

BASEBALL BAT



Little comes in as handy as a good ol' hickory bat. Use this for impromptu games or a last-minute Babe Ruth costume. Also, hit things.

With a successful Moves roll can be used to deflect an incoming object.

With a successful Muscles roll can be used as a weapon. Can even affect ghosts if covered in enough positively charged slime.

FLARE GUN



Good for starting fires, spooking cattle, and occasionally signaling for help.

Can start fires or signal for help.

Moves roll to aim.

TOOL KIT



Here's a host of tools to make a technician's life a heck of a lot easier. Includes pliers, wrenches, screwdrivers, ratchets, and more.

Using a Brains roll or a Repair Talent can be used to repair broken equipment in the field.

LOCK PICK KIT



Impress your friends! Never worry about losing your keys! Discover what a felony charge can do for one's record!

Can open locked doors with a successful Moves roll.

FIRST AID KIT



A small first-aid kit useful for treating the bumps, bruises, and cuts typical in paranormal extermination. Includes bandages, rubbing alcohol, scissors, tweezers, thermometer, and—blissfully—painkillers.

Using a Brains roll or a Medicine Talent allows treating of wounds in the field to recover lost Traits due to injury. Does have its limitations.

LAPTOP



Rugged design, processing power, and wifi connectivity makes this a powerful tool. Remember: Ghostbusters do not consider Wikipedia a viable primary source!

Useful for research on the go or reviewing files.

PARACHUTE



It's a parachute. If you find a need to use this something has probably gone wrong.

Keeps Ghostbusters from getting squashed when falling from great heights. Use Moves Trait or Jump Talent.

WALKIE TALKIE



[STANDARD EQUIPMENT]



Great for coordinating activities of Ghostbusters over a wide area. Also useful for looking important or for reenacting scenes from *Die Hard*.

Permits Ghostbusters to converse at great distances without having to shout.

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