



Introductory Pack And Demo Kit

INTRODUCTION

Buffy: It's my first day! I was afraid that I was gonna be behind in all of my classes, that I wouldn't make any friends, that I would have lost month's hair! I didn't think there'd be vampires on campus. And I don't care.

—1.1 *Welcome To The Hellmouth*

Welcome to the Buffy the Vampire Slayer Roleplaying Game demo pack. Within these pages you'll find everything you need to start your own battle against the forces of darkness. Well, everything but a few friends to share the fight and a ten-sided (D10) die or two. You'll need to supply those on your own, but given your taste in games, we're sure you'll have no problems there.

Either you or one of your friends will get the job of actually running the game. This lucky individual is called the Director, and gets to decide and describe the actions of all Supporting Cast Members and Adversaries. The Director will need to read the rest of this pack thoroughly. The others get to play the Cast Members, the characters actually participating in the events of the game. They can read the rules portion of this pack, but should avoid reading the adventure at the end.

SETTING

Giles: This world is older than any of you know, and contrary to popular mythology, it did not begin as a paradise. For untold eons, demons walked the earth; made it their home . . . their hell. In time

they lost their purchase on this reality, and the way was made for the mortal animals. For Man. What remains of the Old Ones are vestiges: certain magicks, certain creatures.

—1.2 *The Harvest*

If you're a fan of the TV show, you already know this bit. For those of you just joining us, the world of Buffy the Vampire Slayer is very much like our own. With vampires and demons added into the mix, of course. And magic. And a Hellmouth. OK, maybe we should strike the 'very' from that description.

The default setting for the game is the small, lazy town of Sunnydale, CA, which is located just a few hours from L.A. Lazy, that is, except for the aforementioned Hellmouth, which attracts all manner of supernatural weirdness to the area. Fortunately for the human inhabitants, it has also attracted the Chosen One to fight evil. She is the Slayer, who along with her friends and allies holds back the darkness from the rest of the world.

ORIGINAL CAST MEMBERS

Giles: The good-guys are stalwart and true. The bad-guys are easily distinguished by their pointy horns or black hats and we always defeat them and save the day. Nobody ever dies . . . and everybody lives happily ever after.

Buffy: Liar.

—2.7 *Lie To Me*

Included in this demo pack are pre-generated characters based on the cast of the TV show as of the 5th season. We'll use them to learn the basics of the game, and they will also come in handy for the adventure included at the end of this pack.

A typical cast for the game consists of a mixture of Heroes, White Hats and possibly Experienced Heroes. Heroes are the action types, with higher attributes and skills than the norm. White Hats are the normal folks caught up in the bad mojo, with average abilities but determined to make a difference. They start the game with double the amount of Drama Points that Heroes do. Most of the Original Cast listed here are very experienced, blurring the line between types, but that's to be expected, as they've been at this a while.

All characters have **Attributes**—basic physical and mental abilities. In BiVSRPG these are Strength, Dexterity, Constitution, Intelligence, Perception, and Willpower. Human Attributes range from 1 to 6, with 2 being average.

Life Points (LPs) represent the amount of damage a character can absorb, and are calculated from their Attributes. When a character's Life Points are exhausted they are at or near death.

Drama Points are the extra edge that allows a character to succeed when it is vital, against overwhelming opposition. They allow for huge bonuses to actions, and quick recovery from devastating wounds. Starting Drama Points are based on the character type, but will go up and down throughout an adventure as they are spent and earned by the character's actions.

Qualities and Drawbacks are positive and negative traits that help round out a character. They can modify Attributes, Life Points, and provide special abilities or

penalties. The game effects of the character's Qualities and Drawbacks are explained under each entry, and bonuses to other Attributes are already applied.

Skills are the abilities of the Cast Member. Skill level 1 represents an amateur. A 2 or 3 represents general competency. Extreme competence comes with levels 4 or 5. Higher levels are possible, indicating mastery of the skill. There are 18 broadly defined skills in BiVS RPG, allowing a character to be just as proficient in a number of areas as their typical TV counterpart. Where skills may overlap (such as the ability to sneak in the case of the Acrobatics and Crime skills), it is up to the Director to decide which applies in any given situation. The Wild Card skill is a catchall that allows the player to define a narrow-focus skill for character reasons, or to create a new skill not otherwise covered (at the Director's discretion).

Maneuvers are a list of a character's signature combat moves (punches and kicks, that sort of thing - not screaming like a girl and running). They include the Attribute + Skill Bonus and Base Damages already, so you don't have to make like a calculator during play. Unless the Notes, which may contain modifiers, say otherwise.

The following Original Cast Members are provided to get the group playing as quickly as possible. The Director should hand them around to the players or have each one select which Cast Member they wish to play. There are notes for each, describing the starting situations and personalities of each for the included adventure.



CHARACTER NAME **Buffy Anne Summers**
 CHARACTER TYPE **(Very) Experienced Hero**

LIFE POINTS
 DRAMA POINTS
 EXPERIENCE POINTS

ATTRIBUTES

STRENGTH **8** INTELLIGENCE **3**
 DEXTERITY **9** PERCEPTION **4**
 CONSTITUTION **8** WILLPOWER **6**

SKILLS

ACROBATICS **9** KNOWLEDGE **3**
 ART **0** KUNG FU **9**
 COMPUTERS **0** LANGUAGES **0**
 CRIME **3** MR. FIX-IT **1**
 DOCTOR **2** NOTICE **5**
 DRIVING **0** OCCULTISM **4**
 GETTING MEDIEVAL **8** SCIENCE **1**
 GUN FU **0** SPORTS **1**
 INFLUENCE **3** WILD CARD **0**

USEFUL INFORMATION

INITIATIVE (DEX + D10)
 PERCEPTION (D10 + PER + NOTICE)

SUCCESS LEVELS TABLE

9-10	1 SUCCESS
11-12	2 SUCCESSES
13-14	3 SUCCESSES
15-16	4 SUCCESSES
17-20	5 SUCCESSES
21-23	6 SUCCESSES
+3	+1

QUALITIES

Attractiveness +3 (+3 on all Social Tasks)
Fast Reaction Time (+1 on Fear Tests; +5 to Initiative)
Hard to Kill 9 (+27 Life Points; +9 on Survival Tests)
Nerves of Steel (+4 on Fright Checks; only necessary under very unusual circumstances)
Psychic Visions (sees future in visions or dreams, when the Director wants)
Slayer (adds bonuses to Attributes, Qualities and Drawbacks already figured, heals 8 Life Points per hour)

DRAWBACKS

Adversary (Lots) 8 (occupational hazard; Slayers attract enemies)
Honorable 2 (always keeps word and will not betray trust of others, once accepted)
Love (Tragic) (develops romantic relationships that end badly; -3 Willpower check to follow head over heart)
Obligation (duties of the Slayer, to the death)

COMBAT MANEUVERS

MANEUVER	BONUS	DAMAGE	NOTES
Axe	17	40	Slash/stab
Crossbow	17	16	Slash/stab
(Through the Heart)	14	16	x5 vs vamps
Dodge	18	—	Defense action
Grapple	20	—	Resisted by Dodge
Jump Kick	15	27	Bash; Acrobatics + Dexterity roll first
Kick	17	18	Bash
(Groin Kick)	14	18	Ouch!
Punch	18	16	Bash
Quarterstaff	17	27	Bash
Spin Kick	16	20	Bash
Stake	17	16	Slash/stab
(Through the Heart)	14	16	x5 vs vamps
Sweep Kick	17	8	Bash; target prone
Sword	17	32	Slash/stab
(Decapitation)	12	32	x5 damage
Thrown Stake	16	16	Slash/stab
(Through the Heart)	13	16	x5 vs vamps
Toss	12	8	Bash; must Grapple first



CHARACTER NAME **Willow Rosenberg**
 CHARACTER TYPE **(Very Experienced) White Hat**

LIFE POINTS
 DRAMA POINTS
 EXPERIENCE POINTS

ATTRIBUTES

STRENGTH 1 INTELLIGENCE 5
 DEXTERITY 2 PERCEPTION 2
 CONSTITUTION 3 WILLPOWER 5

SKILLS

ACROBATICS 4 KNOWLEDGE 6
 ART 0 KUNG FU 3
 COMPUTERS 7 LANGUAGES 3
 CRIME 1 MR. FIX-IT 4
 DOCTOR 2 NOTICE 4
 DRIVING 0 OCCULTISM 5
 GETTING MEDIEVAL 2 SCIENCE 5
 GUN FU 0 SPORTS 0
 INFLUENCE 2 WILD CARD 0

USEFUL INFORMATION

INITIATIVE (DEX + D10)
 PERCEPTION (D10 + PER + NOTICE)

SUCCESS LEVELS TABLE

9-10	1 SUCCESS
11-12	2 SUCCESSES
13-14	3 SUCCESSES
15-16	4 SUCCESSES
17-20	5 SUCCESSES
21-23	6 SUCCESSES
+3	+1

QUALITIES

Attractiveness +2 (+2 on all Social Tasks)
Occult Library 2 (modest collection, containing D10 + 30 spells)
Nerd (bonus to two Mental Attributes and one skill; -1 on all Social Tasks)
Sorcery 7 (+5 to spellcasting; add to Willpower for telekinesis; quick casting)

DRAWBACKS

Adversary (Assorted) 4 (hazard by association; a Slayer's allies attract enemies)
Love (develops romantic relationships; -3 Willpower check to follow head over heart)
Minority (Gay Jewish Wicca)

COMBAT MANEUVERS

MANEUVER	BONUS	DAMAGE	NOTES
Dodge	6	—	Defense action
Magic	15		Varies By spell
Punch	5	2	
Stake (Through the Heart)	4 1	2 2	x5 vs vamps
Telekinesis	12	2 x Success Levels	Bash or Slash/stab



CHARACTER NAME Alexander "Xander" La Velle Harris
 CHARACTER TYPE (Very Experienced) White Hat

LIFE POINTS
 DRAMA POINTS
 EXPERIENCE POINTS

ATTRIBUTES

STRENGTH 3 INTELLIGENCE 2
 DEXTERITY 3 PERCEPTION 2
 CONSTITUTION 4 WILLPOWER 4

SKILLS

ACROBATICS 5 KNOWLEDGE 2
 ART 0 KUNG FU 5
 COMPUTERS 0 LANGUAGES 0
 CRIME 2 MR. FIX-IT 4
 DOCTOR 1 NOTICE 4
 DRIVING 3 OCCULTISM 3
 GETTING MEDIEVAL 5 SCIENCE 1
 GUN FU 1 SPORTS 0
 INFLUENCE 1 WILD CARD 1
 (Military Knowledge)

USEFUL INFORMATION

INITIATIVE (DEX + D10)
 PERCEPTION (D10 + PER + NOTICE)

SUCCESS LEVELS TABLE

9-10	1 SUCCESS
11-12	2 SUCCESSES
13-14	3 SUCCESSES
15-16	4 SUCCESSES
17-20	5 SUCCESSES
21-23	6 SUCCESSES
+3	+1

QUALITIES

Attractiveness +2 (+2 on all Social Tasks)
Hard to Kill 5 (+15 Life Points; +5 on Survival Tests)
Good Luck 5 (once per game session, add +5 to any Task or a total of +5 spread among more than one Task)

DRAWBACKS

Adversary (Assorted) 4 (hazard by association; a Slayer's allies attract enemies)
Clown (jokes at all times, even inappropriate ones)
Love (develops romantic relationships; -3 Willpower check to follow head over heart)

COMBAT MANEUVERS

MANEUVER	BONUS	DAMAGE	NOTES
Axe	8	15	Slash/stab
Dodge	8	—	Defense action
Kick	7	8	Bash
Punch	8	6	Bash
Stake	8	6	Slash/stab
(Through the Heart)	5	6	x5 vs vamps



CHARACTER NAME Anyanka "Anya" Christina Emmanuella Jenkins
 CHARACTER TYPE Ex Demon

LIFE POINTS
 DRAMA POINTS
 EXPERIENCE POINTS

ATTRIBUTES

STRENGTH 2 INTELLIGENCE 3
 DEXTERITY 3 PERCEPTION 2
 CONSTITUTION 3 WILLPOWER 4

SKILLS

ACROBATICS 3 KNOWLEDGE 3
 ART 0 KUNG FU 2
 COMPUTERS 1 LANGUAGES 3
 CRIME 1 MR. FIX-IT 0
 DOCTOR 1 NOTICE 4
 DRIVING 2 OCCULTISM 4
 GETTING MEDIEVAL 3 SCIENCE 0
 GUN FU 0 SPORTS 0
 INFLUENCE 2 WILD CARD 10
 (Demon Facts)

USEFUL INFORMATION

INITIATIVE (DEX + D10)
 PERCEPTION (D10 + PER + NOTICE)

SUCCESS LEVELS TABLE

9-10	1 SUCCESS
11-12	2 SUCCESSES
13-14	3 SUCCESSES
15-16	4 SUCCESSES
17-20	5 SUCCESSES
21-23	6 SUCCESSES
+3	+1

QUALITIES

Age 3 (+9 Skill Points; add Adversary or Secret adding up to level 3)
Attractiveness +3 (+3 on all Social Tasks)
Contacts (Demonic) 3 (allies help in any way they can)
Hard to Kill 5 (+15 Life Points; +5 on Survival Tests)

DRAWBACKS

Covetous (Greedy) 1
Emotional Problems (Fear of Rabbits) 1
Love (develops romantic relationships; -3 Willpower check to follow head over heart)
Mental Problems (Cruelty) 2 (likes to inflict pain and suffering on those who have angered or attacked her)
Misfit (-2 to Influence Tasks)
Secret (Ex-demon) 3 (life threatening if revealed)

COMBAT MANEUVERS

MANEUVER	BONUS	DAMAGE	NOTES
Dodge	6	—	Defense action
Punch	5	4	Bash
Stake (Through the Heart)	6 3	4 4	Slash/stab x5 to vamps



CHARACTER NAME **Spike (aka William the Bloody)**
 CHARACTER TYPE **Reformed (?) Big Bad**

LIFE POINTS
 DRAMA POINTS
 EXPERIENCE POINTS

ATTRIBUTES

STRENGTH **8** INTELLIGENCE **3**
 DEXTERITY **8** PERCEPTION **3**
 CONSTITUTION **7** WILLPOWER **3**

QUALITIES

Age 2 (+6 Skill Points; add Adversary or Secret adding up to level 2)
Attractiveness +3 (+3 on all Social Tasks)
Fast Reaction Time (+1 on Fear Tests; +5 to Initiative)
Hard to Kill 8 (+24 Life Points; +8 on Survival Tests)
Nerves of Steel (+4 on Fright Checks; only necessary under very unusual circumstances)
Situational Awareness (+2 on Perception Tests to sense trouble)
Vampire (bonuses to Attributes and Qualities; 1/5 damage from bullets; heals 7 Life Points per day from fire damage, 7 per hour otherwise; Vampiric Vulnerabilities)

SKILLS

ACROBATICS **9** KNOWLEDGE **4**
 ART **2** KUNG FU **8**
 COMPUTERS **0** LANGUAGES **0**
 CRIME **5** MR. FIX-IT **2**
 DOCTOR **2** NOTICE **5**
 DRIVING **4** OCCULTISM **4**
 GETTING MEDIEVAL **7** SCIENCE **0**
 GUN FU **2** SPORTS **0**
 INFLUENCE **4** WILD CARD **0**

DRAWBACKS

Adversary (Several) 3 (vampires who hurt demons attract enemies)
Covetous (Lecherous) (-1 to -3 to resist with a Willpower doubled check)
Love (Tragic) (develops romantic relationships that end badly; -3 Willpower check to follow head over heart)
Mental Problems (Cruelty) 2 (likes to inflict pain and suffering on others)

USEFUL INFORMATION

INITIATIVE (DEX + D10)
 PERCEPTION (D10 + PER + NOTICE)

COMBAT MANEUVERS

MANEUVER	BONUS	DAMAGE	NOTES
Bite	18	24	Must Grapple first; no defense action
Dodge	17	—	Defense action
Grapple	18	—	Resisted by Dodge
Kick	15	18	Bash
Punch	16	16	Bash
Spin Kick	14	20	Bash
Stake (Through the Heart)	15 12	16 16	Slash/stab x5 vs vamps
Sweep Kick	15	8	Bash; target prone
Sword	15	32	Slash/stab

SUCCESS LEVELS TABLE

9-10	1 SUCCESS
11-12	2 SUCCESSES
13-14	3 SUCCESSES
15-16	4 SUCCESSES
17-20	5 SUCCESSES
21-23	6 SUCCESSES
+3	+1

THE RULES

Xander: People can't do anything they want. Society has rules, and borders, and an end zone.

—4.22 *Restless*

That's right, roleplaying games are still games, and like most games they have rules. The main rule is for the Director and the players to have fun.

Rules are not necessary for many aspects of the game. Simple things like talking or picking up an object do not require rules. Only if the outcome of an action is in doubt and the results of that action are important, do the rules come into play. That's when it's time to start rolling dice.

All tested actions are resolved with a ten-sided die (D10). Basically, a player rolls a D10 and adds the appropriate Attribute and/or skill to the number rolled. If the result is 9 or higher, the action was successful. If it is less than 9, the action failed. A higher total value means a more spectacular success, and some actions may be more difficult than others (when modifiers are applied).

Most actions add the values of one Attribute and one skill to a D10. The Director always determines which Attribute and skill should be used for a particular action. When no skill is appropriate, the Attribute is usually doubled and added to a D10. Some tough actions don't get the doubling. The Director determines which Attribute is used, and whether it is doubled or not.

Example Away: Kevin is playing Pete Malraux, a White Hat. Kevin wants Pete to climb from a balcony up to the roof of a building. The Director decides that this should be resolved using Pete's Strength of 4 and Acrobatics Skill of 2. The player rolls a 4 on a D10, and adds 6 (the sum of Attribute 4 and skill 2). The result is 10. Since this is higher than 9, Pete succeeds in making his way to the rooftop. Kevin then decides that Pete will attempt to jump down to a ledge on the neighboring building. The Director decides that due to the precarious footing required, once the jump is successful (using a Dexterity + Acrobatics Task), the player must roll a Dexterity (doubled) action for Pete to keep his balance. Pete's Dexterity is 3, so this is doubled to 6. A D10 is rolled and comes up 6, for a total of 12. The Director informs the player that Pete wobbles, but is able to keep from falling from the narrow ledge.

Sometimes a character attempts something and another character tries to stop her or avoid the action. This is a

Resisted Action. It is resolved as a normal action, but both sides get to roll. If both rolls fail, neither side gets the desired effect. If one fails and one succeeds, the successful character wins. If both rolls are successful, the better result wins. In the case of a tie, the defender (if there is a defender) wins; otherwise it is just a tie.

To keep die rolling to the bare minimum, the basic rules apply only to Cast Members and (if you so choose) important Guest Stars and Adversaries. Whenever Cast Members need to fight or outwit the Supporting Cast, they need only beat the appropriate Ability Score number for the Supporting Cast Member in question. No dice for them!

Ability Scores are generated by taking the character's Attribute and skill averages and adding six to the total. There are three Ability Scores: Muscle (for Strength contests), Combat (for attacks and defenses) and Brains (for perception and... brainy stuff).

MODIFIERS

Sometimes circumstances make an attempted Task easier or more difficult. In such a case, a positive or negative modifier determined by the Chronicler may be added to the attempt. The following table shows some modifiers that may be used.

Base Modifiers Table

Easy	+5
Moderate	+3 to +4
Average	+1 to +2
Challenging	0
Difficult	-1 to -2
Very Difficult	-3 to -5
Heroic	-6 to -9
Shaah, right	-10 or worse

In addition to those modifiers, Drama Points can add bonuses to rolls.

SUCCESS LEVELS

In some situations, you need to know more than whether the character has succeeded at something—you need how well she succeeded. When that's the case, check the result against the Success Level Chart. The greater the number of Success Levels, the better the character did. Some difficult tasks require more than one Success Level.

For Supporting Cast Members that have Ability Scores, the Damage listed in their Combat Manuevers already includes the average Success Level for your convenience.

Example Me, Baby: When the character attacks someone, how well she struck influences how much she hurt the target. Add the Success Levels of the attack roll to the base damage of the attack. On the flip side, for uses of the Doctor Skill, each Success Level heals one point of damage.

Success Levels Table

Roll Total	Success Levels	Description
9-10	1	Adequate
11-12	2	Decent
13-14	3	Good
15-16	4	Very Good
17-20	5	Excellent
21-23	6	Extraordinary
24-26	7	Mind-boggling
27-29	8	Outrageous
30-32	9	Superheroic
33-35	10	God-like
+3	+1	

Panic Table

Roll Result	Effect
7-8	Startled: The character is startled but not paralyzed, and can act normally. Initiative is lost, however; the critter wins Initiative automatically on that Turn.
5-6	Freak out: The character screams and/or flinches away. Only defense actions can be attempted on that Turn, and the character cannot go on Full Defense.
3-4	Run Away!: The character takes off running like a spider-eating spine-missing Zeppo for a full Turn, unless cornered, in which case cowering in terror is on the agenda. No attacks are possible, and defense actions are at -2. After each Turn (or handful of seconds), a new Fear Test can be rolled (reduce any penalties by one with each successive Turn, until the character snaps out of it).
2 or less	Total Terror: The character is not in control of her actions. She may lose her lunch, pass out or suffer some other oh-so-embarrassing fate.

GETTING THE WIGGINS

Riley: That might be toxic. Don't touch it.

Xander: Oh, yeah, touching it was my first impulse. Luckily, I've moved on to my second, which involves dry heaving and running like hell.

—5.9 Listening to Fear

When the big hairy scary happens, the characters have to make a Willpower (doubled) roll (Qualities like Nerves of Steel or Fast Reaction Time help). This is known as the Fear Test. Modifiers may be called for. That's up to the Director.

If the result of the roll is nine or higher, the character may be afraid or apprehensive, but she can act normally. If the result is eight or less, she wigs out. Use the Panic Table for inspiration.

COMBAT

Buffy: I wasn't gonna use violence. I don't always use violence, do I?

Xander: The important thing is, you believe that.

—2.4 Inca Mummy Girl

To make things go a bit easier when the rough stuff starts, the action is divided into segments, known as Turns. A game Turn represents a short bit of time—five seconds or so—during which characters can attack and defend. During a Turn, a normal character can attack once and defend from one attack without penalties. Experienced or fast characters can make more than one attack during a Turn.

At the beginning of each Turn, the players declare the intentions of their Cast Member. This is where they say, "I want to aim my crossbow," or "I cast a Spell." The Director decides if that action is possible in one Turn. Most simple actions are, but if a character wants to knock a large hole in a wall with her axe, she is going to need more than five seconds.

At the beginning of a fight, the Director determines who attacks first. Common sense is the first check, such as in the case of surprise or ambush. If the situation is less clear-cut, the character with the highest Dexterity (modified by Fast Reaction Time) goes first. If both sides have the same Dexterity (and they both have or lack Fast Reaction Time), each side rolls a die. The higher roll wins; a tie means both characters act at the same time.

Once initiative is determined, the intended Tasks and Tests are rolled. Usually, a character may only take one action per Turn, but those with Dexterity 5 or greater gain extra actions according to the Additional Actions Table.

Additional Actions Table

Dexterity	Additional Actions
5-6	1
7-8	2
9-10	3
11-12	4
+2	+1 per

As it is difficult to do more than two things at once (or walk and chew gum for some of us), additional actions suffer cumulative penalties of -2. The player only rolls once—successive attacks or defenses each reduce the total by two. If the target defends against any of those

attacks, the character can no longer continue attacking on that Turn.

In close combat, attacking is a Task using Dexterity and the appropriate skill (Kung Fu bare handed or Getting Medieval with a weapon) or the Combat Score. In a pinch, Sports might be substituted for swinging attacks with a stick (baseball bat, hockey stick). When two or more attackers gang up against a single target, they get a +1 bonus to all actions for each attacker, to a maximum of +4 for four or more attackers.

Weapons may only be Parried by weapons; a hand-to-hand attack may be Parried by a weapon and that's going to cause normal damage for that weapon to the bonehead who rushed in unarmed. A Parry uses a Dexterity and Kung Fu, or Dexterity and Getting Medieval roll, or the Combat Score. Thrown weapons can be parried at a -2 penalty. Arrows and crossbow bolts are parried at a -6 penalty. No character can parry bullets unless she arrived in Sunnydale on a transparent plane from some Amazon island.

Anyone may attempt to dodge an attack. Dodging hand-to-hand attacks can be done once per Turn without penalty; dodging missile attacks (bullets, ninja stars, harpoons) suffers a -2 penalty on top of any other modifiers. Use a roll and add Dexterity and the highest appropriate skill (Acrobatics, Getting Medieval or Kung Fu), or just use the Combat Score.

Note that for those most feeble of Guest Stars and Adversaries (Combat Score 8 or lower), the only way to have any chance of success when attacking is to go Full Offense. This means the character foregoes any defense against attacks that turn, in exchange for a +2 on all attacks the character makes. The flip side is Full Defense, which allows the character to defend against two attacks at no penalty (and against others if extra actions are available), and gives her a +3 bonus to all defense actions (Dodges and Parries, for the most part). No attacks are allowed on the Turn the character goes into Full Defense mode.

Sometimes a character just wants to grab someone and shake 'em until their teeth rattle in their head. She has to grapple them first, though. Grabbing people is fairly easy; use a Dexterity and Kung Fu + 2 roll, or the Combat Score + 2. The victim resists with a Dodge action. When Grappled, the target is at -2 to actions that involve the grappled limb, or -1 to all actions if grappled around the body. If two attackers grapple both arms, the victim is at -4 to most rolls, and cannot Dodge. The victim can try to

break free with a Strength doubled roll, or the Muscle Score versus another Grapple action.

You Guessed it Example Time! Shannon, a Hero Type Slayer with Dexterity 7, finds herself up against three vamps in the graveyard. She's in a hurry to help a friend so she decides to attack each vamp in one Turn. That's fine, her high Dexterity allows her two additional actions, which she decides to take as attacks. Still, the second and third suffer penalties. She rolls a 9 and adds her Dexterity and Kung Fu 4; the result is 20. That's over the first vamp's Combat Score of 18, so he gets hit. Shannon's second attack uses the same result (20) but subtracts two and becomes an 18. That ties the second vamp's Combat Score (18 as well), so the blow doesn't land (ties go to the defender). Finally, Shannon does not get her third attack as the second vamp defended successfully against her.

Now Shannon has a problem. She has one defense action available at no penalty. Unfortunately, she has two uninjured vamps in her face. One tries to Grapple. She Dodges with a roll of 9 + Dexterity and Acrobatics 5 = 21, beating the Combat Score (18) + 2. The other strikes unhindered; his Combat Score (18) is greater than the minimum success total (9), so he automatically connects. Let's hope that Shannon's been eating her Wheaties.

Buffy: Cool! Crossbow! Huh. Check out these babies. Hmm. Goodbye stakes, hello flying fatality.

—1.7 Angel

Generally speaking, missile combat works just like regular combat. Attackers make their rolls or use their Combat Score, and the target tries to defend (usually by Dodging). Sometimes it pays to take careful aim if the character misses the vampire's heart with a crossbow shot, she may not get a second chance. Aiming delays the shot action until near the end of a Turn. The player adds Perception and the appropriate skill (Gun Fu for guns, Getting Medieval for archaic ranged weapons) to the roll, or just uses the Brains Score. The shot action gets a bonus equal to the Success Levels of the Aiming roll.

To keep things simple assume no penalty at Short Range, a -1 penalty to shots at Medium Range, and a -3 penalty to shots at Long Range. Short range is under five yards for pistols, and 20 yards for rifles. Medium range is under 20 yards for pistols, and under 100 yards for rifles. Long range is up to 50 yards for pistols and up to 300 yards for rifles.

If shooting doesn't work at first, shoot them again and again. Most guns can fire more than once in a five-second period (in fact, most handguns can be emptied in five seconds). Roll and add Dexterity and Gun Fu; each additional shot uses the same roll, but drops down one Success Level. Bows use the Multiple Action rules. Crossbows and other single-shot weapons must be reloaded after each shot.

Automatic weapons (assault rifles and machine guns) can fire a constant stream of bullets until the gun runs dry or the barrel overheats. Trained soldiers fire bursts controlled gunfire that sends three or more bullets downrange. For bursts, make one attack roll; each Success Level in the roll allows one bullet to hit the target. The base damage for each bullet is modified by armor, and then added together before applying the Bullet type modifier. Success Levels do not affect the damage calculation.

Damage is measured in Life Points. If reduced to 0 Life Points, the character is critically injured and risks death. Each attack action has a base damage number or a formula, which is calculated and listed under Combat Maneuvers for the Cast presented in this pack. The actual damage inflicted is equal to the base damage, plus one per Success Level of the attack roll, minus any Armor Value possessed by the defender (if applicable) multiplied by any damage type or other modifiers. In the case of bullet or slash/stab damage, damage is doubled against normal humans. Bash damage has no multiplier, but is the only type that can knock a person out (as opposed to killing them).

Fire damage is a special case; fire can scar horribly, and its damage heals more slowly than normal. A person on fire takes three points of damage every Turn until somebody puts her out. If more than 20 points of Fire damage are inflicted on a character, some scarring occurs. Fire damage also heals at half the normal rate (or one LP per Constitution level per day for Vampires); the player should keep track of fire damage separately. On the plus side, fire can kill vampires, if they burn long enough. A vampire reduced to -10 Life Points or below must make Survival Tests (see below), dusting out if they die.

VAMPIRES

Willow: A lot of it we already knew. Turn-offs: wood, fire, crosses, garlic. Turn-ons: nice duds, minions, long slow bites that last for days.

—5.1 *Buffy vs. Dracula*

Which brings us to that \$25,000 question just what does it take to kill a vampire? Plastic bags over the head and guns aren't the answer. So what is? Fire, as we've just discussed, works great, as do a few other things, including the basics: stakes and sunlight.

Through the Heart: Any sharp wooden object firmly inserted in the vampire's heart with enough force to pierce it through results in a near-instant and fairly impressive "dust-up" the vamp explodes in a cloud of dust, briefly exposing its skeleton before even that crumbles away. Thus, a stake (or pool cue, or wooden crossbow bolt, or arrow) that hits the vampire's heart inflicts five times normal damage (after modification for Success Levels and armor), and if the total damage is enough to reduce the vampire to zero Life Points, the vamp is dusted.

Dusting a vampire is not very easy, though. The critters have a terrible aversion to letting people stab them with sharp wooden implements, and the heart is well-shielded by the rib cage, requiring both precision and strength. If the stake damage (after all modifications) doesn't reduce the vamp below zero points, apply the pre-x5 damage instead (this means the stake didn't quite get to the heart, so the damage is not boosted over normal).

For example, Ian, a Hero Type Watcher (Strength 3), gets a solid stab in with a stake, and the roll is good for three Success Levels. The base damage is (2 x Strength), or six in this case; with the three Success Levels, this goes up to nine. Since this is a heart attack (as it were) damage is multiplied by five, for 45 points. The vamp only had 43 Life Points, and poofs away like a dandelion. If the vamp was tougher say 50 Life Points, the damage would not be enough to reduce it to zero Life Points. In that case, the attack is considered a near miss (didn't actually pierce the heart) and the damage inflicted is not multiplied by five. So, facing a 50 Life Point vamp, Ian would have only inflicted nine points of damage. That sucks beyond the telling of it.

Slayers and other very strong characters can take out fairly tough vamps with a single stake thrust. Still, it pays to soften up a vampire with 10-30 points of damage before

trying to use Mr. Pointy. This reflects the "reality" of the series, where much fisticuffs occurs before the staking. Remember, a vamp can use a Drama Point to halve the damage (which would negate the dusting absent some pummeling beforehand). So, for characters, forsake not the pounding.

Crosses and Holy Water: These holy objects cause pain and even injury to vampires. If someone shows a cross to a vampire, it instinctively recoils the vamp loses initiative on that Turn. As long as a character holds a cross on a vampire, the critter cannot attack the wielder. The vamp can try to knock the item away, though actually touching a cross burns a vampire, inflicting two points of damage per Turn of contact.

Holy water is also good against the undead. Applied externally, it inflicts two points for a splash, five points for a glassful, and 10 points for a bucketful. If the vampire ingests the holy water, damage is multiplied by 20, which gives a whole new meaning to "don't drink the water." A vampire reduced to zero points or less through contact with a cross or holy water dusts away.

Beheading: Your basic samurai killing slash; it needs a sword, axe or similar big slashing weapon. Decapitation uses a Dexterity and Getting Medieval - 5 roll, or the Combat Score - 5, but damage is multiplied by five (after Success Level bonuses are added and armor effects subtracted; damage type is not applied). If the damage is enough to kill the victim, the head comes off, and the rating of the show goes up to TV-14. Flashy way to dust vampires if they reach -10 Life Points.

Sunlight: As a creature of darkness, a vampire cannot abide the touch of sunlight. If a vampire is exposed to the sun for more than a Turn, the burning begins. The undead takes 20 points of damage at the end of every Turn in full sunlight. If the exposure is for less than a Turn, the damage is only about two points. If a vampire is within reach of a shadowy spot, it can "dodge" the sunlight by leaping into the covered area, taking only the minimum amount. That means that a careful vampire can operate during the day to some extent. As soon as the vamp goes below -10 points, it is dusted. Sunlight damage is healed normally; the sunburn doesn't last long.

Private Property: This isn't really a way to kill vampires, but it gives heroic hunters a good fleeing-to place. Just as the legends say, vamps cannot enter a private dwelling without an invite. An unwelcomed vamp hits an invisible mystical wall at the threshold, and is physically unable to

push through; this also applies to windows, pet doors or any other means of ingress. This restriction doesn't apply to public places, so stores and restaurants are not safe (everybody is effectively invited to those places, even where they reserve the right to refuse admittance). But why hide, you ask?

Vamps Suck, Vamps Bite: When a vamp has grappled or secured (i.e., tied up or otherwise subdued) a victim, it's feeding time. A strong vampire can totally drain your average human in less than a minute. The vampire Bite uses a Dexterity + Kung Fu + 2 roll, or the Combat Score + 2. It inflicts 3 x Strength base damage (Success Levels and armor modify, but damage type does not) every Turn that the vampire sucks blood from the victim. When the victim fails a Survival roll, she has been drained of all her blood and is dead. A normal victim will die in a Turn or so; Slayers and tougher humans may take a little longer. Breaking free from a grappling vampire works like resisting a Grapple, but the victim is at a -2 penalty.

EFFECTS OF INJURY

Buffy: Oh, puffy Xander. I'm sorry, I got—I guess I got carried away. Are you okay?

Xander: I'm alive. I can tell 'cause of the pain.

Buffy: Do you want to sit down?

Xander: I'm not that bendy. I could lean.

—5.15 *I Was Made to Love You*

If a Cast Member is hurt enough, bad things start to happen. Characters reduced to 10 Life Points or below are severely injured, and find it hard to continue fighting; all combat rolls are at a -2 penalty. If reduced below five Life Points, this penalty goes up to -4. At zero LPs or below, the character is knocked down, stunned and semi-conscious. A Consciousness Test (Constitution and Willpower minus the number of LPs below zero) is required to remain conscious. So, at -7 LPs, a Consciousness Test suffers a -7. At -10 LPs, a Survival Test is required (Constitution and Willpower minus 1 for every 10 LPs below zero). The Survival Test must be passed once each minute until the character receives some doctor'n. Each additional Test is at a cumulative -1. A successful Intelligence and Doctor roll stabilizes the character.

Bitesize Example: Jess, a White Hat, is bitten by a vampire for 51 points of damage before she can force it

back with her cross. She had 38 LPs and is now at -13 LPs. Her Constitution is 2 and her Willpower is 4. This total of 6 is reduced by 1 (1 for every 10 points below zero) for her Survival Test. She needs to roll a 4 or better to live. If she lives, she must make a Consciousness Test to avoid passing out. This is at a -13, so unless she uses a Drama Point (see below), she is going to go unconscious. If she does not receive any kind of medical attention, a minute later she has to make another Survival Roll with a -1 penalty.

GETTING BETTER

For most Cast Members (the purely human kind), injuries heal at the rate of one Life Point per Constitution level every day spent under medical care. Slayers, vampires and other critters heal much faster, at the rate of one Life Point per Constitution level every *hour* or faster. Use of Drama Points can greatly speed recovery.

DRAMA POINTS

Spike (to Buffy): Now might be a good time for something heroic.

—5.20 *Spiral*

Drama Points are the great equalizers between the Slayer and the Scooby Gang. They are what keep Xander's insides inside after some of the pummeling he's taken over the years, and what allows Buffy's mom to knock down Spike with one blow from an axe. Drama Points allow the White Hats of the world to act like Heroes, if only for a round or two. Which is not to say Heroes don't need them; nothing beats a DP or two when you need to dust a half-dozen vamps in time to save the world.

Drama Points can be used in several ways:

Heroic Feat: By spending a Drama Point, the character gets a +10 bonus on some value. This can be an attack or defense roll, or any use of a skill, or even for a Fear or Survival Test. The Heroic Feat can also make things hurt more; the +10 bonus is added to the base damage in addition to any Success Level bonuses (then armor, damage type and other modifiers are applied).

A player has to announce her character is using a Drama Point during the Intentions phase of a Turn, or before

rolling during non-combat situations. Also, only one Heroic Feat may be performed in a Turn. It can be used either for attack, defense or damage, but not for more than one of those in the same Turn.

I Think I'm OK: For a mere Drama Point, half the Life Point damage (round down) the character has taken up to that point is healed up. The character is still bloody and battered, but she can act normally. I Think I'm Okay can be used only once per Turn, but it can be used several Turns in a row, each use halving whatever damage remains. If the character had suffered enough damage to be incapacitated or unconscious, however, healing does not necessarily awaken her. The Director decides if the time is right for the character to revive and join the action.

Plot Twist: Heroes often find help and information from the most unlikely places or at precisely the right time. Once per game session, each character can spend a Drama Point and get a "break." This is not a Get Out of Jail Free Card. If the heroine stupidly walked into a vampires' lair and she is surrounded by a horde of bloodsuckers, a Plot Twist won't allow her to escape unscathed. If the Director decides that a Plot Twist is not possible, the player gets back the Drama Point.

Righteous Fury: By spending two Drama Points, the character gets a +5 bonus to all attack actions, including magical attacks, for the duration of the fight. These benefits are cumulative with Heroic Feats, above. Problem is, an appropriate provocation is necessary to invoke the Righteous Fury rule. A player can't decide her character is pissed about the existence of vampires, or global warming, or even the mystery meatloaf they served at school that morning. She needs to be truly provoked.

Repeating Example: If Jess spent a Drama Point to aid her Consciousness Test, she would add +10 to her base modifier, for a total of +3. So she could stay conscious and try to defend herself against the nasty, cross-burned vampire with a roll of 6 or better. An even better use of the Drama Point would be to halve the damage done immediately, reducing it from 51 to 25 pts. This leaves her in positive Life Point territory, lucky 13, negating the need for the tests at all! She's still not 'the hills are alive' fine, but able to hold on for now. Next Turn, she'll be able to use another Drama Point to further reduce the damage from 25 pts to 12. Then ol' Cross-Face better watch out!

MAGIC

Willow: Ignis incende.

Buffy: Willow, check you out. Witch-fu.

Willow: It's no big. You just have to balance the elements, so when you affect one, you don't wind up causing . . . (rain starts) I didn't do it, I didn't do it!

—5.1 *Buffy vs. Dracula*

The dark (and not-so-dark) arts are part and parcel of the Buffyverse, where anyone with the right books can summon forces from the beyond. Of course, calling on these occult powers does not mean your character can control and use them with impunity. More often than not, magic has unintended consequences. A mispronounced word or a missed cue and the result may be the total opposite of what your character intended. But the real kicker the thing that drives all practitioners straight to over-consumption of ice cream goodies is that even succeeding does not mean everything works perfectly. There is always a price, both for success and failure. You have been warned.

Each spell has a Power Level. This determines the overall strength of the spell the higher the Power Level of a spell, the more difficult it is to cast properly, and the more damaging the consequences of failure. Additionally, spells have Requirements the ingredients or ritual components needed to attempt the magical endeavor. Finally, spells have an Effect. This is usually descriptive ("all the body hair is removed from the victim," for example), but can also include rules concepts like damage inflicted, area affected, and duration.

Once everything is in place, casting a spell requires a roll using Willpower and Occultism. Drama Points can be used normally to increase the spell's chance to succeed. If the roll fails (i.e, the total is less than nine), the spell doesn't work the ritual simply fails. Generally, there's no other down side here; your character just wasted some time, candlepower and pretty speechifying. Actually, it's when the roll succeeds that things get interesting . . . in the sense of the ancient Chinese curse "may you live in interesting times."

Witches, meaning those with true power (or in this case, the Sorcery Quality), have an advantage when casting

spells. Characters add their Sorcery level to any spellcasting roll, to a maximum bonus of +5. After that, additional levels of Sorcery stop adding up (although they still have other uses). With this bonus, Witches can cast high-power spells with a better chance of success than your typical book-reading spell-flinger.

The roll's Success Levels are compared to the spell's Power Level. If the number of Success Levels is less than the spell's Power Level, something magical happens but it may not be exactly what the caster intended. The spell's intent may be twisted or perverted, and the caster may be injured or even killed as the magicks draw on her life force to fulfill their purpose. The Director can decide what happens, or she can roll on the Spell Side Effect Table.

If the roll results in Success Levels equal to or greater than the spell's Power Level, all's well and the spell works. Unless, of course, the spell takes an unexpected turn no matter how many Success Levels were rolled. In some cases, a spell might work too well. But no good and true Director would do something like that, now would they?

Casting multiple spells without resting is very difficult, as the magician's will is sapped by the constant strain. Every successive spell cast without a significant period of rest (at least two hours per spell Power Level) suffers at least a cumulative -2 penalty. So, the second spell of the day is at -2, the third at -4, and so on. Only powerful Witches can cast multiple spells in a row, and even then they'll probably have to burn some Drama Points to keep it up. Even worse, using the same spell more than once adds an additional -1 to the penalties above.

Spell Side Effect Table

Roll D10 and add the Spell's Power Level.

Roll Total	Result
4 or less	Phew! Lucked out, and the spell still works.
5-7	The spell is delayed. It appears the spell failed, but it will work normally at a time of the Director's choosing (ideally, a dramatically appropriate time).
8-10	The spell works, but it's less effective than expected. The duration, damage or effect is halved (if not applicable, then the spell is delayed as above).
11-13	The spell works, but the caster is damaged by its energies. The magician takes five Life Points of damage per Power Level of the spell.
14-15	The spell affects the wrong target (the Director decides who gets to be the lucky recipient).
16+	Spell has a completely unexpected effect. The magical energies run rampant, often causing physical damage to the area or summoning dangerous entities from beyond our reality. This can also happen if the spell is disrupted during a critical point.

Exemplis Totalitus: Suzi, a White Hat Witch, attempts a relatively simple warding ritual to protect a young girl from the forces of darkness after her. The Ward has a Power Level of 3, which with Suzi's Base Spell Modifier (Willpower 4 + Occultism 3 + Sorcery 3 = 10) should be a cakewalk. Unfortunately, Suzi has already cast two spells in helping free the girl from the Big Bad's clutches, so she's at -4 for this third spell of the evening. So instead of cake, we have very difficult pie. She needs to match the Power Level in Success Levels, which means a final score of 13 or better. She rolls a 5, for a total of 11. Good enough for something to happen, but not necessarily what she was intending. The Director rolls a 10 and compares that result to the Side Effect table. For a spell with Power Level 3, this means the Ward takes effect, but the energies also rebound on Suzi, causing 15 points of damage. Ouch!

Some spells have continuing effects (curses, for example) or may even be permanent (some transformation spells). Canceling their effects requires access to the spell itself (ideally taking it directly from the magician's own books) and a spellcasting roll as above with the effective Power Level of the spell reduced by one (it's easier to undo a spell and return nature to its natural state).

There *is* another way to stop an ongoing magic effect find the caster of the spell and get her to stop the spell, say by cutting off her head or turning her into a sports trophy. Either way, continuing spells stop working, but permanent ones may not. For this reason, and others, wholesale slaughter is discouraged.

QUICK CASTING

Willow: Thicken.

—5.19 *Tough Love*

Most spells require the caster to recite a formula or incantation out loud, or perform some type of ritual. All that hooha takes time. Witches can cast some spells almost instantly, with only a single word or phrase, or even just a simple gesture. This won't work on spells that require a very specific ritual and cannot be speeded up, but some can be cast in a few seconds (as an action in a Turn). Whether a spell can be quick cast or not is detailed in that spell's description.

TELEKINESIS

Willow: It's all about emotional control. Plus, obviously, magic.

—3.16 *Doppelgängland*

Witches can move objects with the force of their will. To use this power, the Witch rolls and adds her Willpower and Sorcery levels. Each Success Level in the roll becomes a point of "Strength" for the telekinetic effect. So, if the roll results in five Success Levels, the Witch could

move an object as if she had a Strength 5 good enough to pick up a grown man and slam him against a wall. Lifting and tossing things around requires no additional rolls, but precise tasks (guiding a key into a keyhole, staking a vamp) require a Perception and Dexterity roll, or a roll using Dexterity and an appropriate Skill (staking the vamp would use Getting Medieval). These tasks have a -1 penalty because the Witch is manipulating the object at a distance. Tossing small objects at someone also requires a Willpower and Sorcery roll, and must overcome the target's defense roll. The damage value of such an attack is two times the Success Levels rolled.

Two or more Witches can combine their power to move very large objects. Witches working together roll as above, and add their combined Success Levels to determine the Strength of the effect.

This power does not last long. Each turn after the first, another Willpower and Sorcery roll must be made, at a cumulative -2 penalty. So, the second Turn, the roll suffers a -2 penalty; on the fifth Turn, a -8 penalty is incurred. This penalty applies to all further uses of Telekinesis until the Witch gets at least three hours of rest between uses. This ability is good for throwing a few things around, but your character can't go all Carrie with it.

I of the Beholder

I of the Beholder is an introductory Episode tailored for the Original Cast as presented in this material (see p. 3). Those who plan to play through this adventure should read no further (like that's going to stop you, eh?).

PLOT SYNOPSIS

Ethan Rayne returns to town, summoning a demon which steals the reflections of various townsfolk, putting them under its control. Buffy receives a prophetic dream warning her, and she and the rest of the gang start encountering cases of mistaken identity and confusion caused by the demon. Research will identify the demon, and suggest further danger if its summoner accesses the Hellmouth. Ethan, disguised as Giles, will direct the gang to help him work a counter spell to prevent this, leading them into a trap that will help him open the Hellmouth.

PREVIOUSLY ON BUFFY THE VAMPIRE SLAYER...

This Episode takes place immediately following Season Four. Adam is dead, the Initiative is disbanding, and Riley has just returned from his debriefing. Spike is still wary of the Scooby gang after his recent betrayal of them to Adam. Suggested PCs Buffy, Willow, Xander, Anya, Riley and Spike. If there are less than six players, use Spike as a Supporting Cast Member, or have Xander's player double up with him (they balance well between combat and non-combat). Giles should remain Supporting Cast, to blur the line when Ethan takes his place as needed by the Director. You'll note that there are no stats for Ethan Rayne included here. None are needed, as most of his actions occur off screen, and once he's discovered, he will either give up (probably after the first punch) or run away.

CHARACTER NOTES

The following information may be handed out to the Cast.

Buffy: You are still rooming with Willow in Stephenson Hall, though since Riley left, you've been out most nights, alone, hunting. You are very much looking forward to Riley's return, though you have been really enjoying the nights out, alone. Too much, maybe?

Willow: You are still rooming with Buffy in Stephenson Hall, though you are spending more nights at Tara's. You tend to catch up with Buffy on the previous night's patrol after class (or sometimes during – she's been extra wired lately).

Xander: Still living in your parent's basement, you've been able to spend more time with Anya recently since Buffy hasn't needed you since Adam was killed. Getting regular work is still a problem, so you are currently working for the local Sunny Pizza Kitchen franchise.

Anya: You like that Xander has been spending more time with you, but he still lives in his parent's basement and is constantly short of money. His jobs are dull, but you sometimes tag along to encourage him to stick with it, since when he gets fired he has even less money to spend on you. Also on the plus side, with the Initiative gone, you don't have to worry so much about being discovered as an ex-demon.

Riley: You have just returned from debriefing with an honorable discharge. You were flown back in with a group of Initiative folks who are tasked with shutting down the base for good, but have now been left on your own. You have your TA job for the rest of the semester (you still TA for Buffy's psych class, actually handling some of the lectures now that Prof. Tomlinson has stepped in for the late Prof. Walsh), and your dorm room in Lowell, but soon you'll have to figure out what you're going to do for the rest of your life. Having always assumed a military career, you are sometimes at a loss when you aren't fighting alongside Buffy. You haven't seen her since getting back, but are looking forward to getting reacquainted.

Spike: You've been lying low in your crypt, catching up on 'Passions' since your betrayal of the Scoobies to Adam was revealed. They haven't come gunning for you yet – probably think they can take their time, since you're no threat with that chip in your head. That really burns you! Still, that means there's time to 'make it up to them'. And that means pounding demons alongside them – which is the only way you can get in your daily quotient of violence these days anyway. Win – Win.

Act Two: Conflict

Miss-Taken Identities

SETUP

Be flexible in relating the incidents in this act, as the players may go in several directions. This section assumes that the players will initially go about their daily business as per usual, but since Buffy will be aware of the dream at the start, her player might decide to skip classes and call the others together to discuss it. If so, you may need to be creative in getting across the info contained in the incidents. Be careful not to let Spike languish in his Crypt for too long. If the players pass up on opportunities to involve him early on, be ready to spring him via other means.

-Buffy, Willow and Riley have the opportunity to discover some strange goings on during their psychology class.

-Xander and Anya run into an impossible sight, and get insight from the Magic Shop.

-Riley meets up with former Initiative friends as the confusion escalates (here or next Act)

ACTION

Psych Class: Riley is giving a lecture on how people use their senses to build a coherent picture of the world around them, and how victims of strokes, as well as other types of aphasia, have to relearn all of the cues their confused brains are now sending them. Keyword: operant conditioning!

Buffy and Willow, however, are most likely being distracted by what they overhear the two girls sitting in front of them (Heather and Melanie) gossiping about - Riley! Heather says she saw him last night outside of the Student Union - making out with - get this - a freshman!

No way!

Totally way, as in all the...

Isn't that illegal?

What'ya mean?

Don't be a simp. Against school rules... y'know, codes of.... conduct.

Yeah, I think so.

While that sinks in we get added spectacle when Jesse, the girl sitting next to Parker, slaps him. A hush falls over the class as Jesse spouts, "I can't believe you've got the nerve to use that line on me... today... after coming on to my roommate last night. I SAW you two." She storms off, and an embarrassed Parker slinks out as well.

If Parker is approached later, he will sheepishly deny Jesse's accusations. And he has an alibi for last night- he was over at the Espresso Pump with a girl from his philosophy class. A girl NOT Jesse's roommate.

Riley of course did NOT have a tryst with another freshman- he just got in late last night.

Something strange is afoot.

Pizza Coupons: Xander has to spend the afternoon passing out pizza coupons on Main Street, picking up old flyers from bulletin boards at the various businesses, and stapling up new ones. Anya is tagging along because... well, she's Anya. While swapping out the flyers inside the liquor store, a successful Notice roll will have one or both of the duo catch sight of Spike on the close circuit monitor in the store. He's walking out of the Magic Shop and down the street past the Espresso Pump - in broad daylight! If they rush out to confront him, he's nowhere to be seen.

Checking at the Magic Shop, Mr. Bogarty confirms that a man of Spike's description was just in, purchasing items for a ritual. He bought some very specific supplies for what he described was a cleansing ritual, though it didn't sound like any type Bogarty had heard of before. Hearing the list of ingredients, Anya can, on a successful Occult or Wild Card check, determine that they are better suited for

some sort of unlocking or unbinding spell of some kind. So Spike is walking around during the day, looking for a way to disable the chip?!

If they do not go immediately, this info may be found later, if someone goes to gather spell components. For example, if Anya wants to use her demon contacts, and this info is still unknown, have her go to the Shop to gather supplies to contact them. A mirror behind the counter will fail to display her image, and Mr. Bogarty will comment that someone earlier in the day also failed to reflect, and...

Since Spike is still staying in his crypt, they may choose to go there immediately to check up on him while he is still "docile." If Giles is consulted, he'll suggest this. Spike will have no knowledge of the Magic Shop trip, and still smokes in the presence of sunlight, thank you very much. He's been watching "Passions" (and if being played as a Supporting Cast Member resents the implications of someone running around, looking like him, and dragging his good name through the sunlight and all. Someone must be impersonating him! Somebody thinks he's the new big bad - well, he'll just have to trounce the wanker).

Alternately they may decide to take the info to Buffy, Willow and Giles to compare notes. On the surface it may look like Spike is trying to develop his

own private cure for chip headaches, but this notion has problems. First, Spike has been known to rely on others to do his spellcasting (as in Season Three). Secondly, it doesn't explain his non-combustionality in the sunlight. Still, as Giles will point out, messing about with the mind with magic is a dangerous endeavor, even an undead one. The odds are good that even if the chip isn't removed, enough damage might be done to turn Spike into a raving, murderous lunatic. Well, a raving, murderous lunatic with no sense of pain for the chip to restrain him with. If early on, this line of thinking could possibly lead to battle plans, culminating in confronting Spike as above. Alternatively, this could stretch into Act Three territory, when Spike is liable to walk right in on their discussion.

If the players don't draw Spike into the mess, he needs to be pulled in by other means. A slimey Jawralen demon, Nestor, will enter the Crypt, tape measure in hand, and start measuring various aspects of the décor, dripping as he goes. He doesn't notice Spike at first, but when he does, he gets very apologetic. He explains he heard about Spike's jaunt out into the daylight, and figured the crypt would be available. He can relate the story as it's already made its way into the demon grapevine.

Act Three: Complication

B is for Book

SETUP

By now the group should have plenty of info indicating something deeply bizarre is going on. This Act may overlap with the first somewhat, especially if the Gang decides to regroup before confronting Spike about the Magic Shop happenings. They may split up; some researching and some patrolling. In that case, consider advancing the townsfolk attack to the patrol (see Act Four).

It's nightfall now, so Spike is able to wander freely.

The Gang has no reflections from this point out. It's also about this time that some of the victims start exhibiting loss of will from the mind control aspects of the reflections of their "souls" being taken. In a non-demo environment, you could allow for some of the players to be overcome if they don't resist with a simple Willpower doubled roll, but for demo purposes you should probably let them remain unaffected, regardless of any rolls. And Vampires are immune, of course, not having a soul to be reflected and caught (just the usual visual reflection of light which allows all of us to see and be seen).

ACTION

Research: Hitting the books proves useful, as a successful Occultism check uncovers references to a Nelvock demon. Anya can substitute her Wild Card skill. Info varies depending on the Success Levels.

1-2: The Nelvock "steals" the reflections of others. They use these reflections to cloak their true appearances and lull victims into allowing them close enough for the kill. A side effect is that most of those whose images have been snatched are susceptible to suggestion or a limited form of mind control from the demon.

3-4: Passages are found indicating that wizards have been known to summon these creatures to foment confusion among their enemies, and to gain

some control over their vassals via the mind control. The spellcasters need to stay near the demons, however, or they begin to act randomly.

5-6: The crew learns that a summoning wizard can "cause the demon's chaos to descend permanently" by infusing the demon with the pure energies gathered from hell. They also learn that the demon **MUST** remain in some kind of light, no matter how small, at all times. Its powers and stolen reflections vanish in the dark, everything returning to normal.

This last bit may cause Willow to look for a darkness spell, which she can find with another successful check, though it will take some time and a run to the Magic Shop.

Diminish Light

Quick Cast: Yes

Power Level: 3

Requirements: Simple ingredients to be found at the Magic Shop.

Effect: Light is gradually excluded (like a haze forming, or deepening twilight after the sun sets) from a circle no more than ten feet in diameter for each Success Level, centered at a chosen point within the caster's view. The effect lasts for one day per Success Level.

The Initiative: Though officially disbanded, the government is still in the process of dismantling the facility under Lowell Hall. In addition, Graham and a few grunts have been dispatched to Sunnydale to look for the escaped Ethan Rayne, though they are under orders not to discuss this, even with Riley. They are having a progressively harder time getting in or out of the Initiative facility, which leads to an involuntary lockdown situation as the day progresses due to the retinal scans not being registered correctly.

The bulk of the troops are trapped below, and Graham and a few agents are ordered by phone and radio to get out and help maintain the peace straighten out misunderstanding and the like. They are to stay in civvies, split up, and limit themselves to hand stunners, but only if necessary. They can be used as mind control fodder later in the story.

The scientists trapped below run a number of tests, and provide additional exposition if need be. Via radio, they can give the gang a summary of the reflection effects, the mind control and suggestibility aspects, etc. In a pinch, they could even "triangulate" the reflection issue to map coordinates corresponding to the old school. If Riley has not yet contacted the Initiative, Graham contacts him by phone with a heads up regarding what they've discovered just before the gang decides to head to the Hellmouth.

If the players do not uncover enough information in research, or don't correctly interpret the information, there are still other avenues to pursue. A trip to

Willy's Place might elicit remaining needed info as well.

When it Raines, It Pours: Ethan takes Giles' place using the demon's power and an auditory glamour on his voice. If the others don't suggest it, have Giles/Ethan indicate that whomever summoned the demon may be trying to distract them from the true purpose opening the Hellmouth to insure the effects are set.

Ethan doesn't want to open it so much as access a crack in the closed gateway to complete his enchantment. This isn't just revenge he's hoping the resulting confusion will ensure his escape. He enlists the others in an attempt to "reinforce" the barrier over the Hellmouth. In reality, he needs the group there to be sacrificed as the final part of the ritual. To that end, he has already paid a gang of vampires to act like controlled townspeople, cloaked in stolen reflections, and attack the group once they reach the school.

Act Four: Climax

Objects Are Closer Than They Appear

ACTION

The Ambush: Once the group decides to head for the Hellmouth, whether under Giles/Ethan's direction, or by interpreting the dream and other clues indicating the importance of that site, the demon follows and sends a handful of REAL controlled townsfolk against them. This is to slow them down, and give them a false sense of achievement, before the trap is sprung.

Suggestions for those to include are Graham (along with any Initiative Commandos still available on the surface), and minor recurring characters such as Jonathan Levenson, Devon (the *Dingoes* lead singer), and Percy. Drop the number to two or three if the whole group is not there (say if Buffy and Spike decide to patrol while Research is being done), or if time is dragging on. This is meant to get the group jittery, and to lay groundwork for the scene at the end.

School Daze: Once past this initial threat, which should be dispatched fairly easily, the group will have no problems reaching the burnt out school. Once there, they find the way barred by an even larger group of townsfolk, nearer and dearer to their hearts. Of course, though it appears they face Joyce Summers, Tara Maclay, Shelia Rosenberg, Harmony Kendall (a DIFFERENT vampire disguised as Harmony, unless the gang is doing poorly, in which case it might be the real Harmony, and Spike convinces her to help), Xander's folks and others (including ones used earlier - Parker, Jonathan, etc.) - these are all really vampires disguised by the demon's magics. There should be two each for Buffy, Spike and Riley, and one each for the others.

Giles/Ethan directs the others to engage the folks and keep them out of his way while he prepares and starts the ritual to keep the Hellmouth closed - 'and be sure not to harm them!' The demon is close by, powering the illusions, cloaked mostly in shadows (or possibly as another one of the townsfolk, if the group is doing badly - have one of the cloaked vampires be

the demon, and when it is taken out, so are the illusions). In the close confines of the school, the demon can be spotted with an extended Notice check garnering ten Success Levels over several Turns. Those engaged in combat can also keep an eye out as a 'free' extra action (in addition to any combat actions) for an additional -2 to all actions that Turn. Success indicates some "wrong" with the shadows in one corner.

If grabbed, the demon feels slippery and only semi-solid to the touch, but this doesn't help it avoid attacks - that's just part of its nature. If the Diminish Light spell is used, and it works too well (and the players are having too easy a time of it), then as the illusions start dropping, have the sphere of darkness extend out over them, requiring Notice Tasks to 'Listen' for the enemy before attacking (at a -2 penalty, to both sides, of course!) If killed, the Nelvock will rapidly ooze away into nothingness.

With an Occultism roll, Anya or Willow can determine that the ritual Giles/Ethan is intoning is the one of unlocking, not closure. If the group turns against him, Giles/Ethan attempts to take refuge behind the mass of vampires (if any) remaining. If the demon is defeated, or has his power blocked by darkness (or is otherwise revealed), Ethan uses his Ace in the hole - Giles. He has Giles trussed up over the Hellmouth itself, out of sight of the scene of the battle, held upside down with a rope by a vampire with orders to drop him in at the climax of the ritual, or if things go badly. Ethan will bargain for his freedom with this knowledge (he can also use this to entice the group to go to the Hellmouth if they discover him too early, escaping when the vamps attack). Given the chance, of course, he'll just slink out in the last stages of battle if it's going against him, using whatever Drama Points are necessary to ensure his escape. If the group captures him, Graham and the other Initiative boys show up to take custody.

Stats

Name: Nelvock Demon

Motivation: Chaos, Obedience to Summoner, Feed

Critter Type: Demon

Attributes: Strength 4, Dexterity 5, Constitution 4, Intelligence 3, Perception 4, Willpower 2

Ability Scores: Muscle 14, Combat 14, Brains 12

Life Points: 42

Drama Points: 2

Special Abilities: Claws, Reflection Illusion

Maneuvers

Name	Score	Damage	Notes
Claw	14	11	Slash/stab
Dodge	14	-	Defense action
Punch	14	11	Bash

Name: "Townfolk" Vampires

Motivation: Predator, Kill Buffy and Gang, Protect Ethan

Critter Type: Vampire

Attributes: Strength 6, Dexterity 6, Constitution 6, Intelligence 3, Perception 3, Willpower 3

Ability Scores: Muscle 18, Combat 19, Brains 13

Life Points: 73

Drama Points: 1

Special Abilities: Hard to Kill 5, Vampire

Maneuvers

Name	Score	Damage	Notes
Bite	19	23	Must Grapple first; no defense action
Dodge	19	-	Defense action
Grapple	21	-	Resisted by Dodge
Kick	18	19	Bash
Punch	19	17	Bash

Name: Graham and Initiative types

Motivation: Fight the HST threat

Critter Type: Human

Attributes: Strength 4, Dexterity 4, Constitution 3, Intelligence 2, Perception 3, Willpower 3

Ability Scores: Muscle 14, Combat 15, Brains 10

Life Points: 37

Drama Points: 2

Special Abilities: Hard to Kill 2

Maneuvers

Name	Score	Damage	Notes
Dodge	15	-	Defense action
Kick	14	13	Bash
Punch	15	12	Bash
Hand Taser	15	9	Bash; knockout

Name: Jonathan Levinson

Motivation: Get some respect, be happy

Critter Type: Human

Attributes: Strength 1, Dexterity 2, Constitution 2, Intelligence 3, Perception 3, Willpower 2

Ability Scores: Muscle 8, Combat 8, Brains 11

Life Points: 22

Drama Points: 3

Special Abilities: +1 to Brains for Knowledge rolls; Sorcery 1 (untrained)

Maneuvers

Name	Score	Damage	Notes
Dodge	8	-	Defense action
Punch	8	2	Bash

Name: Joe Townsperson (Devon, Percy, etc)

Motivation: Survive, sex, money

Critter Type: Human

Attributes: Strength 2, Dexterity 2, Constitution 2, Intelligence 2, Perception 2, Willpower 2

Ability Scores: Muscle 10, Combat 8, Brains 10

Life Points: 26

Drama Points: 1

Special Abilities: n/a

Maneuvers

Name	Score	Damage	Notes
Dodge	8	-	Defense action
Punch	8	4	Bash