

SAVAGE GHOSTBUSTERS ADVENTURE CARDS

FOR USE WITH THE SAVAGE WORLDS™ ADVENTURE DECK



WHAT IS THIS?

This is a fan-made supplement to your *Savage Worlds*™ Adventure Deck, meant for use by the GM to customize it to better fit a *Ghostbusters*-themed setting.

First, you will need the original Adventure Deck, which can be found on the official Pinnacle online store at:

<http://www.studio2publishing.com>

CUSTOMIZING YOUR ADVENTURE DECK

These cards are meant to supplement the basic Adventure Deck with effects more specific to the universe of the *Ghostbusters* movies and games. Please take a close look at the effects of these cards, to determine whether or not you want them in your campaign. Some of them can be rather disruptive, or potentially confusing to new players.

HOW TO USE THIS DECK

For full rules, see those included with your Adventure Deck. At the start of the session, each player-character gets one Adventure Card per Rank (Novice = 1, Legendary = 5). The player may play one card during the session; any remaining cards are discarded. Players may trade cards at any time, though they cannot give them away; it must be a trade.

If a card instructs the players to draw another card from the Adventure Deck, they may play an additional card that session, even if they've played one already. (This is used for certain cards that make things *more difficult* for the heroes; as a trade-off, the players get a chance to draw and play an extra Adventure Card.)

The GM gets final say on how the Adventure Card is played out, though players are encouraged to be creative in their suggestions.

Some cards could be potential "plot-breakers," so remember that the GM has final veto. As GM, you should

give the player the option of playing the card later at a more "plot-appropriate" moment, or you can take the card out of circulation and let the player draw a replacement from the Adventure Deck.

NEW RULES

INITIAL DRAW

When drawing Adventure Cards at the beginning of the session, each player may elect to discard one or more of his cards and draw replacements. If he doesn't care for the replacements, he's still free to trade with other players.

ENCOUNTERS & SCENES

An Encounter or Scene is of inspecific duration, long enough to resolve the current combat, or until the next major event happens. It's up to the GM to determine when a Scene or Encounter has ended.

BONUSES AFTER THE FACT

Some cards grant a bonus to a particular type of roll. Unless stated otherwise, you can decide to spend an Adventure Card to grant a bonus to a roll right after the roll has been made (giving you a chance to figure out whether it's worth playing the card or not).

CARD NOTES

GETTING ACQUAINTED

This is just a setting-themed replacement for "LOVE INTEREST," phrased to set more modest expectations for what the card might accomplish.

KNOCKBACK

This card is appropriate against normal-sized creatures—not so much against giant building-smashing avatars of destruction. As a rule of thumb, the GM might double the knockback distance for smaller creatures (Size

-1 or -2), but halve the distance for every Size step of +1 or higher. Although no damage is caused *directly* by the knockback, it's possible that a villain standing on a narrow catwalk or a ghost standing right in front of an active ghost trap might be knocked into a perilous spot.

SHORT-CIRCUIT

The idea behind this card is to allow for a piece of ghostbusting equipment to be sacrificed to avoid personal injury, or for some harmful device (e.g., a chainsaw held by an animated statue of a lumberjack—it could happen!) to break down.

If, however, the adventure centers around some diabolical engine of destruction that can only be shut down by shattering the four protective shielding units and then overloading the central capacitor while fending off attacks from swarming ghosts attracted to the machine ... it'd be kind of a let-down if someone just trips over the plug and disables it. ("The end!") Or, it'd be a royal pain if an impish player played this to fry someone else's proton pack out of spite.

Therefore, don't forget that the GM has final say, if this is being used in a way that doesn't fit the "spirit" of the card, or completely one-shot-kills an encounter. (Possible compromise: let the card cause some *damage* to the device without destroying it outright, or buy the heroes a little more time.)

UNINVITED GUESTS

This card really only works where haunts *can* happen. If the heroes are in some area where ghosts aren't able to manifest, either this card can't be played ... or the GM is going to have to think of some other hostile entity that might engage the heroes. (A feral dog? An angry former customer whose house got trashed?)



WE HAVE THE TOOLS

"I'll run this one through the spectrogram."

You just happened to have a useful gizmo along, or hastily assembled it from spare parts. You immediately get a piece of equipment worth up to 5 Requisition Points (or you can "trade in" one or more items you haven't used yet, for more points). You can use this item for the remainder of the current session.



NEGOTIATIONS

"Oh, that's okay. We can just put it right back in there."

Get a +4 bonus to a single Persuasion check (which can come in awfully handy when negotiating responsibility for damages).



PAYBACK

"This chick is toast!"

You gain +2 to all attack and damage rolls against an enemy who has previously harmed you or an ally (caused at least one Wound, after Soaking), until you succeed in inflicting at least as many Wounds against the enemy as your ally suffered.



INTRODUCTIONS

"What's your name again, kid?" "No names. I don't want to get too attached to this kid. You know, just in case."

You get better acquainted with someone who was previously "just one of the crowd." An allied Extra is "promoted" to Competent Extra status for the remainder of this session, gaining the use of a Wild Die in all trait rolls (but is in other respects still an Extra).



SAVE IT FOR LATER

"What sign are you waiting for?"

Play this after you've made a successful trait roll. It becomes a failure instead, but you get to "save" the roll result (this makes the most sense if it was especially high) and use it for later. At some later time, you can use your "saved" result in place of a lower trait roll made by yourself or an ally.



TEAMWORK

"Heat 'em up!" "SMOKIN'!"

Declare a primary target. Gang-Up bonuses apply for ranged attacks made against this target for the encounter. If any team member attacks a different target, he does not contribute toward the Gang-Up bonus until he attacks the primary target again.



UNINVITED GUESTS

"They're bringing some thunder!"

There is immediately another haunt encounter. At the GM's discretion, this is typically one Wild Card ghost, or a group of swarms (1-2 per hero). There's no guarantee you'll get paid for the extra work, but everyone gets to draw another Adventure Card.



HE SLIMED ME!

"A little help here?"

After a combat (or other disaster), spend an action to help up a buddy. He instantly recovers from any damage, Shaken status and/or Fear suffered during the entire battle/scene. (This does not affect any Injuries suffered, or previously-existing conditions.)



WE BE FAST

"Now!"

You act (or may designate an ally to act) as if you had a Held action. If you're interrupting someone, opposed Agility tests are required as normal. This is in addition to your normal action per round (even if you actually have a Held card) so you can act twice in this round.



ACCORDING TO PLAN

"We're in position! The trap is set!"

Play this card to "reveal" that you somehow anticipated exactly where the ghost was going to be, and set up a trap ahead of time. In game terms, this lets you (or an ally) deploy and activate a trap as a free action. No Athletics check is required (since it's "already there"). This can also be used for ghost bait or a similar device.



HANDY REVELATION

"I found it in Tobin's Spirit Guide."

Gain a +4 bonus on any one Common Knowledge, Notice, Occult, Research, or Science roll (or grant this bonus to someone else's roll), as you share a handy bit of previously trivial-seeming information you just recalled at a critical moment.



PANDEMONIUM

"Cats and dogs living together, mass hysteria!"

A freak disaster or supernatural event happens that interrupts the action, most likely ending combat and giving the heroes a chance to escape the immediate scene and catch their breath, while any ghosts and such just waste the time being scary (rather than actually attacking). On the downside, expect at least 1 "Wound" of environmental damage.



GETTING ACQUAINTED

"Take me now, sub-creature!"

Make a case for **why** this should happen, and you make a very favorable impression upon a character, even a hostile one. At best, you might just gain a new ally or even a love interest. Note: It does not grant you **control**; if you play this on a vampire queen, for instance, she might just "save you for last," or become obsessed with making you join her in "unlife."



KNOCKBACK

"When someone asks you if you're a god, you say YES!"

Any one successful attack (whether or not it actually does any damage), in addition to its usual effect, knocks the target(s) back 3d6" (may be modified based on the target's Size, at the GM's discretion). This causes no extra damage. This can be played on yourself, friends, or foes (it might be beneficial to get a little distance from your attacker, for instance).



OOOPS!

"Shorten your stream! I don't want my face burnt off!"

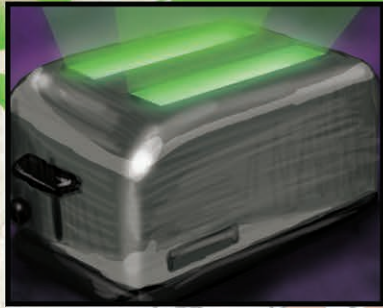
Play to negate the effects of "friendly fire" from you or an ally (Bystander Rule, ally caught in a burst template, case of mistaken identity, crossed the streams, etc.). Any damage and related effects are negated for you, your allies, and any "innocent bystanders," though damage against enemies or the environment is unaffected.



THEME SONG

"Suck in the guts, guys. We're the Ghostbusters!"

It's one of those "inspiring music movie moments" when the heroes get their second wind! You and all allies who can see your signal or hear your voice (walkie-talkies count) recover automatically from Shaken status and any Fear effects, due to your inspiring words. Anyone who's possessed immediately gets a new chance to resist (if applicable).



CONVENIENT PROP

"Ordinary household toaster." "We'll take your word for that."

There just happens to be a perfectly-placed chandelier, wall mirror, kitchen appliance, tool, rug, etc., for you to use for some kind of Test, stunt, or just a timely hiding space or improvised weapon. It needs to make sense for the location, and the GM has the veto option as usual.



THEY BE SLOW

"On a mountain of skulls, in the castle of pain, I sat on a throne of blood! What was will be! What is will be no more!"

Play this card to interrupt an enemy's action. He immediately spends an action gloating over his inevitable victory, explaining his plans for world domination, or perhaps rattling his chains and screaming, depending on his style. He and any allies acting on his card suffer a Multi-Action penalty if they do anything else this round.



SHORT-CIRCUIT

"This job is definitely not worth eleven-five a year!"

Play this card, and a technological device malfunctions; in addition to any special malfunction effects, the device is unusable until repaired (typically requiring a Repair check and 1d20 minutes work). **Alternate use:** Play this card to sacrifice an item of special equipment, which absorbs all damage from an attack. The item is unusable until repaired.



WE HAVE THE TALENT

"Wait, wait, wait! I've always wanted to do this..."

You gain the benefits of an immediate Advance of your choice. (Do the choosing *before* you play this card so you don't hold up the action while "shopping" through the rules.) You must meet any prerequisites. This benefit (new skill, increased trait, new Edge, etc.) lasts for the remainder of the session; your next actual Advance must be spent on this same benefit.



FOUL, OBNOXIOUS MUCK!

"You're nothing but an unstable, short-chained molecule!"

Even in the middle of combat, you can fire off an insult to distract your foes. Make a Test (using Intimidate or Taunt) as a free action, with a +2 bonus on the roll. This even works against the undead, or quasi-animate puddles of ectoplasmic slime.



NICE SHOOTIN', TEX!

"Whoa, whoa, whoa!"

Play on anyone who just missed his intended target. The attack counts as a success with a raise instead ... but with considerable collateral damage as part of the bargain (even if using a type of attack that doesn't normally *do* collateral damage). Roll damage as normal against the target; this same damage gets applied to the environment with a +4 bonus.



DESPERATE MEASURES

"See ya on the other side." "Nice working with you."

You make a "suicidal" last-ditch effort to save your buddies and/or the world. All enemies within 4" of you take 3d8 (Heavy Weapon, AP 3) damage, and the environment takes a hit, too. You are Incapacitated, and all your ghostbusting equipment is fried (unusable until it can be replaced or repaired back at headquarters).



A LITTLE WORK

"Also new rings, muffler, a little wiring..."

As an action, you perform a quick patch job on a disabled pack or piece of gear, getting it back to full working order for the remainder of this Scene. A proton pack has all heat units dispersed, a slime pack is back to full slime capacity, or else you can make a temporary repair on a broken piece of equipment. Normal repairs are required for a more permanent fix.



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