side note, the instructions do not clarify what it means by "For First Entry," "Each Additional Entry," or "one-time fee." As a result, I balanced out these prices and fees based on the assumption that the Ghostbusters charge \$4,000 per job for one ghost, and an additional \$1,000 for each additional ghost during that one job. When storing the ghosts, the Ghostbusters charge \$1,500 for all the ghosts captured for that one job. If you have alternate interpretations, feel free to edit the prices as you see fit. However, not everyone is willing or able to pay these prices. In which case, the Ghostbusters could opt to charitably lower the price, give out coupons, or use their Cool Trait or Bargain Talent to negotiate a price. In doing so, the Ghostmaster can boost the popularity of the Ghostbusters, giving them the reputation of being generous and caring to the downtrodden and the destitute.

The Ghostbusters can also gain more money through other means at the Ghostmaster's discretion.

- Rewards: Varies. The Ghostbusters can win prize money for fields in science, literature, services to humanity, etc.
- Merchandizing: Varies depending on the popularity of the company and/or Ghostbuster. To determine how much money is earned each week, simply roll the number of dice indicated and multiply. Merchandise can be something simple such as selling T-shirts, books, and toys around town, or if the Ghostbusters want big bucks, they could go as far as getting their own movies and cartoon show...yeah right, like that would happen.
 - Hated: 1 dice x \$1

- Unpopular: 1 dice x \$5
- Newcomer: 1 dice x \$10
- Popular: 2 dice x \$100
- Local Celebrities: 2 dice x \$1,000
- National Celebrities: 2 dice x \$10,000
- International Celebrities: 3 dice x \$100,000
- Interviews: Based on level of popularity: Hated: \$0, Unpopular: \$0, Newcomer: \$0, Popular: \$50, Local Celebrities: \$200, National Celebrities: \$500, International Celebrities: \$1,000
- Gambling: Double the amount gambled—assuming you win, that is. Ghostbusters can simply roll his Cool Trait or Playing Poker Talent against another player as designated by the Ghostmaster. If you want to get really interactive, you can bust out a home roulette wheel, a toy slot machine, or even get out some actual cards.
- The Stock Market: Every week a Ghostbuster can play the stock market to see how much they can earn. The Ghostbuster simply rolls her Cool Trait or Play Stock Market Talent and the number rolled determines how much money is earned or lost. If the Ghostbuster rolls a 16 or higher but rolls a Ghost, then the outcome becomes \$0, meaning he doesn't gain or lose any money that week. If the Ghostbuster rolls below 16 and rolls a Ghost, then the Ghostbuster automatically loses \$1,000.
 - Roll 1-5: Lose \$500
 - Roll 6-10: Lose \$250
 - Roll 11-15: Lose \$100
 - Roll 16-20: Gain \$100
 - Roll 21-25: Gain \$250
 - Roll 26-30: Gain \$500
 - Roll 31 or higher: Gain \$1,000

Ghostbuster Spending: To keep basic expenses simple, the players and their headquarters should each pay \$1,000 each month for basic essentials such as food, utilities, internet, gas, rent, etc. There are some sample prices below and every other expense can be assigned a straightforward price in 10's denominations or higher. Example: \$10, \$20, \$100, etc. The Ghostmaster probably shouldn't worry so much about realism when it comes to prices.

Standard Cost of Expenses:

- Alpine Gear: \$50 (Ghostbusters Training Manuel, page 16)
- Aura Video Analyzer: \$150 (Ghostbusters Training Manuel, page 16)
- Beach Kit: \$50 (Ghostbusters Training Manuel, page 16)
- Bullhorn: \$10 (Ghostbusters Training Manuel, page 16)
- Cellular Phone: \$50 (If you want to upgrade to a more modern phone with a touch screen and digital camera, the price of the phone goes up to \$200.) (Ghostbusters Training Manuel, page 16)
- Computer: \$500 (if you want a modern day laptop with internet access, the price goes up to \$1,000)

- Damages: Varies. Firing a proton pack while inside of a building can be a hazardous task because there's always a possibility that a Ghostbuster might accidentally damage the building and be forced to pay for damages. Every time a Ghostbuster misses their target with the proton pack and rolls a Ghost, the Ghostbuster causes damage to the building and the Ghostbusters must pay \$500 every time. If the players cause a total protonic reversal, the damage goes up to \$100,000. However, there will be no fines to pay if damage is caused to uninhabited areas, rundown or abandoned buildings, and in alternate planes of existence.
- Ecto-1: \$15,000 (Ghostbusters Training Manuel, page 16)
- Ecto-Visor: \$100 (Ghostbusters Training Manuel, page 16)
- Geiger Counter: \$50 (Ghostbusters Training Manuel, page 16)
- Ghost Trap: \$200 (Ghostbusters Training Manuel, pages 16-17)
- Hospital Fees: \$100 (minor cuts and scrapes), \$300 (broken bones, minor burns, simple surgeries, and other non-life-threatening injuries), \$300+\$50 per day (extended stay for extensive surgeries, ruptured organs, life-threatening broken bones, etc.) or \$1,000 (a weeklong extended stay after surviving losing all of one's brownie points).
- Infrared Camera: \$100 (Ghostbusters Training Manuel, page 17)
- Lawsuit: If sued, the price for losing the court case is twice as much as the fee charged to bag the ghost.
- Lawyer: Lawyer Bob charges \$900, Thomas Q. Fenstermacher charges \$2,100, Richard P. Mulberry charges \$1,500, and District Attorney Harry Mortain charges \$600. To learn more about these characters, see page 57 of the Ghostbusters Operations Manuel.
- Parachute: \$50 (Ghostbusters Training Manuel, page 17)
- PKE Meter: \$100 (Ghostbusters Training Manuel, page 17)
- Protection Grid: \$1,000 (Ghostbusters Training Manuel, page 17)
- Proton Pack: \$200 (Ghostbusters Training Manuel, page 17-18)
- Scuba Gear: \$50 (Ghostbusters Training Manuel, page 18)
- Secret Tomes of Occult Lore: \$20 (Ghostbusters Training Manuel, page 18)
- Uniform: \$20
- Video Camcorder: \$100 (Ghostbusters Training Manuel, page 18)
- Walkie-Talkie: \$10 for one pair (Ghostbusters Training Manuel, page 18)

New Ghostbusting Equipment

Pages 16-18 of the Ghostbusters Training Manuel list all the various equipment that Ghostbusters can buy. However, feeling that the list seems too short, I've created some new gadgets that can be available for purchase at the Ghostmaster's discretion. How this equipment is introduced is up to the Ghostmaster. He could have it all available from the get go or he could introduce this equipment later, claiming the Ghostbusters must have a certain amount of money or say that some of this stuff was made available to buy recently.

- **Bait**: The idea of ghosts falling for bait may seem really silly, but some of the more wild and feral ghosts might be drawn to the smell of ghost bait, usually

driven by primal instincts in life. This is most commonly affective with Class V and Class VI ghosts (Ghostbusters Reference Files C, page 3). However, the bait itself is not actually edible. It's just a bottle of a scented liquid that smells delicious to a ghost. Open the bottle and leave it wherever you want to lure the ghost to. Cost: \$50

- **Boat:** Want to bust ghosts out on the open sea? If so, this motorboat can hold up to four passengers and all of the Ghostbusters' equipment. Cost: \$15,000
- **Dog Whistle:** With this whistle, the Ghostbuster obtains a +1 dice bonus to his Cool Trait or Handle Animal Talent rolls when trying to calm or train any dog whether it is living or dead. This whistle can also work on other canines such as wolves, foxes, jackals, coyotes, etc. Cost: \$1
- **Dynamite:** While ordinary explosives have no affect on ghosts, it can be used to break through most solid barriers and debris. This bomb can cause -2 points of damage to all non-ghost targets within a 10 cubic-foot blast radius. Don't use it in a building because it can cause up to \$10,000 of damage. Cost: \$20 each stick.
- **Ghost Trap (Advanced):** This ghost trap works like any ordinary ghost trap, but if it is used on a Ghost with a Power Level of 1, then the ghost trap will automatically capture the ghost regardless of how much Ectopresence it has. The ghost still has to be lured over the trap, however. Cost: \$500
- **Hazmat Suit:** A Ghostbuster can wear this suit to give himself immunity to dangerous chemicals, fire, radiation, and a ghost's slime attack (See page 28 in the Ghostbusters Operations Manuel). However, the suit hinders movement, causing a -1 dice penalty to Moves Trait rolls that involve agility, using a weapon, or driving a vehicle. This suit does not work underwater. Cost: \$1,000
- **Helicopter:** This helicopter can be very useful when you're trying to chase down ghosts in the air or to quickly cross the city. Helicopters can only carry a maximum of two passengers and three pieces of equipment (at least one of which should be a parachute). Flying a helicopter requires a Moves Trait or Pilot Helicopter Talent. Cost: \$15,000
- **Holy Water:** When thrown or poured upon any creature that is demonic in nature (i.e. originated from Hell or a similar environment), the creature will automatically sustain 2 points of damage. Cost: \$2
- **Invisibility Suit:** Imagine disappearing like a ghost in front of a ghost. With this full body suit, a Ghostbuster can create an energy field around himself that changes his light absorption and reflection to a spectrum ghosts can't see, making himself invisible to ghosts, but not to any living creatures. The suit can't turn any equipment he's holding invisible and the suit doesn't prevent him from being detectable by other means such as hearing, touch, smell, etc. Cost: \$10,000
- **Invisibility Suit, Advanced:** Works like a regular invisibility suit, except the wearer is invisible to everyone whether living or dead. Cost: \$20,000
- **Motorcycle:** Much more maneuverable and faster than the bulky Ecto-1, this vehicle is very useful to those who want to travel quickly around town and into places a car can't fit. It can only hold two passengers and up to three pieces of equipment. Cost: \$5,000

- **Net Launcher:** This portable device can shoot a net that (with a successful hit) can entangle any solid target no larger than 5 cubic feet in size. Breaking free of the net requires a Muscle roll (difficulty: 15). The net launcher only holds one shot and requires 30 seconds to reload. Cost: \$50
- **Neutrons Blade:** The neutrons blade works similar to the proton pack except instead of blasting out a charged particle beam, it instead creates a blade of energy along a two-foot rod, turning a proton pack into a short-range weapon that can be used like a sword. When used in combat, the Ghostbuster gets a +4 bonus dice to her attack rolls. Regular proton packs are still needed to force the ghost into a ghost trap. Cost: \$300
- **Nightvision Goggles:** While wearing the goggles, a Ghostbuster can see clearly in the dark from up to 60 feet away. Cost: \$50
- **Proton Grenade:** This grenade can be thrown wherever the Ghostbuster desires (no need to roll an attack), detonating a flame of proton particles that can cause -1 point of damage to all within a 10 cubic-foot blast radius, whether they be ghost or not. Don't use it in a building because it can cause up to \$10,000 of damage. Cost: \$100 each grenade
- **Smoke Bomb:** This bomb creates a cloud of smoke 20 cubic feet in size. All within the cloud get a -2 dice penalty when attempting tasks that require vision, but those who are trying to run away get a +2 dice bonus to their Moves Traits or Run Talent rolls. Cost: \$20 each
- **Space Suit:** Traveling into outer space is rarely a necessity to the Ghostbusters. However, if there is a time you need to use interstellar travel, these suits can allow a Ghostbuster to survive in the vacuum of outer space and comes equipped with booster rockets for space flight. Cost: \$10,000
- **Teleport Plate:** Each 3 feet by 3 feet plate is square shaped and comes with built-in controls on the floor. Once a plate has been linked with at least one other plate (manually set up beforehand), anyone that steps on the plate will automatically teleport to the other plate. This high tech piece of equipment can allow a Ghostbuster (or any other human-sized or smaller being) to instantly teleport long distances. A plate can be linked to more than one plate and the user can manually switch between plates with the controls. The plates can also be set up beforehand with a password to prevent unwanted use. Cost: \$20,000 each
- **Temporal Trap:** This device consists of a black disk 3 feet in diameter with three inward curving pylons at its edge like the claws of a beast passing through the floor. If a ghost were to pass within 10 feet over this device, the ghost will be automatically trapped into a cyclone of negative particles moving so fast around its target that it actually slows down time, causing the ghost to be frozen in place for 5 minutes. This trap can only hold one ghost at a time. The fast moving negative particles can counteract the effects of proton packs. As such, ghosts in the trap cannot be harmed and cannot be sucked into a ghost trap. Cost: \$5,000
- **Video Games:** Everyone needs to unwind with some video games, and there's a number of ways you can enjoy them. Playing a video game requires a Moves Trait or Play Video Games Talent roll. Cost: arcade cabinet \$100, 64-bit or lower game console \$150, more advanced game consoles \$400, games for consoles \$50.

Using Trained Animals

Having a trained animal at your side can be a very useful tool since not only can animals contribute their own skills to the team, but they can be trained to provide aid, carry equipment, or participate in combat. Controlling any animal requires a Cool Trait or Handle Animal Talent and the Ghostbuster can train the animal to do any of the following commands.

- Attack: Difficulty 15
- Carry: Difficulty 10 (animals as small as a dog can only carry one piece of equipment. Animals as large as a horse can carry three pieces of equipment. To carry equipment, all animals need saddlebags or similar harnesses.)
- Come: Difficulty 10
- Defend or Guard: Difficulty 15 (an animal can guard or defend any one person, object, or place.)
- Fetch: Difficulty 10
- Find: Difficulty 10 (Animals with keen senses can detect the presence and location of any animal, person, chemical, food, and [of course] ghosts, but cannot give further information about what they find.)
- Follow: Difficulty 10
- Perform a Trick: Difficulty 10
- Pull/Push: Difficulty 10
- Stay: Difficulty 10
- Track by Smell: Difficulty 15 (can only be used on animals with keen senses)
- Withdraw: Difficulty 10

Owning a pet adds an additional \$100 to the Ghostbuster's monthly expenses and other charges like medical care cost the same for a pet as it does for a Ghostbuster.

The animal receives 8 points that are divided up between the animal's Traits (minimum of 1 and a maximum of 5 to start) as well as 10 brownie points. The Ghostbuster must also pick the animal's Talents (starting off with points 2 each) and one goal, which include the following:

- Brain Talents: Guess, Open Cages, Break into Cabinets, Hunting, Identify Prey, and Identify Psychic Phenomena.
- Muscle Talents: Brawl, Break Things, Climb, Dig Holes, Gobble Food, Grapple, Jump, Run, and Swim.
- Move Talents: Balance, Catch, Dodge, Hide, Listen, See, Sneak, and Sniff.
- Cool Talents: Annoy Onlooker, Communicate Desires to Humans, Intimidate, Lead Pack/Herd, Look Cute, and Win Dog Show.
- Goals: Serving humanity, lounge all day, play all day, eat a big meal, earn some new toys, win contests, master new tricks, and survive in the wild.

Play Mats

In any pen and paper RPG, it's common to play on a square grid to represent the terrain as well as with miniature figures to represent characters and their position. There exist reusable play mats and dungeons tiles, which can be bought from game shops as well as online, or you could draw a play mat on graph paper. However, with the game's loose rules, it is possible to play without a mat or miniatures and just leave all the action to the imagination of the players. You may have to use a map and tokens to remind the players where they are in a city or in a building or to remind them how far away they are standing to a ghost, but otherwise, playing without a mat is possible. Although, using a play mat is a useful way of showing how an action takes place and it could potentially be used to allow players to take advantage of the terrain in the following ways.

- Measurements: With a grid, each space traditionally represents 5 square feet. This is useful for determining character speed and distance between targets.
- Cover: When anyone is standing behind a cover large enough to hide him, the character cannot be seen or hit with any attacks unless the opponent can blast through the cover (with dynamite, etc.). However, this also means that the hiding character cannot attack through the cover either. If the character wishes to attack, he can partially step out from behind the cover or find smaller forms of cover, that way he can still attack and get partial protection. Any attack roll on a character with partial covering gets a -2 dice penalty.
- Movement: The following chart indicates how fast a human or a ghost can move in one round or approximately 5 seconds in game.
 - Base movement: 30 feet (6 spaces). Pertains to land and air travel.
 - Base movement while carrying heavy loads: 15 feet (3 spaces)
 - Swimming speed: 20 (4 spaces) for humans and 30 feet (6 spaces) for creatures who can naturally swim (the ghost of a dolphin, etc.).
 - Base movement in a car or plane: 90 feet (18 spaces)
- Running and Chasing: A character who is not carrying too much equipment can chase down a fleeing opponent or reach a target (exit, item, car, etc.) within 60 feet (12 spaces) away and within one round so long as he managed to make a successful Muscles Trait or Run Talent roll. When chasing down a fleeing opponent, both the chaser and the opponent must make a roll. If the chaser wins, then he catches up to the fleeing opponent. If the opponent wins, then he escapes. In the event of trying to run toward a goal (Difficulty 5 + 1 per space), if the runner wins, then he gets to the goal. If he fails, then he falls short by 5 feet x 2 dice rolls, though he can still keep running the rest of the way by the next round.
- Rough Terrain: There should also be markers either separately placed or drawn on the mat to indicate rough terrain such as areas with tall grass, covered in loose debris, etc. Walking over such land reduces base speed to 15 feet per round and causes a -2 penalty to any rolls that involve running or acrobatics.
- Sneak Attack: Using the Moves Trait or Stealth Talent roll, a Ghostbuster or ghost can sneak up upon a target so long as they come up from behind. The standard Difficulty is 15 although it can be lowered to 10 if there are loud background noises or raised to 20 when sneaking over rough terrain.

RULES FOR GHOSTMASTERS

Measuring Time

On page 25 of the Ghostbusters Operations Manuel, it offers some rules concerning measurements of time but it's not helpful. Granted, time is usually not something a Ghostmaster has to worry about, but on occasion, the Ghostbusters or the Ghostmaster might need to know how long until a ghost can use an attack again or sometimes there's a time limit such as stopping some occultists from summoning Azathoth before midnight. With that in mind, a Ghostmaster may need to quickly estimate how long a task takes by rolling a set number of dice and multiplying by 1 minute, 1 hour, etc. See the table below for details:

- Immediate Tasks: 2 dice x 1 second. Example: fire proton pack, open a locked door, pull a switch, walk across a room, etc.
- Short and Simple Tasks: 5 dice x 1 minute. Example: cooking a meal, cleaning a closet, picking a lock, reading a chapter in a book, fixing a broken PKE, etc.
- Long and Simple Tasks: 1 die x 1 hour. Example: cooking several meals, cleaning the entire headquarters, fixing a complex machine, performing a magic ritual, etc.
- Highly Complex Tasks: 2 dice x 1 day. Example: building a motored machine, solving a complicated puzzle, writing a novel, etc.
- Extensive Projects: 3 dice x 1 week. Example: building a ship or a house, repairing a demolished motor vehicle, etc.
- Traveling in the Ecto-1: 1 die per mile x 1 minute
- Combat: 1 die per combatant x 1 minute

Ritual Magic

On page 27 of the Ghostbusters Operations Manuel, it mentions that a ghost's ectopresence can be brought down with rituals and magic but provides no guidelines on how such magic works. That's why you have me to help you.

First of all, to use any kind of ritual magic, the Ghostbusters must have access to the following:

- A book on occultism (The Big Book of Occult Lore, Spates Catalog of Nameless Horrors, Tobin Spirit Guide, Roylance Guide to Secret Societies and Sects, or The Ghostbuster Handbook at the Ghostmaster's discretion)
- At least two people to participate in the ritual. The Ghostmaster can require more participants, possibly one participant per Power level of the ghost.
- Various tools to channel energy (crystal balls, dowsing rods, wands, athames, etc.). The Ghostmaster can designate specific tools and items such as items a ghost had in life, holy symbols from a specific religion, a Ouija board, items associated with the ghost's profession or powers, etc.
- A private and safe place to perform the ritual.
- And knowledge of the right time and place required to perform the ritual. This last part is not required, but the Ghostmaster has the option to require that the ritual be

held in a certain place, at a certain time, or under certain conditions. This is especially useful during exorcisms and summons because a ghost may be stronger or weaker in response to certain circumstances or can only be summoned in places familiar to it. The alignment of the stars and planets can also have an impact on rituals.

Whoever is leading the ritual must make a Brains Trait or Occult Talent roll in order to successfully perform the ritual. The difficulty varies depending on the Power level of the ghost: 1 Power level: 5, 2-3 Power level: 10, 4-7 Power level: 15, 8-11 Power level: 20, 12-15 Power level: 25, 16-19 Power level: 30, 20 or higher Power level: 35.

Exorcism: Reduce a ghost's ectopresence to 0. Once the ritual has taken affect, the ghost can still regain extopresence like normal. If the ghost was inside the body of a person, then the ghost is forced out and unable to possess another person for at least an hour.

Séance: Contact any ghost from the afterlife. If the ghost is intelligent enough to speak, the Ghostbusters can ask the ghost questions and the ghost can respond to the best of its ability. A séance typically needs some kind of divination tool to allow the ghost to make contact, often a Ouija board, a crystal ball, etc.

Summon: Cause a ghost to appear within a summoning circle. Once summoned the ghost is free to go wherever it pleases and it is under no obligation to obey the will of the summoner.

Edits to Existing Ghost Special Abilities

Here are some changes to ghost special abilities from the books.

Animate: All animated objects should have brownie points and Traits equal to the Power Level of the ghost. Also, as a restraint to keep the game fair, a ghost can only animate one object at a time and it can only animate a maximum of 1 object per Power Level. To animate any more objects, the ghost must release its influence on at least one other animated object. (Ghostbusters Operations Manual, Page 29)

Murphy: My biggest complaint about this attack is that the difficulty is based on how likely an object is to break. Of course, that doesn't seem like a very concrete basis of comparison because one, there's no way to know if a piece of equipment is unreliable unless it was established that way beforehand and two, there's no reason for the Ghostbusters to be carrying around faulty equipment anyway. I think it would be much fairer and provide the Ghostmaster with a guide to work off if there were a clearly defined list of difficulties and outcomes. (Ghostbusters Operations Manual, Page 29)

- Aura video analyzer breaks, causing the screen to go black. (Difficulty: 10)
- Bullhorn lets out loud incoherent screeches when used. (Difficulty: 10)
- Camera/video camera can't take a picture or record images. (Difficulty: 15)
- Car's engine stops running. (Difficulty: 25)
- Car's breaks don't work. (Difficulty: 20)

- Car's doors won't open. (Difficulty: 10)
- Car's heater and A/C won't work. (Difficulty: 5)
- Ecto-visor goes on the fritz. (Difficulty: 15)
- Geiger counter gives incomplete readings. (Difficulty: 15)
- Geiger counter breaks and picks up no readings. (Difficulty: 20.)
- Ghost trap does not open. (Difficulty: 15)
- Ladder breaks or falls over. (Difficulty: 10)
- Light bulb burns out. (Difficulty: 5)
- Parachute fails to open or breaks. (Difficulty: 15)
- PKE meter gives incomplete readings. (Difficulty: 15)
- PKE meter breaks and picks up no readings. (Difficulty: 20)
- Protection grid goes on the fritz and can't store any more ghosts. (If the ghost wins its roll and rolls a Ghost, then all of the ghosts are released from the protection grid) (Difficulty: 30)
- Proton pack/range weapon misfires, causing -1 dice penalty to attack rolls. (Difficulty: 10)
- Proton pack/range weapon jams or malfunctions and doesn't fire. (Difficulty: 20)
- Tool breaks and is unusable. (Difficulty: 10)
- Rope breaks in half. (Difficulty: 10)
- Walkie-talkies no longer work. (Difficulty: 5)

In the event that a ghost wins the roll and rolls a Ghost, one possible scenario is the difficulty to fix the item is increased by +5. In the event the ghost fails the roll but manages to roll a Ghost, one possible scenario is the difficulty to use the item is increased by +5 the next time it is used.

Summon Pests: The game needs better guidelines as to what each type of pest can do, how difficult it is to summon, and brownie points so Ghostbusters can fight it. A ghost can only summon one creature or swarm at a time. It can control one summon per Power Level at a time. Once a summoned creature loses all of its brownie points, it automatically disappears. Each summon cannot be further than 1 mile per Power Level from its summoner or else it will disappear. (Ghostbusters Operations Manual, Page 29)

- **Small Animals:** The ghost can summon any swarms or groups of animals whether they are bugs, birds, cats, dogs, fish, etc. These swarms cannot inflict any harm upon a Ghostbuster, but when a Ghostbuster tries to run, swim, or fly through them, the Ghostbuster gets a -1 dice penalty when passing through it. The swarm can also be used to manipulate the physical world so long as it is possible for an animal to do the task. To fight a swarm, a Ghostbuster needs to use weapons that can affect an area such as acids, explosives, poisons, fire, etc.
 - Difficulty: 5 per five square feet swarm
 - Stats to all Trait: 1
 - Brownie Points: 1
- **Large Animals:** Animals can physically attack a Ghostbuster, causing harm like any ordinary solid creature. They can also manipulate solid objects so long as it is possible for an animal to do the task.

- Difficulty: 10 per creature
- Stats to all Trait: 2
- Brownie Points: 2
- **Humans:** Any kind of summoned human cannot cause harm, but it can cause a -1 dice penalty to one kind of Trait depending on the person summoned. Example: loud and annoying mothers or kids can cause penalties to Brain Trait rolls, an aggressive lawyer can cause penalties to Cool Trait rolls, etc. Humans can also help in other ways such as physically grappling Ghostbusters, move solid objects, etc. They can also do tasks that are too complex or difficult for an animal summon such as open doors, operate a computer, drive a car, etc.
 - Difficulty: 15 per creature
 - Stats to all Trait: 3
 - Brownie Points: 3
- **Undead:** A ghost can summon various corporeal undead creatures such as zombies, skeletons, vampires, mummies, etc. These creatures can inflict physical harm to a Ghostbuster, manipulate physical objects, and perform tasks that are impossible for animals.
 - Difficulty: 20 per creature
 - Stats to all Trait: 4
 - Brownie Points: 4

New Ghost Special Abilities

On pages 28-29 of the Ghostbusters Operations Manuel, there are listed 12 ghost special abilities. However, if you're looking for something new, I've come up with 6 more you can try. To pick a special ability randomly, roll one dice and see the chart below.

1. Bilocation
2. Ectoplasm
3. Ghost Light
4. Pyrokinesis
5. Recovery
6. Teleportation

Bilocation: Some ghosts have the power to bend space and time to allow themselves to appear in two places at once. While bilocating, a ghost can attack and/or perform a task at the same time and in two locations. Both the duplicate and the original are one and the same so they act like one another and have the same abilities and Power Level. There are two major limits to this ability, however. First of all, the two ghosts cannot be further apart than 5 feet per Power Level. Example: two bilocating ghosts with 1 Power Level can't be further than 5 feet apart, ghosts with 2 Power levels can't be further than 10 feet apart, etc. If one of ghosts were to overstep its limits, it automatically disappears. The second limit is that the ghosts share the same reserve of ectopresence so it will go down like normal no matter which one is hit. If one ghost were to be sucked into a ghost trap, the other will disappear.

Ectoplasm: The ghost can create and manipulate a viscous slime called ectoplasm to create various solid, liquid, or gaseous objects, whether it be a wall, a cage, a puddle, a cloud, etc. Something as small as a pebble can have a difficulty of 5, but objects as large as buildings can have a difficulty of 50. Breaking ectoplasm requires a Muscle roll against the ghost's Power Level. If the ghost also has the Animate ability, it can bring its creations to life. If it has the Possess ability, it can create an ectoplasmic duplicate of itself (Difficulty 15) and take possession of the ecto body and act inside the body as a solid creature just like with the Materialize ability. (Ghostbusters Operations Manual, Pages 28-29)

Ghost Light: This is a simplistic kind of attack that involves lighting up an area with the ghost's internal energy. Normally, the attack is harmless. However, every time the ghost uses it, it rolls one Ghost die. If it rolls a Ghost, then the ghost deals 1 point of damage to all within 5 feet away. This is a power most common with Class I and Class II ghosts (Reference File C, Page 2).

Pyrokinesis: The ghost can throw fireballs as a range weapon, setting fires to flammable areas. When hit with a fireball, a Ghostbuster must make a Moves Trait roll (Difficulty 5) or else catch on fire and sustain 1 additional brownie point loss every 10 seconds she burns. (If the ghost lands a hit and rolls a Ghost, then the Ghostbuster catches on fire immediately) Putting out the fire requires another Moves Trait roll. If a Ghostbuster wins her Moves Trait roll but also rolls a Ghost, then she will successfully put out the flames but the flames damaged her cloths and she must pay for a new outfit. If a Ghostbuster loses her Moves Trait roll and rolls a Ghost, then she sustains severe burns and must go to the hospital for a few weeks to get treatment for her injuries.

Recovery: During a round, a ghost can try to heal 1 point of its ectopresence by rolling its Power Level dice (Difficulty: 15). If it manages to roll a 30, it gains 2 points to its ectopresence, roll a 45 gives it 3 points, etc. Using this power requires its full concentration. When using this power, it cannot take any other actions on its turn. If it rolls a Ghost, then it heals 1 additional ectopresence point on a successful roll, and on a failed roll, it is allowed one reroll on the same turn.

Teleportation: A ghost can instantaneously disappear and reappear in any location. The ghost must first choose exactly where it wishes to teleport and then roll its Power Level roll. The difficulty is dependent on how far it is teleporting:

- 0-5 feet: 5
- 6-10 feet: 10
- 11-30 feet: 15
- 31-50 feet: 20
- 51-80 feet: 25

Once attempted, the ghost must wait a minute before attempting to teleport again unless it rolled a Ghost, in which case the ghost can try again shortly there afterward.

Brownie Points for Non-Player Characters

A complaint from CR that I agree with is that there are no hit points for non-ghost characters, which is weird because you'd think that there might come an instance when a Ghostbuster or a ghost might have to fight a civilian, an occultist, a mobster, a wizard, or a monster at some point, especially since they are listed in the game (Ghostbusters Operations Manual, Pages 54-62). It's like what Spooky said during one of his Counter Monkey videos, "If you stat it, they will kill it." On page 25 of the Ghostbusters Operations Manual, it offers an awfully vague description of how NPC's can survive harm (by giving the Ghostmaster a pool of 1,000,000 brownie points) but I think it makes more sense to treat non-ghost characters as Ghostbusters by allowing them to have their own brownie points, which they use to resist damage or they can spend their points to enhance their dice rolls. When they run out of brownie points, they can either go to the hospital or die just like Ghostbusters. For existing characters in the book, I'd recommend giving them the brownie point totals listed below for easy convenience. All characters were found in the Ghostbusters Operations Manual.

- **Al "Stonewall" Greenacres's brownie points:** 6 (Page 11)
- **Alice Tolliver's brownie points:** 13 (Page 12)
- **Amarillis O'Hara's brownie points:** 18 (Page 11)
- **Bosco the Gungel's brownie points:** 20 (Page 57)
- **Bottlecap Eddy's brownie points:** 5 (Page 56)
- **Captain Wjszklzsk's brownie points:** 17 (Page 58)
- **Carlos Martinez's brownie points:** 5 (Page 55)
- **Carlton's brownie points:** 5 (Page 55)
- **Conrad's brownie points:** 5 (Page 54)
- **Cookie's brownie points:** 10 (Page 58). His pet monkey has 5 brownie points, Brains: 2 (Open Cage Talent: 1), Cool: 1 (Annoy Onlooker Talent: 2), Moves: 2 (Climb Talent: 3), Muscles: 1 (Crack Open Nuts and Fruit Talent: 3).
- **Crusader Koalas's brownie points:** 50 (Pages 60-61)
- **Dirk Pinchpenny's brownie points:** 17 (Page 60)
- **Doctor Hunter Panama's brownie points:** 14 (Page 15)
- **Doctor Joseph Trustworthy's brownie points:** 9 (Page 60)
- **Doctor Jurgen Frankenfurter's brownie points:** 25 (Page 57)
- **Doctor Martin's brownie points:** 20 (Page 60)
- **Don "The Connector" Davidson's brownie points:** 5 (Page 14)
- **Elaine Rosenberg's brownie points:** 5 (Page 55)
- **Ernesto's brownie points:** 10 (Page 57)
- **Ernie Mellon's brownie points:** 10 (Page 54)
- **Father Luigi's brownie points:** 16 (Page 56)
- **Frank Armstrong's brownie points:** 20 (Page 58)
- **Freaky Nic's brownie points:** 20 (Page 56)
- **Garboid's brownie points:** 7 (Page 20)
- **George Smith and Mike Jones's brownie points:** 15 each (Page 54)
- **Ginger Gasheart's brownie points:** 5 (Page 11)
- **Groaan's brownie points:** 30 (Page 59)

- **Harry Mortain's brownie points: 10 (Page 57)**
- **Heinrich Reich's brownie points: 15 (Page 60)**
- **Herculanum Moonwater's brownie points: 20 (Page 55)**
- **Igor's brownie points: 10 (Page 58)**
- **Jake Westtree's brownie points: 25 (Page 54)**
- **Jaster Mollyfuddle's brownie points: 10 (Page 59)**
- **Jeff Stark's brownie points: 5 (Page 59)**
- **Jerome Robert Carson's brownie points: 10 (Page 5)**
- **Jerry di Lucca's brownie points: 9 (Page 56)**
- **Jessica Newman's brownie points: 10 (Page 58)**
- **John Gluteus's brownie points: 10 (Page 60)**
- **John MacClannahan's brownie points: 15 (Page 54)**
- **John Martin's brownie points: 6 (Page 57)**
- **Lawyer Bob's brownie points: 5 (Page 57)**
- **Little Paulie the Brain's brownie points: 18 (Page 56)**
- **Madame Rosa's brownie points: 16 (Page 59)**
- **Mama Stella's brownie points: 12 (Page 56)**
- **Mara of Mali's brownie points: 10 (Page 59)**
- **Margaret Jerson's brownie points: 6 (Page 55)**
- **Margaret Mipsky's brownie points: 17 (Page 57)**
- **Margaret O'Malley's brownie points: 20 (Page 59)**
- **Maria Pogoni and her kids' brownie points: 5 each (Page 15)**
- **Mark Gilliam's brownie points: 15 (Page 59)**
- **Mbwana Mobuto's brownie points: 10 (Page 58)**
- **Mean Vic's brownie points: 15 (Page 56)**
- **Melissa Malibu's brownie points: 13 (Page 60)**
- **Mimi Marrick's brownie points: 5 (Page 56)**
- **Moonstar Molly's brownie points: 15 (Page 59)**
- **Mortimer Lloyd's brownie points: 15 (Page 58)**
- **Philip Jester's brownie points: 15 (Page 57)**
- **Professor Elias Jefferson Entwistle's brownie points: 25 (Page 61)**
- **Professor Mipsky's brownie points: 10 (Page 57)**
- **Papa Joe's brownie points: 25 (Page 56)**
- **Richard P. Mulberry's brownie points: 10 (Page 57)**
- **Ronny Napolitano's brownie points: 18 (Page 60)**
- **Rosy's brownie points: 15 (Page 55)**
- **Sam McGee's brownie points: 5 (Page 58)**
- **Scooter MacBurnie's brownie points: 10 (Page 54)**
- **Sexy Lucia's brownie points: 15 (Page 56)**
- **Sirena LaCoque's brownie points: 5 (Page 14)**
- **Stanford Kovachek's brownie points: 19 (Page 20)**
- **The Incredible Morgenstern's brownie points: 5 (Page 59)**
- **Thomas Q. Fenstermacher's brownie points: 17 (Page 57)**

- **Time Patrol's brownie points:** 25 each (Page 61)
- **Truly Incomprehensible Alien's brownie points:** 40 (Page 61)
- **Wanda's brownie points:** 17 (Page 55)
- **Zolatu's brownie points:** 25 (Page 58)
- **Vito "Gorilla Face" Langostino's brownie points:** 10 (Page 13)

Turning a Character into a Ghost

What if during a campaign, an innocent bystander were to be accidentally blown up by a gas can detonated by a proton pack and the civilian decides to come back as a ghost to get revenge on the Ghostbusters. Or what if a Ghostbuster died and came back as a ghost to haunt his former comrades. In any RPG, there's always a risk of player characters or non-player character getting themselves killed, but in the world of Ghostbusters, there's always a chance they could come back as ghosts. When a Ghostmaster wants a character to come back from the grave, the character doesn't retain any of the traits or talents he or she had in life and is instead given special abilities, a power level, and ectopresence. Below is a list of guidelines to determine how a character's stats can be converted to that of a ghost's stats.

- Power Level: To determine power level, add up all of the character's Traits and Talents scores together. If the character has a total of 24 points or less, then the ghost's power level is 1. However, for every 3 levels over 24, the ghost gains another level in its power level: 27-29 means a power level of 2, 30-32 means a power level of 3, 33-35 means a power level of 4, etc.
- Special Abilities: A ghost can only have one special ability per power level. The ghost can obtain any abilities listed in the Ghostbuster's Operations Manuel, listed in this house rules guide, or (with the Ghostmaster's permission) make up his or her own abilities.
- Ectopresence: When a character dies, the Ghostmaster looks up the brownie points he had at the start of his last campaign and for every 5 brownie points he had, that will be the number of ectopresence the ghost will have (at a minimum of 1): 1-9 brownie points becomes an ectopresence of 1, 10-14 brownie points becomes an ectopresence of 2, 15-19 brownie points becomes an ectopresence 3, 20-24 brownie points becomes an ectopresence of 4, etc.
- Goals: While most ghosts can have the same goals they had in life, however, in death, priorities can change, so a ghost can have a new goal in death.

The Ghostmaster is not required to follow these rules strictly. If a higher number is warranted, then the Ghostmaster can opt to add a higher ectopresence or power level as needed.

A human can only become a Class III or Class IV ghost (the latter of which would be more common, especial if used as the character for a player) while ghosts of animals and supernatural monsters become Class VI ghosts (Ghostbusters Reference Files C, Pages 2-3).

Leveling Up a Ghost

If there are players that are playing as ghosts or if there are recurring ghosts, the Ghostmaster can decide to allow the option for a ghost to earn brownie points whenever they meet their goal or do exceptionally well in a campaign (Ghostbusters Training Manuel, pages 7-8). A ghost can neither use these brownie points as hit points like Ghostbusters can (that's what ectopresence is for) nor can they spend the brownie points to enhance their dice rolls. However, the brownie points can be spent to enhance the ghost's Power Level or maximum allotment of ectopresence. You can see the price of such upgrades below:

- Power Level: 120 brownie points for one level.
- Ectopresence: 15 brownie points for one ectopresence.

Now, you're probably wondering why it costs so much more to level up a ghost's power level as opposed to traits or talents. The answer is it is simply a matter of balance. A Ghostbuster has four Traits and four Talents. That is a total of eight different scores for different purposes. However, a ghost has all eight of those scores condensed into one score that services for all of them. Also, while Ghostbusters only regain brownie points after a successful campaign and can also lose brownie points through misfortune and injury, ghosts can only lose brownie points when they fail to meet their goals or spectacularly fail a campaign. As such, it is only fair that the leveling up process would be more expensive to a ghost. Every time a ghost gains a power level, the ghost should obtain a new ghost special ability as well at the Ghostmaster's discretion.

All ghosts start off with 0 brownie points and cannot lose any more points below 0.

Allowing the Players to Play as Ghosts

There comes a time when a knight may want to know what's it like to be a dragon or a cop may want to know what's it like to be a thief. In a similar case, a player may want to try their hands at playing a ghost. It's not inconceivable. Not all ghosts are hostile to human beings, and there are some who may even be valuable allies to the Ghostbusters or become an official member of the team. For example: if a Ghostbuster dies on the job, he or she may come back as a ghost and rejoin the team. It's also possible for the players to do a complete role reversal with the players playing as ghosts battling against Ghostbusters controlled and created by the Ghostmaster. There are advantages to playing as a ghost such as benefiting from rolling a Ghost, using ghost powers, having the ability to physically interact with ghosts, and having the abilities of a ghost. However, there are disadvantages to playing as a ghost that the Ghostmaster and the players should be aware of:

- Ghosts cannot obtain any kind of physical wealth or property of their own except maybe an abandoned haunted house. If there are any deserted structures or buildings in the town your campaign is set in (whether it be natural or man-made), then the Ghostmaster can allow the ghost to pick that place as its favored haunting grounds. Otherwise, a ghost cannot pick up a paycheck or have any kind of bank account to store the money.
- Ghosts can't use equipment unless it has the Materialize special ability (Ghostbusters Operations Manual, Page 28).

- Ghosts cannot be killed (removing any jeopardy of loss or defeat) unless battling ghosts or humans that also have the ability to catch ghosts.
- And people will naturally be afraid of the ghost and may have distrust of the Ghostbusters as a whole for having a ghost among their ranks.

If you do decide to play as a ghost, then the ghost the player plays as should either be a Class IV, Class V, or Class VI. Any ghost who was a Ghostbuster in life should be considered a Class IV. Class I and Class II ghost are too weak to be of any use. Class III ghosts are too impractical because of the fact that it would be impossible for the Ghostbusters to work with a ghost if they don't know who the ghost is. And Class VII ghosts are too powerful and they're usually malicious toward the living anyway (Ghostbusters Reference Files C, Pages 2-3).