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The Ghost Hunters



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Grace Fox

The leader of the Ghost Hunters, Grace has selected her team very carefully based on their detective skills and creativity. She has a wild imagination herself and loves all things mysterious. Grace wears glasses and carries a notebook everywhere she goes to document the groups' findings.

Lily Malone

Fun and easy-going, Lily is up for anything the Ghost Hunters have in mind. She loves music and can often be found with one earphone in her ear so she can hear what she calls her "soundtrack" - a mix of music she put together especially for their investigations. She wears baggy jeans and carries her mp3 player at all times.

Kayla King

More often than not, Kayla is the voice of reason in the Ghost Hunters group. Even though she is still a bit skittish about the things that go "bump" in the night, her book smarts and ability to recall facts and history help the Ghost Hunters solve their cases. Kayla always has a book and a flashlight with her in case a long ghost stake-out allows her time to catch up on research.



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Jake Fowler

The group's inventor, Jake creates new gadgets for the Ghost Hunters to use in their investigations. Jake's most prized invention is the Spectrum Scanner, which scans a room for other-worldly entities and displays the strength and proximity of the ghost on a panel. Jake carries a Spectrum Scanner and a screw driver, which always seems to come in useful.

David Beatts

David brings a scientific eye to the Ghost Hunters team. David's knowledge of science helps the group explain, solve and sometimes debunk the things people encounter. He carries a UV light and always wears cargo pants, the pockets of which are stuffed full, and always seem to hold the perfect item at just the right time.

Brendan Bennett

The paranormal expert of the group, Brendan can cite paranormal activity going back hundreds of years. The most fearless of the group, Brendan is always the first member of the team to lead the others down a dark staircase or through a creaky door into the unknown. Brendan never leaves home without "*The Paranormal Handbook*" and wears a baseball cap, which he turns backwards before the group begins an investigation. He is also the most apt to communicate with spirits, seeing as though he is a bit psychic.