

CREATING A GHOSTBUSTER

TRAITS

Ghostbusters have four Traits: **Brains, Cool, Moves, and Muscles**. Each Trait is assigned a number from **1-5** that represents the number of dice a character rolls when testing. So a Cool 3 would involve rolling 3 dice, one of which is the ghost die.

Ghostbusters have **12 points** to distribute among their 4 Traits. At least 1 point must be placed in each Trait and no more than a 5 can be placed in a single Trait.

TALENTS

Are specialties tied to a given Trait. So for example a character may have Drive as a Talent under Moves. Every Ghostbuster has one Talent per Trait. Talents add +3 dice to a roll. So a character with a Moves of 4 and the Drive Talent would roll 7 dice.

EXAMPLE BRAINS TALENTS

Accounting	Botany	Geology	Linguistics	Parapsychology
Anthropology	Bureaucratcs	Hair Styling	Mathematics	Physics
Archeology	Chemistry	History	Mechanical Repair	Soap Opera Romances
Astronomy	Deduce	Journalism	Medicine	Sports Facts
Biology	Electronics	Library Science	Occult	Zoology

EXAMPLE COOL TALENTS

Bargain	Charm	Play Poker
Bluff	Convince	Play Stock Market
Borrow	Fast Talk	Raise Children
Browbeat	Orate	Seduce

EXAMPLE MOVES TALENTS

Attract Attention	Dodge	Play an Instrument
Balance	Drive Vehicle	See
Breakdance	Fire Weapon	Sleight of Hand
Catch	Hide	Sneak
Disguise	Listen	Throw

EXAMPLE MUSCLES TALENTS

Brawl	Intimidate	Rip Things Open
Break Things	Jump	Run
Climb	Kick Things Over	Swim
Grapple	Lift	Wrestle

BROWNIE POINTS

Ghostbusters begin play with 20 Brownie Points.

EQUIPMENT

Once a job has been assigned is the time where the Ghostbuster can select his or her equipment. No more than three items can be carried at a time before a character is over encumbered.