



GHOSTBUSTERS DIE(D) HARD

In December 1988, NYPD officer John McClane saved his wife and several others taken hostage by German terrorists during a Christmas party at the Nakatomi Plaza in Los Angeles.

34 years later, employees of Nakatomi Plaza started reporting unusual occurrences on the upper floors of the building. First they would hear something moving in the air vents. Then mens' shoes would go missing, leaving only a bloody trail that quickly disappeared. And finally, on Christmas Eve, written on the wall was a terrifying message:

“Now I have a machine gun. Ho-ho-ho”.

It's Christmas Eve in Los Angeles. Who ya gonna call?

A Horror-Action-Comedy RPG blending two 80s classic movies for 4-6 players.

I LOVE THIS PLAN! I'M EXCITED TO BE A PART OF IT! LET'S DO IT! (GM SYNOPSIS)

No, John McClane isn't dead. Breathe easily. Also, thank you for running this game. It was entirely inspired by this video on Imgur - <https://tinyurl.com/GhostHard> (hopefully the link still works).

The basic premise is Ghostbusters Vs "John McClane"; however it's not John McClane. The man posing as the head of security for Nakatomi Plaza, "**Aster**"/**Vigo** is actually the son of one of Hans Gruber's goons and also the descendant of the villain from *Ghostbusters 2* (turns out, there's a lot of crossover actors, so been having lots of fun with that). "Aster"/Vigo has been given a plan to open the Nakatomi vault by the spirit of **Hans Gruber**.

"Aster"/Vigo has been using his limited sorcery talent and an illusion **charm** to create a **tulpa** (a psychic golem) of McClane to scare the employees of Nakatomi Plaza; given John McClane hasn't been seen in years, it's easy for everyone to assume he has recently died since he's not around to disprove the rumours of his passing.

"Aster"/Vigo has been ramping up sightings for the last few weeks, culminating with Christmas Eve, the anniversary of the events of *Die Hard*. Once the employees

are spooked, he uses the charm to pass himself off as head of security and empty the building, then call the Ghostbusters to show up, catch "McClane".

The genius part comes after "McClane" is caught; he'll tease the Ghostbusters to break into the vault. But how will they get past the electromagnetic lock that required the FBI to cut power to an entire block to bypass? Easy: each of the Ghostbusters is carrying an "unlicensed nuclear accelerator" on their backs, that would make easy work of the electromagnetic lock.

Once open, "Aster"/Vigo will kill the Ghostbusters using the type of guns McClane used in 1988.

However, there's a wrinkle in the plan; Hans does want to get into the vault (again) but not for gold or gems or bearer bonds. Rather, he's after the angel halo securely stashed in the vault. Not only will it make him tangible again, it'll give him enough power to destroy part of Nakatomi Plaza, draw the attention of the 12 million occupants of metropolitan Los Angeles and siphon all that raw psychic energy, essentially becoming a god. After all, he's not just a thief, he's an exceptional thief...

GHOSTBUSTERS: LOS ANGELES (PCs)

Ghostbusters: Die(d) Hard is for up to six players. The players are the Los Angeles franchise of the Ghostbusters, aka **Ghostbusters: LA** or (**GBLA**). The game can be played with less than six players (it's best with four and up). If your table has less than six players, the priority is as follows:

1. Jeremy Darnell "**Jerry D**" Du Bois: The Boss
2. Jack **Kelly**: The Handyman
3. Monika **Schwarzenberg**: The Weirdo
4. Deborah "Debbie" **Ky**: The "Intern"
5. Kenny **Lieberman**: The Accountant
6. Miguel **Ángel** Mancebo: The Actor

You can share the **Common Ghostly Terminology** handout before the game starts, so the players can familiarise themselves with the various ghost classes!

WE'RE GONNA NEED SOME MORE FBI GUYS (NPCS)

“Otis Aster”: aka **Vigo Von Homburg**

Apparent main villain

(Page 5 image is German actor Til Schweiger)

Son of one of Gruber’s underlings and descendant of Vigo The Carpathian, Vigo is both a career mercenary and amateur sorcerer. Having infiltrated Nakatomi Plaza through black ops skills and simple magic, he has set it up so the Ghostbusters will be called to Nakatomi Plaza, and make use of their tools to bypass the Vault’s intense electromagnetic lock.

Vigo is immensely arrogant (even adding the “Von” to his surname to emphasise his importance) , but it’s not entirely undeserved. He’s physically imposing, talented in martial arts and marksmanship, and is skilful manipulator, able to feign a convincing American accent and pass as an ordinary security guard until he’s sure he’s achieved his goal.

He’s also in possession of an Illusion Charm that he can use to cloud people’s minds, or with create a tulpa (a psychic golem). Use this power sparingly but sneakily to mess with the Ghostbusters’ heads; once they realise he has the Charm, they can resist with a Heart + Empathy roll, a Heart + Persuasion or other creative solution to get the affected Ghostbuster to snap out of it.

Wilhelm von Homburg, who played Vigo The Carpathian in *Ghostbusters 2*, was James, one of Hans’ goons, in *Die Hard*; He helps set up the anti-tank weapon before McClane takes him out with C4 explosives tossed down the elevator shaft.

Hans Gruber RIP
Actual main villain

Criminal mastermind, even after death. You know who he is. His spirit has been trapped in Nakatomi Plaza for decades but only recently has he been able to manifest in any way, reaching out to his underling’s

sorcerer son and manipulating him slowly from afar, convincing him to try crack open Nakatomi’s vault; this time, however, Gruber is interested in one item in particular, a relic that would give him immense power.

Captain Al Powell, retired

Cousin of Jerry D, link to *Die Hard*

Jerry D’s cousin, Former NYPD, retired LAPD, and a friend of John McClane. Powell, or “Cousin Al” and Jerry D don’t get on at all, given Powell is an upright cop and family man, while Jerry D is a “huckster with a lightshow”. They have each other’s numbers but don’t talk so getting Powell to help will require something special.

Reginald VelJohnson plays the cop who escorts the Ghostbusters to the mayor’s office in the original movie.

Walter Peck / Dick Thornberg
Comedic nuisance(s)

Head and sole employee of the Paranormal Contracts Oversight Commission (PCOC, or “peacock”). Peck would prefer to retire but the existence of the Ghostbusters keeps him feeling the necessity to intervene. His twin brother Dick, aka “Richard Thornberg” is a disgraced TV reporter turned conspiracy podcaster craving any means to get back into the public eye.

William Atherton played both the bureaucratic EPA agent in *Ghostbusters* and the meddling reporter in *Die Hard* & *Die Hard 2*

John McClane
Retired human TV dinner

Currently living in secluded retirement after the events of *A Good Day to Die Hard*. McClane will only appear if the players convince Powell to call him, and even then he only appears via phone or videolink.

LISTEN! YOU SMELL SOMETHING?(RULES)

Ghostbusters: Die(d) Hard uses Free League's Year Zero system. All the GM needs are **D6s**.

Don't ask the players to roll often, keep it for moments of drama where a chance element really matters. The game is written to let the players do most of the talking!

How do Rolls work, then? Simple.

Roll Attribute + Skill + Bonuses - Penalties
Success = 6

Bonuses / Penalties are

Helpful / Difficult (Normal): 1
Extremely Helpful / Difficult: 2
No Challenge / Almost Impossible: 3

Only players should roll dice; if an NPC takes action, just set an appropriate difficulty for the players to respond. If an NPC takes a swing at a player, they could try block with Body + Force, or charm them with Heart + Persuasion. Let the players be creative.

If a player gets more than the required number of successes, that can be translated into effects that provide an unexpected benefit; like knocking an opponent on their ass or finding information they didn't expect to discover.

If it's a contested roll between players, roll opposing skills. This could be the same skills, like Strength + Force for a brawl, or Agility + Stealth Vs Logic + Vigilance for a game of hide and seek.

If a player doesn't roll any successes, they can **Push the roll**; the player takes a Condition (see below) and rerolls all the dice except those showing sixes. A player can only push a roll once.

There's no Health Points to keep track of. Rather, when a player fails a roll where there are consequences, known as **Conditions**. They should take a condition until an

appropriate scene is played out to mitigate it. Each condition counts as a -1 penalty. The player picks which one they get, and should roleplay it until it is removed appropriately, whether that's good roleplay or help from another player.

The conditions are **Spooked**, **Spent**, **Sore** and **Slimed**. Once they have exceeded all these, the next condition is **Busted**, which means they can't do anything beyond walk slowly, mumble or be left somewhere.

Attributes

Body: A measure of how big, strong, fit and fast someone is.

Heart: Ability to understand and persuade people, self awareness, and healing

Mind: Intellectual capacity for problem-solving, book learning and mental acuity.

Tech: Devices people use, from simple machines to borderline magic.

Skills

If unskilled, just roll the relevant attribute

Body

Force: brute lifting, pushing and hitting

Movement: Running, jumping, climbing

Precision: Ranged combat, and driving

Heart

Empathy: Self-awareness, resisting control

Persuasion: Commanding, manipulating

Medical Aid: Providing help to the injured

Mind

Observation: Looking for clues and traps.

Parapsychology: The Occult and weirdness

Research: Joining the dots

Tech

Machinery: Electrics, engines, plumbing

Computers: Programming and hacking

Weird Science: Practical parapsychological applications.

PROLOGUE: HE WON'T BE JOINING US FOR THE REST OF HIS LIFE

It's Saturday night AND Christmas Eve in Los Angeles. On the 30th floor of Nakatomi Plaza, the Nakatomi Corporation Christmas party is in full swing. Employees are drinking (maybe something a little harder is also being consumed...) and everyone is having a good time.

One employee is in the bathroom, freshening up when they start seeing blood...so much blood. As they scream and flee, they run towards the elevator, bloody footprints appearing after them. As Just as they reach the elevator, it opens... whatever is in there, we don't see but we do hear a ghostly echo of...

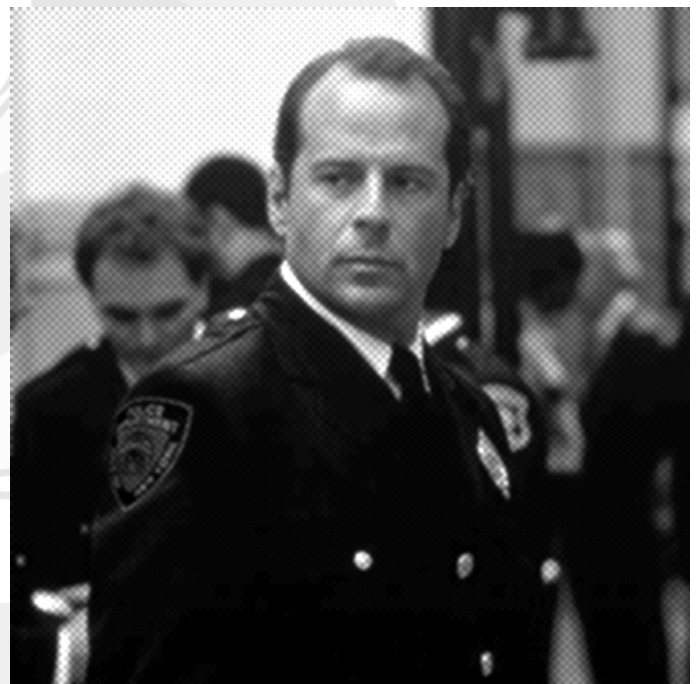
"Now I have a machine gun. Ho-ho-ho"

PART I: DROP EVERYTHING, WE GOT ONE!

Unlike the opulent party at Nakatomi Plaza, the party at Ghostbusters LA's HQ is ... well... threadbare. Jerry D is notoriously stingy so let him describe how he's 'economised' on the party. Let the Ghostbusters describe how they are wasting their Saturday night when a call comes in on the business line, an ugly old landline telephone with a wired receiver. Who's gonna answer the call?

On the other end of the line is a secretary from Nakatomi Corporation. No, it's not a joke, there's been an incident at Nakatomi Plaza. No, not some John McClane copycat, they're sure. Can the Ghostbusters come ASAP? Once they realise it's not a hoax call, the receptionist will quite happily pay their advance fees. Looks like the Ghostbusters have a job!

Before the Ghostbusters head out, they have to file a report with the head of the Paranormal Contracts Oversight Commission, or PCOC ("Peacock") who oversee all contracted supernatural activities... read, the Ghostbusters. Currently, the PCOC consists solely of its director, former EPA agent Walter Peck, who seems to do the job more out of spite than genuine concern. A pompous man who's politeness polishes off after about 10 seconds, Peck will video call Jerry D demanding a number of safety standards be met and paperwork be filed.



Having detangled the red tape, it's time to brave the Saturday Night Christmas Eve traffic in Los Angeles, perhaps doing some research on the way!

Research: John McClane

Born May 23, 1955, in Plainfield, New Jersey. Went to college before attending NYPD Police Academy in 1977. 5 years as a beat cop before becoming a detective in 1982. Promoted to police lieutenant while serving as a detective.

Christmas Eve 1988, a group of terrorists led by Hans Gruber took the Nakatomi

PART I: DROP EVERYTHING, WE GOT ONE!

employees hostage during their Christmas party. Although the group of terrorists appeared to be motivated by freeing political prisoners, they were actually after \$640 million in negotiable bearer bonds and other valuables stored in the Nakatomi Corporation's vault and were planning on killing the hostages in an explosion so they could escape unnoticed. John McClane, an off-duty NYPD officer that came to LA to spend Christmas with his estranged wife and children, managed to slip away from the terrorists and hide in the top five floors of the building, where he used his surroundings to his advantage and started a one-man war with the terrorists, destroying much of the building in the process. Sgt. Al Powell (aka Captain Powell, Jerry D's cousin) was the first officer to respond.

In 1990, two years later, McClane was involved in another incident, at Dulles International Airport in Washington DC, involving Val Verdean dictator General Ramon Esperanza and some rogue US special forces.

Following from that in 1995, McClane foiled Hans Gruber's brother, Simon's, terrorist attacks on New York meant to distract from his attempted robbery of the New York Federal Reserve.

In 2007, McClane foiled a massive cyberattack on the US national infrastructure.

McClane was last heard of in 2013, after foiling the attempted theft of over one billion dollars of Russian weapons-grade uranium.

McClane's current status is unknown, though he is listed as retired from both the NYPD and LAPD. No death certificate is available.

Fanboys and copycats flock to Nakatomi Plaza to honour or emulate McClane. McClane has called these fans "assholes".

Research: Nakatomi

Nakatomi Corporation, the building's owner, had a revenue of \$61.57B, with \$1.25B profit, and employs 66,067 workers worldwide. Nakatomi's main industries are construction, telecommunications, retail and rental, with a heavy focus on development in Asia.

Nakatomi Corporation occupy the top four floors of the building. Blueprints are not available due to concerns about copycats or fanboys attempting to reenact the incident. However, Nakatomi Corporation's property rental division does provide a generic floor plan for potential clients interested in renting a suite in Nakatomi Plaza. (share the **Nakatomi Plaza floor list handout**)

Parapsychology: Nakatomi

Nakatomi Plaza is located in Century City, covered by Gho-Pro sensor GP 12. This is one of the low paranormal zones for Los Angeles, a PKE rating of 100-150 (300 - 450 indicates the presence of an active ghost, and 450 up is ... well... Biblical...)

Based on external observation, the building's design has a complex, mandala-esque shape, not dissimilar to super-conductive antenna structures like New York's "Spook Central" at 550 Central Park West (This is a red herring; the architect was an aesthetic wacko, not a certified genius, and this is to make the Ghostbusters see paranormal factors when there aren't any)

Nakatomi Corporation is rumoured to have invested heavily in Asia to cover up covert archaeological digs, obtaining artefacts of power, and hiding them in a secret vault (This is half-true: Nakatomi does securely store any unusual artefacts it finds on construction sites, at secure facilities as far away as possible from their Tokyo HQ).

PART II: ONLY JOHN CAN DRIVE SOMEBODY THAT CRAZY



The Ghostbusters arrive as the last occupants of Nakatomi Plaza are filing out and being directed to an assortment of taxis; the Ghostbusters will struggle to find a place to park. They are met by a handsome, well-built man who introduces himself as Otis Aster, head of building security Security.

He'll direct the Ghostbusters to the underground car park and ask that they meet him in the lobby. When they arrive, he is locking the building up, with shutters blocking the doors. He'll explain that since it's a Saturday evening, the building was mostly empty anyway, but Nakatomi decided to have their Christmas party on-site, before getting taxis for everyone.

Aster is calm, though clearly concerned. At first, he thought what was going on were copycats, skilful ones at that given they managed to bypass security without a trace. Employees would hear something moving in the air vents, though cameras and sensors showed nothing. After that, mens' shoes would go missing, leaving only a bloody trail that quickly disappeared; he attributed that to clever special effects and disappearing inks.

Why would a message written on a wall be the tipping point? Well, Aster will advise them that the message "Now I have a machine gun. Ho-ho-ho" wasn't written on the wall; it was just easier to explain it that way to the receptionist making the call while he emptied the building. He'll reply

"The message was floating mid-air, as if it was written on the body of Tony Vreski. You know McClane propped his body up in the elevator to scare the terrorists, right? Well, I touched it myself...it wasn't a hologram or illusion...it felt like...cotton"

Aster will explain that McClane's activities have been restricted to the top five floors and roof, and has unlocked every door in that area, bar the vault (he'll laugh at that); McClane doesn't seem hindered by locked doors, either moving through vents or just disappearing and reappearing. He's also locked the elevator between the lobby and the 30th floor, so when they're done they'll need to come down to the reception.

He confirms a walkie-talkie channel with them before directing them to the stairwell. Let the Ghostbusters huff and puff as they haul ass upstairs trying to get a bead on McClane, finally getting a ping on the roof!

As soon as they reach the roof, McClane opens fire. It's unclear if he's firing phantom blanks or real bullets, but the result is the same; have one of the Ghostbusters clipped, pinging off their Proton pack, which starts beeping ominously!

A merry shootout should occur for a few minutes until McClane grabs the firehose, wraps it around himself, and jumps off the building. They might get a quick shot at him before he smacks against the window and either disappears...or simply phases through the glass, eluding the Ghostbusters.

PART III: BECAUSE YOU DID NOT USE THE MAGIC WORD



The Ghostbusters, with some difficulty, should be able to pinpoint McClane to the 33th floor, containing Nakatomi's on-site mainframe (See the **Floor 33** handout). Any glass panels have long been removed (after the first copycat got in and decided to 'shoot the glass' they opted for open-plan) though there are rows and rows of servers creating a claustrophobic, almost mazelike feeling. Given the level of computer hardware on-site, Aster will ask them to be careful...every errant shot will cost millions.

McClane will do hit and run attacks on the Ghostbusters, appearing out of nowhere with a hail of bullets, tearing chunks out of the walls and blasting holes in the sides of the mainframes, sending sparks and shards of broken computers everywhere. Using proton packs here will be absolutely chaotic, as the beams bounce around all the electrics.

In the midst of the battle, disgraced former TV journalist and current conspiracy theory nut / prolific ambulance chasing podcaster Dick Thornberg will appear. Having long been obsessed with anything related to Nakatomi Plaza and the McClanes, he plans

to capitalise on the fact that his twin brother Walter Peck is in charge of the PCOC that oversees the Ghostbusters.

Thornberg shows up with a camera, trying to record the battle. The Ghostbusters should be confused by "Peck" showing up and asking questions; Observation will remind them that while this man looks identical, when they spoke with Peck earlier this evening, he had a beard, whereas this man is clean-shaven. A Research success will identify him as Richard "Dick" Thornberg, who manages to look like Peck but be an ever bigger asshole.

Just as they try to force Thornberg out, McClane will reappear, seemingly focused on Thornberg, who will cry out that McClane is trying to kill him again... it seems Thornberg makes for good bait. Whether they use Thornberg as a lure or not, the mainframe floor seems to be a good spot to keep McClane in a closed area. Maybe they won't even need the proton packs, just a carefully placed trap.

As soon as the battle is over, Aster will appear, eyeballing Thornberg. He'll shove Thornberg, who continues protesting and trying to film. He'll also encourage the Ghostbusters to follow. Thornberg will complain the whole way down. As they reach the 30th floor Thornberg will wedge the door between him and Astor, running off throughout the offices; if the Ghostbusters give chase, he'll make his way to the President's office...and site of the vault. He'll plead for the Ghostbusters to look inside, saying Nakatomi is responsible for all kinds of weird

He pistol-whips Thornberg (perhaps to the Ghostbusters' delight, or horror). If the Ghostbusters don't clear out, he'll give them an angry look, telling them they don't need to be there...

PART IV: MR. MYSTERY GUEST?

ARE YOU STILL THERE?

As the Ghostbusters celebrate their “victory”, they should get the sense that something isn’t right... the objective is to nudge the Ghostbusters towards opening the vault, whether it’s a misplaced lead or paranoia, or if all fails, have something briefly possess one of the Ghostbusters and have them start blasting the Vault!

With a Movement success to sneak off, or Persuasion to convince Aster that they’ll do a final sweep as he escorts Thornberg to the door, they can start exploring the building.

If the Ghostbusters split up, do the reveals at the same time, cutting between scenes, until finally they should be drawn down to the vault for the opening.

Research & Weird Science: Gho-Proactive!

The fact that the Gho-Pro was struggling to track McClane should raise concerns for the Ghostbusters. A Research success reveals that The Gho-Pro that covers Century City, GP 12, has always been quieter than its neighbours, GP 10 (Burbank) and GP 11 (Beverly Hills). This was put down to Century City being a newer area and so less paranormal activity, but it’s too quiet. Triangulating the records of nearby Gho-Pro’s will still show recorded PKE spikes, whereas GP 12 registered next to no activity.

GP 12 is listed as being installed on the 28th floor of 2222 Avenue of the Stars. If the Ghostbusters call the superintendent of the building to get them to check on it, a Persuasion success is required to get him to talk. He’ll reveal that there’s no Gho-Pro installed there, and there’s no way he’d let the Ghostbusters in anyway, before slamming down the phone.

A Research success shows GP 12 was installed by a contractor crew, Graham Graham and Sons. If called, Graham Graham



will complain that it’s Christmas Eve, finally admitting that there was an issue with accessing 2222 Avenue of the Stars, and since he was doing a job nearby, decided to install the Gho-Pro there instead...

The install docket for GP 12 is available back at GBLA HQ, though a scanned version can be accessed remotely. The docket shows GP 12 was installed on the 35th floor of 2121 Avenue of the Stars... Nakatomi Plaza.

The 35th Floor is a maze of pipes, vents and electrical boxes and requires an Observation success to find. On discovery, they will find GP 12 carefully opened up and the sensor cluster tangled up with a shiny metallic fabric that renders its sensors almost completely useless (the Gho-Pro internet connection is wired, if a player asks!)

Checking with an old-fashioned PKE meter (Machinery or Weird Science to fix one of the broken ones in the van) will reveal that the PKE readings for GP 12 are wrong. The handheld PKE meter is reading as a solid 440 and climbing...this is something Major! A scan (Weird Science) indicates that the epicentre of the energy is on the 30th floor...

PART IV: MR. MYSTERY GUEST?

ARE YOU STILL THERE?



Computers: Hackatomi!

Nakatomi Corporation has always employed extensive cybersecurity, but inside the building is a different story.

Personnel files for Nakatomi Corporation will reveal that an “O Aster” has worked on the 39th Floor of Nakatomi Plaza since it’s opening in 1988 ... but there is no 39th floor! The profile photo for “O Aster” is blank.

Digging deeper, “O Aster” will be revealed to be a high level emergency code phrase for the building. Head Office in Tokyo has not been informed of any incident in Los Angeles; it’s Sunday morning in Japan so only a skeleton staff would be on anyway. Either this is being kept very hush-hush, or something is amiss.

Blueprints for Nakatomi Plaza are not available online or on the internal network, however there is a reference to the original blueprints being stored in the Nakatomi Corporation vault.

Computers / Machinery / Weird Science: Christmas Miracles!

The vault on the 30th floor is well sealed ... as anyone who has seen Die Hard knows!

- Electronic lock: Requires a Computers success
- Five mechanical locks: 5 Machinery successes
- Electromagnetic lock: This requires something special; Gruber got the FBI to shut down the power supply to the block, however, Gruber wasn’t carrying an unlicensed nuclear reactor on his back! This definitely calls for some Weird Science.

Eventually, the final lock on the Vault will be cracked, and with a blaring klaxon, the vault will open. Even with the sound of rolling metal and the alarm, the massive spike on the Gho-Pro (or PKE meter) well into the 500s indicates whatever is in there is powerful...the Ghostbusters will catch an eyeful of antique jewellery, boxes of gems and precious metals, and an ornate Samurai armour.

An Observation roll will spot the genuine blueprints of Nakatomi frame on the wall; a Parapsychology roll will confirm that the building has no secret passageways, no hidden occult meaning...if anything, it’s a remarkably uninteresting building; clearly someone has been looking for significance where there is none.

What is registering high on the PKE scale seems to be an old wooden box that’s clearly been damaged by time and mistreatment; Parapsychology should be able to make out an early Christian engraving of an angel.

But before they get a chance to act, there’s a bang!

PART V: WE CAME, WE SAW, WE KICKED ITS ASS!

The bang is from Aster's pistol; he clips one of the Ghostbusters, causing a nasty gunshot wound in the arm (taking a condition). Either he reappears unseen, or if he was tied up or otherwise restrained, he has somehow discreetly freed himself. His American accent changes to a German one, and he utters

*"You asked for miracles, Hans...I give you...
The Ghostbusters..."*

If the Ghostbusters try to draw on him, remind them a pistol is a lot less unwieldy than a proton pack, and he shoots again; have the Ghostbusters roll Movement to duck for cover...also maybe mention it to Schwarzenberg that a stray bullet hitting a proton pack would be catastrophic...ask the player to ham up HOW bad!

At that point, "Aster" will switch over from his pistol to a stashed H&K MP5 submachine gun, and amid a hail of bullets, reveal who he is:

"My father...James Von Homburg was one of Hans Gruber's loyal allies. Killed by the... Policeman. But my father...my father never had my ambition ...or my ancestor's talent..."

He'll gloat for a moment, waiting for someone to either identify who his ancestor was... or ask... when no-one does he'll reply:

"My Ancestor, for who I am named.

Prince Vigo Von Homburg Deutschendorf... Scourge of Carpathia, Sorrow of Moldavia, Vigo the Carpathian, Vigo the Cruel, Vigo the Torturer, Vigo the Despised, Vigo the Unholy...Vigo the Warlock!!! With my talents, I was able to create a tulpa of the Policeman... knowing you would be drawn to investigate. Once I had you here, it was simply a matter of letting your greed and insatiable curiosity draw you to the vault...and open it for me!"

A Parapsychology success will remind the Ghostbusters that a tulpa is a type of thoughtform that attains corporeal reality, capable of independent action with a persistent personality and identity; or to be snarky, a tangible imaginary friend.

"No police or no FBI outside, Tokyo head office assuming everyone is drunk and asleep...as soon as you are dealt with, I'll have all the time in the world to help myself to the contents of the vault... and be earning twenty percent... no thirty per cent interest..."

"Aster" / Vigo will punctuate this with a smoke grenade putting a dense cloud wherever the Ghostbusters are hunkered down; if they are holed up in the vault, it will quickly become hard to breathe or see in there, and a break for cover and air is necessary. His intent is clearly to kill them and blame the "ghost of John McClane"...

The Ghostbusters, heroic as they might be, are still civilians, and Vigo is physically imposing, an experienced mercenary and novice sorcerer; if he can't shoot the Ghostbusters or smoke them out with grenades, he'll use his illusion charm to briefly turn one of the Ghostbusters on the others. While proton packs are dangerous, they are unwieldy, especially at close range!

A bumrush won't take him out, so a clever tactic is called for, such as collapsing part of the roof or floor on him, or some weird science to overwhelm him with reversed gravity or other strangeness. The **Floor 30** handout will help them plan an attack.

Once incapacitated, as the Ghostbusters approach, Vigo will try to wipe a small trail of blood from his face as he grumbles:

"Hans... this wasn't part of the plan..."

Wait...did he say... Hans?

PART VI: WELCOME TO THE PARTY, PAL!

Enter Hans Gruber... while the Ghostbusters were busy with Vigo, the ghost of Hans Gruber was able to sneak into the vault. Until now invisible, Gruber appears, first as a spectral form but then becoming more corporeal as he produces in his left hand the contents of the glowing box... an Angel's halo!

With the Halo held aloft, the contents of the vault erupt around him; Gold and silver artefacts liquefy, gems break free of housings, and the samurai armour disassembles, twirls through the air as a whirlwind of pieces, metals and gems, reassembling around him into a golden, gem-encrusted armour. He finishes it off by attaching the halo to the backplate with a heavy metallic clank...

Vigo will look to Gruber with shock... it should be obvious to the Ghostbusters that Vigo thought he was being guided by his father's former boss to riches...not resurrection! Vigo will pull a concealed gun that somehow eluded detection, firing impotently until Gruber looks to him and says:

"You always were a petulant child, Vigo. Your father at least had the good sense to follow orders and ... know his place"

Gruber's Halo lights up, and a massive blast sends Vigo and at least one wall out into the Los Angeles night sky, perhaps getting a glimpse of Vigo's body landing a few miles away. If they light up their proton packs, Gruber is unsurprisingly able to absorb the blasts and then fling them back, his stolen Halo glowing brighter as he fends off the attack.

Assuming the Ghostbusters fall back, Gruber heads for the roof...directly, simply blasting a hole all the way to the roof. As he rises up the newly formed passage, the PKE reading just keeps rising; a Parapsychology or Weird Science roll, or even Computers or



Research (triggered by a plethora of phone alerts), will reveal that the attention of metropolitan Los Angeles, roughly 12 million people, is now focused on Nakatomi Plaza; as far as anyone outside knows, the events of Christmas Eve 1989 are replaying, sending a torrent of raw psychic energy towards the building... tell them that if Gruber taps that, it'd be like something that normally runs on a diesel generator now being hooked up to dedicated line from a nuclear reactor!

The Ghostbusters will find Gruber floating atop the Helipad of Nakatomi Plaza, a vortex of psychic energy already forming. As the Ghostbusters arrive, he will snarl

"And when Alexander saw the breadth of his domain, he wept...for there were no more worlds to conquer..."

...You're about to be taught a lesson in the real use of power...you will be witnesses."

The battle against Gruber should be smart rather than brute force; he's already powerful but with all of Los Angeles' psychic energy, he'll be unstoppable. But he has weaknesses...

PART VI: WELCOME TO THE PARTY, PAL!

A Parapsychology roll on the Halo will reveal it belongs to the angel known simply as The Metatron (Alan Rickman's character in *Dogma*...) and that the bulk of his power resides in it; The further Gruber is from the halo, the weaker he is... simply getting it off him will only reduce his power by a degree, but tossing him out a window without it means he'll be fully humanly vulnerable by the time he hits the ground.

Removing the Halo could be done with a sneaky blast from a proton pack while Gruber is distracted... or a gutsy move by a Ghostbuster simply trying to pry it off him with a tool or bare hands; either requires a hefty success on a Force roll.

If anything will keep Gruber distracted, it's John McClane. McClane is best friends with Jerry D's cousin, Al; some serious Persuasion is required to get Al to call McClane, given McClane has been in 'retirement' after some serious mayhem in Moscow. If they get him, Nakatomi Plaza has plenty of speakers and displays they could hack to livestream the real McClane. Alternatively they could use the tulpa they caught earlier, or conjure a new illusion with Vigo's Charm, if the Ghostbusters can find it in the rubble. Even an imitation McClane is better than no McClane.

The proton packs can be triggered to self-destruct as a last ditch measure. They have a blast radius of "at least half a mile" (850 metres); Nakatomi Plaza is 150 metres tall, and the nearest building is less than 500 metres away, so some Weird Science to contain the blast to just the rooftop (or just Nakatomi Plaza!) is required.

If the Ghostbusters ask about "Crossing the streams", aka a "**Gozer gambit**", ask for a Parapsychology or Weird Science roll; it will reveal that only worked in New York due to the presence of a cross-dimension portal. Now, if they somehow can open one of those... perhaps with the Halo or jury-

rigging a proton-pack, or maybe using the vault's electromagnetic generator to rip open a gateway.

Alternatively, Jerry D might just annoy Gruber long enough to distract him...

Gruber should appear to be at the peak of his powers when the Ghostbusters' plan is pulled off; play up rattling teeth, sparking electrics and swirling energy as the vortex builds. Whatever happens, Gruber won't have a pithy last line, rather however he is defeated he will have a look of intense shock as he is dropped off / blasted out of existence.

If the Ghostbusters do try to capture him alive, he'll play along for a moment, seeming broken, before disarming one of the Ghostbusters (apart from being a snappy dresser, he's a dangerous criminal after all!) and pressing the business end of the proton pack into the Ghostbuster's chin:

*"SIT...down!" ...I am going to count to three.
There will not be a four. One... two..."*

At that point three gunshots ring out, blasting Gruber back from the Ghostbuster and off the edge of the ruined rooftop, falling to his demise (again). If one of the Ghostbusters picked up a gun during the fight, let them do it. If not, the tulpa of John McClane appears, and finishes Gruber off. If the real McClane is viewing the action, he'll manage a quick quip:

"Yippee-ki-yay, motherfu..."

There's an awkward freeze frame, garbled noise, then the feed cuts.

EPILOGUE: BOY, THE SUPERINTENDENT IS GOING TO BE PISSED

Regardless of whether they trash the roof or the entirety of Nakatomi Plaza, the cops give the Ghostbusters a surprisingly easy time; after all, Gruber's gang did a number on the LAPD and if Nakatomi Plaza gets a rebuild, then a lot fewer lunatics will be idolising it. Plus, they know for sure Gruber is gone!

Cousin Al is standing outside, and will finally cut Jerry D some slack; he doesn't say much, just gives him a hefty pat on the shoulder and a look that says 'good job', high praise from Cousin Al. He won't tell the Ghostbusters where McClane is though - "That man's hurt enough..."

Nakatomi Corporation will indeed decide to either sell the building (if heavily damaged) or construct a new building (if totally destroyed); either way, in a few months there will no longer be a "Nakatomi Plaza", either receiving a facelift or a complete rebuild. Well, where they got The Metatron's Halo, that never gets a satisfactory answer... that said, they put GBLA on a hefty retainer and even offer to have them handle paranormal security for all their sites. GBLA could be becoming Ghostbusters Pacific if they play their cards right.

While Walter Peck is officially critical, he does quietly say to Jerry D or Ky that if there's any way his brother Dick can be put into their ghost storage, he'll sign off, no questions asked...

Stinger 1: Yessir, the check is in the mail

A few months later at GBLA HQ, the Ghostbusters are enjoying well-deserved party night. All of a sudden, the music stops. Standing by the speaker is a rugged old trucker in a Harley-Davidson cap and what you can only assume is the mangiest, worst smelling bearskin coat. He'll look at the Ghostbusters with a wry smile as he cracks open a cold one and takes pizza:

"Everybody relax. Name's Jack Burton. Mighta seen me in my rig, the Pork Chop Express, up and down the state. Well, like you, I'm a reasonable guy. But, I've experienced some very unreasonable things. Ever hear of Lo Pan?"

A Parapsychology success identifies Lo-Pan as a great warrior-wizard who was defeated in battle by the first emperor of China and received the **Curse of No Flesh**. For centuries, he had elaborate secret societies and criminal gangs that worked towards his resurrection, until his True Death in 1986 at the hands of the hero Wang Chi and his unnamed western sidekick...

"Well let's just say a wizard that won't stay dead and his buddies flying around, cutting people to shreds, in the back streets of San Francisco is one thing. But Lo Pan's guys are after the GOLDEN CHILD. Let's just say we've got...BIGGER TROUBLE IN LITTLE CHINA!"

STINGER 2: IF IT BLEEDS, WE CAN KILL IT

At a remote fishing lodge, McClane is sat with an old buddy from the LAPD, Lieutenant Mike Harrigan (Danny Glover). McClane is recapping the events of the game, before Harrigan replies that they're getting too old for that shit, and asks if McClane believes him about the 'Alien Hunter' he encountered back in 97 now. McClane freezes, Harrigan turns, cutting to a big Austrian Oak (obviously Arnold Schwarzenegger) that managed to sneak up unannounced:

"I know that story. I lived it too in Val Verde. But it is a story that keeps happening. That's why I'm putting together a team ... to finish it for good!"

COMMON GHOSTLY TERMINOLOGY

Welcome, Ghostbusters, to the premier defense science of this decade. The following information will prove indispensable in your ghost hunting. Classification of ghosts, spectres, haunts, and Things That Go Bump In The Night is the first step toward conquering these manifestations. With this starting list of paranormal definitions, you are on your way to a glamorous career full of adventure.

(The following discussion of "Class" and "Trait" in the classification of spectral manifestations is excerpted from Dr. Egon Spengler's celebrated work, *A Paranormal Taxonomy, Slimes, Spuds, and Other Mutants*.)



Class I: These are undeveloped forms, insubstantial and difficult to see. Interaction with environment is limited and enigmatic (e.g., spectral lights, voices and sounds, ectoplasmic vapors, etc.). Simple application of a proton pack beam is normally effective.



Class II: Manifestations focused in this time and space. Class II ghosts and up can physically manipulate things in this world. These forms are vague, inconsistent, or incomplete (e.g., floating sheets, ghostly hands, animated lips, etc.). Although a proton pack beam is normally effective, some Class II ghosts have the capacity to return attacks.



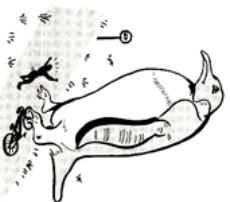
Class III: Anonymous Hauntings. Distinct human form and personality is evident, but former identity (i.e., as a living being) is not established. If established, ghost is reassigned as Class IV. Often difficult to deal with. Class III ghosts generally possess sophisticated means of defense.



Class IV: Identity established. Distinct human form and personality with known identity, such as General Custer or Cleopatra. Economic disposal methods include research into the background of said entity, as well as possible communication with it.



Class V: These are ectoplasmic manifestations of definite but non-human form. Speculation includes the theory that Class V's are formed from emotionally-charged events or as side effects from ritual summonings. (The spud Peter Venkman talks about so much was a by-product of the rituals that a cult held in the Sedgewick basement.) These typically require extensive proton pack implementation to eradicate.



Class VI: Ghosts from lower life forms. A giant penguin was once seen attacking a mugger in Central Park. Later it was discovered the penguin was a ghost. Unique solutions are often required to handle these entities, including research into habitats, allergies, natural enemies, etc.



Class VII: Metaspectres. Obsessively malevolent, exceptionally powerful, and exhibiting control over subordinate forms, such entities are potentially very dangerous. These are often identified by primitive cultures as "Demons". Entities which fit this classification include Gozer and Zuul. Neutralizing them is usually a problematical undertaking at best. Most standard procedures are futile. The most realistic plan is to take measures to prevent these things from entering this sphere of influence in the first place.

Traits

Ghost traits vary, presenting everything from spooks to nuis. Though official terminology has not been regularized, a few commonly used terms are discussed below:

- Free-floating:** The ghost moves about at will, with no regard to buildings, people, or time and space as we know it. Sometimes just called "Free".
- Focused:** The ghost is tied to the specific locale in which it first appeared and cannot stray from it.
- Full Torso:** Some ghosts have full torsos, some have arms and legs, some have no head and the like. Full torso apparitions are relatively rare — many hauntings are indistinct below the chest.
- Repeater:** May refer to a self-regenerating PKE force (common with ritually-summoned spooks) or to a spook with obsessive repetitive behavior patterns (i.e., always manifesting at a certain place and time). Even when the ghost can be captured or eliminated, some agency continues to produce successive hauntings. Such ghosts repeat periodically until the source can be disabled.
- Vapor or Mist:** A common but imprecise term. It may refer to a Class I or II entity, or to any insubstantial haunting.





- 1: Parking Garage
- 1: Lobby, security office
- 2: Jet Corp
- 3: Orangations
- 4: Visionnetworks
- 5: Orco
- 6: Greennetworks
- 7: Boarworld
- 8: Hummingtronics
- 9: Bean Financial
- 10: Hogan Brokers
- 11: Los Angeles Digital Personal Training
- 12: Future Entertainment Holding
- 13: European Genetic Horizons
- 14: Fabrilogistics
- 15: Future Games
- 16: Healthy Company

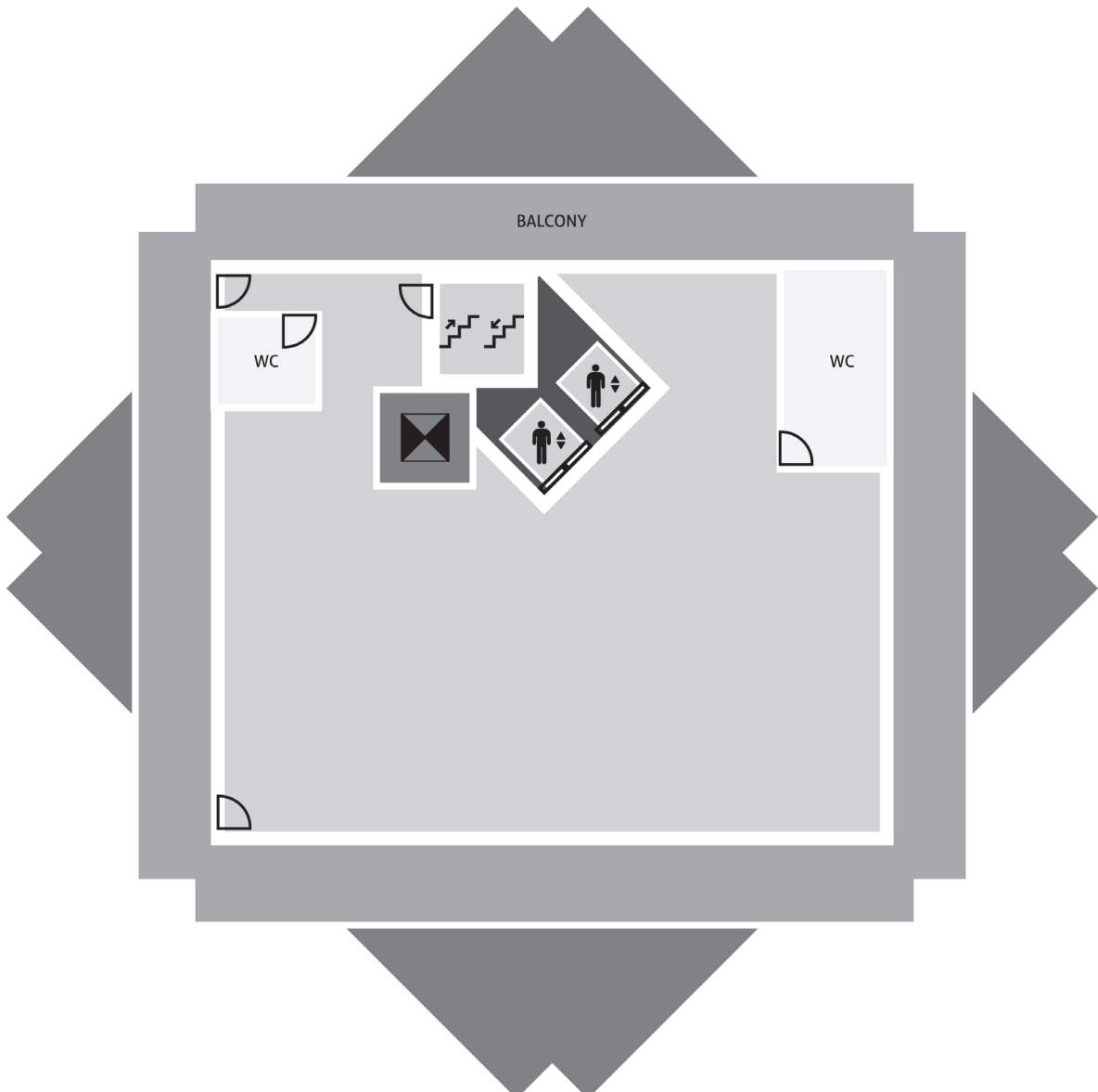
- 17: Strickland Tactical Publishing
- 18: Holt Tool Control
- 19: Kodo Shipping
- 20: Shade Media
- 21: Solar Network Specialties
- 22: Tool Manufacturing Packaging
- 23 - 25: **Broadcast Solutions**
- 26: Robertson Air Publishing
- 27: Royal Personal Recreational
- 28: Scientific Electronic Engineering
- 29: Swanson Corp
- 30 - 34: **Nakatomi Corporation**
- 35: Service level, roof access
- Roof: Helipad, broadcast antennae

Broadcast Solutions

- 23: Reception, offices
- 24: Studio 1, Studio 2
- 25: Editing suites, broadcast room

Nakatomi Corporation

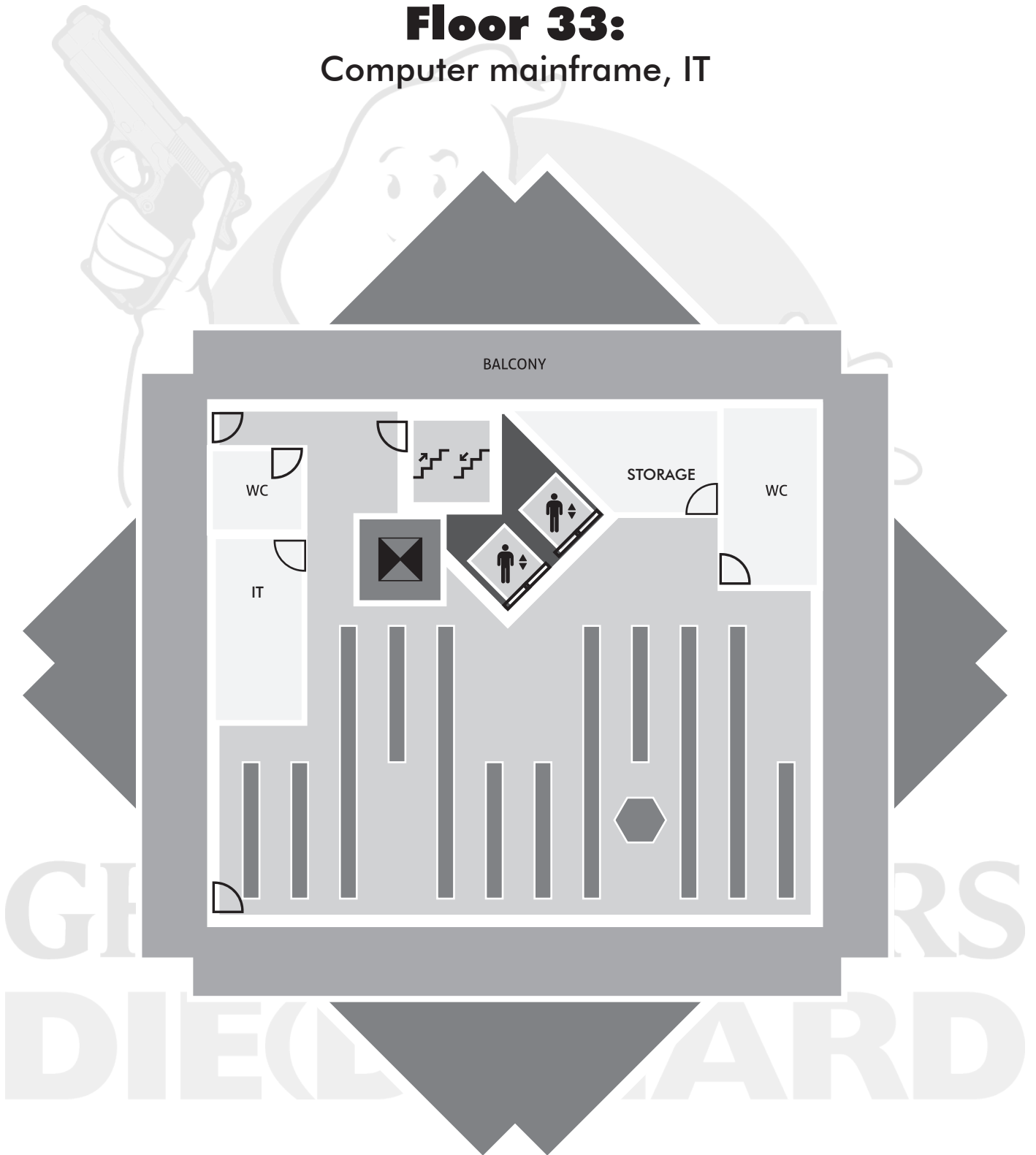
- 30: Reception, meeting rooms, vault
- 31: Junior offices
- 32: Senior offices
- 33: Computer mainframe and IT
- 34: Conference and presentation room



Nakatomi Plaza

Floor 33:

Computer mainframe, IT

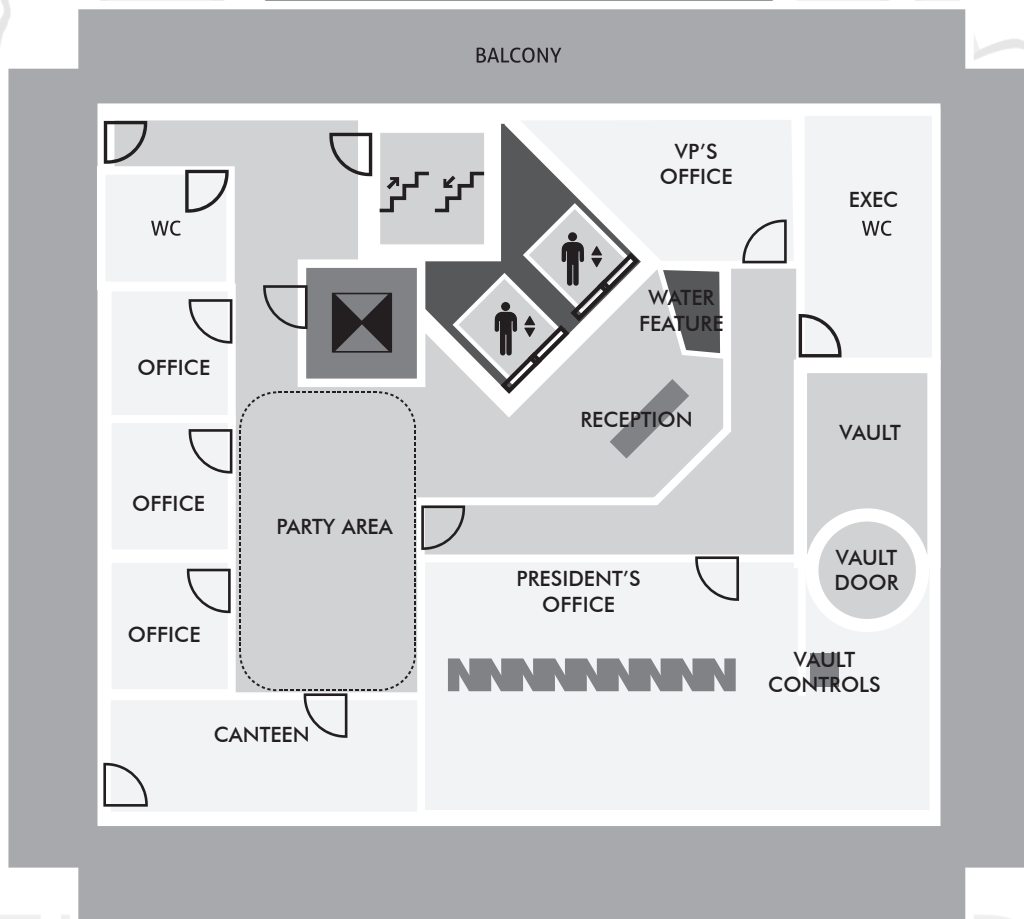


ONLY PERMANENT / VERY LARGE FITTINGS ARE
INDICATED; ASSUME THERE ARE TABLES AND CHAIRS
IN MOST SPACES

Nakatomi Plaza

Floor 30:

Reception, meeting rooms, President's office, vault



ONLY PERMANENT / VERY LARGE FITTINGS ARE INDICATED; ASSUME THERE ARE TABLES AND CHAIRS IN MOST SPACES



JEREMY DARNELL "JERRY D" DU BOIS: THE BOSS

Some men are unlucky. And some men just actively chase misfortune. Jerry D would have writ the November 1984 New York Interdimensional Cross Rip as “something them folk in New York probably deserved, I mean look at the price of a hot dog in Manhattan!”, were it not for his cousin Al Powell, who revealed that he had encountered the Ghostbusters directly, even escorted them to meet the mayor of New York. Something clicked in Jerry D; The Ghostbusters West Coast Franchise!

Jerry D purchased the franchise rights in early 1985 and regretted it ever since. He spent most of the last thirty years going between massive surges in paranormal activity followed by lulls and lawsuits. Business was sustained by a small number of high-paying celebrity clients, usually convinced they're being haunted by Humphrey Bogart, all the while, dealing with Walter Peck and the Paranormal Contracts Oversight Commission (PCOC, or “peacock”)’s red tape.

Jerry D would have been ready to sell it off for a loss, but in 2021, there was an explosion in paranormal activity for the first time in 30 years. Jerry is no expert in the occult but he knows an opportunity when he sees one, and what better way than installing ghost-detecting alarms in every business and house in the city?

As flamboyant, egotistical and stingy as Jerry D is, he's also cunning, loyal and brave. After all, who else but the centre of attention will be the distraction or bait?

Attributes & Skills

Body: 3

Force: 1
Movement: 2
Precision: 2

Heart: 5

Empathy: 2
Medical Aid: 0
Persuasion: 3

Mind: 3

Observation: 3
Parapsychology: 0
Research: 2

Tech: 1

Machinery: 0
Computers: 0
Weird Science: 0

Conditions

Spooked Spent Sore Slimed
Busted

Equipment

Proton Pack, Walkie-Talkie, Gho-Pro Display Tablet, keys to his snazzy car with a full wardrobe in the trunk, Cellphone.



JACK KELLY: THE HANDYMAN

It's hard to know exactly how Kelly became a Ghostbuster. Most likely Jerry D needed someone to fix something and Kelly took one look at the to-do pile and started on them himself. Either way, Kelly is the backbone of Ghostbusters LA; if he weren't there, the roof would cave in, the pipes would block and who knows what would happen to any spirits kept in containment.

Kelly is very much a hands-on, practical, no-nonsense type, fond of woodwork, a good beer and steak. His knowledge of the paranormal is limited to "It's a Ghost / it's not a Ghost", and definitely prefers dealing with the latter. He doesn't need to understand the metaphysics of the paranormal, simply how to use and fix their tools. And that works for him. That said, he does have a soft spot for Schwarzenberg, who is almost his antithesis, bar her Germanic appreciation for beer.

Kelly is not a fan of the Gho-Pros; as powerful as they are, they useless without internet, and each sensor requires a crew to install, time that Kelly simply has not had in the last few months, given the surge in paranormal activity. He has fired no less than three crews for shoddy workmanship. If only Jerry D would spring for more full-time staff, Kelly could handle installing the Gho-Pros himself. But of course, that would require Jerry D paying more people...

Attributes & Skills

Body: 4

Force: 3
Movement: 0
Precision: 1

Heart: 3

Empathy: 2
Medical Aid: 1
Persuasion: 1

Mind: 2

Observation: 2
Parapsychology: 0
Research: 0

Tech: 4

Machinery: 3
Computers: 0
Weird Science: 0

Conditions

Spooked Spent Sore Slimed
Busted

Equipment

Proton Pack, Ghost Trap, Walkie-Talkie, Gho-Pro Display Tablet, Tool belt (mixed small tools), keys to the Ghostbuster Van with all the broken Ghostbusting equipment, a keg of Kelly's Heroes home brew beer.



MONIKA SCHWARZENBERG: THE WEIRDO

Schwarzenberg, or to use her full and proper name, Doctor Doctor Doctor Doctor Monika Ingrid Klara-Ella Schwarzenberg-Hohenzollern-Durchdenwald-Zeynep-Von Nachtnebel, due to her multiple Ph.Ds in Psychology, Parapsychology, Cryptoarchitecture, and Quantum Metaphysics, and her aristocratic ancestry, is the team's expert in weirdness.

Schwarzenberg knows more about the paranormal than most, and she'd be an international celebrity but for one thing: most people are terrified of her. It's only a partially deserved reputation as Monika is quite a good-natured woman, but her interest in the occult and creepy German accent scares most people.

Many think this reputation closed doors, limiting her options to obscure academia or an organisation like Ghostbusters LA, but the simple truth is she chose this job because it was interesting, and its proximity to Disneyland. She can be found comparing notes from obscure Babylonian texts to cutting-edge astrophysics designs for detecting quasars in deep space, all while listening to the soundtrack to *The Little Mermaid*. She also enjoys drinking beer with Kelly, the Ghostbusters' resident manly man, and will often ask him to do jobs for her in a way that is both flirtatious and threatening.

Schwarzenberg is the designer of the Gho-Pro system, having inadvertently signed over all rights to Jerry D. She gets her revenge by teasing she will use the system to become a God... Jerry D hopes she's joking.

Attributes & Skills

Body: 2

Force: 0

Movement: 0

Precision: 1

Heart: 2

Empathy: 1

Medical Aid: 0

Persuasion: 0

Mind: 5

Observation: 0

Parapsychology: 4

Research: 3

Tech: 3

Machinery: 0

Computers: 2

Weird Science: 4

Conditions

Spooked Spent Sore Slimed
Busted

Equipment

Proton Pack, Walkie-Talkie, Gho-Pro Display Tablet, transcribed copy of *Dunklenunaussprechlichengeister* (The book of Dark and Unspeakable Spirits), keys to the Ghostbuster van with Mickey Mouse Keychain.



DEBORAH "DEBBIE" KY: THE "INTERN"

Most people wouldn't consider working for three years almost unpaid, but the combination of Ky's indifference to regular jobs and pride, and Ghostbusters LA's owner Jerry D's stinginess, have led to this point.

Ky is your classic bored, rebellious underachiever. If an authority figure she doesn't like asks her to do something, she'll complain and half-ass it as much as possible, but set her a boundary, and she'll go above and beyond to cross it. Of the other Ghostbusters, Ky only respects Kelly, since he always has time for Ky (and they share lots of K-Y jokes), and Schwarzenberg, because she's so delightfully weird and has an unsettling love for Disney.

As much as she enjoys annoying Jerry D, she gets further sadistic joy in antagonising Walter Peck, head (and sole employee) of the Paranormal Contracts Oversight Commission (PCOC, or "peacock"). She will go out of her way to handle any red tape that Peck throws the Ghostbusters' way and try strangle Peck with it. Literally, if she could.

Ky will occasionally make up stuff and credit it to wisdom shared by her Bà (Vietnamese grandmother), but it's entirely for effect. Her co-workers have yet to realise, and that's only encouraged Ky to make up even more outlandish nonsense.

Attributes & Skills

Body: 4

Force: 0

Movement: 2

Precision: 2

Heart: 3

Empathy: 1

Medical Aid: 0

Persuasion: 0

Mind: 4

Observation: 2

Parapsychology: 0

Research: 2

Tech: 3

Machinery: 0

Computers: 4

Weird Science: 0

Conditions

Spooked Spent Sore Slimed

Busted

Equipment

Proton Pack, Ghost Trap, Walkie-Talkie, Gho-Pro Display Tablet, fancy Cellphone that never loses reception, TikTok account with 125,000 followers.



KENNETH "KENNY" LIEBERMAN: THE ACCOUNTANT

Lieberman has wanted to be a Ghostbuster since he was eight years old, probably because he's the only member of Ghostbusters LA to have seen the November 1984 New York Interdimensional Cross Rip in person. That said, there's a big difference between wanted to be a Ghostbuster...and suiting being a Ghostbuster.

While paranormal activity waned in the 90s and early 2000s, Lieberman never lost his passion for the supernatural, but at the same time, he needed a job. He qualified as an accountant just so he'd have money to burn on his New York based "Ghostbusters Reserve Squad", but after accidentally "busting" a nighttime performance of *A Midsummernight's Dream* in Central Park, he was banned from any supernatural investigations in the Tri-State area. Undeterred, he relocated to Los Angeles just as Jerry D had fired his accountant, and the rest is barely-paid history.

When he's talking about tax returns, Lieberman is as dry as you'd expect, but when the topic of the supernatural comes up, he turns into a big kid, offering his (frankly, amateur) take on paranormal phenomena. He's always eager to show his limited knowledge of the occult and hopes that every case is "the big one" that'll make him a full Ghostbuster, and not the glorified clean-up and carry crew he is. Still, 50% Ghostbuster is better than 0% Ghostbuster, right?

Attributes & Skills

Body: 2

Force: 1
Movement: 0
Precision: 1

Heart: 4

Empathy: 2
Medical Aid: 1
Persuasion: 0

Mind: 4

Observation: 1
Parapsychology: 2
Research: 3

Tech: 3

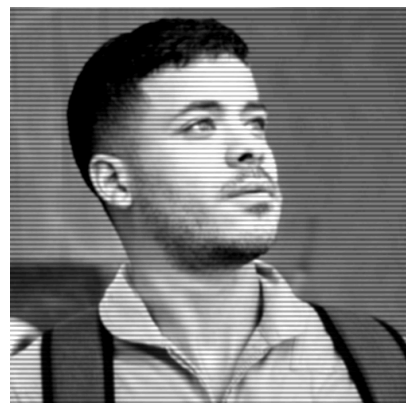
Machinery: 0
Computers: 2
Weird Science: 2

Conditions

Spooked Spent Sore Slimed
Busted

Equipment

Proton Pack, Walkie-Talkie, Gho-Pro Display Tablet, Laptop with accountancy software, high alcohol sterile wipes, Ghostbusters stickers and a taser.



MIGUEL ANGEL MANCEBO: THE ACTOR

Mancebo is your classic struggling actor, working to pay the bills at a job, any job, until his break comes in. He could probably make way more money answering phones for a bank or even handing out fliers, but... Ghostbusters LA does have some great quiet rooms to read scripts and record demos, so there's that.

Mancebo is not the most intelligent man in the world...or even on the team. To be honest, he has occasionally locked himself out of the building, lost the van keys... and one time accidentally unplugged the containment unit. Most of the other Ghostbusters take him for a handsome Latin devil who's a little light between the ears, one who muddles through life based on appearance and sheer luck.

That said, when he grasps an idea he's no slowpoke. Kelly, a man who has no time for nonsense, is quite fond of Mancebo for his ability not to be bothered by higher concepts...and his skill at shimmying up a scaffolding without a safety harness. Plus, Mancebo is unencumbered by fear that might plague smarter men, he's loyal to those whom he considers friends, and he does it with a fair amount of swagger.

Mancebo is trying for a part in an upcoming historical-fantasy TV series Ocean Crown, so when he has any free time he's practising with a training sword ... sometimes even in the middle of a job...

Attributes & Skills

Body: 5

Force: 2

Movement: 3

Precision: 2

Heart: 5

Empathy: 0

Medical Aid: 0

Persuasion: 3

Mind: 2

Observation: 0

Parapsychology: 0

Research: 0

Tech: 2

Machinery: 0

Computers: 1

Weird Science: 0

Conditions

Spooked Spent Sore Slimed

Busted

Equipment

Proton Pack, Walkie-Talkie, Gho-Pro Display Tablet, cellphone with obnoxious pop-jingle ringtone and amazing camera, pack of smokes and lighter, training sword that looks pretty realistic in low light.