

SAVAGE GHOSTBUSTERS

GM GUIDE

OVERVIEW



Ghosts, demigods and other paranormal and pandimensional entities are real, and quite often hostile to ordinary mortal beings ... but fortunately these problems can be dealt with via a generous application of projected particles or positively-charged ectoplasm. Thus, with the dead getting restless and long-forgotten quasi-deities rising up to vie for the right to bring on the Apocalypse, there's plenty of business to be had for the Ghostbusters.

The following are some notes with ideas on how to run Ghostbusting missions using the *Savage Worlds* rules.

This is GM territory, so players should read no further!

WHO YA GONNA CALL?

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SETTING RULES

You will need the basic *Savage Worlds* rules for this setting to start with, but the following changes are made to best fit the “mood” of a *Savage Ghostbusters* campaign. Most of these concern the “threat level” of the setting.

INCAPACITATION TABLE

Most of the threats the Ghostbusters face are scary, but the threat level isn't as lethal as everyone lets on. The heroes are heroes, after all, and it just wouldn't be such a laughing matter if the team had a high fatality rate.

If a character takes enough damage to be Incapacitated, have him make an immediate Vigor roll, applying Wound modifiers as appropriate. The following tables should be consulted, rather than the one in the rules.

- **Raise—Normal Damage:** The hero is merely Shaken, still at –3 Wounds rather than Incapacitated. He suffers a temporary Injury (from the Injury Table); this goes away once combat is over.
- **Success—Normal Damage:** The victim is unconscious, and suffers an Injury that goes away once all Wounds are healed. The hero remains unconscious for up to an hour, or until someone else tends to him with a successful Healing roll.
- **Failure—Normal Damage:** The victim is unconscious, and suffers an Injury that goes away after the current mission (assuming a hospital stay in between missions), or if miraculous healing (e.g., *greater healing*) is applied. The hero is unconscious until someone else tends to him with a successful Healing roll.
- **Critical Failure—Normal Damage:** The victim is out of the action for this adventure, presumed dead. At the GM's discretion, he's buried under rubble, falls into a dimensional rift, etc.—or just vanishes when nobody's looking. The “dead” hero will likely show up safe and sound once the Big Bad is defeated. The good guys aren't supposed to die (unless the player is okay with it, and thinks it might be “funnier” that way).

If a situation occurs where a hero *should* be permanently injured (e.g., hand chopped off because he stuck his hand unwisely into a trap), the GM should try to keep things as lighthearted as possible. Don't forget that this is a world where crazy inventions make life more interesting, and the Ghostbusters have access to items of higher technological level than the rest of the world.

An unfortunate hero who lost a hand might have it replaced with an experimental mechanical hand that mostly works like the real thing, but requires a supply of spare batteries, and is prone to the occasional goofy malfunction. (Or, hey, how about a chainsaw? “Groovy.”)

NONLETHAL INCAPACITATION

For Incapacitation caused by Nonlethal Damage, use the following table instead:

- **Raise—Nonlethal Damage:** The hero is Shaken, and at –3 wounds rather than being Incapacitated. He does not suffer any Injury.
- **Success—Nonlethal Damage:** The victim is unconscious for up to an hour, or until someone else tends to him with a successful Healing roll.
- **Failure—Nonlethal Damage:** The victim is unconscious for up to 1d6 hours, or until someone else tends to him with a successful Healing roll.
- **Critical Failure—Nonlethal Damage:** The victim is unconscious for up to 2d6 hours, or until someone else tends to him with a successful Healing roll.

GHOST INCAPACITATION

Ghosts are treated a bit differently. “Dispersible” entities (typically Extras) are usually destroyed after they sustain a single Wound; there is no Vigor test made to see if they stick around.

Regular ghosts, however, cannot be “killed,” but merely weakened. A ghost that takes 4 levels of Wounds is nominally “Incapacitated,” but is not rendered unconscious. Rather, it is Shaken, disoriented, demoralized and will typically try to flee the scene; it suffers a –4 penalty to all its trait rolls. (This, of course, makes it much easier to Snare with a Capture Stream, and to drop into a Ghost Trap.) Any further damage to a ghost already reduced to this level will only cause it to be Shaken; it cannot be Wounded any further.

OTHER DAMAGE LIMITATIONS

- **Damage Cap for Extras:** When Extras deal damage against the heroes, their damage rolls cannot Ace. This rule does not apply for damage dealt against the Ectomobile, Headquarters, barricades the heroes are hiding behind, or any other object that might or might not be associated with the heroes. Trashing the Ectomobile is just fine, but an Extra shouldn't take out a hero with a lucky “one-shot kill.”
- **Great Health Benefits:** Rather than dealing with natural healing, all Wounds and Injuries inflicted during a mission go away in time for the next mission after an off-camera hospital stay.

THE SUICIDAL HERO CLAUSE

Most of the setting rules concern making it very hard for the heroes to die, even as they take on demigods and venture into hellish alternate-dimension versions of New York City and the like. It's part of the over-the-top nature of the setting, meant to be one part cool, one part ludicrous.

However, this does not mean the heroes are immortal. Consider, if the heroes are required to venture through an interdimensional rift into a hellish alternate version of the City Library, walking across a narrow ledge suspended over a seemingly endless abyss, and a ghost pushes one of them, he just might fail his Agility test, especially if he's short on Bennies.

So that there is some sense of "risk" involved, he might be out of the action for the remainder of the adventure, but after it's all over with, he miraculously turns up safe and sound after the heroes have defeated the Big Bad. It's just part of the genre. You might encourage the player to invent an excuse as to how he survived (the funnier the better).

However, if the heroes get cocky, and someone jumps into the void just to see what will happen, the GM is fully in his rights to ask, "Are you *sure* you want to do that?" And if the answer is "yes," then you can declare, "And he was never seen again."

Or, if a hero deliberately "crosses the streams" just because he thinks it'd be great for giggles, make sure it isn't just the player making a flippant out-of-character joke. But if he's "serious," then: "And once the smoke clears, no trace is found of him except for a pair of smoking boots." The player can then write up a new character and the new recruit is warned about the antics of "the last guy" who was on the team.

After all, death has to be *possible* in this universe, or else there would be no ghosts to bust.

FEAR EFFECTS

Most fear-causing horrors the heroes run into should be, at worst, the sort to make them scream and run away ... but then, after a pep talk and regrouping to gather their wits, they charge back in again to deal with it.

To reflect this, make the following changes to the Fear Table (*SWADE*, p. 124):

- **Minor/Major Phobia:** Instead of any Major Phobia results, use the Minor Phobia result instead.
- **Dead Faint:** Modify the Heart Attack result (22+) on the table as follows: "If he fails, he falls unconscious, and is Incapacitated. A Healing roll may be made at -4 to treat him and restore him to consciousness. Otherwise, he remains unconscious for the remainder of the Scene, until he can recover his senses."

Any character who gets a Phobia or Mark of Fear result on the table may instead opt to suffer a Dead Faint instead. (It's more immediately severe, but less permanent.)

- **Recovery:** Any Phobia or Mark of Fear gained as a result of the Fear Table can be "bought off" with an Advance.

BYSTANDER RULE WAIVER

"Friendly fire" is not a major concern in this setting. A ghost miniature may rest on the game table (because of that pesky thing known as gravity), but the ghost is "really" up in the air, hiding behind expensive chandeliers or up in the rafters. Most of the time, the GM should ignore the risk of "friendly fire," even when heroes are zapping proton streams past each other to get the ghosts. Maybe someone's hair gets scorched for comedic effect, but that's about it.

Please also note that proton streams are treated as "nonlethal" as a matter of trope. That is, story-wise, proton streams are perfectly capable of burning holes in walls and setting carts of toilet paper on fire, but you would never expect anyone in a Ghostbusters movie to be scarred for life despite all this destructive energy flying around.

To keep things in the spirit of the movies, if a Ghostbuster gets possessed or mind-controlled by a ghost into zapping his buddy, or someone gets caught in the blast radius of an errant boson dart, nothing worse than a Shaken result can be caused by the damage. However, it dishes out its full destructive potential against inanimate objects, ghosts, zombies, demonic turkeys, etc.

STAYING IN THE ACTION

Sometimes, a character is "written out of the action": he's Incapacitated, lost in an interdimensional vortex, or maybe the party decided to split up (don't you hate it when that happens?) and one half or the other ran into an encounter.

Rather than sending the unlucky player out to get a pizza, a good idea is to give him *something else to do*. One possibility is to take an Extra (a pet, companion, underling, sidekick, innocent bystander) and temporarily promote that character to Wild Card status, with its own starting Bennies, and let the player take on that role. (Some players can be trusted with this better than others, so it's not a one-size-fits-all solution.)

Or, if none is available, you could have one enter the scene. An unused pre-generated hero character sheet could be useful for a "trainee" that got sent out for a brief bout of on-the-job training. This character may not be at the same Rank as the other characters, but this is just a patch-gap solution to keep the player involved, not as a long-term *replacement* of the missing hero.

TYPICAL MISSION STRUCTURE

Every mission should be different, but here is a rough overview of the structure of a “typical” ghostbusting mission.

THE CALL

There’s been a ghost sighting at a particular location. It’s either **voluntary** (*heroes investigating a lead on their own, without a customer paying them to*), **casual** (*please drop by when it’s convenient*), **pressing** (*please drop by sometime today, as soon as you can*), or **urgent** (*please rush down here right away before this thing tears the place apart!*).

Voluntary: There is no calling customer. The heroes are investigating for personal reasons such as simple curiosity, trying to find clues relevant to a bigger case, collecting samples for research, or in search of an interesting relic.

A Research roll may be in order to figure out where to go, Persuasion may be required to get permission to enter the property, and great care must be taken not to damage anything.

The heroes aren’t getting *paid* for this, after all, so you can hang the prospect of negative Requisition Points over their heads if they go in proton-packs-a-blazin’, unless this is a condemned property or remote wilderness area.

Casual: A “casual” mission involves one where, sure, there are some sightings, and perhaps the caller felt obliged to call the Ghostbusters to do something about it sometime, but there are no screaming hysterics involved. The Ghostbusters are free to Research first to their hearts’ content, and there’s no benefit in breaking traffic laws to rush to the scene.

The adventure typically should start off with Research rolls by anyone who has the skill, with successes and raises yielding additional information on the property, history that might be relevant to the haunt on the premises, and perhaps hints about special dangers they might face, so they can make a better selection of what equipment to bring along.

Pressing: This is a mission with a little more urgency, but there’s some factor involved whereby rushing to the scene isn’t strictly necessary. For instance, perhaps the ghost only manifests at night, and the Ghostbusters get the call during the daytime. The team might be faced with an initial choice of whether to go straight to the scene to have a chance to familiarize themselves with the premises (and perhaps make arrangements for fragile, expensive things to be temporarily moved out to minimize potential property damages, should things go awry), or to spend the time Researching with other resources.

For such an adventure, the GM should work out a rough timeline, with benefits to be gained depending upon how each team member allocates the time. (E.g., perhaps the PKE level is building each day—and on the third day, there’s going to be a full-blown manifestation if the Ghostbusters don’t draw it out first.)

Urgent: There is no time to lose! The heroes grab what’s at hand, rush to the Ectomobile, and speed to the scene, alarms blaring. A Driving check is made to figure out how quickly the heroes get to the scene, with a better result yielding a benefit appropriate to the situation (e.g., a bonus on Persuasion rolls after the adventure to negotiate on damages, since “At least we got here quickly!”). Research is hard (or impossible) to accomplish on-site, so they’ll have to rely on Occult and Academics rolls for clues.

THE SITE

The heroes examine the site, and perhaps a Common Knowledge check to see if they know any trivia about it already. They are likely shown the site of the haunting by the client or a proxy. Depending upon how urgent the job was, and how long the heroes took to get there, either they might get a chance to look around, or they might have to immediately leap into action.

It’s a good idea to have a map of the premises to show the heroes, even if it’s a very abstract one. If they don’t know where to start, it can at least be helpful to see what major features there are in the building, and how big of an area they have to cover (since splitting up might be necessary to make contact before a rampaging ghost can do too much damage on its own).

THE OMENS

It’s more fun if the heroes can come across a few signs of the ghost’s antics before running right smack into it. If they’ve brought the right tools, it can also provide an opportunity to test samples and see what sort of paranormal entity they’re up against (or if there’s more than one).

Examples might include furnishings rearranged in strange ways, creepy sounds in empty rooms, a fleeting glimpse of a shadow or a face out of the corner of the eye, a vision that one member has while separated from the others, etc.

Of course, ectoplasm is always popular: **green** is typical; **blood-red** indicates a more dangerous entity; **black** hints at extra-dimensional horror.

THE MAIN EVENT

Of course, there could be multiple encounters along the way, perhaps with some swarmers attracted by the main ghost's activity, or lesser ghosts tied in with the main ghost's fate—but eventually there should be the showdown with the main haunt.

Depending upon its form, the heroes might just have to chase it down, weaken it and then hold it with a capture stream and fire off a trap.

Rare, more potent haunts (this should not be the norm—at least, not at first) have some sort of “anchor” to the physical world that prevents them from easily departing this existence (or being captured in a ghost trap), thus requiring some research on the part of the heroes, and perhaps even a second visit.

This might involve destroying or otherwise neutralizing some item(s) giving the ghost its power, tricking a particularly devious ghost into coming out into the open, or perhaps righting an ancient wrong so that a lost spirit can move on in peace. Otherwise, “trapping” the ghost is only a temporary solution, and the team is likely to be called back by an irate client who demands they do it *right* this time.

Ideally, particularly for more complicated missions, there should be more than one solution. For example, an animated stone sphinx might require the heroes to answer a riddle to allow them to pass unharmed. A player who actually solves the riddle on his own gets a Benny as a reward. Otherwise, characters can make Academics rolls to solve the riddle. Failing that (particularly if the heroes just aren't the puzzle-solving type), they *could* just fight the sphinx ... but now they can add one obliterated statue to the list of things they have to explain to an irate client.

THE AFTERMATH

The ghost is caught, the trap is packed into the Ectomobile, damage is assessed and maybe, just *maybe* there's an interesting souvenir to take back: for example, a sample of a new type of ectoplasm, or a cursed artifact the client doesn't want to have in his house anymore.

However, there's also the matter of negotiating damages to property. This is a big chance for Charismatic heroes with high Persuasion to shine, essentially making a “Soak” roll to minimize the team's responsibility for any damage done to the environment above and beyond what insurance will normally cover. (Insurance companies still have a hard time believing in ghosts, let alone the need to use destructive means to fight them.)

THE OVERARCHING PLOTLINE

At some point in the campaign, there might be a tie-in to hint at something larger brewing rather than just randomly scattered hauntings. Perhaps the background PKE readings are getting higher in the area. Perhaps there's a trend to the locations where the heroes have been called, and if they plot out the marks on a map, it makes an

interesting pattern.

Or, you can just leave them totally disconnected for a while (especially if your players are having fun, and you've got plenty of ideas left for regular “haunt” missions).

Eventually, the ideal “arc” of a campaign is to build up toward the “Big Bad.” Ghost hauntings become more frequent and more overt, and there are vague hints of upcoming trouble on the way (an “alignment of the stars,” a major holiday, an ancient prophecy, etc.).

NO MORE KID GLOVES

At some point on this progression, the heroes should be able to break out the normal mission mold and not worry so much about restraint. Typically the city (or some other governmental or quasi-governmental entity) hires them to deal with a major ghost outbreak out of fear that the citizens will flee in panic; the heroes no longer have to worry about damages impacting their Requisition Points, though they'll still get a good chewing-out if they go overboard.

Possibilities where the paradigm gets turned on its head and the normal rules no longer apply include:

- **Avatar of Destruction:** Once you end up with a giant kaiju-sized unholy monster knocking over buildings and flattening cars on its rampage through downtown (and of *course* it's immune to anything the National Guard throws at it), nobody's going to worry much about burnt wallpaper as you break out the “big guns.”
- **Extra-Dimensional Hijinks:** The entire city gets transported to another dimension (perhaps themed after your choice of ancient mythology, and part of the fun can be to guess which one). You need to defeat the Big Bad, in order to get all the people back, before the city: a) is overrun by monsters; b) is driven to madness; c) runs out of coffee!
- **Shadow/Ghost World:** The Ghostbusters are in a “pocket dimension” overlaying reality. Maybe it looks like the city, but in the past ... or it's a twisted, nightmarish version of the normal world. (Or, hey, how about a twisted take on Alice in Wonderland?) Of course, the Big Bad is a “load-supporting boss” who needs to be defeated in order to get back to reality.

At that point, the heroes will be up against obvious foes that can be clearly seen without Paragoggles.

They should feel perfectly free to use the “Strafe” option for those proton packs, and the Large and Cone templates for the slime blowers with wild abandon. Nobody's going to bill them for property damage while they're fighting in a pocket-dimension that “doesn't really exist,” and burnt wallpaper is nothing compared to the devastation caused by a giant animated concrete dinosaur “avatar of the dark gods” flattening Downtown.

TOBIN'S GUIDE: GHOST CHARACTERISTICS

SPECIAL CHARACTERISTICS

The following are special “abilities” (including weaknesses) that apply to some of the paranormal entities presented here.

Capture Resistance

The creature is strong-willed and thus hard to permanently trap, gaining a bonus (typically +2) to any rolls to resist being caught in a Ghost Trap. This confers no bonus, however, to avoid being Snared by a proton stream, etc.

Competent Extra

This character gets to roll a Wild Die when making trait rolls. In all other respects, the character is still an Extra.

Energy Attack

This creature is capable of making a ranged attack without ammunition. Damage dealt is typically equal to Spirit + a damage die type, with limited range; specific characteristics should be listed under the creature's entry. Although a player-character ghost with this ability would have to expend a Benny or Fatigue to use this power, a ghost that is in its “native haunt” can use these attacks indefinitely, unless specified otherwise.

Fear Attack

This creature can suddenly, briefly change its form or otherwise create a frightening display. As an action, once per Encounter this creature can cause Fear, prompting all present to make a Guts check at -2 (or as specified). Anyone who gets a raise on this Guts check is immune to the Fear Attack from this creature for any future encounters, as the novelty has worn off.

Paranormal Entity

This creature may be corporeal, and hence immune to being caught in a ghost trap, but it still affected by any special attacks or powers that apply to the supernatural (so it can be tracked with a PKE meter or picked up by paragoggles).

It is also able to interact with other supernatural entities, even nonsolid ones such as ghosts, treating them as if they were corporeal.

Nonsolid

This creature cannot normally interact with solid objects (save for some sort of telekinesis if applicable), since it has no true physical form. Even so, old habits die hard, and such creatures must pass a Spirit test in order to deliberately pass through a wall or other solid barrier—and doing so usually leaves an ectoplasmic trace of its passing. Upon failing this test, the creature can try again in subsequent rounds.

This creature can still interact with other paranormal entities as if it were solid, such as by making physical attacks (typically dealing only its Strength in damage unless its ghostly form has “natural weapons”).

Slime Attack

An angry ghost can move through a living target. This is a Fighting attack against the target's Parry, dealing Strength damage. Unless the target has a magical or holy weapon or shield (or a gadget that accomplishes the same thing), it is an Unarmed Defender against the ghost's ethereal attack. Attacks can be made on multiple targets along the ghost's path, but at a Multi-Action Penalty of -2 per each additional target. Slime damage is nonfatal, magical, and goes away at one Wound level per hour.

Please note that a ghost engaging targets in this way does not get a free attack against an adjacent combatant who moves away from the ghost, since it's not truly “in combat” with the individual.

Spirit Sight

This creature may ignore darkness penalties.

Supernatural Weapons

This entity has claws, fangs, a ghostly blade, etc., that allow it to deal extra damage against corporeal as well as ghostly (nonsolid) targets.

Swarmers

This creature is a weaker type of paranormal manifestation, and hence is actually destroyed if it takes a Wound from a proton pack or slime blower, or if it is “caught” in a ghost trap. As per the name, it is typically found in large quantities.

Swarmers, Super-Mook

This is a more fragile type of swarmer that is dissipated not only if Wounded, but even if it is merely *Shaken*. Yes, that means that a Super-Mook Swarmer can be Taunted, Intimidated, or otherwise Tested into self-destruction.

Technically Undead

This creature is “undead” for purposes of powers and such that specifically target them, but it does not automatically gain any of the special perks (bonus to Toughness, etc.) normally associated with the Undead ability.

TOBIN'S GUIDE: BESTIARY

A selection of representative paranormal entities.

KNICKKNACK

A small object, animated by supernatural forces, typically anthropomorphic or zoomorphic in form (e.g., dolls, figurines), or adopting zoomorphic characteristics once animated (e.g., a book that “flies” like a bat or bird, flapping its covers and pages like wings).

Attributes: Agility d4, Smarts d4(A), Spirit d4, Strength d4, Vigor d4

Skills: Athletics d8, Fighting d4–2 (unskilled), Notice d4, Stealth d8

Pace: 8; **Parry:** 2; **Toughness:** 2

Special Abilities

- **Fear Attack:** Once per encounter, the entire knickknack group may collectively make a Fear Attack (typically in the first round as they animate), forcing all witnessing victims to make a Fear check at –2.
- **Fleet-Footed:** Runs, crawls, hops or rolls with a Pace of 8, and rolls a d10 when running.
- **Flight:** If the object form has “wings,” it flies with a Pace of 8, and rolls a d10 when “running.”
- **Paranormal Entity:** Not technically a ghost, and hence can't be trapped, but can still be affected and detected by Ghostbusters gear once active.
- **Poke:** Can attack in melee for Str damage.
- **Size –2:** Attackers subtract 2 from attempts to hit this tiny creature. It gains a +2 bonus to attacks against other creatures.
- **Spirit Sight:** Ignores darkness penalties.
- **Swarmer, Super-Mook:** Instantly destroyed by a Shaken or Wound result.

CONGLOMERATE HORROR

A pile of trash, the contents of a sandbox, a whole stack of books ... some inanimate collection of particles or objects joins together to form a single quasi-humanoid (or zoomorphic) entity. Typically the entity is given form and pseudo-life due to a cursed relic (e.g., a murder weapon thrown in a trash bin, an unholy tome lurking among ordinary books in the library) that is the creature's “heart.” Eliminating or separating that “heart” from the whole will greatly weaken or even disintegrate the horror.

Attributes: Agility d6, Smarts d4(A), Spirit d6, Strength d8, Vigor d8

Skills: Athletics d6, Fighting d6, Intimidate d6, Notice d6, Stealth d6

Pace: 6; **Parry:** 2; **Toughness:** 10

Special Abilities

- **Ablative:** Cannot be Wounded; instead, any attack that deals enough damage to cause one or more Wounds instead reduces the thing's mass. Its Size, Strength and Vigor drop by 1 step each, and its Toughness by 2. (This is regardless of how many Wounds were dealt by that one attack.)

If this would put it below d4 in any trait, or below Toughness 2, it is temporarily “dead”; targeting its focal point may be done at no penalty until it regenerates.

- **Burrow:** Can move through whatever element it is made of (or similar material) at its Pace (but cannot “run”). E.g., a sand horror could move through loose earth but not solid rock; a trash horror could move through loose garbage and junk, etc. (Essentially, the core item is doing the moving, and it's reforming its body out of whatever similar “material” it's passing through.)
- **Construct:** +2 to base Toughness; called shots do no extra damage.
- **Fear Attack:** This creature's first action in an Encounter is to gather together into its conglomerate form, accompanied by a spooky display that forces all watching to make a Fear check at –2.
- **Focal Point:** At the monster's heart is a relic that motivates it; this can be detected via Paragoggles, PKE Meter, etc., with a successful Survival (tracking) or Notice roll. It can be targeted at a –6 penalty, and either knocked away with enough damage to cause a Shaken result, or with a Snare. In either case, as long as the focal object can be kept away from whatever material type it uses to make its form, the conglomerate horror is immediately rendered inanimate.
- **Paranormal Entity:** Not technically a ghost, and hence can't be trapped, but can still be affected and detected by Ghostbusters gear once active.
- **Projectiles:** Can throw small chunks of itself (range 3/6/12) for Str+d4 damage, using Athletics.
- **Regeneration:** As long as it is in contact with whatever material it is formed from (e.g., trash pile for a trash horror, a sandbox for a sand horror), once per round it can spend an action to regenerate one Wound.
- **Size +2:** Conglomerate horrors could come in any size, but the standard one is about the size of a horse.
- **Slam:** Melee attack against all within Small Burst Template, Str+Str damage. (So, given the standard profile, with Str d8 at full power, this would be 2d8.)
- **Stretch:** Has Reach for its slam attack equal to its current Size (if greater than +0).
- **Spirit Sight:** Ignores darkness penalties.

GARGOYLE

A large animated object, typically encountered in large numbers, and made of a solid material resistant to damage. The archetypical example would be gargoyles from a building that have torn themselves off to swoop down on the Ghostbusters team, though it could just as easily be animated suits of armor or statues.

Attributes: Agility d6, Smarts d4(A), Spirit d6, Strength d6, Vigor d6

Skills: Climbing d6, Fighting d6, Guts d6, Notice d6, Stealth d6

Pace: 4; **Parry:** 5; **Toughness:** 9 (2 Armor)

Special Abilities

- **Armor:** +2 to Toughness.
- **Construct:** +2 Toughness; suffers no additional damage from called shots, but may still be hindered by dismembered limbs, unable to “see” if its head or helmet has been knocked off, etc.
- **Fear Attack:** Once per encounter, the entire gargoyle group may collectively make a Fear Attack (typically in the first round as they animate), forcing all witnessing victims to make a Fear check at -2.
- **Flight:** If the object form has “wings,” it flies with a Pace of 8, but it cannot “run” when flying.
- **Lumbering:** Cannot run.
- **Paranormal Entity:** Not technically a ghost, and hence can't be trapped, but can still be affected and detected by Ghostbusters gear once active.
- **Smash:** Deals Str+d6 damage in melee.
- **Spirit Sight:** Ignores darkness penalties.
- **Swarmers:** Instantly destroyed by a Wound result.

PHANTASM

This is your basic “focused, non-terminal, repeating phantasm.” Once a phantasm manifests in areas of high concentration of psychokinetic energy, it is faintly visible, typically as a gross caricature of its appearance in life (as over time the spirit's sense of self-image becomes corrupted). Phantasms rarely talk; if they do, it is usually out of phrases they spoke in life, or raw expressions of emotion, rather than an ability to hold a meaningful conversation.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Athletics d6, Fighting d6, Intimidate d6, Notice d6, Stealth d6

Pace: 8; **Parry:** 5; **Toughness:** 5

Special Abilities

- **Capture Resistance:** +2 to Spirit rolls to resist being caught in a Ghost Trap.
- **Fear Attack:** Once per encounter, may spend an

action to put on a horrific display; all witnessing this are subject to Fear tests at -2.

- **Flight:** Moves at a Pace of 8, and rolls a “Running” die of d10.
- **Limited Telekinesis:** Able to knock over, pick up and throw small objects with Athletics (typically range 2/4/8, Str+d4 damage).
- **Nonsolid:** Unaffected by physical attacks. Must pass a Spirit check to pass through solid obstacles. Enemies are at -2 to target the ghost without Paragoggles or similar, unless it has been “tagged” with slime, due to its partly transparent form.
- **Slime Attack:** Deals Str damage on a touch.
- **Spirit Sight:** Ignores darkness penalties.
- **Technically Undead:** “Undead” for purposes of special abilities, equipment, etc., that affect and detect undead.

SLASHER

Manifestation of a serial killer or a vengeful ancient warrior, wielding a sharp implement. Quite often it appears to be much more solid than the typical phantasm, at least when seen in poor lighting conditions, but bright spotlights or flares can typically reveal its true, semi-corporeal nature.

Attributes: Agility d8, Smarts d4, Spirit d8, Strength d8, Vigor d8

Skills: Fighting d8, Intimidate d8, Notice d8, Stealth d8

Pace: 6; **Parry:** 6; **Toughness:** 8

Special Abilities

- **Gorefest:** Deals Str+d8 damage in melee. This is treated as a Heavy Weapon attack against inanimate objects (especially walls and doors). If it attacks a living target, it looks as if the victim is messily and bloodily eviscerated, with fountains of blood. (Any observer can, upon a successful Healing or Academics roll, deduce that this is a *physically impossible* amount of gore.)
- **Improved Nerves of Steel:** Ignores up to 2 levels of Wound penalties.
- **Inexorable Pursuit:** Suffers no movement penalty due to Rough Terrain. Never Runs.
- **Jump Scare (Fear Attack):** Once per Encounter, the Slasher can designate one target as The Victim. This will most likely be a target who failed to notice the Omen (see below), and preferably someone who's more likely to scream like a little girl upon failing a Fear test.

The Slasher suddenly leap outs from hiding to attack The Victim. The Slasher rolls Stealth vs. the target's Notice; on a Raise, the Slasher gets The Drop on the attack.

However, if this attack roll hits, this attack does not

actually deal damage. Rather, it “*just barely* misses,” doing very real damage to a nearby solid object (chainsaw through a wall, axe chopping through a door, etc.).

The would-be victim must make a Fear test (Spirit) opposed by the Slasher’s attack roll (and must beat that roll in order to avoid a roll on the Fear Table). The Slasher only gets to make one Jump Scare attack per Encounter, against a single designated “Victim.”

- **Omen:** Before the Slasher appears, there is some sort of ominous foreshadowing that wary Ghostbusters may pick up on. Each character may make a Notice check at –2. (If a character has encountered this Slasher before, drop the –2 penalty.)

Upon a success, the character has enough forewarning to have gear at the ready before the Slasher makes his Jump Scare entrance.

For a vengeful ancient warrior, this might be ominous drum beats or echoing chants, whereas for a “movie serial killer,” it could be strains of creepy background “mood music.”

- **Paranormal Entity:** Not technically a ghost, and hence can’t be trapped, but can still be affected and detected by Ghostbusters gear once active.

Typically, the Slasher is tied to a cursed relic, such as the weapon it uses, or is a “projection” of something else. If “slain,” it disappears, but may reappear later until the true cause of its manifestation is dealt with.

- **Quasi-Solid:** Cannot be Wounded by physical attacks, but can still be Shaken, and affected by Knockback.

Can be Grappled or held by bindings ... as long as someone is watching. (Bury him under a pile of rocks, or lock him behind a door, and it will hold him... until you turn a corner and then *there he is again.*)

Must pass a Spirit check to pass through solid obstacles. When manifested, the Slasher is completely visible.

- **Spirit Sight:** Ignores darkness penalties.
- **Technically Undead:** “Undead” for purposes of special abilities, equipment, etc., that affect and detect undead.
- **The Victim:** The initial target of the Slasher’s Jump Scare attack is “The Victim.” This character, if attempting to move away from the Slasher, cannot Run, and treats all terrain as Rough Terrain (constantly stumbling and falling even on open, clear ground).

Any Wild Card subjected to this effect may make an immediate Spirit roll at –2 (apply any bonuses to resist Fear-based effects, such as Brave) as a free action to dismiss this effect. Allies may use the “Snap Out of It!” maneuver (at –2) as an action to help this character break free of the effect.

WISP

Small, “minion” spirits tied to a greater haunt, or generated by a cursed relic. Typically less defined—and even harder to see—than a typical apparition.

Attributes: Agility d6, Smarts d4(A), Spirit d6, Strength d4, Vigor d4

Skills: Fighting d4–2 (unskilled), Intimidate d4, Notice d4, Stealth d4

Pace: 8; **Parry:** 2; **Toughness:** 2

Special Abilities

- **Fear Attack:** Once per encounter, the entire wisp group may collectively make a Fear Attack (typically in the first round), forcing all witnessing victims to make a Fear check at –2.
- **Flight:** Moves at a Pace of 8, and rolls a “Running” die of d10.
- **Nonsolid:** Unaffected by physical attacks. Must pass a Spirit check to pass through solid obstacles. Enemies are at –4 to target the ghost without Paragoggles or similar, unless it has been “tagged” with slime, due to its nearly transparent form.
- **Size –2:** Attackers subtract 2 from attempts to hit this tiny creature. It gains a +2 bonus to attacks against other creatures.
- **Slime Attack:** Deals Str damage on a touch.
- **Spirit Sight:** Ignores darkness penalties.
- **Swarmer, Super-Mook:** Instantly destroyed by a Shaken or Wounded result.
- **Technically Undead:** “Undead” for purposes of special abilities, equipment, etc., that affect and detect undead.

CASE FILES: GHOSTS IN TOYLAND

Here is an example haunt that the heroes might investigate, intended to be “fleshed out” a bit to better fit your campaign.

The team must rescue a child abducted by a lonely ghost—a ghost-child whose body is, unknown to the current inhabitants, on the premises.

THE CALL

The Jeffersons have called in, convinced that a ghost has abducted their child (Nicole Jefferson, age 8). Their case has been in the news, but the police naturally have been focusing on more mundane explanations for her disappearance.

Since the child has been missing for several days now, this doesn't necessarily warrant sliding down a fire pole, rushing to the Ectomobile and rushing, sirens blaring, to the scene, but a prompt arrival will still impress the parents (+1 to negotiation rolls at end of adventure).

INVESTIGATION

Alternatively, the team can take time to do some Research before heading out; a Cooperative Research roll can be made for anyone participating. Whether the heroes spend time to investigate, or rush to the scene, anyone can roll Common Knowledge, with a chance to yield the same information.

A simple success yields basic information about the property: The house was built in the suburbs in 1972. There have been occasional reports of disturbances, and the house has gone through many owners. There are no reports of any deaths on the premises or other obvious tragedies that would help to explain a haunting. The Jeffersons moved here earlier this year (1989 or thereabouts as needed for your campaign).

On a raise, the team learns that there were two houses previously on the property; the original was built in 1954, but it burned down in 1962. Attempts to rebuild were plagued by various mishaps, and the second house was extensively damaged in a fire in 1970, then demolished; the new house was eventually built in 1972, with new owners.

On two raises, at the time the original house still stood, the Cold War was of grave concern, and fallout shelters were built for several houses in the area from 1954-1957. There's a high probability that one was built for the original house (though there are no public records to verify this), but the present house does not have one.

THE BACKSTORY

In the height of the Cold War, a fallout shelter was indeed built for the house in 1956. However, the original family moved out in 1960, and the new owners were an elderly couple who cared little about the fallout shelter. Some

neighborhood kids managed to open the lock, and it became a “secret hideout” unbeknownst to the owners.

Tragedy struck in 1962 when the owners were on a trip visiting family, and the gas stove line had been left on. The resulting fire destroyed the house, and blew debris into the yard. A young boy, Thomas (“Tommy”) Gilbert, age 10, was playing in the shelter when the blast happened. He was trapped inside; although there were stores of food and water, the shelter's air-intake vents were blocked, and he eventually died.

Records in the house were destroyed, there were no public records of the fallout shelter, the owners were anxious to just let the insurance company deal with details while they sought a new house somewhere else. Demolition crews bulldozed right over any trace of the shelter's entrance. It was forgotten, with Tommy entombed inside.

Occasionally, his ghost has stirred when a new family moves into the house, if there's a child somewhere around his age when he died. Generally, the child in question has become scared, and events led to the family deciding to move. However, Nicole was different, quite fascinated with her strange new friend; the trouble is that her new friend has lured her to his secret hideout, buried in the back yard, and has absolutely no intention of ever letting her leave.

THE SITE

Use a floor plan of a modern suburbs house with a basement, with a playset and a sandbox in the back yard. The sandbox is actually over the lost bomb shelter; Tommy used telekinesis to create a burrow up to the sandbox, and this is where he lured Nicole, then sucked her down through the sand into the buried fallout shelter.

THE INTERVIEW

Interviews with Mr. and Mrs. Jefferson indicate that Nicole has always been adventurous, even a little tomboyish, and doesn't scare easily. She's outgoing and makes friends easily—perhaps *too* easily. She's always had an active imagination, so at first when she would talk about her (presumably imaginary) friend “Tommy,” they thought nothing of it. Nicole got into trouble a few times when things were moved in places where she wasn't allowed, or cookies were missing and such, and she'd claim that Tommy did it, and promise to chastise him for breaking the rules; she got in trouble, of course, for lying.

In retrospect, Mrs. Jefferson admits to toys popping up in places where it would've been hard for Nicole to reach, and at times when she was off at school, but at the time it was just easier to rationalize that Nicole had been behind it, rather than attributing it to some mischievous spirit.

It was immediately after another chastising of Nicole, and when she had been tearfully sent back to her room, that

she vanished. Her window was open and the screens removed, even though that would require a screwdriver for a child to have the leverage to pop the latches, and there's none to be found. The police have been going under the assumption that Nicole just got upset and ran away, and she'll turn up sooner or later.

The Jeffersons, however, have been plagued by strange incidents; it seemed as if the more they searched, the more *something* was getting angry with them. Flashlight batteries flicker and die, things unexpectedly fall off shelves, toys end up in odd places, they hear odd thumps at night—but more disturbingly, each reports incidents in which he or she heard a small voice whispering things along the lines of, “Go away. We don't need you,” or “No grown-ups allowed.”

If a hero takes the time to do some Research about “Tommy” (taking a trip during normal work hours to visit Town Hall to check public records, or the library to check newspapers, etc.), a simple success yields a report of a child, Tommy Gilbert (age 10), who lived in another house in the neighborhood, and was reported missing in 1962, right around the time of the house fire. He was never found.

If the heroes decide to pursue this angle outside the house, they can do some sleuthing to track down his family; his younger sister, Tracy, was 8 at the time, and now works as a librarian at the City Library. She's reluctant to discuss the event, so a Persuasion roll is required; if the team brings up the fact that this could be useful to help another missing child, this adds a +2 bonus.

Basically, she can share that her older brother sometimes boasted of having a “secret hide-out,” where he had lots of food and water stashed away, and he was going to recruit members into his “secret club.” But he vanished around the time of that fire, and there were rumors that he might have started the fire, “playing with matches,” and then run away because he was ashamed of what he'd done.

THE OMENS

Assuming the heroes first visit the house, PKE readings will lead them to Nicole's room, where Tommy manifested most often while playing with his mortal friend. This is likely to make it a focus of further investigation. If anyone also checks the back yard, PKE readings will pick up in the play area out back, mostly focused upon the sandbox.

If this is an early adventure for the team, and PKE levels haven't spiked to “imminent apocalypse” levels, the heroes will need to stake out the house, as there is no immediate paranormal activity, and paragoggles don't detect any free-roaming vapors lurking in the shadows. Typically this would involve setting up video cameras, brewing plenty of coffee and planning to stay up into the wee hours to watch for signs of paranormal activity at night.

If for some reason there is a child “dependent” with the team (or even a very young team member who is either

a child, or young enough to pass for one), he or she is likely to draw Tommy's attention, and to be the focus for any curious events involving toys being moved around (he wants another friend to play with!).

Otherwise, you might have a few incidents where someone—perhaps the oldest or most “grown-up” seeming of the team—hears a child whisper something to the effect of “Go away. Grown-ups can't join my club!”

There are some PKE traces around the window, and a thin trace of ectoplasmic slime that is only picked up by paragoggles on the latches, and on assorted toys in the room: remnants of Tommy's activity, so this is likely to attract some attention for the stake-out.

BAD TOYS

Eventually, the paranormal activity gets out of hand, preferably at night. Look for an opportunity for someone or something to make Tommy “angry.” Perhaps it's when someone is poking around in Nicole's room, investigating how she got out, and Tommy doesn't want anyone poking around. Perhaps someone hears Tommy's voice, and tries to respond. Or, the heroes have done too well at gathering clues, and they investigate the yard.

Ideally in Nicole's room, but potentially anywhere else on the premises, several of Nicole's toys are imbued with pseudo-life by Tommy. This would include some dolls with pull-strings that let them say things, or which say “Ma-ma!” when you tilt them over. Start off with a Notice check for some hero (preferably alone) with a toy out of place, or if the heroes have set up video cameras, there's finally a disturbance and some toys are seen creeping across the floor. If the heroes rush to investigate, this is a prime opportunity for mayhem.

Wherever the event happens, toys spring to life and attack: 2 “Knickknacks” per hero. The trouble is that even though individual toys may be destroyed (or slimed into submission), they are replenished by other toys joining in at the rate of up to 2 per round.

Keep track of how many toys are destroyed; if a total of 6 per hero are destroyed, there are no more reinforcements (for now); area effect attacks likely take out several of the “passive” toys as well, thus reducing the ability to call in reinforcements; for such attacks, double the tally of toys destroyed for purposes of keeping track of how many of the “reinforcements” are used up. Taunts, Intimidation, and other Tests can be used to Shake (and therefore destroy) an individual toy at a time, but the hero needs to explain what he's doing with the action; for instance, a baby doll might be Taunted or Intimidated so it just sits there “crying” and hence is out of the fight. Or, use Athletics to catch a toy in a wastecan, trapping it. If necessary, the team can simply flee the room and slam the door behind, bringing a temporary end to the madness.

Bad Toys (2 per hero): Use Knickknack statistics.

SANDBOX

PKE readings are peaking, and anyone who takes the time to track the activity (either in the middle of the toy fight, or once it's all over with) can find it getting “warmer” in the vicinity of the sandbox.

Tommy doesn't like the Ghostbusters being so close to his secret hide-out, and this is manifested in the form of a conglomerate horror that rises out of the sandbox, with a few assorted toys that were buried in the sand. One of those happens to be a battered rusty toy truck that belonged to Tommy, and which now serves as the focus for the sandbox/toy horror; anyone using Paragoggles or a PKE meter (etc.) can spot the focus point with a simple Notice or Tracking check. If it's removed (via snare or sufficiently damaging shot), the conglomerate horror explodes outward, leaving a large crater ... and a burrow large enough to crawl through on hands and knees.

The sandbox is the only source of sand in the yard, so the conglomerate horror cannot regenerate if it moves away to attack the heroes.

Sand Horror (1): Use Conglomerate Horror statistics.

SECRET HIDEOUT

PKE readings indicate that there's more to be found inside that tunnel. If that's not enough, the team can hear the voice of a young girl: “Hello? Is anyone there? Please, be careful—Tommy will get angry. He—” And then she makes a sharp scream, as the PKE readings spike. Something is down there, and it's already quite angry.

The earthen tunnel leads to a broken-in section of the fallout shelter, where its structure was broken during demolition of the original house.

Cans crunch underfoot, and there is no light source save what the team brings along. Any ordinary flashlights and other electronic devices flicker out and die, but the Ghostbusters' standard and special equipment is specially shielded against such paranormal disruption. There are several toys—some antiques that date back from the early 1960s, some more recent—that have been hoarded down here, and crayon scrawls on the walls.

In the corner is Nicole, looking disheveled and dirty, as she's been pulled through the burrow and held prisoner down here for several days, living off of canned water and old, long-expired emergency supplies.

Tommy soon reveals his presence, materializing as a faintly glowing boy in tattered jeans and shirt, but as he sees the intruders, his mouth opens wider than would be natural, and his features become more distorted and grotesque. “This is my secret hide-out! No one else is allowed—especially GROWN-UPS!” By the end of his statement, he looks gaunt, with sunken, green-glowing eyes, bony claws, and a lower torso that trails away into nothing. He starts with a Fear Attack, and doesn't participate in any further conversation aside from occasional cries of things such as

“Get out!” and “You're not wanted here!” and “This is MY hide-out! You can't take it away from me!”

Tommy (a Phantasm) attacks. Now that this is his actual manifestation, he can be caught in a Ghost Trap, but he won't go easily. He can flee the fallout shelter if necessary, hiding anywhere in the house or on the grounds.

Worse, Nicole will flee the shelter at the first opportunity, but if things are going bad for Tommy, he'll chase her down, intending to “help her escape” with him—by turning her into a ghost as well. Fortunately for the heroes, she's unwilling to give up without a fight, and her cries and screams should help them locate her (and Tommy) wherever they've gone off to, on the property. If Nicole can be escorted off the house property, she's safe from any further danger, as Tommy is too closely tied to the vicinity of his body to pursue.

Even if Tommy simply hides where the heroes can't reach him, his mortal remains are still in the fallout shelter. His body is hidden behind a “fort” of boxes and cans he assembled; if those are disturbed, Tommy can't help but return to express his displeasure, no matter how outmatched he is.



Tommy: Use Phantasm statistics.

THE AFTERMATH

The “environment” is treated as having a Toughness of 6 for any errant shots inside the house. Any errant shots outdoors are put against an abstract Toughness of 12 (as there's the ever-so-slight chance of hitting a neighbor's house, or knocking down a tree). Any mishaps inside the burrow or the fallout shelter won't count as “Wounds” against the environment for purpose of final damages, since the Jeffersons didn't even know there was a shelter there in the first place, and it's hardly in prime condition.

In this particular mission, it's very hard for the heroes *not* to come out ahead, eventually. Even if Tommy somehow escapes capture, all that really matters to the Jeffersons is that their daughter is rescued, and they'll even overlook the house being torn apart by proton streams; they're willing to blame everything on the ghost.

Therefore, no matter how many “Wounds” are dealt to the environment, the team is guaranteed to get 5 Requisition Points once it's all over with. However, the party's spokesman will still have to deal with the standard negotiation procedure in order to try to get a bonus out of the job.

CASE FILES: THE SLASHER

Lovers' Lookout (not its official name) is notorious as a spot for youngsters to drive out and make out, but it's also been the site of a few scares, as a masked slasher has interrupted several romantic rendezvous.

Local police attempted to stake it out. The slasher appeared, armed with a blood-caked knife, and attacked. Bullets had no effect, and it soon vanished without a trace. Could it be a ghost? And so this is where the team comes in.

INFORMATION GATHERING

Research can be useful for going over the details already collected by the cops in their investigation, or Persuasion to talk to the witnesses themselves.

Basic Details: This has only happened a few times: always on a Friday night, over the span of the past three weeks.

Raise: More specifically, two of the witnesses from two different incidents report it happening around 10:30 pm (exact time uncertain, since none of the would-be victims were looking at a watch when the Slasher appeared).

2 Raises: Someone heard rumors of a similar slasher being sighted (same spot, same general time) last year, around this time, though it was never reported to the police.

PKE Readings & Tracking: There are no big puddles of ectoplasm, no obvious trails. There are some lingering mild "spikes" in PKE readings in the last spot where the Slasher appeared, but nothing to indicate that the spot itself is particularly significant, and certainly not enough for a trail to follow.

THE STAKE-OUT

If the gang wants a closer look at the ghost, staking out is easy: They just need to come back next Friday night, have someone pose as the "young lovers," and wait for the Slasher to show up right around 10:36 pm. If the radio is playing, it will begin to crackle with static, then shift stations seemingly randomly.

When the Slasher appears, at first it seems solid, but if spotlights or flares are used to light up the area, it's revealed as only semi-corporeal, but better defined than a typical ghost (i.e., not a caricature, not grossly distorted). Ghostbusting gear works fine on it, including disruption from a ghost trap, but once the "fight" is over with, nothing is actually caught in the trap.

Since this is an outdoors battle, outside town, there's little concern about major property damage (unless someone's car gets hit). Therefore, Environmental Damage only happens on a Critical Failure for proton packs.

The Slasher: Use Slasher statistics, but make him a Competent Extra (use a Wild Die with trait rolls).

Unfortunately, this isn't the actual haunt! It's just a *projection*.

FRIDAY NIGHT FRIGHT FEST

What's happening? The local Dollar Theater (showing only second-run or worse films) has "double features" on Friday night, and it just so happens that one of the reels in circulation with their distributor is *curse*d, as an old projectionist had a heart attack when the slasher made its first appearance in the movie. It just so happens that on the current schedule at the Dollar Theater, that jump-scare happens at around 10:36 pm (give or take, if the projectionist is late or early starting up the show).

With a bit of information gathering, Common Knowledge from someone on the team with geeky interests, or perhaps just a chance encounter walking down the street and noticing the Dollar Theater advertising Friday Night Fright Fest, for a lead.

Could it be the old run-down Exemplar Theater (now known as the cheap, second-run Dollar Theater)? This could warrant a visit from the team!

VISITING THE DOLLAR THEATER

During the week, the Dollar Theater is showing a fairly brainless rom-com, "Maid for Each Other." (College student cross-dresses and pretends to be a maid to get near his crush, but falls in love with his co-worker ... wacky hijinks ensue!)

For Friday Night Fright Fest, it's a triple horror feature: "THEY CRAVE!" followed by "BRIDEZILLA II: TIL DEATH DO US PART" and then "SLASHER III: THE LURKER OF LOVERS LANE."

If the Ghostbusters team visits the theater, getting in to investigate is fairly easy. If it's in the evening, it's just a buck each to get in, and even if they come waltzing in with full Ghostbusting gear, the freckled teenager managing the ticket booth isn't going to go out of his way to raise a fuss.

Alternatively, they could come during the daytime, and see the owner in the office, and Persuade him to let them take a look around the place. If the Ghostbusters team has built a reputation for itself in trashing local establishments during their "investigations," there could be significant penalties to this check (or he could just say "No way!"). The Slasher hasn't actually made any phantasmic appearances in the theater itself (it doesn't fit his "MO"), and this is a shoestring operation, so the owner isn't interested in actually *hiring* the Ghostbusters to solve any problems he doesn't think he has.

Since the Ghostbusters were asked by the police to look into this, if they run into resistance from the theater owner, they could alternatively get City Hall to help them out, pulling some strings for a warrant. In that case, they'll be

accompanied by at least one police officer Extra (not that he'll be much use at all against ghosts).

If they show up on Friday Night, they can catch a lineup of shlocky horror films. The Slasher makes his first appearance around 10:30 pm in "SLASHER III," but instead of popping up over at Lovers' Lookout, he'll do a Jump Scare on one of the heroes (roll randomly on some poor soul who happened to be going for popcorn at that moment, or else he'll pick on whoever seems the most likely to scream like a little girl upon failing a Fear test).

If the team shows up during a weeknight—or even if it's off-hours—then "Maid For Each Other" is playing on the screen. However, something goes *wrong* in the movie, as The Slasher appears, completely killing the mood (and the characters), then at last turning to "see" the Ghostbusters. Suddenly, out of the shadows, The Slasher, in the flesh (so to speak) attacks one of the heroes! (As above, he goes after who seems the most vulnerable to fail a Fear test.)

THE SLASHER ATTACKS!

The slasher seems solid in the poorly-lit theater, but any attacks directed toward "the slasher" only temporarily dissipate it, since, after all, it's just a *projection*.

A team member who rushes up to the projectionist booth will find it empty (the projectionist should have the sense to clear off by now — or else, if the Ghostbusters came during the off-hours, no one was there, and the projector just started on its own). The film on the rom-com reel is blackening and peeling away as if burnt by an unseen fire. The actual cursed reel is glowing conspicuously, and any interaction with it will cause the Slasher to manifest in the booth.

Or, of course, someone could just spray a proton stream or a bunch of slime up into the booth, and disturb the reel in the process. (It's the same end result, but more collateral damage to negotiate away when this is dealt with. Remember, the Dollar Theater owners aren't hiring the Ghostbusters to tear up their place!)



The Slasher: Within the theater, he's treated as a Wild Card.

THE PROJECTOR

The film projector and its stand twist and morph into a vaguely humanoid form, with the projector as its "head," flailing "tentacles" of torn lengths of film, and the reel is now mounted and playing.

The Projector can summon the Slasher up into the booth (or anywhere in its line of sight) as an action, even if the Slasher has been "killed." The Slasher is immediately restored to full health when this happens.

The Focal Point is the cursed reel; once it has been removed, the Slasher vanishes, along with any phantasmic "gore" caused by its attacks.

The Projector "regenerates" by drawing film from nearby

reel cases, and spare parts from the backup projector, and using them to bandage its "wounds." If the Projector can be forced or lured out of the booth, it can no longer use its Regeneration ability.



The Projector: Use Conglomerate Horror statistics but without the Burrow special ability.

AFTERMATH

There's a high probability that the Dollar Theater is going to be shutting down for a while, due to the loss of its primary projector (and quite likely the second as well). However, the captured reel pretty clearly sets off the PKE readings, so it shouldn't be hard to persuade the owners that at least this was for a good cause. Plus, the Dollar Theater has clearly seen much better days (as it wasn't *always* the "Dollar Theater").

A standard negotiation phase is in order for Requisition Points, save that in the event that it somehow comes up negative, the Ghostbusters won't be liable to lose any Requisition Points on a bad result unless they *really* went out of their way to target private or public property in the mayhem.

The Reel itself is a 1-point relic. It can be sent in for further research to get the local Ghostbusters gang a bonus Team XP.

Otherwise, its only real "power" is that if put into a projector in a fairly high-PKE area (say, in a room back at the Ghostbusters HQ), it'll summon up a weakened version of the Slasher that could be used for target practice. Treat it as a Competent Extra, and since it's being summoned on demand, everybody automatically notices the Omen, and it never gets The Drop on anyone with its Jump Scare entrance. The reel no longer has the "oomph" to transform the projector itself into another Conglomerate Horror.