

GH**OST**STBUSTERS



Ragnarok-A-Bye Baby

An adventure for 4-6 'Busters
Gamicon Omega 2014

INITIAL SET-UP:

If you are playing this adventure with the original Ghostbusters from the RPG box set or 'Busters you've generated for your home games, go nuts and skip over this boring, meandering text and straight to the jiffy-keen adventure awaiting.

If you don't have pre-made characters or if you're planning this at a convention, you're in luck! A bunch of pre-generated 'Busters await you at the back of this manuscript! Print them out, cut them out, and pass them out. Each of the pre-gens also has a bit of descriptive text ("You remind people of..."). This is to help those players who really don't have a good idea for a character to visualize a personality for their 'Buster. They are free to come up with their own personality if they wish. The pre-gens don't have names or franchises listed either so players can use their own names or come up with something clever like "Skippy Gildersneeze" or whatever.

If you're running this at a convention in a short timeslot, each player starts with 10 Brownie Points rather than the customary 20. (With 20 BP, I've found the players are spending them left and right, and nothing is a challenge in a 4-hour timeframe. Giving them 10 makes them consider whether they should spend them early or hoard them until The Big Finish.) Keep in mind that, if they run out of BPs, they can subtract a point from any ability (with the matching missing point from the skill) and receive 10 extra BP.

Finally, none of the pre-gens have equipment. You can either dole out the equipment cards found in the original boxed set, or you can give the players the following:

First up, everyone gets a proton pack and one ghost trap (it's assumed they're gonna be blasting and trapping a lot).

And GB Corporate has allotted the following additional equipment: 2 PKE meters, 2 sets of ecto-goggles, and 2 portable eReader tablets with the full contents of *Tobin's Spirit Guide*, *Spate's Catalog of Nameless Horrors*, and *The Big Book of Things That Go Bump in the Night – 5th edition*. Let the players figure out who can use what and who gets what. Anything else they want, ie, flashlights, smartphones, alpine climbing gear, etc. is expected to be in their vehicle for easy access. (Unless it's outrageous or esoteric, just assume they have any commonly found gear at hand.)

Once you have them outfitted, it's time to play. Keep in mind that this adventure takes place in Iowa City (tailored for the convention it was initially run at). You can place this adventure anywhere you'd like, but you will need a biggerish body of water for the opening scene (and the ending scene!), so a river, lake, pond, or reservoir would work just as nicely.

One additional note: Until the players get to the Wee Tots Nursery School, be sure to "bang the gong" with an ear-shattering, earth-shaking THOOM-THOOM-THOOM whenever the action slows a bit. For each "THOOM", roll the Ghost die. If a Ghost pops up, be sure to have a building collapse, the earth crack open, lightning strike close by, a new Norse creature turn up to raise Hell, etc. After all, the world is ending with each THOOM, so give them a disaster movie to race through as they try to save the Earth!

OK, enough blather: Let's get bustin'!

**SCENE 1:
“HELLO SAILOR”**

***** You are members of a small Ghostbusters franchise based in Iowa City. Unlike those franchises based in New York and New Orleans, most of the action here has been minimal. Nothing more than Class 1 spooks and spirits, “ZAP ZAP, into the trap”-type work. (You think that maybe if the town changed its name to NEW Iowa City, the action would pick up...) On this balmy July morning, you’re engaged in a lively debate on “Samantha versus Jeannie: Who Would Win In A Sorcerers’ Duel?” (get their opinions) At 9 a.m. sharp, the ground shakes violently as an echoing THOOM THOOM THOOM thunders through the air. As you pick yourselves off the ground, gather your wits, and lunge for your PKE meters to determine what the heck that was, the phone begins to ring. The one nearest to the phone races over to take the call.*****

Start making phone-ringing noises as you stare at the person closest to the GM. Once they get a clue and pick up the phone, they hear:

***** “Ghostbusters? My name is Steven Fields and I live over here on W. Benton Street, near the Benton Street Bridge. Uh...I think I see dead guys – zombies, you know? – coming out of the river, crawling up onto the banks! I know they ain’t ghosts, but you gotta come quick!” *****

Allow the ‘Busters to gather their equipment and ask a few questions. If they use their PKE meters to check for readings regarding the THOOMing, they’ll see three massive PKE spikes were registered, but no definite direction or classification. Right now, the important thing is for them to head over to the Benton Street Bridge as quickly as possible. (The Iowa City GB Franchise wasn’t able to afford a hearse for their own Ecto-1. Instead, they have a tricked-out psychedelic VW bus they’ve dubbed “Ecto-1960.”) Find out who’s driving and head to the scene!

(If the GM is feeling “frisky”, have a series of three THOOMs erupt during the trip. Have the

driver make a MOVES roll of 10 to keep Ecto-1960 on the road. If a Ghost pops up, the road cracks in front of the van!)

When they arrive, mention that the temperature has dropped considerably and everyone can see their breath on the air. The sky is clouding over and snowflakes begin to drift down...

On the street wandering around are 3 waterlogged corpses that must’ve come from the river. Each of them is dressed in furs and leather, wearing horned helmets. They are armed with swords, clubs, and shields. And they all angrily shout in an accent that sound vaguely like the Muppet’s Swedish Chef. (“Yeer sholden flurgen farfennoogen!”) PKE readings show them as “Class 2 Free-Roaming Animated Undead”. A BRAINS roll of 15 will identify the language as ancient Norse. The word “RAGNAROK” is specifically heard if the BRAINS roll is made. If a BRAINS roll of 20 is made, the listener can vaguely translate some words to get an idea that they’re shouting, “The end of the world is nigh!” “Prepare for the end!” etc.

Enough yammering. The players are probably ready to start shooting. Which is fine, cause the ancient Viking zombies are ready to fight, as they charge. (They’re pretty slow, so a MOVES of 10 will hit ‘em.) After the first round, three more of these zombies crawl from the river to join in the fight, so there are 6 of them total. The zombies “melt” into watery slag when defeated, so no ghost traps are needed.

DRAUGR (6 of them total)
Undead Viking Sailors
Special Ability: None
Power: None Ectopresence: 2
Draugr 1 – () ()
Draugr 2 – () ()
Draugr 3 – () ()
Draugr 4 – () ()
Draugr 5 – () ()
Draugr 5 – () ()

While fighting the zombies, have 3 THOOMs explode through the air (MOVES roll of 5 to stay on their feet). As the echoing subsides, have them make a COOL roll on 10 to notice a new creature has crawled out from under the bridge and crossed to stand on the bank of the river. It appears to be a large troll-like creature, with a huge nose, and it hums happily to himself as he begins urinating into the river. (This could get awkward.) PKE reading show this to be a “Class 3 Focused Corporeal Defiler.” The water turns black and oily where the creature relieves itself. Any place the urine hits burns and sizzles, cutting through the material like acid. It will ignore the Ghostbusters until they decide to fight it, at which point it calmly zips up, wipes its hands on its leather trousers, then turns to attack.

BRUNNMIGI

“The Well-pisser” Yes, seriously.

Special Ability: Troll Punch

Power: 3 Ectopresence: 3

Brunnmigi – () () ()

When defeated, the creature dashes off under the bridge where it promptly disappears.

The bizarre-for-August snowstorm begins whipping up as the temperature drops to below freezing. Ice forms on surfaces and darkness falls as the sun is hidden from view. Screams of the undead and damned can be heard in the distance, and a squadron of Viking Valkyries fly overhead on winged horses as a Germanic opera plays.

It’s the end of the world as we know it. (And do you feel fine?)

SCENE 2: LOOKING UP STUFF AND DOING RESEARCH

The weather is starting to turn into a full-fledged blizzard at this point. No one is on the streets as Iowa City has hunkered down until the storm passes. If the Ghostbusters want to return back to their HQ, it's gonna take quite a bit of time to get back. Their best bet is to huddle down in Ecto-1960, or perhaps impose upon Mr. Fields and use his house as a temporary base.

While they warm up and consider their next move, the players will probably want to do some spot-research on what they've encountered. Successful BRAINS rolls on 10 is needed to find the pertinent information on the following items:

WATERY VIKING ZOMBIES – *Tobin's Spirit Guide* discusses DRAUGR, which are the Norse sailors who died at sea. These "lost souls" reappear out of large bodies of water – usually oceans and seas, but rivers and lakes are not uncommon. They are still warriors at heart, and appear in places where great battles are forthcoming – attracted to the impending violence.

PEEING MONSTER – The BRUNNMIGI is a troll from Norse folklore that defiles fresh water sources with its caustic urine. It is charmingly referred to as The Well-pisser.

WEIRD WEATHER PATTERNS – Supernatural crises often cause a wild change in weather patterns. Tornadoes, weird rains, and unusual seasonal weather was often viewed as a portent of doom by superstitious folk.

RAGNAROK – Ragnarok is the Nordic legend of Armageddon or "The End of The World." When triggered by one of the Norse gods, legendary creatures and monsters will be summoned to bear witness to the end times. The Norse gods will then challenge the forces of evil to a final fight to determine the fate of the mankind, with one of the Nordic pantheon representing "good" and one of the vile creatures of legend representing "evil." The winner decides the fate of humanity.

Suddenly, another series of three THOOMS break out. If someone gets their PKE meter/Ecto goggles out and hurriedly calibrates them (BRAINS 15), they'll be attuned to the seismic psychic vibrations, and they can follow the trail to the source of the disturbance.

When the Ghostbusters look out again, they can see that a full-fledged stowstorm is underway with winds howling and lightning flashing overhead. Spirits of restless Nordic warriors flit about and maniacal laughter of trolls, goblins, and other imps can be heard from the shadows.

When they finally decide to head out (or if they need some nudgin', a Frost Giant comes lumbering along to smash the tiny Ghostbusters. If they want to try to attack, let them, but this guy is crazy-big, so Proton Streams are going to be ineffective.

FROST GIANT

Blue-skinned giant guy
Special Ability: Blast of Cold
Power: 5 Ectopresence: Tons
Frost Giant – (INFINITY)

Once the 'Busters realize this guy isn't gonna fall, they should determine that the best way to stop this is at the source. Those THOOMs seem to be summoning the supernatural creatures as well as signaling the beginning of the end. So the race is on to get to the place. With PKE meters humming and pointing, and an icy snow-covered road in the way, the chase is on. Have the Frost Giant and/or a squad of Valkyries chase them on route for extra excitement!

SCENE THREE: DAY CARE OF THE DAMNED

The drive over is going to be chaotic as Frost Giants impede their path by stomping at them, and Draugr slash at the car. (Apparently word is getting around that the players are going to try to stop the impending apocalypse...)

Hey! Maybe have another set of Draugr try to stop the car if the players look like they could use a bit more blasting! They certainly like to shoot stuff, those little rascals!

As they get closer to their goal, one of them (BRAINS 10) will realize this is the address of the Wee Tots Day Care (he has a niece that attended here many years ago). However, in its place is a huge traditional Norse longhouse made of wood and timbers with a thatched roof. But this one is the size of a small mall and large enough to enclose any smaller buildings that were here. You can easily assume that the Wee Tots Day Care is within this structure. The longhouse is completely impervious to damage, and no amount of damage short of a nuclear missile will scratch this supernatural structure.

At one end of the building is a set of large, imposing wooden doors with a bas relief carving of a Viking warrior cut into it. When the players begin frittering around with opening the doors, the carving opens its eyes and speaks English (with that same Nordic Swedish Chef accent).

****Hey there! That'll be quite enough outta you, doncha know! No one is allowed in unless requested by The Challenger, so be gone!****

Although the carving is brusque, it will be surprisingly forthcoming with answering any questions that it can. (And it will be very confused by the idea of a "Goose-Booster".) It can tell them the following:

- Its name is "Gusir the Protector." ("Gus" for short.)
- When Ragnarok was started by The Challenger, Gus was summoned as a safe haven for The Challenger until they are ready for the final fight between good and evil.

**** "The Challenger is now resting in preparation for the Final Fight. When they are ready, they will let me know and, at that time, I will open again."****

Gus may a supernatural protector, but he is "only" a door, so it should be fairly easy to bluff or con your way past him. (COOL roll of 15 or appropriate skill) He will only let in Norse warriors who are here to participate in the coming fight, so convincing him of this is key. Once someone cons the poor confused door, he'll sigh heavily as he swings open.

****"Mankind is doomed if this is the best they've got," he mutters.****

As the Ghostbusters walk inside, they'll be stunned to see an amazing illusion projected on the inside walls of the longhouse. It shows a typical August day in Iowa City. There is movement, depth, smells, and sounds so the illusion is complete. Inside the longhouse sits the Wee Tots Day Care, none the worse for wear. There seems to be an almost zen-like calm compared to outside.

When the Ghostbusters approach the door and walk inside, they meet Miss Ellen Cassidy in the front area. The older frumpy lady with the slip showing below her flowered dress and glasses on a neck chain shushes them quickly as they enter, lecturing them in a hushed whisper-voice:

*****Shhh shhh shhhh! I just put her down for her nap! We don't want her cranky now, do we? Can I help you gentlemen?*****

Go ahead, let the Ghostbusters try to convince Miss Cassidy that the Antichrist is starting The End of the World here in the day care under her watch. See how THAT goes over. (Trying to convince her of this is a level 25 COOL roll at best.)

However, if they ask questions and sniff around they can discover the following:

Talking to Miss Cassidy:

- The day care is empty today as all of the other families pulled their kids for summer vacation travel. She only has one child today: Trudy Thomson.
- Trudy's been coming here for the past two months. Her father drops her off and picks her up.
- She just turned two last week. They had a small birthday party for her before the other kids went on vacation.
- Trudy's spent most of her day today playing in the playroom while Miss Cassidy did paperwork.
- She knows nothing about what's going on outside. Everything looks fine from her windows and she will be tough to convince to go outside. (COOL 25)

If PKE Meters and Ecto Goggles are used:

Everything detects as if powerful PKE signatures are everywhere. (They are inside a supernatural protective structure, after all.)

However, ecto goggles reveal heavy ectoplasmic residue in the playroom – specifically on a play workbench. There is a pegboard here that kids wack with a hammer, and three of the pegs on the pegboard positively GLOW with supernatural energy.

When it starts getting boring, have Trudy stumble out from the nap room, clutching a blanket and sleepily rubbing her eyes. She has frizzy red hair and looks to be around two years old. She wears a pair of red corduroy overalls.

((You-Saw-This-Coming-A-Mile-Away Spoiler alert: Trudy is the daughter of the Norse god Thor. No, not the Marvel superhero – the REAL Thor.))

Her eyes widen in surprise when she sees the Ghostbusters, and she shyly waves “hello.”

(Although friendly, the Ghostbusters need to treat Trudy with kid gloves as she's very strong, very powerful, and only two (thousand) years old, so she's prone to tantrums. Violent, earth-shaking tantrums.)

Trudy can volunteer the following information if asked:

- She just turned two-thousand years old last week. But the way she says it, she's “two frozen years”.
- She hates her nickname “Trudy.” She prefers her given name: “Thrud.” And Miss Cassidy is always mispronouncing her last name; it's not “Thomson,” it's “Thorson.” (Anyone who looks it up - BRAINS 5 – will see that Thrud is the name of Thor's only daughter, and Thorson is the surname of Thor's children.)

Trudy then wanders into the playroom and asks one of the ‘Busters if they want to see her birthday present. From the pocket of her overalls, she brings out a little wooden toy hammer, much like the ones used to tap wooden pegs in a pegboard. On the handle is etched “Made by Sindri & Brokkr”. BRAINS 10 roll to discover during a quick web search that these are the names of the drawven brothers who forged Thor's hammer Mjolnir.

NOTE: Treat this toy Mjolnir much like the real thing. Only Trudy can lift and move it. A MUSCLES 25 roll is required to even lift it. But it's so heavy it just hangs there (as if it weighed 500 pounds). And Trudy is very strong (treat as MUSCLES 10 if anyone decides they want to try to strong-arm her. When they end up plastered against the wall, they'll see that's a bad way to go. Trudy has no idea that the toy hammer has the same magical abilities as the real thing. Her “playing” has been triggering the events of the day, and she has accidentally set forth Ragnarok. And she must finish it...with the player's help.

***** “Look at this!” she says and she walks over to the pegboard and pounds the three pegs in succession – tap tap tap.... Outside the longhouse, THOOM THOOM THOOM echoes throughout the world. The supernatural beings grow silent in expectation.**

“The Challenger signals her readiness,” Gus states. The longhouse fades from view and from existence and a new ice age is revealed to everyone in the day care center.

Miss Cassidy says something that sounds like “glurggle” before she faints dead away.

“The Opponent draws near,” Gus’ voice can be heard. A hissing sound like a steam locomotive discharging is heard floating in the frigid night air. In the distance, you can see a serpentine form rising up out of the shadows. It rises and rises, towering over the tallest buildings in the city. It appears to be a snake. A giant snake. Even in the darkness, the serpent’s twin eyes gleam like fiery coals.

From inside the Wee Tots Day Care Center, you and Trudy watch the gargantuan snake as it winds its way through the snow in your direction.

“Evil has selected its champion,” Gus states. “It is the World Serpent, Jormungandr.

“And Good has selected Thrud Thorson as its champion.”

“And them too!” Trudy says pointing in your direction.

“Er...And the Goose-Boosters,” Gus adds.

The fight for the fate of humanity has begun.

SCENE 4: FIGHT FOR THE WORLD

The final battle of Ragnarok – mistakenly started by a two (thousand) year old child – is now underway with the Ghostbusters caught in the crossfire. So how will the Ghostbusters tackle the god-killing serpent known as Jormungandr? That's a good question. Trudy has no ideas as this was all an accident. She didn't even know the hammer ("Mjolnir Jr.") was imbued with magic powers! She's willing to listen to any 'Buster's ideas. Let the Ghostbusters come up with any method they think might work. However, this is the important bit:

Trudy's toy hammer is the key. It started the Ragnarok process, summoned the supernatural creatures, and brought forth the World Serpent. It must somehow be incorporated into their plans to work.

Some ideas:

- According to legend, Jormungandr fought Thor before and was driven away by lightning. Proton streams are very similar to lightning, so channeling their blasters through the hammer while Trudy holds and aims it will be effective.
- Trudy might drop the hammer and run off to hide. If three or more Ghostbusters are able to make a MUSCLES roll of 20, together they can lift the hammer. Now judged "worthy", Mjolnir Jr. will unleash bolts of lightning that must be aimed with at least three of the "lifting" Ghostbusters making MOVES roll of 15. Team effort and all that!
- If one of the mad scientist types can hurriedly cobble together some kind of lightning-firing device using the hammer as a "lens" that will work too. But make sure that the other Busters are involved.
- And good old-fashioned blaster firing will hurt Jormunandr, although it will take a LOT of blasting. The Ghostbusters probably won't survive the direct approach. That's a shame...

JORMUNGANDR

Giant world-destroying serpent

Brains: 1 Detect Prey: 4

Muscle: 4 Crush Tiny Humans: 7

Moves: 2 Slither Menacingly: 4

Cool: 1 Inspire Fear: 4

Power: 6 Ectopresence: 6

OOOOOO

Goal: To Fight The Challenger and End The World.

If the Ghostbusters are defeated, then the world ends and the game is over. But if they are able to fight the serpent and take its ectopresence down to zero, the snake lets loose with an ear-piercing shriek of rage as it explodes into a fine mist of smoke and hatred. The supernatural creatures who were summoned to witness the battle all begin to fade away as they return to their dimensional plane of origin.

**** "Congratulations! The Forces of Good triumph," Gus states. "Goose-boosters, for your part in this victory, the gods grant you one boon. What do you desire?"****

A wish? Oh, your players are gonna be drooling over this development. But this should be played for temporary comedic effect, as it gets taken away in the next moment. The first suggestion that strikes you as humorous, jump on that and play with it for a second or two. They suddenly find themselves planetary leaders or rolling in cash. Let them wallow like pigs in slop for a few blissful moments.

*****"And Challenger, what do you desire?" Gus asks. Trudy pouts. "Daddy's gonna be so mad at me. I wish none of this ever happened!"****

Here's that screwing-over I mentioned.

***** “DONE.” Gus says with a note of finality. The winds swirl and the snow blinds you. You feel yourself being lifted, spun, and throw around. You feel yourself standing on the ground again and the winds subside. You each rub your eyes and your vision clears...**

On this balmy July morning, you’re engaged in a lively debate on “Samantha versus Jeannie: Who Would Win In A Sorcerer’s Duel?” At 9 a.m. sharp...nothing happens. Nothing ever happens at the Iowa City Branch...*.**

**SCENE 5:
EPILOGUE**

ONE MONTH LATER

Although the world has no idea how close it came to being consumed by a giant snake, the legends of the Goose-Boosters' victory at the Battle of Ragnarok will echo throughout Valhalla for an eternity.

Meanwhile, in Columbus, Ohio, a new day care student with frizzy red hair is introduced to her new classmates. She takes a seat, then reaches into one of her pockets and pulls out a new toy hammer – a belated birthday gift from a distant relative. On the handle is an inscription:

**“From Your Favorite Greek Uncle:
Hephaestus.”**

The girl looks across the room and sees a play workbench and smiles...

THE END

PERSONNEL FILE

a NAME					
b FRANCHISE					
c TRAITS		d TALENTS		e BONUS f TOTAL ROLL	
1	BRAINS	5	Deduction	+3	8
2	COOL	2	Charm	+3	5
3	MOVES	3	Dodge	+3	6
4	MUSCLE	2	Climb	+3	5
g GOAL					
Souless Science – You remind people of their college physics professor.					

h BROWNIE POINTS TRAITS may be increased by 1 via spending 30 BROWNIE POINTS

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15
 16 17 18 19 **20** 21 22 23 24 25 26 27 28 29 **30**
 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45
 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60

PERSONNEL FILE

a NAME					
b FRANCHISE					
c TRAITS		d TALENTS		e BONUS f TOTAL ROLL	
1	BRAINS	2	Accounting	+3	5
2	COOL	4	Convince	+3	7
3	MOVES	3	Fire Weapon	+3	6
4	MUSCLE	3	Run	+3	6
g GOAL					
Wealth – You remind people of a used car salesman.					

h BROWNIE POINTS TRAITS may be increased by 1 via spending 30 BROWNIE POINTS

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15
 16 17 18 19 **20** 21 22 23 24 25 26 27 28 29 **30**
 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45
 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60

PERSONNEL FILE

a NAME					
b FRANCHISE					
c TRAITS		d TALENTS		e BONUS f TOTAL ROLL	
1	BRAINS	2	Calculate	+3	5
2	COOL	2	Fast Talk	+3	5
3	MOVES	3	Fire Weapon	+3	6
4	MUSCLE	5	Tackle	+3	8
g GOAL					
Serving Humanity – You remind people of a football linebacker.					

h BROWNIE POINTS TRAITS may be increased by 1 via spending 30 BROWNIE POINTS

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15
 16 17 18 19 **20** 21 22 23 24 25 26 27 28 29 **30**
 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45
 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60

PERSONNEL FILE

a NAME					
b FRANCHISE					
c TRAITS		d TALENTS		e BONUS f TOTAL ROLL	
1	BRAINS	3	Psychology	+3	6
2	COOL	3	Orate	+3	6
3	MOVES	4	Leap	+3	7
4	MUSCLE	2	Lift	+3	5
g GOAL					
Fame – You remind people of their local TV newscaster.					

h BROWNIE POINTS TRAITS may be increased by 1 via spending 30 BROWNIE POINTS

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15
 16 17 18 19 **20** 21 22 23 24 25 26 27 28 29 **30**
 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45
 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60

PERSONNEL FILE

a NAME							
b FRANCHISE							
c TRAITS							
1	BRAINS	3	Jury Rig	e BONUS	+3	f TOTAL ROLL	6
2	COOL	3	Lie Convincingly	e BONUS	+3	f TOTAL ROLL	6
3	MOVES	3	Drive Vehicle	e BONUS	+3	f TOTAL ROLL	6
4	MUSCLE	3	Brawl	e BONUS	+3	f TOTAL ROLL	6
g GOAL							
Fame – You remind people of their grandparent.							

h BROWNIIE POINTS TRAITS may be increased by 1 via spending 30 BROWNIIE POINTS

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15
 16 17 18 19 **20** 21 22 23 24 25 26 27 28 29 **30**
 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45
 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60

PERSONNEL FILE

a NAME							
b FRANCHISE							
c TRAITS							
1	BRAINS	2	Wild Guess	e BONUS	+3	f TOTAL ROLL	5
2	COOL	4	Browbeat	e BONUS	+3	f TOTAL ROLL	7
3	MOVES	2	Fire Weapon	e BONUS	+3	f TOTAL ROLL	5
4	MUSCLE	4	Wrestle	e BONUS	+3	f TOTAL ROLL	7
g GOAL							
Serving Humanity – You remind people of a Boy Scout.							

h BROWNIIE POINTS TRAITS may be increased by 1 via spending 30 BROWNIIE POINTS

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15
 16 17 18 19 **20** 21 22 23 24 25 26 27 28 29 **30**
 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45
 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60

PERSONNEL FILE

a NAME							
b FRANCHISE							
c TRAITS							
1	BRAINS	2	Electronics	e BONUS	+3	f TOTAL ROLL	5
2	COOL	2	Bargain	e BONUS	+3	f TOTAL ROLL	5
3	MOVES	4	Dodge	e BONUS	+3	f TOTAL ROLL	7
4	MUSCLE	4	Run	e BONUS	+3	f TOTAL ROLL	7
g GOAL							
Wealth – You remind people of an emo goth person.							

h BROWNIIE POINTS TRAITS may be increased by 1 via spending 30 BROWNIIE POINTS

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15
 16 17 18 19 **20** 21 22 23 24 25 26 27 28 29 **30**
 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45
 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60

PERSONNEL FILE

a NAME							
b FRANCHISE							
c TRAITS							
1	BRAINS	3	Medicine	e BONUS	+3	f TOTAL ROLL	6
2	COOL	4	Winning Smile	e BONUS	+3	f TOTAL ROLL	7
3	MOVES	2	Fire Weapon	e BONUS	+3	f TOTAL ROLL	5
4	MUSCLE	3	Intimidate	e BONUS	+3	f TOTAL ROLL	6
g GOAL							
Sex – You remind people of a Spanish soap opera star.							

h BROWNIIE POINTS TRAITS may be increased by 1 via spending 30 BROWNIIE POINTS

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15
 16 17 18 19 **20** 21 22 23 24 25 26 27 28 29 **30**
 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45
 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60