



D6 Role-Playing in the World of Buffy the Vampire Slayer



Buffy the Vampire Slayer

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Welcome to the wholly unofficial Buffy the Vampire Slayer role-playing game. Based on the Buffy television series and West End Game's D6 Classic system, the game seeks to bring some of the rollicking fun of the show to the gaming table.

Necessary Credits

First, Buffy the Vampire Slayer, all associated characters, pictures, and cute little catch-phrases belong to UPN, Joss Whedon, and a whole host of other folks who can probably sue me for putting this stuff up. (Please don't). You can also visit Buffy's official site. Second, West End Games owns the D6 system on which this game is based. You'll likely need to pick up one or two of their publications to fill in gaps in the rules presented here. Go buy their stuff, they need the cash. Third, the images used here were gleaned from various websites, most notably Buffyguide.com (a very complete site full of screenshots, an episode guide and other goodies). I have tried to note the source for all the images used here. Last, there a few other Buffy RPG's out on the web for free. Two of the best one's I've found are the Fudge Buffy RPG and the free Slayer RPG. While I've browsed the games, I've tried to avoid importing their ideas into this one. That way, if this version isn't to your liking, you might check out the others and find one you like better.



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Buffy D6 (version 1.0). First published on the web December 2001. First produced in PDF format February 2002. Please feel free to download, copy or alter this game to enhance your gaming experience and to share with friends. Please don't try to sell this or do anything else unpleasant with it. Have fun.

Questions? Contact gaminggeek@earthlink.net

I. INTRODUCTION

Playing Buffy D6

Buffy D6 is based in the world of Buffy the Vampire Slayer using the game mechanics of West End Games' D6 Classic system (with a few adaptations and home-brew rules). While these pages attempt to lay out the framework of rules needed to play the game, I highly

recommend that you purchase some D6 rulebooks from West End Games, particularly their out-of-print Star Wars RPG (available on eBay and in many gaming stores). They also have a number of other products available at <http://www.westendgames.com>.



Much of the material about Buffy's world is gleaned from my own knowledge of the show and fan websites. Also, the Fudge Buffy the Vampire Slayer RPG showed me that a decent Buffy RPG could be made and the spirit of the show retained. The Fudge game does a great job of laying out rules for folks to just jump in and start playing a few "episodes". With the D6 version, I hope to provide similar ease of use with a little more detail on character-making, magic, and running games. There are quite a few products produced by Warners Brothers that capitalize on the Buffy series, including comics, novels, and show diaries. All of these can provide additional background for the game. In truth, though, once you've seen the show a few times, you'll have a good idea of the tone and content of Buffy's world and should easily be able to incorporate that into your RPG campaign.

Players may want to assume the roles of their favorite characters on the show. But, usually folks like to create new characters and develop their own story-lines. Because many players may want to adventure in the same world occupied by Buffy, Willow and the others, I've expanded the available character types to include some alternatives (remember, there can only be one Slayer-usually!). If none of the players choose to play the Slayer, they may choose from other supernaturally gifted characters that might be the "slayer" in the campaign. Furthermore, a "normal" character can learn to be extremely useful in battling evil. It's not all about who's the best in combat or has the largest gun (or stake, in this case).

Finally, as with any RPG, it is easy to get bogged down with rules. I highly recommend that GM's and players bring a more narrative spirit to their Buffy campaign. While the show tackles some heavy, dark stuff at times, it maintains a light heart and optimistic outlook. It's always funny, even when doom lurks just around the corner. Have fun, don't worry about being all-powerful, and look out for one another--just like the Scoobies.



The World of Buffy the Vampire Slayer

If you don't know already, Buffy the Vampire Slayer is a television show following the exploits of a young woman chosen to defend the world against the forces of darkness. The series began when Buffy arrived in Sunnydale as a sophomore in high school. Sunnydale appears to be a normal, Southern California town--full of sunshine, track housing and bright and shiny suburbanites. And Buffy appears to be a normal high school girl--pretty, self-conscious, and a little spacy.

It becomes quickly apparent that there's more to both Sunnydale and Buffy than would appear at first glance. Sunnydale lies atop the Hellmouth, an interdimensional portal between our reality and untold millions of demon-dimensions. Evil is attracted the Hellmouth, so Sunnydale has become a mecca of sorts for all types of vampires, demons and other hellspawn. Bad mojo just kind of permeates the place.



And Buffy Summers is the one girl chosen in an entire generation to keep this evil at bay. With her Watcher, Giles, and a small gang of friends led by Willow and Xander, Buffy continually fights against vampire predators, conniving demons, and various attempts to bring about the Apocalypse. All the while, she hides her identity from her family and school mates, tries to maintain a passing GPA, and can't help but get hung up on boys.

At this writing, the series is in its sixth season. Buffy now has a younger sister, Dawn, has apparently dropped out of college, and is still battling the annoyingly evil. Over time, her powers have grown considerable and her problems have shifted from those of demon-slaying high school girl to those of a demon-slaying woman (and parent by proxy).

The Forces of Darkness: Vampires, Demons and Hell-gods, Oh My!

The first thing to realize is that in Buffy's world, there are lots of creepy and evil things lurking around in the shadows ready to suck blood, eat babies, gamble for kittens, and bring about the end of the world (again). It seems that even before the evolution of the human species, demons walked the earth. Arch-demons and their lesser spawn ruled for eons, likely even before the eras of dinosaurs. At some point, the more powerful demons were banished to other dimensions and the remaining hellspawn toiled with significantly reduced powers. With the arrival of man, the sheer number of humans (they breed like rabbits) drove the demons underground. This fueled a great hatred for humans that remains today.



- **Vampires:** Early in the pre-history of man, demons and men were somehow blended to create this hybrid race of hellspawn. Vampires appear to be the most numerous of demonkind, but stand separate from them because of their closeness with humanity (even though vampires are often much more antagonistic to humans than many demons). Vampires cannot procreate except by sucking the blood of a victim and then allowing the victim to suck his blood. When a person is transformed into a vampire, he will "die" and rise again within a week of that death (anywhere from a few minutes to 7 days). The new vampire will have no soul, instead becoming a purely evil, selfish creature who revels in the misery of others and seeks only to hunt and gain power.
- **Lesser Demons:** These creatures remained after the "arch" demons were banished from Earth's dimension. Though supernatural, they are "tainted" with at least some touch of humanity that limits their magical powers. These races of lesser demons appear even more numerous than the ethnicities of humans now walking the Earth. Some are evil, some just trying to get along. Some have magical powers and secret agenda, others merely have bad skin, little horns, and odd bits of hair in unfortunate places.
- **Arch Demons:** With powers like gods, these demons once ruled over every corner of the earth. But the Powers That Be managed to banish them to other dimensions and clear the way for the evolution of species that led to humanity. Every so often, an Arch Demon manages to make his way back into Earth's dimension. He is usually met and dispatched by a Slayer and her allies--but not until after it has wreaked untold misery and destruction. Even the threat of the return of such a demon should evoke fear in the hardest of demon slayers.
- **Hell-gods:** These guys are about as absolutely bad as you can get. Ruling whole dimensions, raining down misery and pain on any before them, these megalomaniacal, nigh-omnipotent beings rarely make a visit to Earth's little backwater dimension. And when they do, it's usually because they've been banished here, so their powers are limited and their overwhelming desire is to return home. But when they're here, they cause nothing but trouble.

The Good Guys: Slayers, Watchers and the Powers That Be

Humanity is not without its defenders against the forces of darkness. Below is a short list of the major "players" in the battle against the creepy and bumpy-faced minions of all that's wrong.

Slayers

every generation, one girl is chosen (by whom remains a mystery) defend humanity against the forces of darkness. This champion existed since man's prehistory, using supernatural strength, speed resiliency to battle evil. When the current Slayer dies--even for a moments--a new Slayer is "chosen". Apparently, there always exists a number of potential Slayers, most of whom are trained childhood (such was not the case for Buffy, for some reason). When a Slayer is "activated", she is assigned to a Watcher. Few Slayers have ever reached the age of 20.



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Buffy Summers is now 21 and has been the "active" Slayer for around 7 years, six of which have been in Sunnydale, California. Because Buffy died shortly about 6 years ago, another Slayer was "chosen". This woman, Kendra, was killed and yet another Slayer, Faith, came to Sunnydale. Basically, Faith turned evil, fought Buffy, lost, ran away, and was eventually redeemed--but is now spending a number of years in jail for killing a man. It appears that no new Slayers will be activated upon Buffy's death, but rather upon Faith's.

The Watcher's Council

Based in Great Britain, the Council is a vastly powerful collection of men and women who's main role is to find, train and supervise Slayers. It is unclear how long the Watcher's Council has been in existence, but it has likely done so for over a millennia. The Council's resources include the best libraries on the occult, military operatives, political connections and, quite likely, not inconsequential magical prowess. However, it appears that the Council leaves the vast bulk of supervision of an active Slayer to her Watcher, showing up only once in a while (and usually making everyone nervous). Like most large organizations, the Council can be formalistic, bureaucratic and demanding.



But ultimately, their goal is to protect humanity.

Rupert Giles was assigned to be Buffy's Watcher. But he has recently decided that Buffy no longer needs a Watcher and he has returned to England (apparently to fight evil there).

The Initiative

The US Government knows of the existence of supernatural beings such as vampires and demons, but apparently has only begun efforts to fight them. The Initiative was a secret group of commandos deployed to fight the forces of darkness, and to scientifically study supernatural

creatures. The project was apparently shut down after a dismal failure in Sunnydale. However, demon-fighting military units remain and are deployed throughout the world in "demon hot-spots." Initiative commandos are usually well equipped with technologically-advanced gear, but are woefully ignorant in matters of the arcane arts.

Demon Hunters

Small bands of demon-hunters have sprung up throughout the world. Lacking magical powers and significant resources, these men and women risk their lives on a nightly basis, staking vampires, stalking demons and warding off the beasts of hell. What they lack in training and materials, they make up for with courage and luck.

Secret Societies

Numerous secret groups--much like the Watchers--also exist to fight for humanity. Most of these groups have religious backgrounds--the Knights Templar, the Riders of the Red Crescent, Vishnu's Arms. They typically retain customary methods for battling evil--preferring swords and magic to modern weaponry. They can come across as zealots--and many of them are--but their intentions are true.

Those Meddling Kids

A surprising number of teenagers appear to come into contact with supernatural beings and find themselves fighting--if not for humanity, than at least for their lives. Perhaps they have not yet become so inured by the modern, mundane existence that they fail to see the supernatural even when it's right in front of their eyes. Or maybe Evil just likes to pick on the young ones. Regardless, a growing number appear to be aware of the supernatural problem and more than willing to fight it.

The Powers That Be (PTB's)

The PTB's are supernatural beings of unknown number, origins and motives. They may be related to what normal folks refer to as "God", or they may just be from other dimensions. They have taken a keen interest in the fate of humanity--either for its own sake, or to fulfill some prophecies. They occasionally aid those that battle evil, even choosing champions to serve as their agents on Earth. Contacting the PTB's is difficult--they usually make their presence known through dreams, visions and, occasionally, demon agents.

Dimension Vortices

It appears that Earth's dimension intersects with innumerable alternate realities, timelines and dimensions. The possibility for cross-overs is equally vast. Demons regularly make the leap between their dimension and ours, and more than one plot has been hatched to merge dimensions, eradicating dimensional barriers and loosing hordes of demons onto Earth.

One of the most famous of these Vortices is the Hellmouth, located in Sunnydale, California. At the turn of the 20th century, it appears that the Hellmouth is remarkably active and has required the presence of the slayer. However, it appears that in different times, other areas of Earth have needed a Slayer's protection: New York in the 1970's, China in the late 19th century, for example. Thus, it appears that the loci of demonic powers may shift with time. It may be centered in Sunnydale today and San Blas, Mexico tomorrow (no mall, but great fish tacos).

Even without a Hellmouth, urban centers still boast a substantial amount of supernatural activity and host a substantial demon sub-population. Los Angeles and New York are only two such examples where demons, vampires, and various evil schemers regularly make trouble. Aside from dimensional vortices, there appear to be "meridians of power" --think of invisible, magic gridlines encompassing the globe like longitude and latitude on a map--that connect in some areas, creating unusual mystic energies. These intersections may also focus supernatural activity and attract a demonic element.

Trouble that Looks Like Everyday Life

Despite its supernatural elements, the world of Buffy is firmly rooted in what most of us know as reality. Aside from trying to slay vampires and save the world, Buffy and her friends worry about school, family, love and their future, just like any young adult (I hate that term, but it fits here). Many of the supernatural forces the group encounters are manifestations of problems kids meet in real life: unpopular kids so ignored they feel invisible; abusive boyfriends; experimentations with drugs and alcohol that go wrong; broken relationships; deaths in the family, etc. In Sunnydale, these often have a supernatural cause, but the consequences are just the same: strife, heartbreak and growth.

Adventures in Buffy's world should be similarly grounded. Or at least, those "real life" considerations should provide a backdrop for the more fun stuff of beating up on bad guys and trading witty quips.

II. The Basics

This game is based on West End Game's D6 system, specifically its Star Wars Role-Playing Game. I recommend picking up a Star Wars rule book (available at some game stores and on many online auctions) to fill in gaps that I don't cover here. If you have any questions or comments, please email me (gaminggeek@earthlink.net) and I'll try to answer them for you.

GAME MECHANICS

The Dice

The system requires players to roll six-sided dice (D6), which represent a character's attributes and skills. When appropriate, the Game Master will tell a player to roll a number of dice equal to either the attribute or skill being used. The player rolls the appropriate number of dice, adds the values together and tells the GM the sum. If the sum is equal to or greater than the difficulty number (See below), the character succeeds. If it is lower, the character fails.

Example: *Lector is trying to walk along a thin ledge without falling. He has a Dexterity of 3D. The GM sets a difficulty number and then the player controlling Lector will roll 3 dice and sum the results to see if he is successful.*

Example 2: *Lector is trying to convince a police officer to let him take a look at a crime scene. He has a Persuasion skill of 2D+2. The GM sets the difficulty and the player controlling Lector will sum the result of 2 dice and add 2.*

The Wild Die

Each player should designate one of his or her dice to be the Wild Die (it is helpful if it's a different color or shape).

Whenever the Wild Die comes up with a 2,3,4, or 5, add the result to the other dice as normal. But, if the Die comes up with a 6, add 6 to the dice total and roll the Wild Die again and add the new value to the dice total. If another 6 comes up, roll and add again. This continues as long as the player continues to roll 6's on the Wild Die.

Example: *Lector has a Crossbow skill of 4D. When he fires, he rolls 4 dice. His values are 2,5,3 and on the Wild Die, a 6, resulting in 16. He rolls the Wild Die again and gets another 6! The total is now 22 and he gets to roll again. This time, he gets a 1 and adds that to the sum to get a 23 for his shot.*

If the Wild Die comes up with a 1 when a character is first rolling a Skill or Attribute Check, roll the Wild Die again. If the value is 1 through 5, remove the Wild Die and the die with the highest value from the dice to be added.

Example: *Lector is shooting again. He rolls a 2,5,6 and on the Wild Die a 1. He rerolls the Wild Die and gets a 2. He removes the Wild Die and the die that came up 6 and adds the remaining two dice together to get 7.*

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If the second Wild Die roll comes up to be a 6, then the character has Complicated. He or she has screwed up in a particularly bad way...perhaps dropping his weapon down into a sewer grating or twisting an ankle while trying to dodge. Complications should make a character's life more difficult, but never kill them outright.

Example: *Lector is running away from a pair of vampires down a wet alley full of debris. The GM has him make a running roll with a difficulty of 10 to avoid colliding with a garbage can. Lector, with a Running skill of 3D, rolls 3 dice. He gets a 2,3 and on the Wild Die a 1. He rerolls the Wild and gets a 6! He not only fails but complicates. The GM tells him that he not only trips over the garbage can, but he falls on his vial of holy water, breaking it. He will be defenseless if the vamps catch up with him!*

The GM could have just as well said that Lector got a muscle cramp and is -1D to all Dexterity actions for the next 5 rounds, or that he is stunned for the next round. Anything that makes Lector's life a little scarier.

Difficulty Numbers

When a character makes an Attribute or Skill check, they are usually rolling against a difficulty number. Difficulties are divided into the following categories:

Difficulty	Difficulty Numbers	Description
Very Easy	1-5	Anyone should be able to do this most of the time. Example: Driving a car in moderate traffic.
Easy	6-10	Most characters should be able to do this most of the time, though there is still a chance for failure. Example: Driving a car in moderate traffic during a rainstorm.
Moderate	11-15	Requires a fair amount of skill and/or effort. Most unskilled characters will fail such an attempt. Example: Staking a vampire right in the heart when he's standing still.
Difficult	16-20	Only highly skilled characters succeed at these with any regularity. Example: Driving through an intersection full of speeding cross traffic.
Very Difficult	21-25	Even pros have a hard time pulling these attempts off. Example: Steering your car into oncoming traffic and avoiding collisions while at high speeds.
Extremely Diff.	30-40	Only the luckiest and most skilled are successful. Example: Throwing a wooden stake through the heart of a vampire at 20 feet.
Heroic	40-50	The stuff of legends. Example: casting a spell that binds the essences of 4 people into 1 in order to create one powerful entity.
Unearthly	50-75	A character must have advanced supernatural powers to even consider the attempt. Example: Successfully casting a spell to restore a vampire's soul.
Impossible	75+	Only rare beings of unique power will succeed. Practically godlike. Example: Successfully bringing someone back from the dead (in a normal, un-zombie-like state).

Opposed Rolls

When a character is testing his or her Attributes or Skills against those of another (PC or NPC), the parties involved make Opposed Rolls. The one with the highest roll wins.

Example: One character tries to shoot another. The first makes a Firearms roll while the other makes a Dodge roll. If the attacker's roll is higher than the others' Dodge, then he hits.

Character Points

A character may spend his or her Character Points to gain additional dice during an action. They receive an additional die for each point spent. A character may spend up to 3 CP's per action or attack, and up to 5 CP's for any defensive action (Dodging, Constitution rolls versus damage, etc.). If the die purchased with a CP comes up a 6, the player may re-roll it and add the new value to the total (as for the Wild Die, though there is no penalty for rolling a 1). Though CP's may be used to augment an attack, they may not be used to increase damage.

Example: Lector gets punched by a demon for 23 points of damage. He rolls his Constitution of 3D and gets a 10. That's 13 points below the damage level, which is Mortally Wounded. Lector's player decides to spend some Character Points. He spend one for an additional die and gets a 5, reducing the difference to 8, meaning Lector's Wounded. The player decides to spend an additional CP and rolls a 6! He gets to roll again and gets a 4, which means his Constitution roll is 2 over the damage roll. Lector suffers no damage from the attack!

Character Points may not be used the same around that Karma is used.

Karma Points

Karma represents a character's inner strength and (possible) cosmic "luck". When a character spends a Karma point, all skill and attribute dice totals are doubled for that entire round. Anything which is not part of a character (a weapon or vehicle), is not affected.

Example 1: Lector is in hand-to-hand combat with an vampire. He decides to spend a Karma point one round. His Melee Weapon: Stake skill is normally 4D. This round, it will be 8D. He would normally do 4D+2 points of damage with the wooden stake (if he fails to stake the vampire right in the heart and kill him instantly). This round, he will do 8D+4 points of damage.

Example 2: Lector is firing his crossbow at a demon and decides to spend a Karma point. His Crossbow skill doubles from 4D to 8D, but the Crossbow's damage (4D) remains the same.

See Characters: Karma for rules about using and regaining Karma. Remember, Karma may not be used the same round Character Points are spent.

Effect Value

Some successes (and failures) are more dramatic than others. For each 10 points (round down) a character rolls over the base Difficulty for an action, he will have an additional Effect Value of 1. This may increase damage by 1D for each Effect Value or simply result in a more advantageous outcome.

Example 1: Lector is firing his crossbow at a demon again. The Difficulty is 10. The player rolls Lector's Crossbow skill and ends up with a 31 (nice shooting). Because that is 20 over the Difficulty, he has an Effect Value of 2 and adds 2D to the damage roll from the crossbow.

III. CHARACTERS

TEMPLATES

In order to play Buffy D6, you'll need a character. You can select one from the Templates section or create your own (see below).

Supernatural characters may have additional powers or Attribute Dice by sacrificing 4 Starting Skill dice. Demons may choose 2 powers (see Bestiary: Demons); Slayers start with 2 additional Attribute Dice; Avatars start with 1 additional Attribute Die; Witches and other magic-users may put 1 D in Mana and choose a Witchcraft spell (see Magic: Witchcraft). It may seem that 4 Skill Dice are a small price to pay for such powers, but players (and GM's) should remember that there are additional costs with choosing those character types: Demons are generally recognizable and often hunted--even if they're benign; Slayers and Avatars have heavy responsibilities and numerous enemies; and magic-users walk a fine line between good and evil, with constant challenges and temptations.

ATTRIBUTES

Each character has 18 dice to divide among the six attributes Strength, Dexterity, Constitution, Knowledge, Instincts, and Presence. For Mundane characters, at least 1D must be placed in each attribute and no more than 4D can be assigned to any one attribute. Supernatural characters may put up to 6D in anyone 1 Attribute, and up to 5D in two others.

Dice may be broken up into 3 "pips", or "+1's", per die (See example below). A character may choose to start with 1D in Mana if he sacrifices 4D worth of his starting skill dice (see below).

Strength: measure of physical power.

Dexterity: balance, speed, and reflexes.

Constitution: physical and mental toughness.

Knowledge: breadth of education and intellectual development.

Instincts: perception and intuition.

Presence: charisma and social abilities.

Mana: mystical inner resources.

Example: Dan is making a character named Lector, an Occultist. He decides to create his own template rather than use the one provided. He comes up with the following Attributes:

Strength: 3D

Dexterity: 3D

Constitution: 2D+2

Knowledge: 4D

Instincts: 2D+2

Presence: 2D+2

Mana: 1D (he will have 4 fewer Skill Dice to allocate for starting skills).

Note: Once an Attribute is raised beyond XD+2, it moves to the next dice level (If Dan had assigned the "pip" in Technical to his Mechanical Skill instead, it would be 3D, not 3D+3).

See [Attributes & Skills](#) for further descriptions.

DETAILS

Note: This section serves the same purpose as that of the same name in the Star Wars rule book.

Description

Describe your character: How tall is he? What kind of clothes does he wear? Does he have any noticeable marks such as tattoos or scars?

Background

Give your character a history. Is she in high school? Does she have a family? Any friends? GM's should encourage characters to develop a decent background, as the characters' associates will create fodder for future plotlines.

Personality

Is your character a grouch? Is she impulsive, always itching for a fight, or is she more thoughtful and cautious?

Objectives

What does your character hope to gain? Is she caught up in the battle between good and evil, but only wishes to be a normal girl? Is he hoping to be a great hero? Is he still looking for his place in life?

Connection to other Characters

Usually, the character will be friends or associates. But the GM may dictate that they are just meeting at the beginning of the game, allowing the characters to get to know each other as they begin to battle the forces of darkness.

CHOOSING SKILLS

Starting skills

Characters start with 7 dice to allocate for starting skills. Skill dice may be broken up into 3 pips, just as Attribute dice.

Witchcraft Spells:

Characters who begin with 1D in Mana may choose one Witchcraft spell. See [Magic: Witchcraft](#) for descriptions.

Specializations:

Many skills have specializations which allow the character to focus on a certain aspect of the skill. If a specialization is taken, a character may advance in that specialized aspect of the skill at half the

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normal cost of advancement. However, uses of the skill not covered in the Specialization remain at the base skill level.

Example: *Lector has Melee Weapons at 4D. He decides to specialize in Melee Weapons: Wooden Stake. It will cost him 6 CP rather than 12 CP to advance to 5D. Any time he uses a Wooden Stake, he will get to roll 5D, but for all other Melee Weapons he will only roll 4D.*

Specializations may be selected at Character Creation. When this occurs, the character's skill increases 2 pips for every 1 pip put in the skill. Note: Characters may not start with skills greater than 6D!

Specializations are independent of the skill from which they are derived. If the player later increases the skill, the Specialization does not increase. If the Specialization increases, there is no change in the base skill.

Advanced skills:

Some particularly complicated skills require two times the normal amount of Character Points to allow for Advancement. They also typically require some other prerequisite skill.

GOOD & BAD KARMA

Karma symbolizes the inner strength of a character and her internal balance between good and evil. A character may spend a maximum of one point of Karma per round to double the dice values of ALL actions in that round (See Using Karma).

Getting Good & Bad Karma

Every character starts with 1 Karma Point. As Karma are spent, characters will have opportunities to gain additional Karma Points when performing heroically and may accrue Bad Karma when acting evilly.

Heroism: When the character spends Karma to perform a heroic act, she gets the point back at the end of the adventure. Examples of heroic action include: risking harm to help others; fighting the forces of evil in any way; making a sacrifice for someone else.

Heroism at a Dramatic Moment: When the character uses Karma to perform an action integral to the success in the adventure or at another very dramatic moment, she will not only regain the Karma point at the end of the adventure but may also be awarded another Karma point. Examples include: defeating a major villain; preventing the Apocalypse (again); saving the life of the Slayer.

Characters who do not have any Karma points but who act heroically at a dramatic moment may be awarded a new Karma point at the end of the adventure.

Pragmatic Action: If the character uses Karma in a pragmatic, but non-heroic way, she will not gain an additional Karma point at the end of the adventure. This includes: avoiding danger; saving your own life; using it for personal gain (without harming another).

Doing Evil: If the character uses Karma in an evil action, she will lose the Karma point permanently and will gain a Bad Karma point immediately. Examples include: killing or injuring

someone for any reason other than self-defense or to aid others; using magic when filled with anger and hate; using magic to accrue personal power over others.

Characters should be reminded that a particular action will give them a Bad Karma points and given a chance to act otherwise. Character's with Bad Karma points will have a tainted aura that will be noticeable by certain sensitive observers. "Good" characters with Bad Karma will suffer from depression, mood swings, angry outbursts and similar un-fun behavior.

Turning Bad: When a character gets a new Bad Karma Point, roll 1D. If the result is less than the number of Bad Karma Points the character has, the character has turned Evil (or, at least, mostly-evil). The Gamemaster may decide to take control of the character, or should instruct the player that her character is now "in a bad place" to say the least.

Being Bad: Characters may spend Bad Karma Points just as they may spend Karma. However, when they do, they automatically regain the Bad Karma point and will gain another. Characters so indulging their evil side will quickly turn into soulless animals.

Penance: Characters may rid themselves of Bad Karma by doing good acts, talking with friends, fighting the good fight and being nice to small animals. This will usually take at least 2 adventures of the character "acting nice" and being sorry.

ADVANCEMENT

At the end of each adventure, players will usually be rewarded Character Points at the end of an adventure by the Game Master. They may keep these CP's for later use or spend them on learning skills. Game Masters should award no more than 5-10 CP's per adventure.

Increasing skill levels

Skills increase by "pips" (e.g. from 3D to 3D+1, to 3D+2, to 4D).

For normal skills, it costs a number of Character Points equal to the current dice value of the Skill. Thus to advance from 4D to 4D+1, the player must spend 4 CP's. Specializations cost 1/2 the current dice value (moving from 4D to 4D+1 would cost 2 CP's). To learn a new skill, the character must spend 3CP's to get the skill at a level equal to the controlling Attribute.

Example: *Lector has Crossbow at 4D and wants to increase it to 4D+2. To do so, he must spend 8 CP (4 to get to 4D+1 and 4 more to get to 4D+2)..*

Learning new skills

As per Star Wars rules.

Improving attributes

For normal attributes use the standard Star Wars rules (10x current dice value). Mana may be improved at a cost of 3x the current value..

IV. ATTRIBUTES AND SKILLS

Many of the skills that are used in Buffy D6 are exactly the same as those used in West End Games' old Star Wars game, or the new DC Universe. However, I have made a few changes. The links below lead to each Attribute and explanations of the skills they control (many of the skills are more completely explained in the West End Games rulebooks).

Attributes:

Attributes represent a character's physical and mental characteristics. Each Attribute controls a number of skills whose starting level depends on the current score of the Attribute.

Strength:

Dexterity

Constitution

Knowledge

Instincts

Presence

Skills are listed under each Attribute.

Terms:

Skill name: Aside from just the skill name, the skill may be designated as (A)dvanced or (S)pecial. Advanced skills usually require prerequisites and are more difficult in which to gain levels. Special skills are particular for some other reason, usually because there are certain rules that apply only to those skills.

Prerequisites: Any skills and their levels that must be attained before the skill in question may be taken.

Time of Use: Amount of time that passes while the character attempts the skill (regardless of whether or not it is successful). This can be highly variable and depends on the GM's discretion. An action that takes 1 round means that it is the only skill the character can attempt in that round. An action that takes "1 action" can be attempted in conjunction with as many other actions as the character can perform in one round. Other attempts may take anywhere from a minute to days (Scrounge, for example). Difficulty numbers may vary depending on time spent as well.

Difficulty: This gives an approximate Difficulty level to successfully use the skill. GM's should vary this depending on the situation: including stress, available tools, amount of time dedicated to the task, familiarity with the situation and other factors.

Description: A (hopefully) brief description of what the skill does includes and other notes.

If a skill is listed by not given any other information, assume that it is available in one of West End Games' products (probably the Star Wars books, 3rd Edition)

STRENGTH

Brawling

Time Taken: One action.

Specializations: none.

Difficulty: Easy (10)

Brawling covers basic hand-to-hand combat. It is less graceful than Martial Arts, but can be equally effective. A character will do an amount of damage equal to his Strength + 1D per Effect Value (10 over the Target Number).

Note: Brawling may be taken under Strength of Dexterity.



Climbing

Time Take: One action (but GM's may decide to have characters just roll once for an entire "pitch")

Specializations: Different things climbed: buildings, trees, rock faces.

Difficulty: Moderate (15)

While *Climbing* covers the actual act of scampering up something, it may also be used when a character tries to do things like hold on to the hood of a speeding car (the "TJ Hooker maneuver") or grab on to the struts of a helicopter as it takes off, etc. The difficulty may be increased if the character is burdened or wearing armor.

Jumping

Time of Use: 1 action. Note that "big" jumps may require a certain amount of "hang time." GM's should consider this in modifying difficulties for other actions that are attempted while the character is in the air.

Specializations: None.

Difficulty: A die result of 3 or higher is a Success. The distance covered depends on the number of successes gained. See below

Jumping is not really an "academic" skill, but it is a talent that may be cultured nonetheless. You may notice a somewhat strange progression in the distance covered and the number of successes. This is because almost anyone can jump at least a little, but only a few people can really jump far. A roll of 40 is about the maximum that an Olympic jumper could get (assuming he didn't use Wild Dice, Karma or Character Points--all of which, I think, are illegal at the Olympics)--this assumes a Strength of 4 + Jumping skill of 6 (World Class) and a getting an average of 4 or greater on each die. After 40, the distance increases dramatically. This is because the jumper will only get

Jumping	
Difficulty	Approximate Distance Covered
5	Horizontal: about 2.5 feet. Vertical: about 3 feet.
10	Horizontal: about 4 feet. Vertical: about 4 feet.
15	Horizontal: about 6 feet. Vertical: about 5.5 feet.
20	Horizontal: about 10 feet Vertical: about 6 feet
25	Horizontal: about 15 feet. Vertical: about 7 feet
30	Horizontal: about 20 feet. Vertical: about 8 feet
35	Horizontal: about 25 feet. Vertical: about 10 feet.
40	Horizontal: about 30 feet (this is about the current world record). Vertical: about 12 feet.
50	Horizontal: about 40 feet. Vertical: about 15 feet.

Beyond 50, a jumper may only achieve these distances if aided by magic or technology. Even Karma and CP's should not be permitted to carry a jumper this far.

60	Horizontal: about 75 feet Vertical: about 35 feet.
70	Horizontal: about 100 feet. Vertical: about 50 feet.
80	Horizontal: about 125 feet. Vertical: about 75 feet.

For each additional 5, add about 25 feet to the result.

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this far if aided by technology (cybernetics) or some other "superhuman" means (Karma or Character Points).

I would recommend to GM's that a result of 40 be the "maximum" allowed any non-augmented jumper (this includes the use of Karma and CP's) because the laws of physics and gravity have to apply somewhere. There is simply no way for a "normal" human to jump 50 feet horizontally!

Lifting

Time Taken: 1 action

Specializations: none

Difficulty: Depends upon the weight and bulkiness of the item.

Lifting represents more an innate ability than a learned skill (though you can certainly learn the "correct" way to lift heavy objects). Difficulty depends on the weight of the object. The table below indicates the difficulty of lifting a common object of about the provided weight. Characters will be able to lift much more than this amount if they bench press (approximately 3 x the amount) or do a dead lift (approximately 4x this amount)

Weight of Object	Difficulty
20 pounds	Very Easy (5)
50 pounds	Easy (10)
75 pounds	Moderate (15)
100 pounds	Difficult (20)
150 pounds	Very Difficult (25)
200 pounds	Heroic (30)
Increase Difficulty by 5 for each additional 50 pounds	

DEXTERITY

Acrobatics

Time Taken: One round

Specializations: Tumbling, Balancing, Swinging

Acrobatics is used whenever a character attempts to make an unusual or difficult maneuver with her body. A character may attempt an Acrobatics check if they fall or are thrown to the ground to roll to her feet or avoid damage (roll Acrobatics versus the damage. If the Acrobatics roll is higher, subtract the difference from the damage taken).

Acrobatics may also be used in combat. If a character uses Acrobatics during combat they can potentially reap one of the following benefits:

- A successful check versus a Moderate difficulty adds a +1D to **either** the character's attack or Dodge (but not Parry) attempts. The Acrobatics roll does not count as an action if successful. If it fails, it counts as an action..

- With a Very Difficult check, the character may get a +1D to both her Attack and Dodge attempts this round and the Acrobatics attempt does not count as an action. If she fails, it counts as an action.
- Whenever Acrobatics is used for one of the above purposes in combat, the character is considered to act last in the round (her attacks will land in the "second segment").

Brawling

Time Taken: One action.

Specializations: none.

Difficulty: Easy (10)

Brawling covers basic hand-to-hand combat. It is less graceful than Martial Arts, but can be equally effective. A character will do an amount of damage equal to his Strength + 1D per Effect Value.

Note: Brawling may be taken under Strength of Dexterity.

Dodge

Time Taken: One round.

Specializations: None.

Dodge is the art of getting out of the way. A character need only make one Dodge roll per round. The result becomes the base difficulty for anyone shooting or throwing anything at the character. Thus, if a character makes a Dodge roll resulting in 20, enemies will need at least a 20 to hit the character. The Dodge result *replaces* the base difficulty, thus a bad Dodge result can put the character in a worse position than if he had just stood still. Dodge may also be used to get out of the way of other objects that are not purposely aimed at the character, such as falling boulders, careening busses or out-of-control skateboarders.

Drive

Time Taken: One round.

Specializations: Particular types of vehicles, such as Motorcycles, Sports cars, Limousines, etc.

Drive applies to the conduction of commonplace passenger vehicles. It won't do you a lick of good in a tank...

Firearms [Archaic Weapons/Firearms (Pistols and Rifles)/Light Artillery/Heavy Artillery/Vehicle Weapons/Remote Weapons]

Time Taken: One round.

Specializations: Particular weapons types. For example, Firearms: Assault Rifle.

When choosing the Fire Weapons skill, the player must choose one of the categories listed above. The character is considered unskilled in all the other categories unless they too are selected.

Martial Arts

Time Taken: One round.

Specializations: none.

Difficulty: Moderate (12) for standard blows (Damage = STR +1D per Effect Value); Special Moves have variable Difficulties.



Martial Arts covers the study of unarmed hand-to-hand combat. At character creation, the character receives one special maneuver for each die they place in the skill. When the character advances with experience, each special move costs an additional 8 CP's (a character can buy as many as he would like).

Example: *Ishu has a Dexterity of 3D and at character creation adds an additional die into Martial Arts (giving him a total of 4D in Martial Arts). He chooses Disarm, Elbow Smash, Multiple Strikes, and Power Block. Later, he increases the Martial Arts skill from 4D to 5D (costing 12 CP's) and decides to purchase Spinning Kick for an additional 8 CP's.*

SPECIAL MOVES

The standard Difficulty for each move is given in parenthesis.

- **Disarm** (D): if the character's attack is successful and not parried or dodged, the target is disarmed.
- **Elbow Smash** (D)): if successful, attacker may add +1D to the damage roll.
- **Flip** (M): If successful, the attacker throws the target to the ground and does 3D damage. The target must take an action and an Easy Dex roll to get to his feet.
- **Flying Kick** (VD): If successful, attacker does STR +2D + 2 points of damage. If she fails, the attacker is off balance and at -1D to all actions in the next round.
- **Foot Sweep** (E): Will trip the target who must take an action and make an Easy Dex the next round to stand.
- **Headbutt** (E): Can only be used if the attacker is close to the target (grappling, etc.). Does +1D damage.
- **Hold/Grapple** (VE + opposing STR): Once the target has been successfully held, the attacker must make an opposing Martial Arts versus the target's Martial Arts, Brawling, of Strength each round to continue to hold them. If the target is held, he or she cannot attack.
- **Instant Knockdown** (D): If landed successfully, this attack knocks the target to the ground. The target must spend the next round getting up or suffer multiple action penalties.
- **Instant Stand** (M): Allows the martial artist to automatically stand up without taking an additional action.
- **Instant Stun** (D): If successfully landed, this attack stuns the target for one round.
- **Multiple Strikes** (D): A character can make an additional attack this round doing STR damage without a penalty for an additional action.
- **Nerve Punch** (VD): If successful, the attack punches a bundle of nerves on the target and renders a limb unusable for 3D rounds. If the attacker beats the difficulty number by 15, the target is rendered unconscious for 3D rounds. Note, this will generally not work against cyborgs!
- **Power Block** (M): A successful Power Block stops an unarmed attack and inflicts STR -1D damage to the attacker (note: it does STR minus 1D dmg).
- **Reversal** (Opposed STR or Brawl or Martial Arts): Only works while being held or grappled. If successful, the martial artist breaks free and renders person holding him or her immobile (see Hold/Grapple above).
- **Silent Strike** (D): If the character sneaks up on a target and also rolls a successful Silent Strike, the attacker does BDV +1D damage without making a sound.
- **Spinning/Power Kick** (M) STR + 2D damage. If the attack fails, the attacker is off balance and suffers a -1D to all actions next round.

- **Shoulder Throw** (M): A successful attempt will allow the martial artist to hurl a target to the ground doing 3D damage. The target must take an action and make an Easy Dex roll.
- **Weapon Block** (Opposed Martial Arts versus Melee Combat roll): Allows an unarmed martial artist to parry a weapon used in a melee attack.

Melee Weapon

Time of Use: 1 action.

Specializations: Particular weapon "classes": e.g., swords; wooden stakes; blunt weapons.



Missile Weapons

Time of Use: 1 action.

Specializations: Particular archaic missile weapons: Bow, Crossbow, Slingshot, Dartgun, etc.

Pilot Craft [Landmate/Hovercraft/Aircraft/Marine craft]

Time of Use: 1 action.

Specializations: Particular models of machinery within the chosen category.

When the player chooses Pilot Craft, he must choose one of the categories within the brackets. He is considered unskilled in all other areas.

Ride Animal

Time of Use: 1 action.

Specializations: Particular animals.

Running

Time of Use: 1 action.

Specializations: none

Difficulty: Easy. May be increased if there are obstacles or the character is burdened.

Running includes not only the ability to move your feet rapidly, but also of avoiding objects and stumbling while you are doing so. Running is often one of those essential skills for avoiding becoming dead (or deader, as the case may be...).

Throwing

Time of Use: 1 action.

Specializations: Particular objects: grenades, spears, shoes.

This covers the hand-eye coordination required to pick something up and hit a target. Difficulty depends on whether the object was designed to be thrown and range (see Equipment).

CONSTITUTION

Endurance:

Time of Use: 1 round. Generally not considered an action.

Specializations: Particular forms of exercise: Climbing, Running, Swimming, etc.

Characters must make Endurance checks when they exert themselves physically and begin to push the limits of their energy. The GM may decide when rolls are appropriate. For example, if a character is chasing a thief through sewer tunnel, he will make a Running roll. If the chase continues

for a long time, the GM will ask the character to make an Endurance roll. If he fails, he will have to stop running to catch his breath. The difficulty of the rolls should increase with the time of the physical exertion.

Resistance:

Time of Use: 1 round.

Specializations: Particular forms of duress: Drugs, Pain, Gravitational forces (good for pilots), etc.

Resistance indicates the character's physical resiliency against outside duress, such as pain or drugs. Furthermore, for when a character rolls to establish his Hit Points, he may roll Resistance if it is higher than his Constitution. Also, as he may roll an additional die each time he increases his Resistance skill level (only to the general skill, *not* Specializations).

Swimming:

Time of Use: 1 action.

Specializations: None.

When you know how to swim, you generally won't drown. This is a good thing.

Willpower:

Time of Use: 1 action.

Specializations: None.

Willpower represents the strength of the character's mind and ability to resist outside influences. Characters must make Willpower checks to avoid temptations, fight the powers of suggestive drugs, and remain conscious when physically weak or in extreme pain.

KNOWLEDGE

Alchemy

Time of Use: 1 round.

Difficulty: Moderate (15), but may vary according to the "recipe" required.

Alchemy is the "chemistry" of magic, used to prepare spell reagents, concoct potions, and, if you're really good, turn lead into gold. It is often a requirement for Ritualistic Magic.

Arcana

Time of Use: 1 round.

Difficulty: Easy (10) for relatively common mystical "facts" and items. Difficulty increases for more obscure tidbits.

Arcana is a general knowledge and understanding of mystical rites, texts and traditions. It is used recognize mystical artifacts, prepare rituals, and recall arcane lore. It is a necessary skill for Ritualistic Magic.



Bureaucracy

Business

Computers

Time of Use: 1 round.

Difficulty: Easy (10). Increased for complex actions like Hacking (Difficult to Ex. Difficult) and breaking encryptions (depending on the strength of the cipher).

Computers represents an overall ability to use and manipulate computers. The character not only knows how to access files, but can break through security, program, and do all sorts of other fun things. While this may not seem to realistic, in Buffy, a character with computer skills can pretty much do anything with a computer.

Demolitions

Demonology

Time of Use: 1 round to several hours or days, if research must be done.. GM's discretion.

Difficulty: Easy (10) for "common" demons. Moderate (15) for most Grand Demons encountered demons. Difficult (20) for Arch Demons. GM's should modify for demons that are particular well known (in the D&D Monster Manual, for example) or very obscure (never encountered on Earth).

Demonology is the study of demonkind: their history, ethnicities, abilities and weaknesses. With this skill, a character may attempt to gain insight into the motivations of a particular demon, learn how he was defeated in the past, or what types of behavior he might display. Handy skill on the Hellmouth.

Education

Time of Use: 1 round to several hours.

Specializations: Particular areas of study.

Education indicates the depth of the character's academic background. Characters may make Education checks in areas that require general knowledge, such as Geography, History, Greek mythology, basic mathematics, etc. This differs from Social Sciences, Life Sciences and Physical Sciences in that the knowledge is not generally applicable to real problems in front of the character--it only indicates that the character has a very general knowledge ("Switzerland is next to Germany, I think. Or is that Sweden...?").

The table below gives a rough idea of what each level in Education represents. Note that it is not necessary to go to college to have a level 3 or 4 Education, it just means that the character has invested time in learning on his own (in fact, lots of people who graduate from college never paid much attention and might only have a level 2 Education).

Comparative Education Level	Schooling Equivalent
1	Elementary School
2	High School
3	College
4	Post-graduate studies
5	Advanced studies
6	World renowned scholar
7	Revolutionary scholar

Engineering

Time of Use: 1 round to several minutes or hours, depending on the actions attempted.

Specializations: Mechanics, Electronics, Robotics, Computer

In Buffy D6, *Engineering* is a catch-all skill that represents a character's mechanical aptitude. Generally, a character who is good at "fixing stuff" is good at fixing just about anything. This skill may be used to figure out a machine, fix it, break it, or design a new one.

First Aid

Gossip

Time of Use: 1 round.

Difficulty: Easy (10). Difficulty may be increased if the information is obscure or from sources the character is unlikely to be in contact with.

Gossip represents the character's knowledge of current social events--be they at school, in town, in Hollywood or, if the character is so connected, in the Underworld.

At 1D, the character is pretty oblivious or gets most of her news from unreliable sources. At 2D, she has an average grasp of newsworthy events (notable break-ups, active feuds, etc.). At 3D, the person has a fair network for informants and files the information away in their head. At 4D, the character has a steady supply of information from a variety of sources, including some insiders.

Job

Time of Use: NA

Specializations: NA

A character with this "skill" has regular (or at least semi-regular) employment and, thus, a steady income. The Job dice may be rolled to see if the character has enough spare cash to pay of certain items. The table below should give GM's some idea of how to set difficulties. Also, this "skill" cannot be used too often, of the player should endure penalties for "over-spending". Finally, the job requires some hours of devotion each week.



Item Desired	Difficulty
A cheap meal for two; movie tickets; a tank of gas.	Easy
Minor auto repairs; monthly rent on a cheap apartment; a Playstation.	Moderate
A are book; a short, nice vacation; a small, cheap car.	Difficult
An expensive apartment; a nice car; rare and expensive jewelry.	Very Difficult

Jury Rig

Time of Use: 1 round to several minutes.

Specializations: Jury-rigging particular objects such as cars, weapons, or computers.

Someone with Jury Rig can fix almost anything, at least for a few minutes. This is the quick-fix,

the hack, that gets something working when it needs to be working. But without more time and better parts, it won't last long. A Jury-rigged item will continue to function for 1 hour per Effect Value point. The GM may alter this time table as he sees fit. Some very broad examples of Jury-rigging and the associated difficulties are given below:

Attempted Action	Difficulty
Getting a decent, but malfunctioning, car started	Easy
Fixing the heat sinks on an old computer so it will run without overheating.	Moderate
Working out the kinks in an old elevator that won't budge.	Difficult
Re-attaching a wing to a busted up airplane	Very Difficult
Re-wiring a steamworks holographic device that has been broken	Heroic

Languages

Time of Use: 1 round.

Specializations: Anytime this skill is taken, a Specialization must be chosen as well. A character may specialize in any particular modern languages, or "Ancient" (see below).

A character with a Language skill may choose any modern language to specialize in (this skill is always taken as a specialization), such as Spanish, French, Japanese, Hebrew, etc. The character may also opt to take the "Ancient" specialization. With that, the character may attempt to read (but not understand through speech), a very old, perhaps forgotten language from Earth's past (such as Egyptian hieroglyphics, Babylonian, etc.). The ability will also include knowledge of ancient Greek, Latin, and Arabic (and other languages used to write ancient magical texts).

Law

Library

Time of Use: NA

Specializations: Particular fields of study: Literature, Science, Occultism, Demonology, etc.

Difficulty: Moderate (15). Difficulty increases for more rare and expensive texts.

Library is not really a "skill" but a representation of how much energy the character has put into compiling useful books. When a character is seeking information on a particular topic, he will use his *Research* skill (see below). Then, he may roll *Library* to see if he has the appropriate text in his own library. Otherwise, he will have to go elsewhere to find it.

Medicine (A)

Time of Use: 1 round to several hours or days.

Prerequisites: Life Sciences 4D, First Aid 5D, Education 4D

Specializations: Particular areas: cardiology, optomology, etc.

Difficulty: Depends on action attempted. 5 to render basic aid. 10 to perform advanced aid (patient is Mortally Wounded). 15 to perform light surgery. 20 for basic surgery. 25 for invasive surgery or to diagnosis a rare disorder. 30 for experimental or novel work.

Special: Though Medicine is under Knowledge, when the skill is taken, it is at 1D (not the character's Knowledge skill). At 1D will be considered a medic or med student. At 2D, a registered Nurse or an intern. At 3D, a doctor. At 4D, a specialist or experienced doctor. At 5D and above,

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the doctor will have a good reputation in the field, perhaps even be world renowned.

Medicine represents the whole of medical sciences, from advanced medic procedures, to surgery, to experimentation and development. When a character uses the Medicine skill to perform first aid and basic field/emergency procedures (including light surgery), it is added to the character's First Aid skill. Furthermore, it may be added to Physical Sciences rolls when performing biological experiments. Finally, it may be added to Research skills when doing a medical research in libraries or with a computer.

Penalties may accrue when working in substandard conditions or with patients who are not human.

Navigation

Time of Use: 1 round.

Difficulty: Easy (10); modified depending on conditions and the familiarity of the character has with her surroundings.

Physical Sciences

Time of Use: 1 action (to several hours, depending on the action).

Specializations: Particular fields of study: Physics, Chemistry, Mathematics, etc.

Difficulty: Easy (10), but increased for more complex or obscure scientific theories.

Physical Sciences represents knowledge in fields such as physics, mathematics, chemistry and biology. (Note: for ease of play, all these sciences have been lumped together. I know it's not very realistic, but in Buffy's world, brainy types are usually "good at science", not necessarily one specific type. Besides, it places a big burden on characters who want to be "good at science" to force them to learn different skills for each discipline).

Research

Time of Use: Several minutes to hours or days. Generally: 1D6 hours for each attempt.

Specializations: None.

Difficulty: Easy for "common" problems (simple spells, lesser demons); Moderate for more obscure or complex issues; Increases in difficulty as the topic becomes more abstract, dangerous or rare.

Research is the ability to use available resources--textual, electronic and human-based--to gather information on a particular topic. Sometimes this skill will only point the character to additional references ("The only known information on Asgorath is in the Black Codex of Bari, rumored to be in possession of William Fence...who happens to live in town...").

Scrounge

Time of Use: 1 round to several hours (GM's discretion).

Specializations: None.

Difficulty: Moderate (15). Modify for available resources to scrounge in (dumps are better than jail cells).

Scrounge is the ability to find useful things just about anywhere. Need a broken television? A battery with some juice still in it? This is the skill for you. Find both useful things and semi-valuable junk. With the right skills, you may find just the part you need to get you car, toaster or robot working again...

Streetwise

Time of Use: 1 round.

Difficulty: Easy. Difficulty may be increased if used in a city unfamiliar to the character.

Streetwise represents a character's ability to tap into the resources of the darker side of society. This skill may be used to procure stolen items, contact assassins, or score some drugs. It may also be used to find more unsavory and supernatural creatures and items.

Tactics

Weapons Technology

Time of Use: 1 round to several hours depending on the action taken.

Specializations:

Weapons Tech refers to one's knowledge of various forms of weaponry and how to build and/or repair them.

Value

Time of Use: 1 round to several if the character must research the item.

Specializations: particular types of items (jewelry, weapons, steamworks, texts, etc.)

Difficulty: Easy (10). GM's should freely modify this difficulty, depending on the obscurity of the item.

Value represents the a familiarity with the economic value of things--books, real estate, collectibles, etc.

INSTINCTS

Investigation

Gambling

Profile

Time of Use: Depends on difficulty (See below).

Difficulty: Moderate (15), modified by the table below.

Specializations: Detecting certain behavioral patterns such as lying, worry, anger, apprehension, guilt etc.

With *Profile*, a character can attempt to size up a target, making educated estimates of the target's emotional and mental state. The longer the skill user studies her subject, the greater chance she will draw the appropriate conclusions. The base difficulty is the target's opposing Willpower check. Additional difficulty modifiers are as follows:

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Desired Outcome	Difficulty
Surface emotions	+ 0
Emotions or thoughts the target actively attempting to hide	+ 5
Emotions or thoughts that the target is in denial about	+10
Emotions or thoughts that the target doesn't even know he's having (secretly in love with someone, etc.)	+15
Attempting to use this skill in a single round	+15
Spending 3 rounds to use this skill.	+10
Spending 5 rounds using this skill.	+5
Spending a full minute using this skill.	+0
Interviewing target (asking personal questions).	-10
Observing the target closely for more than one hour.	-7

Search

Time of Use: GM's discretion. It depends on how large the area searched is and what is being sought.

Specializations: None.

Search represents the character's ability to pick up on clues, notice little details, and general alertness to her surroundings.

Stealth

Time of Use: 1 round.

Specializations: Type of habitat in which character seeks to be stealthy: Forest, Urban, Aquatic, etc.

With *Stealth*, a character attempts to move unnoticed. This skill includes walking silently as well as hiding in shadows and blending in with a crowd. A character using stealth moves at half-speed (walking). To move quickly while being stealthy, the character must endure increased difficulty levels (GM's discretion).

Survival

Time of Use: One roll should represent 1 "event."

Specializations: Particular habitats: Forest, Jungle, Urban, Aquatic, Desert, Arctic, etc.

A character with *Survival* may attempt to endure the rigors of the natural world in a number of environments and situations. The skill is used when the character must find food and shelter or take other actions to survive in the wild. Note that *Survival* only covers what is needed for sustenance. If you want to build a nice house like they have on Gilligan's Island, you'd better learn Craftsmanship: Carpentry or something similar...Difficulty levels increase when the character is using *Survival* not only for himself but to aid others as well.

Tracking

Time of Use: 1 round.

Specializations: Tracking in particular habitats: Forest, Jungle, Urban, Subterranean, Desert, Arctic, etc.

Difficulty: Easy (10) to Difficult (20) depending what is being tracked and where.

Tracking represents the skill of following and catching "prey." This does not include the ability to

kill or trap it (those are different skills). However, the character can pick up on small traces, estimate how long it has been since the prey was in the area, and make educated guesses as to the condition of the animal.

PRESENCE

Bargain

Time of Use: 1 round.

Specializations: Bargaining over certain items: weapons, books, magic reagents, etc.

Difficulty: Typically an opposed roll against the other bargaining party.

Bargain represents the character's ability to haggle over just about anything. Without this skill, characters may find themselves much more than they should for goods and services. The table below gives general outcomes of *Bargain* "battles": If the winner is the buyer, reduce the "real price" (GM's discretion) by the Price Multiplier. If the winner is the seller, inflate the price accordingly.

Winner's Total > Loser's Roll	Price Multiplier
1-5	x 1.5
6-10	x 1.75
11-15	x 2
16-20	x 3
21-25	x 4
26+	x 5

Command

Time of Use: 1 action.

Specializations: Commanding certain types of troops: Soldier, Demon hordes, Scared Citizens, etc.

Difficulty: Easy (10) to Moderate (15) depending on the situation. Can be easier or harder depending on the skill and morale of the troops.

With this skill, a character can manage, direct and mobilize others in a wide variety of endeavors. She knows how to give clear instructions and inspire obedience and prompt response. In the heat of battle, an able commander is essential.

Con

Time of Use: 1 action.

Specializations: Certain types of cons: disguise, fast-talking, forgery, etc.

Difficulty: Opponents may make a Willpower or Knowledge opposing roll to rat out a Conning player.

Con represents a character's ability to bend the truth and slide by on fast-talking. It also includes other ways of being less than honest--disguise, forgery, etc.

Gambling

Time of Use: 1 round. Can roll for whole "games" or gambling events.

Specializations: Particular games: Roulette, Blackjack, Kitten-poker, etc.

Difficulty: Depends on the game. Generally, Easy for simple games up to Very Difficult for very complex ones. Can be used as an Opposing Action against other gamblers.

Gambling includes all games of chance, from poker to playing Monopoly for real money. Skilled gamblers can make a living finding local games and getting in on the action.

Perform

Time of Use: 1 round. Can roll for one whole performance.

Specializations: Particular performance arts: music, acting, visual art, etc.

Difficulty: Moderate (15). Vary difficulty depending on the quality and intricacy of the art attempted.

With Perform, a character can attempt just about any art form. From song-and-dance to sculpture, the character can express herself and perhaps make a buck or two for the effort. Characters with high Perform skills will likely begin to gain notoriety, perhaps even become a celebrity.

Persuasion

Time of Use: 1 action.

Specializations: Particular forms of persuasive speech: Seduction, Oration, Debate,

Difficulty: Easy (10). Targets may make Opposed Willpower rolls to set a Difficulty.

Persuasion measures a character's ability to convince others of just about anything. It does not include the ability to bark orders (see *Command*), but rather to debate with logic, appeal to sympathy, and otherwise verbally convince others to see things the character's way.

V. MAGIC

Magic permeates the world of Buffy the Vampire Slayer. Nearly anyone can find a spell and cast it, if they can read the text of the spellbook, collect the proper reagents, and properly pronounce the magic words. In places rife with mystical energies (such as Sunnydale), it appears that many folks know about and practice at least a little magic.

But magic is both difficult and dangerous to practice with any degree of potency. Even practiced witches and warlocks cast with great caution. It takes only a slight mispronunciation, an incorrect wave of the hand, or slightly stale reagent to render a spell inoperable or, worse yet, deadly. Uncontrolled magic wreaks havoc, with unpredictable and usually grave results.

In Buffy D6, magical powers manifest in two separate, but connected ways. First, Ritualistic Magic is available to anyone performs the proper research, preparation and spell casting. A second, Witchcraft represents potentially more powerful and dangerous method of magic used by those with innate magical abilities. In game terms, these characters access Mana, a source of inner, mystical energies.

Finally, remember that the Buffy series plays pretty fast and loose with magic--which is good for TV writers but sometimes difficult to incorporate into role-playing. I would hope that players won't abuse the system--which could quickly imbalance game play. But, GM's should be mindful of character who are accumulating too much magical power and using magic too often. Magical addiction and other karmic retribution awaits the magic-abuser...

Images courtesy of Buffyguide.com.

Ritualistic Magic

Ritualistic magic involves nearly all spells that are cast from reading a scroll or book, or reciting memorized words while inside a specially prepared area (such as a circle of power, a pentagram, a blessed tabernacle, etc.). They always require three main elements: 1) A magical text; 2) Symbols and/or magical reagents; and 3) Recital of an incantation. Because magic rituals exist for nearly any kind of spell, these rules focus on the process of researching and casting a ritual rather than specific spells which may be cast. GM's and players should use their imaginations as new problems arise. Magic often provides assistance, and perhaps even a final solution, but will never simply fix all the characters' problems. Even if the success of a mission depends upon the casting of a Ritual, there will be ample action and danger in gather the needed materials or distracting the villain to provide time for the casting to take effect.



Research the Problem

A character must first Research the spell to be cast. This usually begins with an inquiry or statement

as to what the desired effect will be. The GM will then decide the difficulty of the research--depending on the obscurity and age of the spell, the power of the intended result, and means of research available to the character. Then, the character will roll a *Research* check against the Difficulty. If successful, the character will find the necessary texts and a list of needed materials.

Example: *Grabazzar, a Grand Demon, has escaped his mystical prison inside a specially-prepared urn and is slowly turning the fine townspeople of Fresno into mindless zombies. Lector must find a binding spell that will trap the demon once more. The GM decides that since Grabazaar has been trapped once before, it will not be too difficult to find the same spell again. He tells Lector that the Research will be a Difficulty of Moderate (15) and take 2D6 hours. He will have to consult with contacts, dig into the library, or do some other form of research to learn the proper incantation. Lector succeeds in his Research and finds an old Binding Demons for Dummies in the bargain bin at his favorite occult bookstore. From the book, he finds the incantation and a list of necessary objects, including a crystal ball, four black candles, a pentagram design to be drawn on the floor, and some herbs needed as garnish.*

Gather the Goods

Once the character has researched the problem, she must still acquire the necessary materials. This may require additional research, investigation, bargaining, theft, or manufacturing time.

Example: Lector has no problem finding a crystal ball, but it must be first blessed with an alchemical concoction made of cocoa leaves, mint, and honey fresh from a beehive (he'll save the leftovers for a dessert to celebrate the casting). The GM tells him it will require an Easy (10) Alchemy check to properly mix the ingredients and create the smoke necessary to treat the crystal ball.

Say the Magic Words

Once the materials are gathered, they must be properly put into place and the magic words must be incanted properly. If the text is in an Ancient Language, the GM will have the character make a *Language: Ancient* check. Then, the character must make an *Arcana* check. Again, the GM adjusts the difficulty for the degree of preparation, the complexity of the spell, and potency of the outcome. If the character has Mana, he may add twice the value of those dice to the *Arcana* check (representing the fact that some characters have a more innate, and therefore potent, ability to cast magic). If the check is successful, the spell will be cast and the desired effect will manifest (hopefully).

Example: The GM tells Lector that the only version of the spell is in Babylonian, so Lector will have to make a Language: Ancient check of Moderate (15) to even read the spell. Lector succeeds after a bit of practice. Next, he prepares the pentagram, lights the candles, sprinkles the herbs, and sits in the middle of the area read to chant the Binding spell. He rolls his Arcana Skill of 5D and adds 2D because he has 1D in Mana. The GM tells him he needs a Difficult (20) check to succeed. Lector manages a 21! He barely casts the spell, just as the Grabazaar was directing his zombie horde to eat their own children. The little burg of Fresno is safe once again!

Botching the Casting

Given their complexity, spells are easy to mess up. And when you mess up with magic, you usually mess up bad. When a casting fails, it will either have no effect at all (it just sort of fizzles out) or it will go wrong in some unpredictable and unpleasant way. Generally, the worse the failure, the more

grave the consequences. If a character Botches (rolls a 1 on the Wild Die, followed by a 6 on the subsequent roll), then something spectacularly wrong has occurred. The demon villain will be strengthened, the Slayer will be turned into a toad, you'll open a rift to some hell-dimension full of hungry, drooling dog-men. You get the picture. So be careful kids.

The Costs of Casting

All magic has a cost associated with it. Sometimes, the spell will be so trivial that the caster will not notice the loss. But when a major spell is attempted, the character will exhaust herself with the effort. Whenever a spell is attempted, the caster (or casters) must make a Resistance check against the Difficulty of the spell. She will suffer exhaustion as if it were Wound Levels if her roll is less than the Difficulty number (i.e., as if the Difficulty Level value were damage and the Resistance roll were a Constitution check). No actual damage will be done, but the character will suffer the appropriate penalties to all her actions until she rests (1/2 hour per "Wound" Level). If she reaches Incapacitated or Mortally Wounded, she will pass out for a brief period (1/2-1 hour). If she suffers enough "damage" to be "Dead", she will fall into a coma and require medical assistance. Finally, if Mana are used, the character will suffer the exhausting effects of tapping into her inner energies as well (-1 to all actions for 1/2 hour for each Mana Die used).

Witchcraft

Witchcraft is the study and practice of focusing one's inner energies through spells and mystical powers. The strength of a character's magical energies is represented by the attribute Mana. Few people can tap into their Mana and even fewer master it with any real skill. The use of inner energies expands the possibilities and powers for a magic user, but also increase the dangers and temptations. Acolytes should tread with care, remembering that for each magical action, there is an associated reaction--a karmic cost--that must be repaid in some way.



(Please note: Witchcraft in the game--like that in the show--has no relation to real-life witchcraft, wiccan practices, or, frankly, anything real at all. No offense to practicing witches--and if you're looking for accuracy, look elsewhere! Have fun...).

Gaining Witchcraft Spells

The Mana Attribute represents the character's inner energies and her power to manifest them. For each 1D a character has in Mana, she may pick a Spell to cast at will. Until she successfully casts the spell once under duress (i.e., combat or in distress--not just practicing), 10 is added to the Base Difficulty given for the spell. It's one thing to master an ability during long hours of practice, but it's another to do so under pressure. Though resembling magical "powers" more than Ritual spells, Witchcraft spells still require magical words (usually some Latin-sounding word) or magical reagents (which can be as simple as cooking spices or as rare as aged frog eyeballs).

Improving Mana and Witchcraft Spells

While easier to improve than other Attributes, Mana is difficult to nurture and advance (costing 3x

the current value to improve). Most characters will have to employ character points when using Witchcraft--representing personal investment of energies into the casting. As the character gains more Mana, she will have more dice to roll when casting the a known spell.

The Costs of Casting

For each 1D of Mana used in a spell, the character must reduce ALL Attributes (and consequently, all Skills) by one "pip" until she has rested for 1/2 hour per "pip" lost (thus, a character with a Dex of 3D+1 would only have 3D until he rested. If he made another casting, he would have 2D+2, etc.).



Botching a Casting

Like Ritual Magic, Witchcraft is dangerous and unpredictable when miscast. But because the caster is drawing upon inner energies so much more with Witchcraft, the danger to her is even greater. Thus, not only must the caster check against Exhaustion as a Ritual caster must do (see above), but the caster may suffer physical damage. She must make a Constitution check against the number of Mana spent will take physical damage as if it were an attack.

Design Notes: I see Witchcraft working much the same way that Force Powers work in the Star Wars RPG. Thus, you can likely import various Force Powers into this game with little trouble.

Spells:

Below is a short list of some of the Witchcraft Spells you might use in your game. GM's should probably tinker with them a bit, to increase Difficulties when appropriate, add potential derivative powers and, perhaps most importantly, create costs and consequences to particular magics. A good rule to remember: each action has an opposite and equal reaction. All magic comes with karmic costs that will eventually be revisited on the caster.

Cloak

Casting Time: 1D6 rounds:

Duration: 5 minutes + 1 minute for every 5 points above the Target Number.

Description: With *Cloak*, the caster may obscure a target from detection. The specificity and thoroughness of the *Cloak* depends on the Difficulty Number attempted.

Difficulty:

Cloak Type	Difficulty	Description
Diffusion	Easy (10)	Creates a static field around the target about 1 city block in radius (1/4 mile). This field disrupts any technological or magical method used to track the target (they will point towards the diffused "sphere"). Furthermore, it adds 10 to any other Tracking attempts (such as by scent). It has no affect on visual observations however.
Shadows	Moderate (15)	Covers the target in a magical shroud of shadow, permitting the target to hide in available shadows--even in daylight. This adds +3D to Stealth attempts during the day and +5D at night. Note, this spell does not affect sounds or scents from the target.

Invisibility	Difficult (20)	Renders the target completely invisible to visual detection by normal humans (or those with equivalent eyesight). The target and his personal belongings will be invisible, but will still be detectable by touch, scent and sound.
Blankness	Very Difficult (25)	Completely erases the target from detection by sight, scent, sound and touch. Furthermore, it adds 10 to any attempts to locate the target through electronic, magical or psychic means.

Conjuration

Casting Time: 1D6 rounds.

Duration: The item is permanent.

Description: Permits the caster to virtually create something from thin air. In fact, the item is "conjured" from some other place in the universe (you cannot create one thing without destroying something else). So, Conjurers should be careful when using this spell, as the karmic costs may build up over time. The more complicated and large the item conjured, the more difficult the casting. Furthermore, this spell leaves a "magical resonance" in an area, making it obvious to other magic users that a spell has been cast there recently.

Difficulty:

Size/Complexity of Item	Difficulty	Examples
Very Small/Very Simple	Easy (10)	Pencil, a piece of food, some water, bandages, some rope.
Small/Simple	Moderate (15)	Wooden stake, flashlight with batteries, pair of shoes.
Medium/Simple Mechanics	Difficult (20)	Bicycle, a human-sized cage (fits one), crossbow
Large/Moderate Complexity	Very Difficult (25)	Machine gun, a cage that fits 3-5 humans, a piano
V. Large/Very Complex	Extremely Diff. (30)	A small automobile, a computer.

Emotion Control

Casting Time: 1 round.

Duration: 5 minutes +1 minute for every 5 over the Difficulty; may be negated by a successful Willpower check or certain negating magics.

Description: Grants the ability to manipulate the emotional state of a target or targets. The Difficulty increases with the intensity of the emotions and the Willpower checks of unwilling targets.

Difficulty:

Difficulty	Description
Easy (10)	Induces a moderate mood shift in any direction desired by the caster.
Moderate (15)	Forces the target into the mood of the caster's desire. The target will attempt to act on the impulses of her mood unless she makes an Easy Willpower check (may make one each minute).
Difficult (20)	Completely possesses the target's emotional control. During the duration, the caster may change the target's emotions at will, making them as mild or fierce as desired. The Target may attempt to resist with a Willpower check of Moderate once per minute.
Each additional 5	Spreads the effect of the Difficulty out an additional 10 meters from the point of casting, expanding the caster's sphere of influence.

Enhanced Senses

Casting Time: 1D rounds.

Duration: 15 minutes +5 minutes for each 5 attained above the Difficulty level attempted.

Description: The caster may "bless" a target and bestow a variety of heightened sensory powers.

Difficulty:

Enhancement	Difficulty	Description
Nightvision	Easy (10)	The target can see as well in complete darkness (including underground) as he would during the day.
Jacked Senses	Moderate (15)	Increases the acuity of all of the target's physical senses, granting a +3D to Search and Tracking rolls.
Complete Sight	Difficult (20)	Grants the ability to see through objects as if they were not there ("X-Ray vision"), as well as to see invisible or ghostly objects.
Farsight	Very Difficult (25)	Permits the target to "see" anywhere on Earth where she has been before (and can visualize). People in that spot may make a Difficult Instincts check to see if they get the "feeling they are being watched."

Foresight

Casting Time: 2D6 minutes.

Duration: Can foresee one "event" or get a general impression of a future occurrence.

Description: This represents a somewhat limited ability to see the future ("Always in motion is the future"). The Difficulty Number selected will depend on the specificity sought and the distance over time before the event will occur.

Difficulty:

Difficulty	Description
Moderate (15)	The character may foresee vague impressions from the future, with a few tantalizing details ("A political figure in Sunnydale will become your enemy...he will attempt some evil, to become a....wait, I'm losing the vision...")
Difficult (20)	The character might predict specific events of general concern (it will rain next week) or vague notions regarding a particular person ("Xander will get...married!").
Very Difficult (25)	Here, the character may learn some very specific information about a particular person ("Buffy will die at the hands of the Master"). However, remember that the future is always fluid, and omens and portents should never be construed literally.

Harm

Casting Time: 1 round.

Duration: 1 action.

Description: Harm may manifest itself in a variety of ways: electrical blasts, disintegrating rays,

invisible blows. Regardless, they all do the same thing: they hurt people and things. In case you're wondering, this is not a nice spell--considered by all to be "black magic" and active use of it--even for good--is likely to get you into some dark trouble sooner rather than later. If the character Complicates while casting this spell, she will suffer its damage effects.

Difficulty: Moderate (15).

Damage: 2D of damage for every 1D of Mana used to cast this spell + 1D for every 5 points above the Difficulty Number. Magical Armor has no effect against this spell, but magical shields and items may deflect it.

Heal

Casting Time: 1D6 rounds.

Duration: Permanently heal one Wound Level on a target.

Description: Perhaps one of the oldest of magics, Healing is a potent and useful "white magic" spell. However, it may only be cast upon a target once per day.

Difficulty: Very Easy (5) for Wounded; Easy (10) for Wounded x 2; Moderate (15) for Incapacitated; Difficult (20) for Mortally Wounded. Heroic (50) to save a character who has been Killed within the last 3 minutes.

Hindsight

Casting Time: 2D6 minutes.

Duration: Will see one "event" or "scene" attached to a given place, object or person.

Description: With this spell, the Caster may seek to read the past of a person, object or place by touching it and concentrating. The character will "experience" images in her mind. The clarity of the experience increases with great success of casting. A minimal success may leave the caster with a vague impression of what occurred, while a fine success will be like she was actually there in the room when the event occurred.

Difficulty: Easy (10) for events within 24 hours. Moderate (15) for events within 1 week. Difficult (20) for events within 1 year. Very Difficult (25) for events within 10 years. Heroic (50) for events within the past few thousand years.

Locus

Casting Time: 1D6 rounds..

Duration: Until the target of the spell is found or visited, but the caster must continue to concentrate on this spell (-1D to all other actions).

Description: This handy spell evokes various methods of guidance and tracking. There is usually a physical manifestation to guide the caster--such as a small ball of light leading the way, a glowing arrow pointing in the right direction, etc. Diffusion and other obscuring magicks are fairly common to counter this spell.

Difficulty:

Spell	Difficulty	Description
Guide	Easy (10)	Invokes a small ball of light that will lead to a specified location that the caster has been to before.
Scout	Moderate (15)	Creates a Guide that will lead the caster to a specific person, even if that person is in a place the caster has never seen.

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Mapper	Difficult (20)	Provides the caster with the knowledge of where a particular person, place or object may be located and the best method for getting there (might even include a bus schedule and time table).
Trans-Locater	Very Difficult (25)	The caster may attempt to track a person or thing across dimensions and have at least a vague idea how to the appropriate dimension.

Luminescence

Casting Time: 1D6 rounds.

Duration:

Description: Involves powers over lights and visible radiation, permitting the caster to invoke illumination and even "shape" light into images.

Difficulty:

Spell	Difficulty	Description
Illuminate	Easy (10)	Illuminates a room or an area outside equal to about 50 meters in diameter. This will be normal light, but not sunlight.
Hologram	Moderate (15)	The ability to create a realistic-looking "sculpture" of light. It may look like any object or person, but may not be extremely large (say no bigger than a car--GM's may increase the Difficulty for larger objects). The object will appear real, but will be intangible, silent and without odor.
Flare	Difficult (20)	Creates a streak of light that will blind anyone looking at it for 1D6 x 10 minutes (including the caster--so close your eyes). Note that this light is not "sunlight" and will not burn vampires.
Sunshine	Very Difficult (25)	Conjures a small ball of radiation that emulates sunlight--some say it's actually a small part of the sun (but they don't know much about physics...). Regardless, it will hover near the caster and illuminate the area. Furthermore, it will burn any vampires within range of its rays.

Mind Control

Casting Time: 1D6 minutes.

Duration: Permanent: until the victim succeeds in making a Willpower check against the Spell's Success Number or the caster stops concentrating on the victim.

Description: With this creepy spell, the caster may invade the mind of another and control it, just as a puppeteer pulls his toy's strings. The victim may make a Willpower check against the spell each round to break free from the control. The victim will get +5 to their roll if being forced to do something highly disagreeable to them (like attack a friend), but will suffer -5 to their roll if doing something that is pleasurable (use your imagination). The caster must focus on the victim for the entire duration of the caster--any other actions are at -2D. Finally, this is pretty dark mojo, so it will rack up some karmic debt with continued use.

Difficulty: 10 + an initial Willpower check by the victim.

Pyromancy

Casting Time: 1 action.

Duration: Variable (see below).

Description: Power to create and control flame.

Difficulty:

Spell	Difficulty	Description
Spark	Easy (7)	A simple little spell that will act like a lit match (or strong lighter). It must be cast on something that will readily burn by itself--candles, gasoline, etc. Alone, it will not do any damage (even to a vampire).
Radiator	Moderate (15)	The character may manipulate ambient temperature levels, increasing them 10 degrees + 10 degrees (F) for every 5 points above the base difficulty level. At over 110 degrees, targets must begin making Endurance checks to avoid getting tired (-1D to actions). at 120, targets must make Difficult Endurance checks to avoid -2D to all actions.
Flame Wall	Difficult (20)	Conjures a wall of burning flame approximately 15 feet long and 3 feet thick. The wall will burn for 10 rounds and do 5D damage to anyone who attempts to pass through it.
Big Bang	Very Difficult (25)	Standard big, fiery explosion. Causes 5D + the amount of Mana Dice used in the casting (CP's cannot be added to the damage). Will affect all targets within 5 meters, and radiate damage out, doing -1D for each additional 5 meters beyond the first 5. Will also ignite combustible material, make a lot of noise, and cause a bright flash.

Shield

Casting Time: 1 action.

Duration: 1 minutes + 1 minute for every 5 above the Difficult number.

Description: With this spell, the caster may conjure a variety of different forms of protection against an appropriate myriad of attacks. The shields will manifest themselves in different ways, depending on the attack (and perhaps the whim of the caster or the GM).

Difficulty:

Shield Type	Difficulty	Description
Armor	Easy (10)	Creates a thin barrier around the target (or caster) that will deflect kinetic-based attacks (like punches, bullets, wooden stakes). This will add +2D to the Constitution roll to resist damage and an additional +1D for every 5 points above the Difficulty Number attained when the spell is cast.
Shield	Moderate (15)	Expands Armor to form a bubble around the caster and anyone with 3 meters of her. Extends the same effects, but will also protect against heat, cold and electrical damage. Provides no protection against most magic.
Mystic Barrier	Difficult (20)	Acts as a Shield, but extends the same protection against magical attacks.
Pacifistic Bubble	Very Difficult (25)	Makes it impossible to commit violence on another being with 20 meters of the caster. Anyone attempting to do so will have to make an Extremely Difficult Willpower check (30) and suffer 10D of stun damage.

Telekinesis

Casting Time: 1 action.

Duration: 1 action; may be kept "up" by concentrating on the object, but the caster suffers a -1D to all other actions while doing so.

Description: Ah, the old classic. This is the ability to move objects with the mind. It may manifest in a variety of ways, all appearing to be different spells (spells to open doors, close window shades, throw a bunch of knives, etc.). But when it comes down to it, it's good old Telekinesis at work.

Difficulty:

Difficulty	Description
Very Easy (5)	Lifting a single object that weighs less than a pound (a pencil, a set of keys, etc.) and performing a simple action (spinning it slightly).
Easy (10)	Lifting an object that weighs under 10 lbs or a few small objects that will move in concert; performing moderate actions (like throwing them at a target).
Moderate (15)	Lifting an object that weighs under 100 lbs or multiple small objects that will move in concert; or performing complicated actions (like opening a lock, driving a car, etc.)
Difficult (20)	Lifting an object that weighs under 300 lbs or moving multiple smaller objects in complicated ways.
Very Difficult (25)	Lifting very heavy objects (under 2000 lb) or moving multiple smaller objects in extremely complicated and apparently random ways.

Telepathy

Casting Time: 1 round when linking to people with whom the caster is familiar. 1D6 rounds when the target is unfamiliar.

Duration: 5 minutes +1 minute for every 5 above the Target Number.

Description: Another old classic, this spell represents the ability to broadcast the caster's thoughts into the mind of another and receive thoughts broadcast back at her. The Difficulty increases with increased range or if the target attempts to hide her thoughts (to "think in whispers").

Difficulty: Add the Range Difficulty Numbers to the target's Willpower roll, if the target attempts to hide her thoughts.

- Range: Easy (10) for up to 20 meters; Moderate (15) for up to 100 meters; Difficult (20) for up to 1000 meters. Very Difficult (25) for up to 10,000 meters.

Transmogrification

Casting Time: 1D6 rounds.

Duration: Variable. See Difficulty below.

Description: This powerful spell permits the caster to turn one creature into another or to otherwise alter the creature. At low levels, the spell will inflict only minor changes. But at higher levels, it is possible for the caster to literally turn a man into a toad (or back again). At any level, this is an extremely potent magic which should be cast with care. Furthermore, it will be obvious to spellcasters that magic has been cast in the area for up to an hour after this casting. Finally, a Complication when attempt this spell will visit the desired result on the caster or one of her allies.

Difficulty:

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Alteration	Difficulty	Description
Mask	Easy (10)	Mildly (and relatively painlessly) rearranges the face of the target to make him look like someone else. He will retain his same voice, build, and eye color. Duration: 10 minutes + 5 minutes per 5 points above the Difficulty.
Shaping	Moderate (15)	Can radically change the appearance of the target, so that a small man may become tall, or even for a woman to appear as a man. Mind you, these are real changes! Duration: 5 minutes + 5 minutes per 5 points above the Difficulty.
Shapeshift	Difficult (20)	Transforms the target into another kind of animal. Duration: 5 minutes + 5 minutes per 5 points above the Difficulty.
Permanent Shift	Ex. Difficult (30)	Not only shapeshifts the target, but will do so until the spell is countered somehow. If this is cast on a being who has already been Transmogrified, the being will regain her original form (like Amy the rat-girl).

VI. ACTIONS & COMBAT

- Taking Actions
- Ranged Combat
- Scale
- Combat Modifiers
- Melee Combat
- Healing

TAKING ACTIONS

Time

For much of the game, Game Masters can inform characters as to how much time has passed between events. But for certain actions, such as combat or a skill used under timed conditions, a more accurate method is required.

- **Rounds:** Rounds are about 5 seconds long. In general, a character can take one action per round without accruing penalties.
- **Initiative:** Characters may act in the order of their Instincts scores (from highest to lowest). A character with a higher Instincts may choose to Hold his Action, letting someone with a lower Instincts act first before he decides what to do.

Multiple Actions in a Round

For every additional action, the character suffers a -1D to all actions taken that round. Under normal conditions, a character can take a maximum of 5 actions per round (with a cumulative penalty of -5D to all actions). Some spells allow for more actions per round with reduced penalties.

Any additional actions are considered to be taken in the second segment of the round. Thus, all first actions (by everyone acting in the round) are resolved in the first part of a round and any extra actions are resolved afterwards. Who acts first in a round depends upon **Initiative** (see above).

Example: *Lector is in combat again. He decides he will take two actions: he will attack and Dodge. He will be -1D to both actions.*

Reacting

Occasionally, a character will need to react to something that has occurred during a round. If the character has already acted in the round, the reaction skill is at -1D for being a reaction and -1D for each action already taken in the round.

Dodge, Melee Parry and Brawling/Martial Arts are commonly used as Reaction Skills to avoid damage.

If a Reaction Skill is used while defending from an attack, the dice roll becomes the difficulty the attacker must overcome to be successful, *even if the reaction skill roll is lower than the original difficulty of the attack!*

Example: Lector is in combat and has already acted once this round. Suddenly, someone shoots at him and he attempts to Dodge. His Dodge skill is normally 4D, but since he has already acted, it is now 2D (-1D for having already acted and -1D for being a Reaction Skill). The shooter's base difficulty was 10. Lector rolls 2 dice and gets a result of 7. The shooter only needs a 7 or better to hit Lector.

Full Reactions

If the character decides that the only action she will take in a round is to react, then her Reaction skill roll is attempted with full dice and the result is added to the attacker's difficulty.

Example: Mina knows someone is shooting at her from a rooftop. She decides that all she will do this round is Dodge. She rolls her full 4D for Dodge gets 15. The shooter must now roll higher than 10 (standard difficulty) + 15 = 25 in order to hit her!

Applying Reactions to the Entire Round

Dodge rolls apply to all ranged attacks in a round. Thus a character need only Dodge once to attempt to avoid attackers using guns, thrown weapons or grenades.

Parry rolls must be made for **every** attack! Thus, in close combat, if a character is punched four times, he must either attempt four parries using his Brawling or Martial Arts skill or be take the damage!

RANGED COMBAT

Ranged combat difficulty targets:

Range	Difficulty
Point Blank	Very Easy (1-5)
Short	Easy (6-10)
Medium	Moderate (11-15)
Long	Difficult (16-20)
Extreme	Very Difficult to Heroic (20+)

Shooting at Multiple Targets

Characters may choose to aim at more than one target in a given round. If they do so, they suffer a cumulative -1D when shooting at each target beyond the first.

Example 1: Mina is cornered by two bloodthirsty vampires. She is armed with a repeating crossbow that lets her fire off up to 5 crossbow bolts before having to reload. She can either shoot at

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one without a penalty or attempt to shoot at both. She decides to fire once at both of her attackers. Her total dice penalty is -1D to the first shot (the penalty for taking multiple actions) and -2D to the second shot (the penalty for multiple actions + the second target penalty).

Example 2: *Mina is cornered again, this time by three demon thugs. She decides to fire once at each (3 actions, 2 additional targets). She suffers a -2D to her first shot (for the two additional actions), a -3D to the second, and a -4D to the third!*

Spraying Bullets

Some weapons, such as fully automatic machine guns, allow the bearer to spray bullets at an enemy. This has a variety of advantages and disadvantages:

Advantage	Disadvantage
Shooter gets +1D to hit and does not suffer any penalties for aiming at multiple targets in a round.	The shooter may potentially hit anyone in the direction in which he is pointing the gun (including allies and innocents). If the shooter is trying to avoid hitting a friendly target, add 15 to the difficulty number to hit. If the shooter rolls less than 15 over the standard difficulty (dependent on range), he hits the friendly target as well. Roll damage normally. Uses ammunition more quickly. If the attack is successful, roll one less die for damage.

Using two guns at once:

Advantage	Disadvantage
Shooter does not suffer any penalties for shooting at more than one target in a round without declaring a "Spraying" action (see Spraying Bullets below). Both first shots are fired in the first segment of the round (if one gun is shot twice, the second shot is considered to go off in the last part of the round, after all other first attacks have been resolved). Permits the character to fire the maximum number of bullets from both guns in a round (thus, if a shooter is using two pistols which may fire 3 times in a round, she can shoot 6 times total in the round).	Shooting a second weapon counts as an action (resulting in an additional -1D to each action in the round). Shooter suffers an additional -1D to any shot taken with his or her "off" hand. If someone using two guns stops to reload, they must take an additional action to stow one gun while the other is reloaded. There is no additional action if the "extra" gun is thrown away.

SCALE

Scale represents the differences between small targets (such as Characters) and large, fortified structures (such as aircraft carriers and buildings). When targets of the same size are shooting at each other, ignore scale modifiers. When targets are of different scales, add the Dice modifier (presented below) to the rolls as follows:

- **Lower scale attacking larger scale**
 - Attacker adds the scale modifier to its attack roll
 - The target, if hit, adds the scale modifier to its Strength (or Body/Hull) roll.
- **Higher scale attacking lower scale**

- Higher scale rolls as normal, but the lower scale target adds the dice modifier to any Dodge/Evasion roll.
- If successful, the higher scale adds the dice modifier to damage roll.

Scales	Tiny	Small	Character	Car	Tank	Aircraft	Capital	Superstructure
Tiny	0D	2D	4D	6D	8D	10D	16D	28D
Small		0D	2D	4D	6D	8D	14D	26D
Character			0D	2D	4D	6D	12D	24D
Car				0D	2D	4D	10D	22D
Tank					0D	2D	8D	20D
Aircraft						0D	6D	18D
Capital							0D	12D
Superstructure								0D

COMBAT MODIFIERS

A number of factors can affect a character's chances to succeed in combat. Smoke may obstruct a target, oil on the floor may make dodging more difficult, etc. Following are a number of modifiers Game Masters may choose to apply in the game.

- **Drawing Weapons:** Drawing a weapon counts as an action in a round (all other actions are at -1D this round).
- **Reloading Weapons:** The time required to reload a weapon varies depending on the type. Most require 1 action to reload. See the weapon descriptions in the Equipment section.
- **Targeting Systems:** Some weapons, usually in aircraft or tanks, have targeting systems that help the gunner. These depend on the weapon type and quality.
- **Rate of Fire (ROF):** This statistic is given for each weapon. A weapon cannot be fired more times than its ROF in a round, regardless of the number of actions the character takes.
- **Called Shots:** Attackers can make a "called shot" against a specific target, such as a particular part of a target's body (a hand, head, etc) or a small item. Add +1D to the difficulty for a target 10-50 cm (approximately 3-18 inches) long. Add +4D to the difficulty for a target 1-10 cm long. Add +8D to the difficulty for a target less than a centimeter long.
- **Cover:** Provides a target with some protection from detection and attack. Add the following modifiers to attempts to detect or hit a target, when appropriate

Cover	Modifier
Light Smoke	+1D
Thick Smoke	+2D
Very Thick Smoke	+4D
Poor Light	+1D
Moonlight	+2D
Complete Darkness	+4D

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Characters can also hide behind objects, such as walls and vehicles, which provide protection against attack. Add the following modifiers depending on how much of the target is covered.

Target is	Modifier
1/4 covered	+1D
1/2 covered	+2D
3/4 covered	+4D
Fully covered	If cover provides protection, attacker cannot hit target directly. Damage is absorbed by the item giving protection, until it's Body rating is depleted (see Protection below).

- **Protection:** Inanimate objects have a strength rating to resist damage. If the attacker rolls well enough to beat the basic difficulty, but not well enough to beat the added cover modifier (see above) that mean the shot hit whatever the character was hiding behind. If the object is hit, roll the attacker's damage against the protection rating below:

Sample Protection	Body Strength
Flimsy wooden door	1D
Standard wooden door	2D
Standard metal door	3D
Reinforced door	4D
Blast door	6D

If the damage roll is lower than the Body Strength roll, the protection is not damaged at all and the target character suffers no damage. If the damage roll is equal to or greater than the protection's Body Strength roll, find the difference on the chart below to see how badly the protection is damaged.

Damage Roll = Body Strength Roll by:	Protection is:
0-3	Not seriously damaged
4-8	Lightly damaged
9-12	Heavily damaged
13-15	Severely damaged
16+	Destroyed

A character behind protection may suffer some damaged depending upon how badly his protection is damaged. Subtract dice from the attack's damage based on the chart below.

Protection is:	Reduce weapon's damage by:
Not seriously damaged	Character is completely protected
Lightly damaged	-4D
Heavily damaged	-2D
Severely damaged	-1D
Destroyed	Character suffers full damage.

- **Armor:** Armor protects the wearer from damage. In the game, add the value of the armor to the Constitution roll of the character suffering damage. See the Equipment section for different armor types.

MELEE COMBAT

Hand-to-Hand Combat

Striking:

The standard difficulty to hit with Brawling roll is Very Easy (5). Damage is equal to the character's Strength roll + 1D per Effect Value (see Effect Value).

The standard difficulty to hit with Martial Arts is Easy (10), resulting in damage equal to the character's Strength. A fighter skilled in Martial Arts may attempt more complicated maneuvers to render more damage, but must roll against a higher difficulty number to hit.

Blocking:

Character's may attempt to block an attack using their Brawling or Martial Arts skills. Players must declare they will be attempting to block before the attack occurs. If they do not, they suffer an additional -1D when attempting to block.

Example: Lector is in a fight with a demon thug. He decides to strike but forgets to "hold an action" in case he needs to block. The thug takes a swing and Lector decides he had better try to block. He must roll Brawling at -2D. If his blocking roll is higher than the thug's attack roll, he will have parried the blow. If not, he may take damage.

Example: Somewhat bruised from last round, Lector decides he will hold an action this round in case he needs to block. This means he is -1D to both his attack and blocking roll.

An unarmed character may not attempt to block an attacker with a weapon without a special Martial Arts move.

Melee Combat

Melee Combat is handled much the same way Unarmed Combat is, except that the characters involved use Melee Combat and are armed with handheld weapons.

A character armed with a weapon may use it to block an unarmed assailant.

Damage

When an attacker successfully hits his target, he rolls the appropriate number of dice to designate damage + 1D per Effect Value (10 over the Difficulty target number). Ranged weapons do a set amount (e.g. a Heavy Pistol does 5D damage). Melee weapons do the attacker's Strength + XD, where X depends on the weapon (e.g. a knife does STR + 1D damage).

The targeted character then rolls his Constitution dice and adds any armor value, if armor is worn. If the target's Constitution roll is greater than the attacker's roll, the she had resisted the damage. If not, consult the table below for results:

Damage Roll > CON Roll by:	Effect	Description
0-3	Stunned	Character suffers a -1D to all skill and attribute dice for the rest of the round and the next. If a character suffers a number of stuns equal to her Constitution, she falls unconscious for 1d6 minutes.
4-8	Wounded	Characters fall prone and can take no actions for the rest of the round. The character suffers a -1D to all skills and attributes until healed. A character who is wounded a second time is Wounded Twice (suffers -2D to all actions until healed). A character who is Wounded a third time is Incapacitated.
9-12	Incapacitated	An incapacitated character falls prone and is knocked unconscious for 10D minutes. The character can't do anything until healed. An Incapacitated character who is Wounded or Incapacitated again is Mortally Wounded.
13-15	Mortally Wounded	Falls prone, is unconscious and will remain that way until healed. At the end of each round the character is unconscious, roll 2D. If the number rolled is less than the number of rounds that the character has been mortally wounded, the character dies. A Mortally Wounded character who is Wounded or worse again, is Killed.
16+	Killed.	Instantly killed. Can only be saved with a Heroic (50) First Aid roll within 1 round or through very powerful magicks.

HEALING

Characters can heal in a variety of ways, but the three most common methods are natural healing, first aid kits, and medical facilities.

Natural Healing:

A character can heal naturally, but this process is both slower and riskier than getting medical care. The character must rest a specified amount of time and then can make a healing roll: the character's full Constitution to see if the character heals.

Healing characters can do virtually nothing but rest. A character who tried to work, exercise or adventure must subtract -1D from his Constitution when he makes his healing roll. Any character who opts to "take it easy" and do virtually nothing for twice the necessary time may add +1D to his Constitution to heal.

A Wounded character must rest for three standard days before rolling to heal:

Constitution Roll	Result
2-4	Character worsens to Wounded Twice.
5-6	Character remains Wounded.
7+	Character is fully healed.

A character who is Wounded Twice must rest for three days before rolling to heal:

Constitution Roll	Result
2-4	Character worsens to Incapacitate.
5-6	Character remains Wounded Twice.
7+	Character improves to Wounded.

Incapacitated characters must rest for two weeks before making a healing roll:

Constitution Roll	Results
2-6	Characters worsen to Mortally Wounded.
7-8	Character remains Incapacitated.
9+	Character improves to Wounded Twice.

Mortally Wounded characters must rest for one month (30 monthly days) before making a healing roll.

Constitution Roll	Results
2-6	Character dies.
7-8	Character remains Mortally Wounded.
9+	Character improves to Incapacitated.

First Aid Kits

First Aid kits usually have bandages, antiseptics, anti-inflammatories, painkillers and other lightweight medical supplies. A standard kit can be used two times before needing to be restocked.

A First Aid roll is required to use a First Aid kit.. The difficulty depends on the severity of the patient's injury:

Degree of Injury	Difficulty
Stunned, unconscious	Very Easy
Wounded or Wounded Twice	Easy
Incapacitated	Moderate
Mortally Wounded	Difficult
Killed	Heroic (50) (must be attempted the round after the patient has been killed).

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If the First Aid roll is successful, the patient heals one level. Stunned and Wounded characters are fully healed. Wounded Twice are Wounded. Incapacitated are Wounded Twice. Mortally Wounded are Incapacitated.

If the First Aid roll is unsuccessful, the character's condition remains the same. If the First Aid roll misses the difficulty by more than 10 points, the patient remains the same and another First Aid roll cannot be made for another 24 hours.

Multiple First Aid attempts can be made on a patient within a single day, but the First Aid difficulty increases one level for each additional use.

Medical Facilities

Professional medical facilities and underground "black-market" clinics may provide advanced medical care (for an advanced cost!).

To treat an injured person with these facilities, a character must have the Medicine (A) skill.

Degree of Injury	Difficulty and Time
Wounded	Very Easy with 1D hours of care.
Incapacitated	Easy with 4D hours of care.
Mortally Wounded	Moderate with 1D days.
Killed	Unearthly with 10D days.

VIII. EQUIPMENT

While important to fighting evil, equipment has less of a focal role in Buffy D6 than it might in other RPG's. The gear used should fit the setting (wooden stakes instead of flamethrowers), and "gearhead" characters will seem to be a little out of place. Every once in a while, "heavy artillery" might be brought out--to battle an extremely powerful demon or in a final, climactic fight with an arch-villain.



Finally, from time to time characters may come across magical items. These should be extremely rare and should be pivotal to a plotline--rarely to be kept permanently or to bestow permanent power upon the user.

Melee Weapons

Archaic Missile Weapons

Firearms

Armor

Miscellaneous Gear

Vehicles

MELEE WEAPONS

Wooden Stake

Damage: STR +2

Scale: Character

Skill: Melee Weapons: Stake

Difficulty: Easy (7) to stab for normal damage. Moderate (15) to stake a vampire in the heart.

Concealability: Very Easy (3)

Note: A wooden stake may be thrown, but the Difficulty increases to Very Difficult (25)..

Image courtesy of Buffyguide.com



Typical Knife

Damage: STR +1D

Scale: Character

Skill: Melee Weapons: Knife

Difficulty: Easy (7)

Concealability: Very Easy (3)

Note: A typical knife can be thrown, but increase the difficulty by 5.

Typical Throwing Knife

Damage: STR + 2 if thrown, STR +1D if used as a regular knife.

Scale: Character

Skill: Thrown Weapons: Knife

Range: 2-3/5/10

Concealability: Very Easy (3).

Sword

Damage: STR +2D

Scale: Character

Skill: Melee Weapons: Sword

Difficulty: Easy (10); If the wielder attempts to decapitate (cut the head off) an enemy, she must match a Difficult (20) target number + any Dodge or Parry effort by the defending victim.

Concealability: Difficulty (20).

Battle Axe

Damage: STR +2D+2

Scale: Character

Skill: Melee Weapons: Axe

Difficulty: Moderate (12); If the wielder attempts to decapitate (cut the head off) an enemy, she must match a Very Difficult (25) target number + any Dodge or Parry effort by the defending victim.

Concealability: Difficulty (20).

Club/Baseball Bat

Damage: STR + 1D+1

Scale: Character

Skill: Melee Weapons: Club

Difficulty: Easy (7)

Concealability: Moderate (15)

Notes: Clubs are any blunt object made to hit something else hard. GM's should alter the damage rating depending on the quality of the club. For example, a broom stick might only do STR + 2 pips of damage while a crowbar might do STR+ 1D+2.

Stunstick

Damage: STR + 2D stun damage.

Scale: Character

Skill: Melee Weapons: Club

Difficulty: Easy (8)

Concealability: Moderate (13)

Notes: Stunsticks look like police batons and unload a heavy duty shock into the target upon a successful hit. Each stick can land 20 stunning blows before the battery needs to be changed.

ARCHAIC MISSILE WEAPONS

Bow

Damage: STR+1D

Ammo: 1

Range: 2-15/25/50. Add +15 to the Difficulty if aiming for the heart.

ROF: 1. Requires 1 action to reload.

Concealability: Very Easy (5)

Crossbow

Damage: 5D

Ammo: 1

Range: 2-15/25/50. Add +15 to the Difficulty if aiming for the heart.

ROF: 1. Requires 1 action to reload.

Concealability: Moderate (15)



Crossbow Pistol

Damage: 3D+1

Ammo: 1

Range: 2-5/12/20. Add +15 to the Difficulty if aiming for the heart.

ROF: 1. Requires 1 action to reload.

Concealability: Easy (7)

Notes: Crossbow Pistols may be wielded one-handed.

Holy Water

Damage: 5D to vampires only. Continues to damage the vampire, diminishing at a rate of -1D per round after the first (4D 2nd round, etc.).

Ammo: 1 (per vial).

Range: 2/5/10.

ROF: 1.

Concealability: Very Easy (1)

FIREARMS

Firearms are very rarely used in the world of Buffy. While they hurt vampires, they will not kill them. But even against demons and other nasties, characters have rarely (if ever) used firearms--even the bad guys don't reach for the guns very often. Keep that in mind when running the game--characters "gear up with double-bladed axes, wooden stakes and crossbows, not assault rifles and grenades. What might not make "practical" sense to a bunch of seasoned gamers who are about to send their characters into a nest of vampires makes perfect sense in the setting of Buffy. If you're wanting a "hard combat" style vampire game, White Wolf's *Vampire* is an excellent choice.

The guns listed here are pretty basic. For much more detailed lists of firearms, check out [Joe's Gun Catalog](#) or Aaron LaBow's weapons list in [PDF](#) or [Word 2000](#) formats. You can use the ranges given below for the weapons that Joe lists (or the ranges listed by Aaron).

Handgun

Damage: 4D

Ammo: 12

Range: 3-10/30/60

ROF: 3 shots per round maximum. No burst.

Concealability: Very Easy (5)

Image courtesy of Buffyguide.com



High-powered Handgun

Damage: 5D

Ammo: 12

Range: 3-7/25/50

ROF: 2 shots per round maximum. No burst.

Concealability: Easy (7)

Notes: -1 pip to all "To-Hit" rolls.

Machine Pistol

Damage: 4D

Ammo: 15

Range: 3-10/30/60

ROF: Single: 3 shots per round. Semi-automatic: 2 bursts of 3 bullets rendering 5D damage per burst (roll once per burst). -1D on "To-Hit" rolls in semi-automatic. Full automatic: Can empty the clip in one round, either spraying (See Spraying in the Combat section) or Concentrating Fire resulting in +1D to hit and 5D+2 damage.

Concealability: Easy (7)

Submachine Gun

Damage: 5D

Ammo: 30

Range: 6-10/35/75

ROF: Single: 3 shots per round. Semi-automatic: 2 bursts of 3 bullets rendering 5D+2 damage per burst (roll once per burst). -1D on "To-Hit" rolls in semi-automatic. Full automatic: Can empty the clip in one round, either spraying (See Spraying in the Combat section) or Concentrating Fire resulting in +1D to hit and 6D damage.

Concealability: Easy (9)

Automatic Rifle

Damage: 6D

Ammo: 50

Range: 5-30/100/300

ROF: Single: 3 shots per round. Semi-automatic: 2 bursts of 3 bullets rendering 5D+2 damage per burst (roll once per burst). -1D on "To-Hit" rolls in semi-automatic. Full automatic: Can empty the clip in one round, either spraying (See Spraying in the Combat section) or Concentrating Fire resulting in +1D to hit and 6D damage.

Concealability: Very Difficult (25)

Pump Shotgun

Damage: 5D (buckshot) / 6D (solid slug)

Ammo: 5

Range: 2-5/10/20

ROF: 2 shots per round maximum.

Concealability: Difficult (20) for full-barrelled shotguns. Moderate (10) for sawed-off shotguns.

Notes: Sawed-off shotguns do 6D damage at Point Blank range but suffer a -1D cumulative penalty to damage rolls for every 5 meters beyond the first.

Stun Pistol

Damage: 5D

Ammo: 15

Range: 3-10/30/60

ROF: 3 shots per round maximum.

Concealability: Very Easy (4).

Notes: Stun Pistols can look like a normal pistol, or just about anything else the designer wishes. They are created by resistance programmers to deliver a "shock" to recipients that will render the target immobile 1 minute for each point of damage above the Target's opposed Constitution roll.

Stun Rifle

Damage: 6D

Ammo: 15

Range: 5-30/100/300

ROF: 3 shots per round maximum for single shot or Burst: 2 bursts of 3 blasts for 7D damage each (roll separately for each burst).

Concealability: Difficult (20).

Notes: see notes on stun pistols, though the Rifle must be larger.

Image courtesy of Buffyguide.com



Dart Rifle

Damage: None. See below. Delivers a dart that is usually loaded with a heavy tranquilizer.

Ammo: 15

Range: 5-30/100/300

ROF: 1 dart.

Concealability: Difficult (20).

Notes: Dart rifles fire a dart that is usually tipped with a heavy tranquilizer (7D or 8D potency) that will render the target unconscious (very, very sleepy) for 10 minutes + 5 minutes for every 1 point of "damage" from the tranquilizer that exceeds the target's opposed Resistance roll.

Flamethrower

Damage: 6D

Skill: Shooting Stuff: Flamethrowers

Ammo: 50 burst/3D

Range: 1-4/8/12

ROF: 1 burst per round maximum. Can "spray" an entire area (about 10m wide) with a hose-like

stream that counts as 4 bursts.

Note: Flamethrowers are rare, very bulky, and somewhat dangerous. If the fuel tank (usually worn on the back) is pierced or ignited it will do 9D damage to anyone within 5 meters of the blast center (reduce damage by 1D for each 5 meters from the core blast).

ARMOR

In Buffy, few characters wear body armor on a regular basis. Those who do are usually military-types, and nobody really likes those guys. You get the point.

Shield

Type: Personal protection.

Scale: Character.

Protection: Free action to Parry a melee attack (*Stabbing, Slashing, Bludgeoning* or *Hurting People*). Acts as 4D Protection when used as Cover against missile attacks (no free action).

Cost: Highly variable (depending on style and quality).

Availability: Common in medieval times. In modern times, many things may be used as a shield: garbage can lids, brief cases, street signs, etc. Some shields may provide less protection.

Concealability: Very Difficult (25)

Leather

Type: Personal clothing.

Scale: Character.

Cost: NA.

Availability: Common.

Concealability: Very Easy (but usually unnecessary).

Game Notes: Leather gives +2 pips versus physical damage (but not against energy, heat or cold) and looks really cool.

Kevlar Vest

Type: Personal body armor.

Scale: Character.

Cost: NA.

Availability: Uncommon.

Concealability: Moderate.

Game Notes: Grants +1D+1 against physical damage (but not against energy, heat or cold) and it looks a bit goofy.

Full Body Armor

Type: Modern Military armor.

Scale: Character.

Cost: NA.

Availability: Rare.

Concealability: Difficult.

Game Notes: Grants +2D+2 protection versus all damage but reduces all Dexterity-related skill tests and checks by 1D.

Full Suit of Armor

Type: Medieval armor.

Scale: Character.

Protection: +2D versus all damage, but reduces Body rolls dependent on dexterity by 2D.

Cost: \$3000 (modern)

Availability: Rare.

Concealability: Very, very Difficult (30).

MISCELLANEOUS GEAR

In Buffy D6, characters have access to all the gear players might get in the real world.

EXPLOSIVES

Grenades

Scale: Character.

Range: 2/5/10.

Cost: Generally not widely available, but about \$20 apiece on the blackmarket.

Damage:

- Standard: 5D.
- Fragmentation 5D+2. If armor is worn, reduce its protective value by 1D. -1D for every 2 meters from point of explosion.
- High Explosive 6D. -1D for every 5 meters from point of explosion.
- Phosphorous 6D (Heat damage). Sprays a sticky, burning substance all over target with splash effects on anything with 1 meter. Burns for 5 rounds.

Molotov Cocktails

Scale: Character

Range: 2/4/8

Cost: Very inexpensive--easily Scrounged together if alcohol or fuel is available.

Damage: 3D+2 fire damage. The cocktail's fuel will splash about 1m in all directions from impact and burn for 1D6 rounds.

Pipebombs

Scale: Character

Range: 2/4/8

Cost: Very inexpensive--easily Scrounged together if explosive powder is available.

Damage: 4D damage within 2 meters of explosion. Reduce damage by 1D for each additional 2 meters from site of impact.

Note: "Pipebombs" include just about every small, makeshift bomb the characters might whip up.

VEHICLES

In Buffy, folks drive regular old cars (when they can borrow them from their parents!).

Motorcycle

Scale: Personal Vehicle.

Length: 2 meters.

Cost: Civilian models: \$2000 (used); \$10,000 (new).

Skill: Burnin' Rubber: Motorcycles

Speed: 80 kph / 200 kph.

Body: 6D (note this game does not use Scale to add or remove dice).

Maneuverability: 2D.

Crew: 1 (can hold another rider, but increase Piloting Difficulties by 5).

Crew Skill: 5D for professional racers; 3D for standard riders.

Cargo: Very little: enough for a water bottle, a few camping supplies, and small toolkit.

Jeep

Craft: 4-wheeled, all terrain passenger vehicle.

Scale: Personal Vehicle.

Length: 3.5 meters.

Cost: Civilian models: \$7000 (used); \$15,000 (new). Military models: 18,000 (used); 32,000 (new).

Skill: Burnin' Rubber: Cars

Speed: 30 mph / 60 mph / 90 mph / 110 mph.

Body: 8D

Maneuverability: 1D.

Crew: 1.

Passengers: Fits 4 (including driver) comfortably. Up to 8 may be squeezed in if no additional cargo is carried.

Crew Skill: 4D for professional/military drivers; 3D for most experienced civilians.

Cargo: Cargo area "trunk" is approximate 2 meters wide, 1 meter deep, and 1 meter high..

Description: Jeeps are 4-wheeled all terrain vehicles commonly used on outpost worlds where roads are rough or nonexistent. They tend to be reliable, tough vehicles, but provide little of luxuries and comfort.

Passenger Car

Craft: Standard, boring sedan.

Scale: Personal Vehicle.

Length: 4 meters.

Cost: \$7000 (used); \$15,000 (new).

Skill: Burnin' Rubber: Cars

Speed: 40 mph / 60 mph / 90 mph / 110 mph.

Body: 8D

Maneuverability: 0D for most cars. Sports cars may have +1-3D.

Crew: 1.

Passengers: Fits 4 (including driver) comfortably. Up to 8 may be squeezed in if no additional cargo is carried.

Crew Skill: 4D for professional/military drivers; 3D for most experienced civilians.

Cargo: Cargo area "trunk" is approximate 2 meters wide, 1 meter deep, and 1 meter high.

IX. BESTIARY

Below is a very introductory to the various kinds of villains and beasts one may encounter in Buffy's world. The possibilities for new encounters are endless--few demons are ever seen more than once on the show. GM's should take that into consideration and whip up new beasts for every "episode". Most demons may be researched to discover their practices, motivations, and potential weaknesses. The more obscure and older a demon, the more difficult it will be to discover useful information regarding it.

The statistics given below are only intended to provide a very general idea of "standard" beasts of each type. Actual Attributes may (and should) vary. Only skills with levels above their controlling attribute are given. GM's should decide if other skills may be used with or without penalty.

All the images below are courtesy of Buffyguide.com except for the still from Hush (shown next to the Grand Demon listing) and the picture of the Master.

Standard Vampire

Attributes:

STR=5D: Jumping-6D

DEX=4D: Brawling-5D

CON=5D: Resistance-6D

KNO=2D

INS=2D: Search-4D, Stealth-4D

PRE=2D: Intimidate-4D (+2D when showing their vampire face to someone unfamiliar with vampires).

Description: Most standard vamps are just thugs with a little bit of super powers. They tend to be followers and bullies, a bit drunk on their minor super powers and evil disposition.

Powers:

- **Fangs:** Vampires may bite a victim and drain his blood by making a Moderate Brawling attempt (if the victim is awake and struggling) or automatically (for victims who are unable to move). The initial bite does no damage alone, but allows the vampire to suck the victim dry. Each round (including the first) the vampire is biting the victim, he inflicts 1 Wound Level on the victim until the victim is Dead. While bitten, the victim will feel agonizing pleasure and be virtually paralyzed (Extremely Difficult (30) Willpower check to resist). To create a new vampire, the vampire may drain a victim until she reaches the Mortally Wounded Wound Level and then forcing the victim to drink his blood (the victim will be unable to resist without a Heroic (50) Willpower check). The victim will then "die" for a period of time from a few minutes to up to a week (GM's discretion) and then rise again as a soulless, bloodsucking fiend.
- **Mostly Dead:** Since vampires are dead, they do not need to eat (except to drink blood) or breathe. When a vampire is reduced to the Dead Wound Level, he will fall unconscious until First Aid is given (or a period of time passes, at which time the GM may allow the player to make a Constitution check as if healing a Wound Level). Despite its moribund state, the vampire's body still functions in many of the ways it did when alive: it can be poisoned or drugged by mystical chemicals, it must sleep at least a few hours every day, and it may be



wounded and will have to heal (though their increased Constitution grants vampires quicker recuperative powers).

- **Stakes:** Any wooden object plunged into the heart of a vampire will kill it immediately--no questions asked. To hit a vampire in the chest requires a Called Shot. The attacker suffers -2D to the attack, which has a standard difficulty of Moderate (15).
- **Decapitation:** Decapitation will turn the vampire into dust immediately.
- **Sensitivity: Sunlight:** Vampires suffer 8D damage whenever exposed to direct sunlight. They may be out in the day, but must hide under cover or in shade.
- **Sensitivity: Holy Objects:** Vampires are repelled by blessed holy objects such as crosses and bibles. Presumably, other religious relics would work (but it appears that Christian symbols are the most effective). A vampire will suffer 5D Damage when it is within 3 feet of such an object. Any Wound Levels acquired from the exposure will be immediately healed once the object is removed out of range.
- **Sensitivity: Holy Water.** Blessed water does 7D damage to vampires and acts like acid (damage continues as long as the water remains on the vampire, but reduces -1D each round after initial exposure).
- **Sensitivity to Flame:** Vampires suffer double damage from all flame-based attacks.

Advanced Vampire

Attributes:

STR=6D: Jumping-7D

DEX=5D: Martial Arts-7D; Dodge: 7D; Running: 7D, Acrobatics: 7D; Melee Weapon: 7D

CON=6D: Resistance-7D; Willpower-7D; Endurance-8D

KNO=3D: Demonology-4D; Tactics-4D; Arcana-5D;

Alchemy-4D; Education-4D; Interrogation: Torture-5D

INS=3D: Search-5D; Stealth-6D; Profile-4D; Tracking-4D

PRE=4D: Intimidate-7D; Command-5D; Con-5D.

Description: Advanced vampires are among the relatively few that have been around for a while--at least one hundred years. They tend to attract at least a few followers or serve as lieutenants for even more powerful Master Vampires. A few such vamps learn some magical skills and usually acquire some notoriety among those following the Occult.

Powers: As for standard vampires.



Master Vampire

Attributes:

STR=8D: Jumping-9D

DEX=6D: Martial Arts-9D; Dodge-8D; Running-8D; Acrobatics-8D; Melee Weapon-8D

CON=5D: Resistance-8D; Resistance: Magic-10D; Endurance-10D; Willpower-10D

KNO=5D: Arcana-8D; Demonology-8D; Tactics-6D; Education-6D; Alchemy-7D; Interrogation: Torture-7D

INS=4D: Search-7D, Stealth-8D; Hide-6D; Profile-7D; Tracking-6D

PRE=6D: Intimidate-9D; Command-7D; Con-7D; Persuade-7D; Bargain-7D

Description: There are very few, if any, Master Vampires walking the



Earth today. Those that do are highly secretive--knowing that they would be hunted relentless if their location were to be revealed. So, while in hiding, the Master Vampire will send forth minions to carry out his nefarious schemes, biding his time until he may re-emerge to wreak pain and terror on the world. These vampires will acquire zealously loyal followers of lesser vampires and usually have vast magical and earthly resources to employ.

Powers: As for standard vampires. Many will know magical abilities or have magical weapons and devices as well.

Bestial Demon

Attributes:

STR=6D: Jumping-7D; Climbing-7D; Lifting-7D
DEX=4D: Brawling-5D; Dodge-5D; Running-5D;
Acrobatics-5D
CON=6D:
KNO=1D:
INS=5D:
PRE=1D: Intimidate-5D

Description: These demons live only to hunt and kill. They are not necessarily pure evil, but simply predators without regard for their victims. They are ugly as sin and serve as standard villain-fodder for many adventures.

Powers: Demon powers vary considerably. A few standard ones are given below (a demon will probably not have all of these abilities):



- **Thick Hide:** the demon's tough skin gives it +1D resistance to physical damage.
- **Enhanced Senses:** +2D to Search and Tracking Skill checks that rely on a sense of smell, sound, or sight.
- **Claws:** +1D to damage from melee combat.
- **Nightvision:** the demon sees in the dark as well as it would in the daytime.
- **Regeneration:** when wounded, the demon may make a Constitution check once per minute to move up one Wound Level.
- **Enhanced Speed:** the demon may move at twice normal speed (20m in round walking/40 running) and gets one additional action per round without penalty.
- **Projectile Attack:** the demon breathes fire, spits acid, throws spines, or launches some other unpleasantness. Standard damage will be 4 or 5D.
- **Flight:** the demon can fly.
- **Bounding:** the demon can jump twice as far as allowed for each difficulty level under the Jumping skill.
- **Wallcrawling:** the demon can stick to stuff and walk on walls or ceilings.
- **Resistant:** the demon is resistant to particular forms of attack (usually flame, acid, or magic). Bonuses of 1-5D to resist such attacks.
- **Indestructibility:** the demon never loses consciousness, no matter how much damage is taken (but penalties from Wound Levels still accrue). In fact, even if hacked into bits, the demon will remain alive and either regenerate over time or merge together if his pieces are reunited.
- **Painless:** the demon does not suffer the ill effects of injury. Thus, no penalties accrue for Wound Levels (but all other effects do occur).

Lesser Demon

Attributes:

STR=5D

DEX=4D: Brawling-5D; Dodge-5D; Melee Weapon-5D

CON=4D: Endurance-4D

KNO=2D: Demonology-4D; Underworld-4D

INS=3D: Stealth-4D

PRE=2D: Intimidate-3D (+2D vs. humans who do not know about the existence of demons and vampires).

Description: Lesser demons come in all shapes and sizes, but usually come from a particular "race" of demonkind.

Rarely do you see the same species twice, though homogenous sub-populations of demons do exist in some parts of the underworld. Most look distinctly "demonic", but some may appear as normal humans (there will always be some telltale sign of their true heritage, but it may be hidden). Like standard vampires, most of these demons aren't very visionary thinkers or, frankly, all that bright. They crush, they take, they get pounded on by the Slayer. But unlike Bestials, they do use their cognitive abilities, plot, plan and can make deals or give information if properly motivated.

Powers: Most demons have one or two special abilities (select from the list under Bestial Demons).



Grand Demon

Attributes:

STR=6D

DEX=5D: Martial Arts-6D; Dodge-6D;

Melee Weapon-6D

CON=6D: Resistance-7D; Endurance-8D;

Willpower-7D

KNO=4D: Demonology-8D; Underworld-

5D; Arcana-5D; Alchemy-5D; Tactics-5D

INS=4D: Stealth-5D; Search-5D

PRE=5D: Command-6D; Intimidate-6D (+2D vs. humans who do not know about the existence of demons and vampires).

MAN=3D: Common powers include Harm, Telekinesis, Mind Control, Emotion Control, Magic Shield, Teleportation and Paralysis.

Description: Grand demons carry the "taint" of Earth just as Lesser Demons do, but they are far more powerful. They are usually unique creatures, or at most are part of a very small group (7-10 at most). These are the demons that launch great and terrible schemes, usually centered around gathering more power or wealth (or just collecting inner organs of humans for fun and profit). They often have hirelings or loyal followers. Finally, because of their unique nature, they can be very difficult to research and defeat.

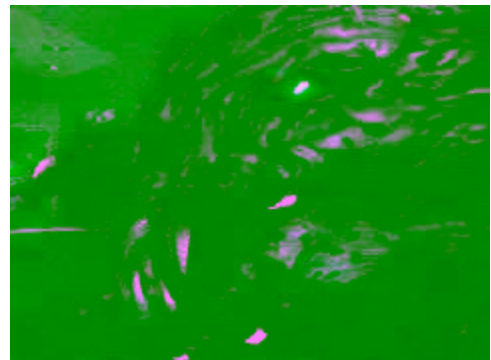
Powers: Many Grand Demons will have quite a few of the powers listed for Bestial Demons. Additionally, most Grand Demons have some degree of magical proficiency.



Arch Demon

Attributes:

STR=15D



DEX=6D: Brawling-10D; Dodge-10D; Running-10D

CON=10D: Resistance-15D; Endurance-15D; Willpower-15D

KNO=10D: Demonology-15D; Underworld-11D; Education-11D; Sciences-11D; Arcana-15D; Alchemy-15D; Tactics-12D

INS=5D: Search-7D

PRE=7D: Intimidate-12D; Command-10D

MAN=6D: Common powers include Harm, Telekinesis, Mind Control, Emotion Control, Magic Shield, Teleportation and Paralysis.

Description: These are the "true" demons banished from Earth's dimension eons ago.

Periodically, one will attempt to make his way back in an attempt to take over Earth's dimension or just have a nice snack of human happy meals. Their journey into our dimension requires great efforts on the part of their followers and themselves, and is always preceded by dark portents and warning signs. But, if they do manage to manifest, all Hell breaks loose--literally.

Powers: These beings are extremely powerful. If the GM thinks it should have a particular power, it probably should...Almost all of them will have Body Armor of at least: +5D against all physical damage.

Werewolf

Attributes:

STR=6D: Climbing-7D; Jumping-8D

DEX=5D: Brawling-6D; Dodge-6D; Running-6D

CON=6D: Resistance-7D; Endurance-8D

KNO=1D: Werewolves do very little "thinking" outside of "predatory tactics."

INS=5D: Stealth-5D; Search-7D; Tracking-6D

PRE=1D: Intimidate; Panic-6D

Description: Werewolves are human beings who have been bitten by another werewolf and cursed to spend 3 nights per month transformed into a savage beast.

Powers:

- **Thick Hide:** +1D vs. physical damage, but not flame or energy attacks.
- **Enhanced vision:** Werewolves see in black and white, but can see as well at night as they would during day. Their other enhanced senses are manifested in an increased "Search" skill.
- **Claws:** +1D to physical damage from melee attacks.
- **Sensitivity:** silver weapons and bullets do double damage to werewolves.

Growing Curse: over time, many werewolves become more and more bestial even while still in human form. Transformations may eventually be induced by anger or fear, even during the day and at any time during the lunar cycle. These werewolves are usually the most dangerous kinds, because any shred of humanity has been stripped from their soul.



Appendix A: Templates

Character Templates for Buffy D6

These templates are here to serve as a guide during character creation. Or, you can just select one and start playing.

- Avatar: reincarnations of ethnic and mythological heroes, infused with mystic powers to battle evil.
 - Bestial Demon: savage beasts from the netherworld, trapped on Earth and just trying to get along...
 - Demon Hunter: driven zealots and opportunistic mercenaries stalking the minions of evil for fun and profit.
 - Egghead: brainy nerds who find their true calling battling evil and being taken hostage.
 - Fallen God: supernatural beings stripped of their powers and entrapped in a mortal coil.
 - Government Commando: vampire-killing secret agents; or, if you prefer, Boy Scouts with wooden stakes.
 - Half-Demon: human-demon hybrids trying to straddle two worlds without being split apart.
 - Lycanthrope: regular guys that become real bastards about 3 days a month...
 - Mystic Seer: psychic weirdos who can read the past in an object and the future from your palm.
 - Occultist: obsessive bookworms with encyclopedic knowledge of demons, dark rituals and other stuff that impresses girls.
 - Slayer: the Chosen One, selected to battle the forces of darkness and look good in a mini-skirt.
 - Watcher: an agent of the Council of Watchers, sent to train and direct the Slayer.
 - Witch/Warlock: women and men exploring the powers of magic to help humanity (usually).
 - Vampire: soulless (usually), bloodsucking stalker of the night.
 - Zeppo: just a regular guy that's in way over his head.
-

Avatar

<u>STRENGTH: 5D</u>			<u>KNOWLEDGE: 2D</u>			<div style="border: 1px solid black; height: 100px; width: 100%;"></div>		
Skill	Rating	Total	Skill	Rating	Total			
Lifting			Tactics					
Climbing			Demonology					
Jumping			Education					
<u>DEXTERITY: 5D</u>			<u>INSTINCTS: 2D</u>					
Skill	Rating	Total	Skill	Rating	Total			
Martial Arts	1D	6D	Search					
Melee Wpn	1D	6D	Stealth					
Dodge	1D	6D	Tracking					
Throwing			<div style="border: 1px solid black; height: 100px; width: 100%;"></div>					
Running								
Acrobatics								
<u>CONSTITUTION: 4D</u>						<u>PRESENCE: 2D</u>		
Skill	Rating	Total				Skill	Rating	Total
Resistance						Command		
Willpower						Bargain		
Endurance						Con		
<u>MANA :</u>						<u>KARMA: 1</u>		
<u>WOUND LEVEL:</u>						<u>BAD KARMA:</u>		
<u>ARMOR:</u>			<u>CHARACTER POINTS: 5</u>					
<u>EQUIPMENT:</u>			<u>BACKGROUND:</u>					
<p>Normal clothes.</p> <p>A favorite melee weapon--sword, staff, axe, etc.</p>			<p>The Slayer isn't the only the "Chosen One" you know...I mean, sheesh, sure they get all the press--they're young, beautiful women with a heritage that predates history. But how come no one remembers you, huh? Nearly every ethnic group and religion has legends of heros infused with mystical powers to battle the forces of evil. You might be the descendent of a Celtic War-god who defended Earth from demon horders; or perhaps you can track your lineage back to Enkidu, the Babylonian hero; or perhaps you're the reincarnation of Akira Kuzui, a forgotten Japanese demon slayer. Regardless, here you are in present day, ready to battle the denizens of evil, save the day, and, most likely, live in the shadow of the Slayer. Sigh...</p>					

Bestial Demon

STRENGTH: 5D			KNOWLEDGE: 1D+2		
Skill	Rating	Total	Skill	Rating	Total
Jumping	1D	6D	First Aid		
Climbing			Demonology		
Lifting			Tactics		
DEXTERITY: 4D			INSTINCTS: 2D		
Skill	Rating	Total	Skill	Rating	Total
Brawling	1D	5D	Tracking		
Dodge			Stealth		
Running			Search		
Acrobatics					
CONSTITUTION: 4D+1			PRESENCE: 1D		
Skill	Rating	Total	Skill	Rating	Total
Resistance	1D	5D+1	Bargain		
Swimming			Intimidate		
Endurance			Con		
Willpower					
MANA:			KARMA: 1		
WOUND LEVEL:			BAD KARMA:		
ARMOR :			CHARACTER POINTS: 5		
EQUIPMENT: None. You're naked and crazy, brother.			BACKGROUND: In your own dimension, you lived to hunt and kill. But you went through that bright and shiny portal and found yourself in this strange new new dimension called "Earth" where there's sunshine, soft beds, and a happy-funny thing that talks to you called a TV. You like TV. He is bright and friendly and tells you about useful and attractive products. Maybe life on Earth isn't so bad after all...		




Image courtesy of Buffyguide.com


DESCRIPTION:

POWERS:
Thick Hide +1D from physical damage.
Claws: +1D to damage for hand-to-hand combat.


Demon Hunter

STRENGTH: 3D <table border="1"> <thead> <tr> <th>Skill</th> <th>Rating</th> <th>Total</th> </tr> </thead> <tbody> <tr> <td>Lifting</td> <td></td> <td></td> </tr> <tr> <td>Climbing</td> <td></td> <td></td> </tr> <tr> <td>Jumping</td> <td></td> <td></td> </tr> </tbody> </table>			Skill	Rating	Total	Lifting			Climbing			Jumping			KNOWLEDGE: 2D <table border="1"> <thead> <tr> <th>Skill</th> <th>Rating</th> <th>Total</th> </tr> </thead> <tbody> <tr> <td>Underworld</td> <td>1D</td> <td>3D</td> </tr> <tr> <td>Research</td> <td>1D</td> <td>3D</td> </tr> <tr> <td>Demonology</td> <td>1D</td> <td>3D</td> </tr> <tr> <td>Streetwise</td> <td></td> <td></td> </tr> <tr> <td>Tactics</td> <td></td> <td></td> </tr> <tr> <td>First Aid</td> <td></td> <td></td> </tr> </tbody> </table>			Skill	Rating	Total	Underworld	1D	3D	Research	1D	3D	Demonology	1D	3D	Streetwise			Tactics			First Aid			<div style="border: 1px solid black; height: 100px; width: 100%;"></div>			
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EQUIPMENT: Firearm (rifle or pistol). Vampire-killing supplies (stakes, holy water, crossbow). Leather Clothing: +1D to physical damage. Car or van.			BACKGROUND: You've been hunting and killing demons and vampires for most of your adult life. You can't even really remember how it all started...a bar fight turned bad, revenge sought on the vampire that killed your little sister, some notion you had about becoming a paladin in a modern holy war. Whatever led you down the path, here you are. You stalk and kill those evil beasts that lurk in the shadows and hunt innocent humans. Plus, you get into some really bitchin' fights.																																							


Egghead

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<p><u>ARMOR:</u></p>	<p><u>CHARACTER POINTS: 5</u></p>																																														
<p><u>EQUIPMENT:</u> <u>Laptop computer:</u> <u>Tools</u> <u>A pretty good chemistry set.</u> <u>First Aid Supplies</u> (3 uses). <u>Modest monetary resources:</u> a home, car, some savings.</p>	<p><u>BACKGROUND:</u> All the other kids in the class have always made fun of you. Sure, you know you're kind of a nerd (ok, more than "kind of"). And is it your fault that you happen to be a genius? And now, after years of being the class geek, you find yourself admist a battle-or numerous battles--against the forces of darkness. Who'd have ever thought you'd play a part in averting Armeggedon? You've faced vampires, hell-beasts and demon lords. It sure beats playing Dungeons & Dragons for excitement...</p>																																														

Fallen Demon/God

<p><u>STRENGTH: 2D</u></p> <table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th>Skill</th><th>Rating</th><th>Total</th></tr> </thead> <tbody> <tr><td>Lifting</td><td></td><td></td></tr> <tr><td>Climbing</td><td></td><td></td></tr> <tr><td>Jumping</td><td></td><td></td></tr> </tbody> </table>	Skill	Rating	Total	Lifting			Climbing			Jumping			<p><u>KNOWLEDGE: 6D</u></p> <table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th>Skill</th><th>Rating</th><th>Total</th></tr> </thead> <tbody> <tr><td>History</td><td>1D</td><td>7D</td></tr> <tr><td>Arcana</td><td>1D</td><td>7D</td></tr> <tr><td>Sciences</td><td>1D</td><td>7D</td></tr> <tr><td>Education</td><td>1D</td><td>7D</td></tr> <tr><td>Alchemy</td><td></td><td></td></tr> <tr><td>First Aid</td><td></td><td></td></tr> <tr><td>Demonology</td><td></td><td></td></tr> </tbody> </table>	Skill	Rating	Total	History	1D	7D	Arcana	1D	7D	Sciences	1D	7D	Education	1D	7D	Alchemy			First Aid			Demonology			 <p>Image from the BBC Buffy Site.</p>
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<p><u>ARMOR:</u></p>	<p><u>CHARACTER POINTS:</u> 5</p>																																					
<p><u>EQUIPMENT:</u> <u>Some nice clothes</u> (can be ancient robes, shining armor, or modern clothes) <u>A holy symbol</u> (your personal holy symbol)</p>	<p><u>BACKGROUND:</u> So, you're liking this whole sorry affair less and less. One little mistake--you're not even sure what it was--and you're condemned to living out your days as a mortal. You were a god, for Pete's sake! Who had the power to do this to you? And why did they do it? Regardless, here you are: cold, hungry, and more frightened than you'll ever admit--mortal! You're surrounded by these ignorant, lumbering louts--with their pungent smells, imperfect countenances, and ridiculous habits. But you'd better make the best of it--and quick--or your immortal existence will come to a quick, sad, mortal end.</p>																																					


Government Commando

STRENGTH: 4D <table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th>Skill</th><th>Rating</th><th>Total</th></tr> </thead> <tbody> <tr><td>Lifting</td><td></td><td></td></tr> <tr><td>Climbing</td><td></td><td></td></tr> <tr><td>Jumping</td><td></td><td></td></tr> </tbody> </table>	Skill	Rating	Total	Lifting			Climbing			Jumping			KNOWLEDGE: 2D <table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th>Skill</th><th>Rating</th><th>Total</th></tr> </thead> <tbody> <tr><td>Tactics</td><td></td><td></td></tr> <tr><td>First Aid</td><td></td><td></td></tr> <tr><td>Education</td><td></td><td></td></tr> </tbody> </table>	Skill	Rating	Total	Tactics			First Aid			Education			 Image courtesy of Buffyguide.com																		
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MANA: WOUND LEVEL: ARMOR :	KARMA: 1 BAD KARMA: CHARACTER POINTS: 5																																											
EQUIPMENT: <u>Military Gear:</u> sidearm, rifle, access to explosives and other weapons. <u>Kevlar Vest:</u> +1D vs. physical damage. <u>Combat Knife</u> <u>First Aid Supplies (3 uses)</u> Food supplies for a week.	BACKGROUND: They recruited you right out of the Boy Scouts. You were headed for a full scholarship to play football at a Pac-10 school, but they made you a better offer: save the world from vampires, demons, and rogue hell-gods. At first you thought they were kidding, but boot camp wasn't just running laps and target practice. You learned of the supernatural world that most citizens never hear about. Now, it's your sworn duty to to control demon outlaws and predatory vampires, to protect truth, justice, apple pie, Thanksgiving football games and all that other stuff.																																											

Half-Demon

<u>STRENGTH: 3D</u>			<u>KNOWLEDGE: 2D+1</u>			<u>POWERS:</u> <u>Enhanced Senses:</u> +1D to Search rolls. <u>Enhanced Strength:</u> +1D to Strength while in Demon form. <u>Limited Shapeshift:</u> may shift between a "human" and "demon" forms with a Very Easy Willpower check.
Skill	Rating	Total	Skill	Rating	Total	
Lifting			Streetwise	1D	3D+1	
Climbing			Underworld			
Jumping			First Aid			
			Demonology			
<u>DEXTERITY: 3D</u>			<u>INSTINCTS: 3D+1</u>			
Skill	Rating	Total	Skill	Rating	Total	
Brawling	1D	4D	Survival	1D	4D+1	
Dodge			Stealth			
Melee Wpn			Search			
Run			Gambling			
<u>CONSTITUTION: 4D+1</u>			<u>PRESENCE: 2D</u>			
Skill	Rating	Total	Skill	Rating	Total	
Resistance			Con			
Willpower			Bargain			
Endurance			Persuade			
<u>MANA:</u>			<u>KARMA: 1</u>			
<u>WOUND LEVEL:</u>			<u>BAD KARMA:</u>			
<u>ARMOR:</u>			<u>CHARACTER POINTS: 5</u>			
<u>EQUIPMENT:</u> Normal clothes. A small, cheap apartment.			<u>BACKGROUND:</u> You've never been like the other kids. Sure, you may look human, but something distinctly nonhuman hides within you. Somewhere up your family tree, one of your ancestors was of demon-blood. That heritage manifests itself in you, sometimes causing you to shift into a demon form. When in that form, you manifest some of the abilities inherent in your demon kin--greater strength, enhanced senses, and some really bad skin. By and large, you choose to "pass" as human, trying to hide you demon heritage. But, perhaps over time you'll make peace with it...or perhaps it will consume you before you do...			

Lycanthrope

STRENGTH: 2D+1 <table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th>Skill</th><th>Rating</th><th>Total</th></tr> </thead> <tbody> <tr><td>Lifting</td><td></td><td></td></tr> <tr><td>Climbing</td><td></td><td></td></tr> <tr><td>Jumping</td><td></td><td></td></tr> </tbody> </table>	Skill	Rating	Total	Lifting			Climbing			Jumping			KNOWLEDGE: 3D <table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th>Skill</th><th>Rating</th><th>Total</th></tr> </thead> <tbody> <tr><td>Education</td><td>1D</td><td>4D</td></tr> <tr><td>Research</td><td>1D</td><td>4D</td></tr> <tr><td>Sciences</td><td>1D</td><td>4D</td></tr> <tr><td>First Aid</td><td></td><td></td></tr> <tr><td>Mechanics</td><td></td><td></td></tr> <tr><td>Jury-Rig</td><td></td><td></td></tr> </tbody> </table>	Skill	Rating	Total	Education	1D	4D	Research	1D	4D	Sciences	1D	4D	First Aid			Mechanics			Jury-Rig			 <p>Image courtesy of Buffyguide.com</p>		
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MANA LEVEL: WOUND LEVEL: ARMOR: EQUIPMENT: Normal clothes.	KARMA: 1 BAD KARMA: CHARACTER POINTS: 5 BACKGROUND: Before that fateful night when you were attacked by some "wild dog" and left to die, you didn't even believe in werewolves. Now, you find yourself possessed and transformed 3 nights every month into a savage, wild beast--a danger to anyone who crosses your path--friends, family, innocents who happen to cross your path. You've learned to live with this curse, locking yourself up on those dreadful nights, but you feel that the beast is growing within you and you're not sure if you'll be able to control it for the rest of your life. Sometimes, you begin to feel that you are becoming more wolf than man, and you worry what will happen on the day the beast devours your humanity entirely.																																				

POWERS:

Lycanthropy (Curse): 3 times per month (the days before, on, and after a full moon) you turn into a werewolf. You have no control over yourself (GM controls) and no memory of your actions. +3D to Search rolls based on scent (even when not in wolf form).

Mystic Seer ("Eyeball")

STRENGTH: 2D <table border="1"> <thead> <tr> <th>Skill</th> <th>Rating</th> <th>Total</th> </tr> </thead> <tbody> <tr> <td>Lifting</td> <td></td> <td></td> </tr> <tr> <td>Climbing</td> <td></td> <td></td> </tr> <tr> <td>Jumping</td> <td></td> <td></td> </tr> </tbody> </table>			Skill	Rating	Total	Lifting			Climbing			Jumping			KNOWLEDGE: 4D <table border="1"> <thead> <tr> <th>Skill</th> <th>Rating</th> <th>Total</th> </tr> </thead> <tbody> <tr> <td>Arcana</td> <td>2D</td> <td>6D</td> </tr> <tr> <td>Alchemy</td> <td></td> <td></td> </tr> <tr> <td>Demonology</td> <td></td> <td></td> </tr> <tr> <td>Education</td> <td></td> <td></td> </tr> </tbody> </table>			Skill	Rating	Total	Arcana	2D	6D	Alchemy			Demonology			Education			<div></div> <div> DESCRIPTION: </div> <div> POWERS: Augury: </div>		
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EQUIPMENT: A few magical supplies: tarot cards, perhaps a second-hand crystal ball, incense and a few magical reagents. First Aid Supplies (3 uses)			BACKGROUND: You're an odd one all right. Since you were little, you had a knack for reading the history in people in objects. And you always had a notion about what was going to happen next. You're now only learning to control these unique abilities, and managing to scrape together a meager income as you do. Of late, you've felt some stirring--a warning in dreams or perhaps half-remember flashbacks to a previous life--something warning of a great danger in your past looming ahead, endangering all you hold dear, and waiting...for you...																																

Occultist

STRENGTH: 2D <table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th>Skill</th><th>Rating</th><th>Total</th></tr> </thead> <tbody> <tr><td>Lifting</td><td></td><td></td></tr> <tr><td>Climbing</td><td></td><td></td></tr> <tr><td>Jumping</td><td></td><td></td></tr> </tbody> </table>	Skill	Rating	Total	Lifting			Climbing			Jumping			KNOWLEDGE: 4D <table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th>Skill</th><th>Rating</th><th>Total</th></tr> </thead> <tbody> <tr><td>Demonology</td><td>1D</td><td>5D</td></tr> <tr><td>Research</td><td>1D</td><td>5D</td></tr> <tr><td>Arcana</td><td>2D</td><td>6D</td></tr> <tr><td>Alchemy</td><td>1D</td><td>5D</td></tr> <tr><td>Language: (Ancient)</td><td>2D</td><td>6D</td></tr> <tr><td>Education</td><td>1D</td><td>5D</td></tr> <tr><td>Value</td><td></td><td></td></tr> <tr><td>First Aid</td><td></td><td></td></tr> <tr><td>Library</td><td></td><td></td></tr> </tbody> </table>	Skill	Rating	Total	Demonology	1D	5D	Research	1D	5D	Arcana	2D	6D	Alchemy	1D	5D	Language: (Ancient)	2D	6D	Education	1D	5D	Value			First Aid			Library			<div style="text-align: center;">  <p>Image courtesy of Buffyguide.com</p> </div> <div style="border: 1px solid black; padding: 5px; margin-top: 10px;"> DESCRIPTION: </div> <div style="border: 1px solid black; padding: 5px; margin-top: 10px;"> POWERS: None. </div>
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MANA LEVEL: 	KARMA: 1 																																											
WOUND LEVEL: 	NAD KARMA: 																																											
ARMOR: 	CHARACTER POINTS: 5 																																											
EQUIPMENT: <u>Research Collection:</u> A number of books on demonology, magic, vampires, and other supernatural treatises. <u>A small house or office space,</u> cramped with books, papers, and take-out food containers. <u>First Aid Supplies</u> (3 uses). <u>A small income:</u> mainly from dealing in arcane goods, translating texts, and perhaps a few small con jobs.	BACKGROUND: Most folks see you as a neutral player in the battle between good and evil. You're an observer, an academic--little more than an accountant keeping the ledger of history. You've spent most of your adult life emersed in esoteric books and arcane scrolls. You read Agrippa's treatise on Alchemy when most kids were reading The Hobbit. But you've started wondering if there isn't more to life than just reading about the struggles of heroes...perhaps participating in the battles will lead you to an even greater understanding of the Arcane Arts.																																											

Slayer

STRENGTH: 5D

Skill	Rating	Total
Lifting		
Climbing		
Jumping		

KNOWLEDGE: 2D

Skill	Rating	Total
First Aid		
Tactics		
Education		

DEXTERITY: 5D

Skill	Rating	Total
Martial Arts	1D	6D
Melee Wpn	1D	6D
Dodge	1D	6D
Acrobatics		
Running		
Throwing		

INSTINCTS: 2D

Skill	Rating	Total
Search		
Stealth		
Tracking		
Profile		

CONSTITUTION: 5D

Skill	Rating	Total
Resistance		
Willpower		
Endurance		

PRESENCE: 2D

Skill	Rating	Total
Command		
Con		
Persuasion		

MANA LEVEL:

KARMA: 1

WOUND LEVEL:

BAD KARMA:

ARMOR:

CHARACTER POINTS: 5

EQUIPMENT:

Normal clothes.
A wooden stake.


BACKGROUND:

In every generation, one is chosen...etc. Yes, yes, you've heard it all before. You're the Chosen One, the Slayer, called on to stake vampires, hack up demons, and generally save the world on a weekly basis. But, you're also a teenage girl who'd like to have something of a normal life--you know, school, boys, maybe even a driver's license. Unfortunately, the minions of Hell have other plans...



DESCRIPTION:

Vampire

<u>STRENGTH: 5D</u> <table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th>Skill</th><th>Rating</th><th>Total</th></tr> </thead> <tbody> <tr><td>Lifting</td><td></td><td></td></tr> <tr><td>Climbing</td><td></td><td></td></tr> <tr><td>Jumping</td><td></td><td></td></tr> </tbody> </table>	Skill	Rating	Total	Lifting			Climbing			Jumping			<u>KNOWLEDGE: 2D</u> <table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th>Skill</th><th>Rating</th><th>Total</th></tr> </thead> <tbody> <tr><td>History</td><td>1D</td><td>3D+2</td></tr> <tr><td>Arcana</td><td>1D</td><td>3D+2</td></tr> <tr><td>Education</td><td>1D</td><td>3D+2</td></tr> <tr><td>Alchemy</td><td></td><td></td></tr> <tr><td>Sub-geography</td><td></td><td></td></tr> <tr><td></td><td></td><td></td></tr> </tbody> </table>	Skill	Rating	Total	History	1D	3D+2	Arcana	1D	3D+2	Education	1D	3D+2	Alchemy			Sub-geography						 <p>Image courtesy of Buffyguide.com</p>
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Skill	Rating	Total																																	
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<u>WOUND LEVEL:</u>	<u>BAD KARMA: 1</u>																																		
<u>ARMOR:</u>	<u>CHARACTER POINTS: 5</u>																																		
<u>EQUIPMENT:</u> Normal clothes.	<u>BACKGROUND:</u> When a human is transformed into a vampire, his soul is destroyed but all of his memories and his deepest personality traits remain. Usually, the result is an amoral predator who revels in acts of evil and hunting down helpless humans. Some vampires, however, develop "human-like" attachments to other vampires and humans. Others will cooperate with humans if it is in their best interest, but will likely not hesitate to betray any confidence if it means personal gain. However, there are rumors of vampires regaining their souls. Sounds perfectly horrible.																																		

Game play notes: Since vampires are evil, selfish creatures bent on sucking human blood and wreaking pain and misery, they can kind of be a bummer to have around. In fact, more "heroic" characters will likely feel the responsibility to stake the bloodsucker immediately. So, GM's and players will need to work out reasons why the vampire isn't hunted and killed--such as a regained soul or a convenient technological implant that stops the vampire from hurting humans. Given the powers of magic, nearly any remedy might be concocted

Watcher

STRENGTH: 2D+2

Skill	Rating	Total
Lifting		
Climbing		
Jumping		

KNOWLEDGE: 4D

Skill	Rating	Total
Demonology	1D	5D
Education	1D	5D
Teaching	1D	5D
Arcana	1D	5D
Language: (Ancient)	2D	6D
Research	1D	5D
Alchemy		
First Aid		
Library		

DEXTERITY: 2D+2

Skill	Rating	Total
Melee Wpn	1D	3D+2
Brawling		
Dodge		
Run		

INSTINCTS: 3D

Skill	Rating	Total
Search		
Stealth		
Profile		

CONSTITUTION: 2D+2

Skill	Rating	Total
Resistance		
Willpower		
Endurance		

PRESENCE: 2D

Skill	Rating	Total
Command		
Persuasion		
Bargain		

MANA:

KARMA: 1

WOUND LEVEL:

BAD KARMA:

ARMOR:

CHARACTER POINTS: 5

EQUIPMENT:

Vampire-killing supplies (holy water, a variety of archaic melee weapons, stakes, garlic, crosses)

Research Collection: A number of books on demonology, magic, vampires, and other supernatural treatises.

First Aid Supplies (3 uses).

Modest monetary resources: a home, car, some savings.

BACKGROUND:

You are a member of the Council of Watchers, a secret society based in England. The Council's sworn duty is to seek out, train and manage Vampire Slayers. The Council has existed in one form or another almost since the dawn of mankind, forever guarding against incursions by demons and other denizens of evil into our dimension. As a Watcher, you may not have a Slayer assigned to you, but nonetheless you will have duties to investigate strange happenings and report back to the Council. While you appreciate the vast history and resources of the Council, you also chaff at their sometimes stifling procedures, directives and politics. In time, you are learning how to fight evil in your own way, and doing more than merely "watching" while others risk themselves to save humanity.



DESCRIPTION:

Witch/Warlock

STRENGTH: 2D

Skill	Rating	Total
Lifting		
Climbing		
Jumping		

KNOWLEDGE: 4D

Skill	Rating	Total
Arcana	1D	5D
Demonology	1D	5D
Education	1D	5D
Alchemy		
First Aid		
Science		



Image courtesy of Buffyguide.com

DEXTERITY: 2D+2

Skill	Rating	Total
Dodge		
Run		
Brawl		

INSTINCTS: 3D

Skill	Rating	Total
Search		
Stealth		
Profile		

CONSTITUTION: 3D

Skill	Rating	Total
Resistance		
Willpower		
Endurance		

PRESENCE: 3D+1

Skill	Rating	Total
Persuade		
Con		
Bargain		

MANA: 1D

KARMA: 1

WOUND LEVEL:

BAD KARMA:

ARMOR:

CHARACTER POINTS: 5

EQUIPMENT:

Normal clothes.
A few magic supplies.

BACKGROUND:

You come from a long line of witches and warlocks. Your family has practiced the ways of magic for as long as it has existed--always in secret and in fear of persecution. Only now are you learning of the power of your bloodline and your innate ability to tap into the magical energies coursing through the world. You're intent on learning to control these abilities and to focus them through spells and rituals. But the magic is still chaotic, sometimes backfiring and always, apparently, with some cost. You'll have to be careful too, because power has a way of seducing its users into darker, more destructive practices...and that will likely get you burned at the stake...

DESCRIPTION:

POWERS:

Telekinesis

Zeppo

STRENGTH: 3D

Skill	Rating	Total
Lifting		
Climbing		
Jumping		

KNOWLEDGE: 3D

Skill	Rating	Total
Research	1D	4D
First Aid	1D	4D
Jury-rig	1D	4D
Education		
Job		
Computer		

DEXTERITY: 3D

Skill	Rating	Total
Dodge	1D	4D
Brawling	1D	4D
Melee Wpn	1D	4D
Run		
Missile Wpn		
Drive		

INSTINCTS: 3D

Skill	Rating	Total
Stealth	1D	4D
Search		
Gambling		
Hide		

CONSTITUTION: 3D

Skill	Rating	Total
Resistance		
Swimming		
Endurance		

PRESENCE: 3D

Skill	Rating	Total
Con	1D	4D
Bargain		
Persuasion		
Perform		

MANA :

KARMA: 1

WOUND LEVEL:

BAD KARMA:

ARMOR:

CHARACTER POINTS: 5

EQUIPMENT:

A beat up car.
A few vampire-killing supplies.

BACKGROUND:

Sometimes it seems like you're the only one in the world who doesn't have superpowers. Your friends are slayers, witches, vampires and half-breed demons. But, still, you do your best. You are occasionally useful in a fight, help out with the research, and can always be ready to pick up donuts for all-night demon-hunts. Don't laugh man, donuts are an important part of demon hunting.



Image courtes y of Buffyguide.com

DESCRIPTION:

POWERS:

None (that's what makes you a Zeppo!).

Buffy the Vampire Slayer, all associated characters and everything else belongs to 20th Century Fox and UPN. Many of the images here are courtesy of Buffyguide.com.

Appendix B: WWW Links

Official Websites:

- **Buffy the Vampire Slayer on UPN:** [Http://buffyupn.com](http://buffyupn.com)
- **Angel on WB.:** <http://www.buffy.com/>
- **West End Games' Site:** [Http://www.westendgames.com](http://www.westendgames.com)
- **Eden Studios:** producing an official Buffy RPG some time in the near future.

Other Buffy RPG's

- **Buffy FUDGE RPG:** <http://www.edromia.com/games/buffy/index.html>
- **Slayer--an original, free RPG:** <http://www.tucsonpages.com/buffy/>

Buffy Sites

- **Buffyguide.com:** <Http://www.buffyguide.com>.
- **And You Thought You Were Obsessed with Buffy:**
<Http://www.fortunecity.com/lavender/rampling/271/>
- **The BBC Buffy Site:** <http://www.bbc.co.uk/cult/buffy/gallery/index.shtml>

My other Free D6 Games:

- **The Matrix Free RPG:** role-playing in the world of *The Matrix*.
<Http://TheMatrixFreeRPG.tripod.com>.
- **Appleseed D6:** manga cyberpunk for D6. <Http://AppleseedD6.tripod.com>.
- **StarcraftD6:** fight for the future of your species in a rpg based on the computer game Starcraft. <Http://StarcraftD6.tripod.com>.
- **Evil Dead D6:** Action. Horror. Schlock. Fire up the chain saw and start hacking through deadite hordes today! <Http://EvilDeadD6.tripod.com>.