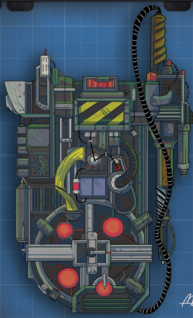


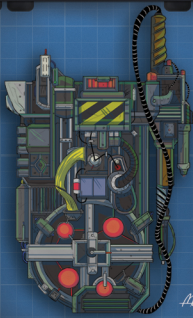
PROTON PACK



STANDARD EQUIPMENT

Successful MOVES ROLL weakens a ghost.
Two PROTON PACKS together can guide ghosts into the GHOST TRAP.

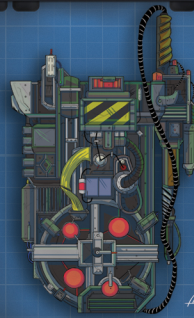
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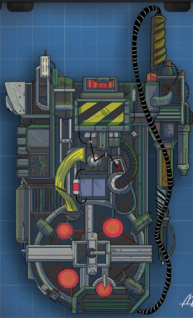
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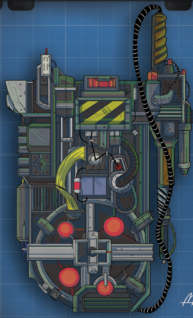
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P.H.E. METER



STANDARD EQUIPMENT

Successful BRAINS roll detects and measures P.K.E. activity.

P.H.E. METER



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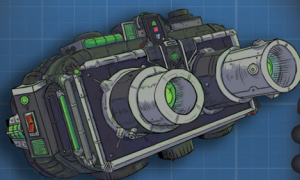


Art by [signature]

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ECTO GOGGLES



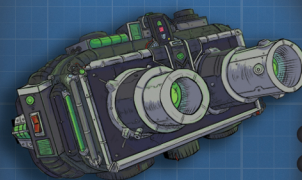
Art by [signature]

STANDARD EQUIPMENT

Allows a player to:

- See invisible ghosts
- Visually track P.K.E. valences
- See in the dark

ECTO GOGGLES



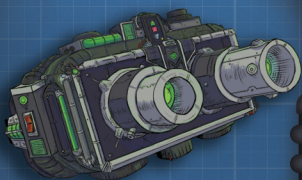
Art by [signature]

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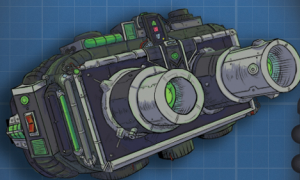
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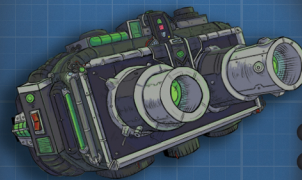
Art by [signature]

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ECTO GOGGLES



Art by [signature]

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- See in the dark

THE COMPANY VEHICLE



Art by [signature]

STANDARD EQUIPMENT

If a player carries this card, you may use your vehicle to store extra items.

No need to return to HQ for more Traps/Packs/Etc.

HOW TO PLAY

Now that you've got these extremely attractive EQUIPMENT CARDS, just what the heck do you do with them?

We'll hold your horses - before you fire up these unlicensed nuclear accelerators and try to wrangle your first Sumerian god, you might want to read the TRAINING MANUAL.

We've got all the info on how to play this classic RPG over at:

NERDYSHOW.COM/GBRPG

There you'll find updated rules, personnel files, and more resources to enhance your gaming experience.



SOMETHING STRANGE IN YOUR NEIGHBORHOOD?
CALL THE PROFESSIONALS
321.209.2020

BEACH HIT

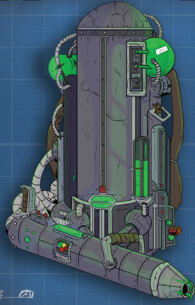


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STANDARD EQUIPMENT

Triples fun at the beach.

SLIME BLOWER



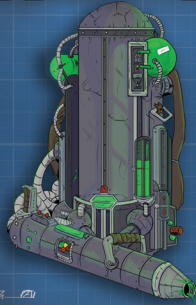
A7-01

STANDARD EQUIPMENT

Successful MOVES roll weakens a ghost possessing a person or object.

SLIME TETHER can capture ghosts without weakening them.

SLIME BLOWER



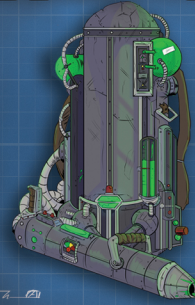
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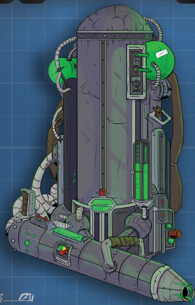
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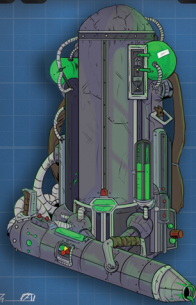
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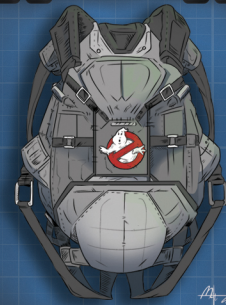
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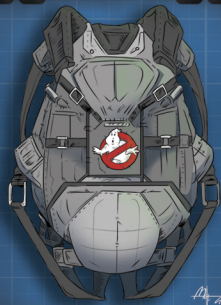
A7-01

STANDARD EQUIPMENT

Keeps a player alive when falling from great heights.

Use MOVES trait or JUMP talent.

PARACHUTE



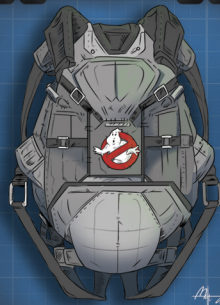
A7-01

STANDARD EQUIPMENT

Keeps a player alive when falling from great heights.

Use MOVES trait or JUMP talent.

PARACHUTE



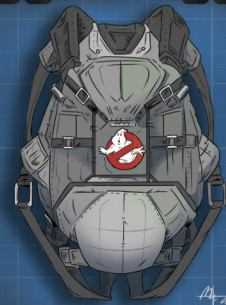
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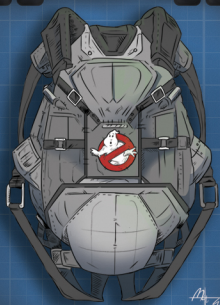
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PARACHUTE



STANDARD EQUIPMENT

Keeps a player alive when falling from great heights.
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SCUBA GEAR



STANDARD EQUIPMENT

Allows breathing underwater.
Use SWIM talent or MOVES trait.

SCUBA GEAR



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DARK MATTER GENERATOR



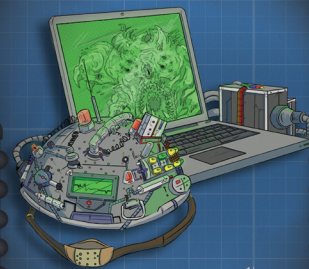
SPECIAL EQUIPMENT

Successful MOVES ROLL weakens a ghost.
Up to THREE TIMES more damage than a PROTON STREAM.
Works best against swarms or corporeal enemies.



Want more SPECIAL EQUIPMENT cards?
We want to make 'em, but we need your help!
We've tested all kinds of new Special and Standard Equipment including well-known gear like the PROTON PISTOL and all-new gear like SLIME GLOVES - so you can punch a ghost!
If you love these gaming resources and want more - VOTE WITH YOUR DOLLAR!
Head to NERDYSHOW.COM/GBRPG to donate
If you've already donated, head to the forums and join the conversation about what's next.

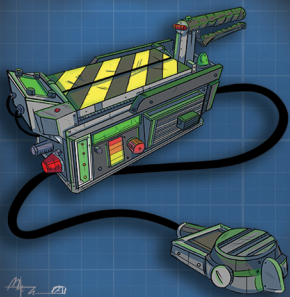
AURA VIDEO ANALYZER



STANDARD EQUIPMENT

Shows subject's emotional state and essence of archetype.

GHOST TRAP

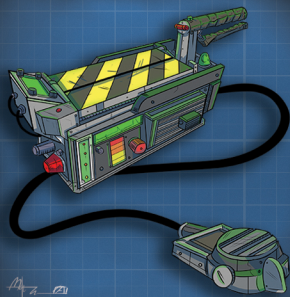


STANDARD EQUIPMENT

Traps and stores ghosts temporarily until they can be transferred to the Containment Grid.

Once the trap has closed, re-opening it will release whatever is trapped inside.

GHOST TRAP

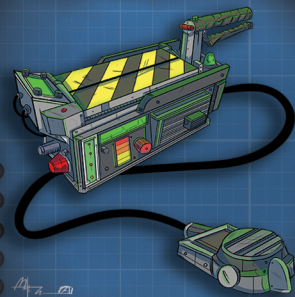


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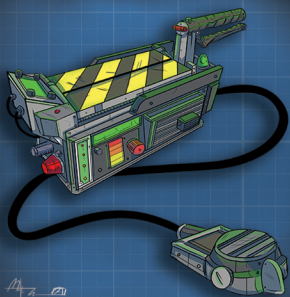


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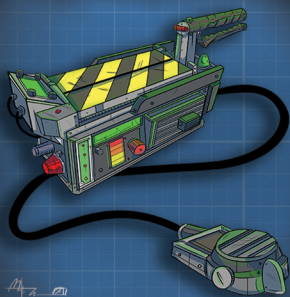


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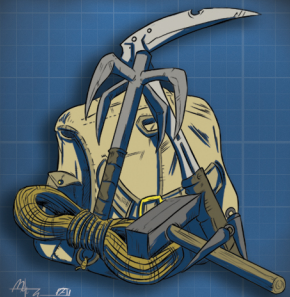
CLIMBING GEAR



STANDARD EQUIPMENT

Player may roll 3 EXTRA DICE when climbing something. Use MUSCLES trait or CLIMB talent.

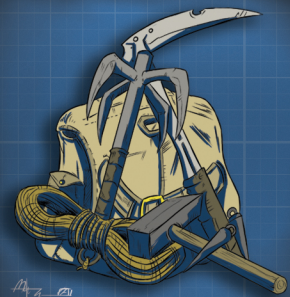
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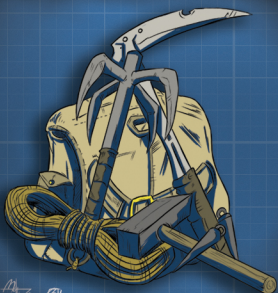
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WALKIE-TALKIE



STANDARD EQUIPMENT

Allows players to converse at great distances without having to shout.

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BULLHORN



STANDARD EQUIPMENT

Allows a player to make more noise than anyone else.

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