

NAME Dr. Terrence "Terry" Victor, Ph.D.

| TRAITS | | TALENTS | |
|---------|---|-----------------|---|
| Brains | 3 | Parapsychology | 6 |
| Muscles | 2 | Run | 5 |
| Moves | 4 | Sleight of Hand | 7 |
| Cool | 3 | Convince | 6 |

Brownie Points: 20

Goal Serving Humanity

Residence Toronto, Canada

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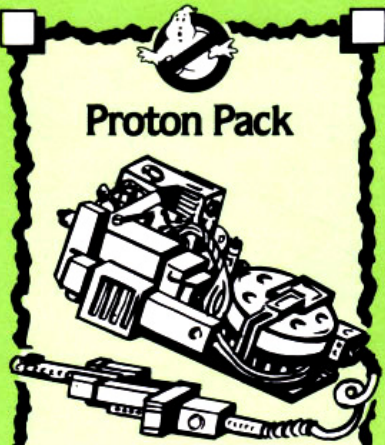

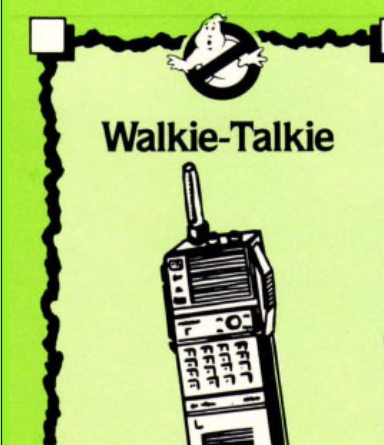


Personality: Dr. Terry Victor, Ph.D. is an inquisitive parapsychologist who only wishes to better understand the world of the paranormal. He believes that once man understands the paranormal, he will be better able to deal with it when it becomes a threat. He has no head for numbers; he leaves that side of things to Spencer.

Background: Dr. Victor was born in Markham, Ontario, Canada. He had a relatively normal childhood. Well, normal for a child obsessed with spirits and ghosts. Halloween was his favourite holiday of the entire year (the candy aspect was always secondary to him). He pursued his childhood paranormal obsession into adulthood. In fact, he was the one who convinced his university friends to all invest in a Ghostbusters franchise in Toronto.

Quote: "No, I'm not cos-playing as a Klingon from Classic Trek!" or "This book contains knowledge man wasn't meant to know; it's going directly to the top of my bedtime reading list!" or "Call me Terry. Dr. Victor is my father."

EQUIPMENT

| | | |
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|  <p>Proton Pack</p> <p>Success weakens ghost. Two packs together can guide ghost to trap. Use Moves Trait or Fire Proton Pack Talent.</p> |  <p>Tobin Spirit Guide</p> <p>Contains useful facts dispensed by the Ghostmaster. Use Brains Trait or Occult Talent to find information.</p> |  <p>Walkie-Talkie</p> <p>Permits Ghostbusters to converse at great distances without having to shout.</p> |
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