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# GURPS Buffy the Vampire Slayer

## Must See Buffy

While all episodes of *Buffy the Vampire Slayer* make for good viewing, the following six are recommend for those with a limited viewing time (spoilers ahoy!):

"Welcome to Hellmouth"/"The Harvest": The two-part pilot episode introduces us to Buffy, Giles, Willow, Xander, Cordelia, Angel, Darla and the Master. Buffy arrives in Sunnydale just as the Master launches a plan to escape from captivity by feeding on the life-force of the youth of Sunnydale.

"Never Kill a Boy on the First Date": Buffy learns that the Slayer can never have a normal teenage life, and the Anointed is introduced. Very bittersweet.

"Angel": Angel's past is revealed, Darla bites the dust (so to speak). Plenty of angst.

"I Robot, You Jane": Willow is seduced by a demon she inadvertently lets loose on the Internet, and Ms. Carpenter is introduced. The only television episode to feature a butt-kicking robotic demon in the same episode as a philosophical discussion of the merits of library automation and the role of computers in the dissemination of knowledge. A true classic.

"Prophecy Girl": The first season finale, wherein Buffy learns that she is to die soon in a final confrontation with the Master. Set against the truly horrifying backdrop of the high school prom.

## The Library

The Sunnydale High School library is the center for much of the goings-on in *BtVS*, and is quite unlike any other school library you're likely to encounter. In contrast to the rather modern decor of the rest of the school, the library looks like something straight out of the past. There are plenty of fine wood furnishings and expensive-looking decorations. The stacks are raised about a quarter of a story above the main floor, with a railing overlooking the semicircle around the table where the online catalog terminals sit. Giles has an office behind the circulation desk (near the entrance), and he stores his rare tomes and a closet of archaic weaponry in the book cage. The most impressive and least-likely feature is the huge ornate skylight in the cathedral ceiling (real libraries almost never have skylights over the stacks, as sunlight is a great way to ruin books). Also impressive are the double doors at the entrance, which open either in or out as the writers find necessary for the plot (the door handles switch sides as well). The library was almost completely destroyed in the season finale as the Hellmouth was opened beneath and a multiheaded creature from Hell burst through the floor while a horde of vampires tried to break in and Buffy sent the Master crashing down through the skylight. Presumably the library will be rebuilt next season...

"In every generation there is a chosen one. She alone will stand against the vampires, the demons and the forces of darkness. She is the Slayer."

## Background

Long ago, before recorded history, the Earth was full of demons. The demons eventually left (or were forced to leave), but before the last one departed it mated with a human, producing the first vampire. Throughout the ages, vampires have lived in the shadows of society, preying on humans and 'holding down the fort' until the day when the demons return.

To combat the vampires, nature (or fate, or the universe, or the gods, or whatever) has created the Slayer, a young woman with innate supernatural skills and strength with which she can combat the vampires and other forces of evil. The mantle of Slayer is mystically passed on to a new Slayer when the old Slayer dies.

Along with the Slayer, there are also Watchers, male humans whose responsibility it is to train and aid the Slayer (they come more-or-less as a matched set). Watcher lore is handed down from generation to generation, and apparently there are several families of Watchers in the world, though only one ever has contact with a Slayer at a given time and place. Through the machinations of Fate, Slayers and Watchers find themselves drawn to each other and to places where evil is active.

The current Slayer is a sixteen-year-old girl named Buffy Summers. Unlike most Slayers who train their whole lives before adopting the mantle, Buffy had Slayerhood thrust upon her at a young age as a clan of vampires made a mess of her L.A. suburb. After being kicked out of her high school for burning down the gymnasium during a school dance (it was teaming with vampires...), and in the wake of her parents' divorce, Buffy and her mother moved to the quiet California town of Sunnydale. Buffy intended to put her Slayer days behind her, but it wasn't to be. It seems that Sunnydale sits on top of a mystical gateway known as The Hellmouth, and the town is just teaming with vampires and other mystical nastiness.

The current Watcher is Rupert Giles, a former museum curator from England and the librarian at Sunnydale High School. Buffy is also aided by her friends Willow and Xander, who basically serve the same role in *BtVS* as the Doctor's companions in *Doctor Who*.

## Sunnydale and the Hellmouth

Sunnydale is a typical suburban middle-class town in southern California. Except, that is, for the fact that beneath it lies a mystical gateway known as The Hellmouth. Because of the Hellmouth, the area in and around Sunnydale is at a normal mana level (most of the Earth is low mana) and all sorts of odd and evil things transpire. As luck would have it, Sunnydale High School was built directly over the Hellmouth. Sixty years ago, an ages old vampire known as the Master attempted to open the Hellmouth, but part way through his experiment/magic an

earthquake interrupted, trapping the Master beneath Sunnydale behind a mystical barrier. After a long period of dormancy, the Master has awoken, and vampires from all over the world have been drawn to his presence. When certain signs and portents are aligned, the Master can send out other vampires as proxies to gather energy from the living; if the Master can gather enough power, he can escape the barrier and open the Hellmouth. [In fact, this is exactly what happened in the first season finale, but in his moment of triumph, the Master was apparently destroyed by Buffy and the Hellmouth re-sealed.]

Despite the high incidence of weirdness, the people of Sunnydale seem to take things pretty well; the human mind is uncanny in its ability to explain away the truly frightening when it doesn't fit into its world view.

When they aren't in school, the youth of Sunnydale hang out at the Bronze, a former warehouse that has been converted into a dimly lit all-ages nightclub.

## Vampires

The standard vampire in the Buffyverse is a variation on the classic gothic vampire:

*Advantages:* Enhanced ST 20 (110 points); HT 15 (60); Nightvision (10); Immunity to Disease (10); Immunity to Poison (15); Unaging (15); Invulnerability to Non-wooden Weapons (150); Invisibility to Machines (20); Doesn't Breathe (20); Bite +2 (40); Extra Form [Monstrous appearance; ST +2; DX +1] (10).

*Disadvantages:* Dependency: Mana (-25 points); Compulsive Behavior: Cannot enter a residence uninvited (-10); Weakness: Sunlight (-60); Dependency: Blood (-30); Reputation -6 (-30); Vulnerability: Holy Water (-30); Unliving: Crumbles to dust at -1 HT (-50); Fanaticism (-15); Dread: Religious symbols 1 hex (-10); Dread: Garlic 2 hexes (-20); Enemy: The Slayer (-10)

Total Cost: 165 points.

Becoming a vampire is fairly straight forward. In the words of Buffy: "To make a vampire, they have to suck your blood. And then you have to suck their blood. It's like a whole big sucking thing." When one becomes a vampire, one's soul is set free and replaced by the soul of a demon, without "conscience, remorse, or fashion sense." Vampires do not go around indiscriminately turning people into vampires, but will do so when the circumstances are beneficial. Vampires must feed on blood fairly often, but most try to do so as quietly as possible so as not to arouse suspicion and the attention of a Slayer. In order to feed, a vampire must change into its monstrous form; in fact, at the sight of human blood a vampire must make a will roll to avoid changing into this form involuntarily. Most vampires will also change into their monstrous form when going into combat in order to get the ST and DX boost, and for the fright factor.

Although most vampires live alone or in small packs, the presence of an elder vampire in the area (such as the Master) inspire them to become fanatics to the elder's cause.

*Giles:* I'll just jump in my time machine, go back to the twelfth century, and ask the vampires to postpone their ancient prophecy for a few days while you take in dinner and show.

*Buffy:* Okay, at this point you're abusing sarcasm.

(from "Never Kill a Boy on the First Date")



*Giles:* This world is older than any of you know. Contrary to popular mythology, it did not begin as a paradise. For untold eons, demons walked the Earth, and made it their home—their Hell. But in time they lost their purchase on this reality, and the way was made for mortal animals, for Man. All that remains of the Old Ones are vestiges, certain magicks, certain creatures...

*Buffy:* And vampires.

(from "The Harvest")



Sarah Michelle Gellar as Buffy

### Designing Buffy

One of the most challenging aspects of writing this article was generating the stats for Buffy. Her skill list reads like a laundry list of abilities, and I'm sure that I missed something. The most difficult part was figuring out her strength: Buffy has to be strong enough to take on an ordinary vampire, even though she looks like a normal sixteen-year-old girl. Here's how I came to the figure:

Buffy can destroy a normal vampire with one blow to the chest with a pointed wooden stake (i.e. a short staff which does thr impaling damage). An average vampire has 15 HT, and thus turns to dust after taking 16 HT in damage. With Buffy strength of 21, Buffy does 2d impaling. 2d gives an average roll of 6.5. Double that for impaling to 13, then add 3 points for Buffy's Weapon Master bonus, for a total of 16. A strength of 21 also fits well with what we've seen of Buffy's abilities in jumping and breaking down doors and such.



Anthony Stewart Head as Mr. Giles

## Characters

### Buffy Summers

Age 16, 5' 7", 125 lbs. long blonde hair, brown eyes

ST 21, DX 17, IQ 12, HT 15

Speed 8, Move 8, Thrust 2d, Swing 4d-1

*Advantages:* Weapon Master; Hard to Kill (4 lvls); Attractive; Composed; Enhanced Dodge; Enhanced Parry (Hands); Enhanced Parry (all weapons); Higher Purpose: Destroy Vampires; Fit; Alertness +4; Combat Reflexes; Ambidexterity; Danger Sense.

*Disadvantages:* Secret: Slayer; Duty: Slayer; Sense of Duty: Friends; Enemies: Vampires (9 or less); Reputation: Weird, Troublemaker (-1); Youth.

*Quirks:* Wears a cross necklace; Carries slaying tools in her purse; has a crush on Angel; Cracks jokes during combat; Doesn't want to be a slayer.

*Skills:* Throwing Stick-17; Short Staff-18; Acrobatics-18; Running-16; Throwing-16; Axe/Mace-16; Axe Throwing-16; Bow-15; Crossbow-19; Flail-15; Karate-18; Polearm-15; Spear-15; Spear Throwing-16; Staff-17; Two-handed Axe/Mace-16; Occultism (Vampires)-12; Fast-Talk-14; Escape-15; Holdout-13; Shadowing-12; Stealth-17; Climbing-17; Parry Missile Weapons-15; Savoir Faire (High School)-12; Power Blow-15.

Buffy wishes she was only an ordinary sixteen-year-old girl with ordinary teenage problems. But on top of all that, she is also the Slayer. She can't tell anyone that she is the Slayer; they wouldn't understand. But her reputation for getting into trouble precedes her, and most of her classmates think that she's some kind of weirdo. Her only friends are fellow students Xander and Willow. Buffy lives at home with her mother Joyce, an art gallery manager who doesn't understand Buffy either but assumes that her daughter is just having normal teenage problems. Buffy spends her non-school time either hanging out at the Bronze with Willow and Xander or patrolling the town looking for vampires. Buffy has a major thing for goodguy vampire Angel, but because she's the Slayer and he's a vampire they both suppress their feelings. (Besides, he's 224 years older than she is!) Despite the typical grimness of her life, Buffy usually has a positive attitude. She deals with stress by cracking jokes. Buffy's weapons of choice are sharpened wooden stakes (treat as an escrima stick [page CII 30] that does impaling damage, using her Short Staff skill) and a crossbow with bolts tipped with ebony heads and strong wooden shafts. In the first season finale, Buffy seemingly died at the hands of the Master, but was apparently brought back to life when Xander administered CPR; the ramification of this experience has yet to be seen. Buffy is a 475 point character.

### Rupert Giles

Age 37, 5' 11", 160 lbs, short brown hair, brown eyes

ST 11, DX 13, IQ 15, HT 11

Speed 6, Move 6, Thrust 1d-1, Swing 1d+1

*Advantages:* Administrative Rank 1; Higher Purpose: Aid the Slayer.

*Disadvantages:* Secret: Buffy's the Slayer; Duty to the Slayer; Post Combat Shakes; Careful; Oblivious; Bad Sight (wears glasses).

*Quirks:* Pulls all-nighters when doing research; Has a crush on Miss Calendar; Has paternal feelings for Buffy; Luddite; Prefers books to people.

*Skills:* Directing-12; Occultism (Vampires)-18; Teaching-15; Research-18; Crossbow-12; Polearm-11; Staff-10; Karate-11; Hidden Lore-16; Library Science-16; Museumology-16; Literature-13; French-15; Spanish-14; Russian-14; Hebrew-14.

Mr. Giles moved to Sunnydale from England just before Buffy arrived. He serves as an advisor and confidant for Buffy and her friends, and often runs interference with the school administration. Although he is also supposed to train the Slayer in her combat skills, Buffy can already kick his butt in training exercises quite soundly. Mostly he helps by researching occult lore in his collection of tomes brought with him from England. Giles ordinarily detests technology, preferring the tried and true to the new, but recently has become quite smitten with Miss Calender, the school's computer science teacher. Giles is a 125 point character.

*Willow:* The one boy that's really liked me, and he's a demon robot. What does that say about me?

*Buffy:* The one boy I've had the hots for since I moved here, turned out to be a vampire.

*Xander:* Right, and the teacher I had a crush on: giant preying mantis.

(from "I Robot, You Jane.")

### **Willow Rosenberg**

Age 16; 5' 7", 120 lbs, long brown hair, brown eyes.

ST 9, DX 10, IQ 15, HT 12

Speed 5.5, Move 5, Thrust 1d-2, Swing 1d-1

*Advantages:* Mathematical Ability; Intuition

*Disadvantages:* Youth; Combat Paralysis; Shyness; Secret: Buffy's the Slayer; Attentive; Arachnophobia.

*Quirks:* Nerd; Has a crush on Xander; Has a hard time saying no; Perfect Parents.

*Skills:* Area Knowledge (Sunnydale)-16; Computer Operations-21; Computer Programming-19; Computer Hacking-21; Mathematics-16; Research-16; Teaching-15; Piano-15.

Willow is a typical high school geek: very smart, shy and socially inept, eager to please. Buffy approached Willow on Buffy's first day at Sunnydale High to help get caught up in her studies. Later that day, Willow was seduced away from the Bronze by a vampire, and after being rescued by Buffy became dedicated to helping combat the vampires. Her help generally consists of researching information, supplementing Giles' traditional research with online information. Willow is not above doing a little illegal hacking if it will get her the information she needs, and in fact enjoys a little vicarious thrill in doing so. Willow has an unrequited crush on Xander, with whom she has been best friends since they were little kids. Willow is a 100 point character.



Alyson Hannigan as Willow

### **Alexander "Xander" Harris**

Age 16; 6', 165 lbs, short brown hair, brown eyes

ST 13, DX 13, IQ 10, HT 13

Speed 6.5, Move 6, Thrust 1d, Swing 2d-1

*Advantages:* Fit; Attractive; Acute Hearing +1

*Disadvantages:* Youth; Secret: Buffy's the Slayer; Coulrophobia (clowns)

*Quirks:* Listens to country music when depressed; Gets tongue-tied when nervous; Has a crush on Buffy; Gets crushes on his female teachers; Every so often comes up with useful information from out of the blue.

*Skills:* Area Knowledge (Sunnydale)-12; Football-14; Brawling-13; First Aid-13; Running-12.

Xander is the school misfit: too geeky to fit in with the jocks, too much of a jock to fit in with the geeks, and too much of both to fit in with the 'in' crowd. He has been best friends with Willow since they were kids; Xander knows that Willow has a 'thing' for him, but he only has eyes for Buffy (who in turn only has eyes for Angel; ain't high school grand?) Xander fancies himself a sidekick to Buffy's super-heroine, but often just ends up getting in trouble and having to be saved by Buffy. Xander is a 100 point character.



Nicholas Brendon as Xander



Charisma Carpenter as Cordelia

### **Cordelia Chase**

Age 17; 5' 9", 130 lbs, long black hair, hazel eyes

ST 11, DX 13, IQ 10, HT 13

Speed 6.5. Move 6, Thrust 1d-1, Swing 1d+1

*Advantages:* Beautiful; Fashion Sense.

*Disadvantages:* Callous; Compulsive Carousing; Selfish; Jealousy; Youth; Nosy;

**Bully.**

*Quirks:* Thinks she can sing; Always shows up at inopportune times.

*Skills:* Cheerleading-13; Savoir Faire (High School)-15; Sex Appeal-16; Driving-12.

Cordelia is the school bitch, leader of the 'in' crowd, tormentor of geeks and other misfits, self-centered and vain. When Buffy first arrived in Sunnydale, Cordelia took Buffy under her wing, but when Buffy soon started weirding out she dropped Buffy from the clique in a heartbeat. Although she has been generally oblivious to the weird things that have been happening around her, recent events may have changed her tune towards acknowledgment of reality, her attitude towards Buffy, and her general outlook on life: Buffy saved her when she had been kidnapped by a bitter invisible classmate who wanted revenge on her; the first boy she truly had a thing for was viciously killed by a vampire; and she helped Willow, Giles and Ms. Calendar hold off an advancing horde of vampires during Buffy's final showdown with the Master. Cordelia is a 65 point character.



### **Miss Calendar**

Age 29, 5' 8", 135 lbs, mid-length black hair, brown eyes

ST 10, DX 10, IQ 14, HT 12

Speed 5.5, Move 5, Thrust 1d-2, Swing 1d

*Advantages:* Net Contacts (12 or less, usually reliable); Attractive; Empathy; Administrative Rank 1

*Disadvantages:* Stubbornness; Sense of Duty; Net Friends.

*Quirks:* Has a crush on Giles; Techno-Pagan.

*Skills:* Computer Operations-17; Computer Programming-16; Teaching-15; Occultism-15; Research-14.

Miss Calendar is not only the computer science teacher at Sunnydale High School, she is also a closet techno-pagan. She first encountered Giles when she helped with to cast the demon Moloch out of the Internet, and later was let in on the whole Slayer/Watcher/vampire thing when the Master temporarily opened the Hellmouth. Despite his luddite nature, she finds herself attracted to Giles, and exhibits her attraction through gentle teasing of his bookishness. Miss Calendar is a 100 point character.

### **Angel (Angellus)**

Age 240, 6' 2", 180 lbs, short brown hair, brown eyes

ST 25, DX 15, IQ 12, HT 18

Speed 10.25, Move 10, Thrust 2d+2, Swing 5d-1

*Advantages:* Vampire (no fanaticism); Combat Reflexes; Increased Speed +2; Handsome.

*Disadvantages:* Loner; No Sense of Humor; Enemies: Vampires; Pacifism; Won't kill humans.

*Quirks:* Lives above ground; Has a crush on Buffy; Angst ridden; Always dresses in black; Speaks mysteriously and cryptically.

*Skills:* Karate-17; History-17; Stealth-18; Occultism (Vampires)-16; Survival (Urban)-14; Fast-Talk-15; Acrobatics-16; Scrounging-15.

More than 200 years ago, a young man was seduced by a female vampire and himself transformed into one of the unholy creatures of the night. Called Angellus because of his Angelic face, he embarked on a 100 year reign of terror the world over. Angellus was the favorite of the Master, who called him “the most vicious creature I have ever known.” The Master intended that Angellus would sit at his right hand when the Master achieved dominion over the mortal world. However, everything changed for Angellus one fateful night 100 years ago. Angellus fed on a young Romani gypsy girl, but was captured by the gypsy clan which cast a curse on him: his original human soul was called back from beyond and now resides within his vampire body. His two sides in conflict, Angellus turned from violence to become an angst-ridden vampire anti-hero, attempting to atone for his former misdeeds by opposing other vampires. He came to America at the turn of the century and has since lived on the fringes of society. He does not feed from humans, subsisting instead on animals and blood stolen from blood banks. Angel (as he is now known) recently found himself drawn to Sunnydale along with the rest of vampirekind, but instead of joining the Master he lives in a makeshift apartment near the Bronze. He encountered Buffy soon after her arrival in town, appearing mysteriously out of the shadows to offer her advice and assistance. He did not tell Buffy that he was a vampire, but the secret came out when, in a moment of romantic tenderness, his true nature surfaced. This placed a strain on their relationship, both realizing that a Slayer and a vampire can never be together. Despite the inherent mistrust between them, Angel continues to assist Buffy and her comrades against the Master and the forces of darkness. Angel is a 450 point character.



David Boreanaz as Angel

### **Darla**

Age 400, 5' 8", 135 lbs, long blonde hair, blue eyes

ST 20, DX 14, IQ 13, HT 17

Speed 8.75, Move 8, Thrust 2d-1, Swing 3d+2

*Advantages:* Vampire; Beautiful; Ambidexterity; Combat Reflexes; Alertness +1; Increased Speed +1.

*Disadvantages:* Jealousy; Duty: Master; Bad Temper; Overconfidence.

*Quirks:* Toys with her food; Wants Angel back; No fashion sense.

*Skills:* Handguns-19; Fast Draw-17; Karate-18; Sex Appeal-18; Stealth-17; History-14; Acrobatics-17.

Darla was Angel's sire, and together they terrorized the world for 100 years as a team of destruction and mayhem (including, Darla fondly remembered, a wonderful time in Budapest). Darla's favorite method of feeding was to seduce a handsome teenage boy away to a dark secluded place before transforming into her monstrous form and sucking away his entire life force while he screamed in agony. She had understandably been torn in the years since Angel's transformation; she hated what Angel has become, but wanted him to come back to the fold. Darla enjoyed the status as the favorite of the Master until, in the wake of a failed plot to frame Angel for attacking Buffy's mother, Angel killed her in a shoot-out in the Bronze. Darla is a 365 point character.



Julie Benz as Darla



Marc Metcalf as the Master

### ***Buffy & Babylon 5***

Two of my favorite current television shows are *Buffy the Vampire Slayer* and *Babylon 5*. Besides both being genre shows, what else do these two have in common?

Strong creative vision: Joss Whedon and J. Michael Straczynski both have a strong vision for their shows and spent a long time getting their creations to the screen in the proper way. Whedon was not entirely pleased with how the movie version of *Buffy* turned out, and the television *Buffy* is much closer to his vision. Also, both shows have the luxury of not being supermegahits on major networks, allowing much of what they do to go largely unnoticed (will this change now that *B5* is moving to TNT and *BtVS* is WB's first breakout hit?)

Gripping drama: The stories in both shows are interesting, original and challenging. We care about these characters and what will happen to them. Why do we care? Because there is always the possibility of...

Change: Events of one episode are not ignored in the next. In both *BtVS* and *B5*, there is no 'reset button' where by the end of the episode things are largely the same as they were in the beginning. Neither show is afraid of changing or killing off continuing characters.

Arcs: While not as complex and developed as *B5*'s five-year plan, the first season of *BtVS* makes for an excellent arc in its own right, one that was obviously not created on the fly.

Foreshadowing: *B5* has turned foreshadowing into an art form; entire episodes are devoted to foreshadowing events that will occur much later. While not as fully developed as *B5*, *BtVS* uses prophecy and foreshadowing as well to good effect.

Denouements: For me, the difference between good drama and great drama is the denouement, wherein the characters reflect on the events and the change that has been brought in their lives, and elements of future conflict are set up. (Of course, sometimes the best denouement is no denouement. Witness the episode of *Star Trek: Voyager* where Kes was living her life backwards. Had the episode ended when Kes had regressed all the way back into her mother's womb into nothingness, it would have been a very good show. But no, in traditional *Voyager* fashion, they messed it up by tacking on an utterly stupid ending.)

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## **The Master and the Anointed**

I have not included stats for the Master and the Anointed, two of the chief antagonists in *BtVS*. partly because I'm lazy, but mainly because I saw little point in doing so.

The Master is the oldest known vampire, having been around for over 1000 years. Unlike other vampires, he has no 'normal' form, always appearing monstrous. He is stronger and faster than all other vampires, and has mystical abilities that change as the writers of the show require. (Chief among his abilities is being able to cast a Charm spell on humans). He spent most of the first season trapped beneath the ground, exiting only in the season finale where he was promptly destroyed by Buffy. (Or was he? Most vampires disintegrate completely, but the Master left behind a fully formed skeleton...)

The Anointed is a ten-year-old boy, rescued from a car crash by the Master's minions. He has some sort of undisclosed destiny for which the Master was grooming him. But so far in the show, his only role has been as a sounding board for the Master's ranting and being the one to lead Buffy into the Master's clutches for their penultimate confrontation. Presumably the Anointed's role will be expanded in the second season.

## **Campaigning in the Buffyverse**

The world of *Buffy the Vampire Slayer* is a great match for role-playing. Each adventure, like each episode of the series, should contain the following elements:

**Evil:** There must be some sort of malevolent entity that only Buffy and her friends can stop. In the series, vampires serve this function in about half of the episodes, the remainder filled with various demons, monsters, witches, giant preying mantises in human guise, evil puppets, and students possessed by carnivorous hyena spirits. This vampire to non-vampire ratio should work well for Buffy campaigns as well.

**Angst:** In addition to facing the forces of darkness, Buffy and her friends must also brave the equally hellish experience of high school. Unrequited love is a common theme (Willow likes Xander, who likes Buffy, who likes Angel, who likes Buffy but cannot express his affection because he's a vampire and she's the Slayer), as is rejection, fitting in, detention for skipping class, having to study for a history test, etc.

**Humor:** *BtVS* is full of great dialogue and one-liners. Despite the overall angst, evil and depression that surrounds them, Buffy and her friends never seem to fall victim to feeling down for too long.

**Meaningful Change:** Like true drama (and unlike most genre television) each episode of *BtVS* has consequences, and real conflict results in transformation of one form or another in the characters.

The most difficult part of any *BtVS* adventure will be character balance: Buffy is so potentially overpowering that the GM must take great care in making sure that the rest of the characters are involved in the adventure.



# Cyber Slayer

In the future, the world is controlled by corporations, The divide between the haves and the have-nots has grown ever wider. Cybernetics and Virtual Reality are a way of life. But despite all the changes, one constant remains in society: vampires prey on humanity. And as civilization relies more and more on technology, it has become easier for vampires to move among us.

But just as there are always vampires, there is always a slayer. Dina Huang was the heir to New Horizons, a multi-billion dollar pharmaceutical company, little knowing that she was destined to become the Slayer. Her father's chief rival, Gregory Sutherland, entered into an unholy alliance with the vampire master Zoloth. While Zoloth and his minions hunted James Huang, his family and associates, Sutherland affected a hostile takeover of New Horizons. Dina's Slayer abilities manifested themselves during the attack, and she was able to save herself by fleeing to the streets below. Alone and confused, Dina found her way to the home of Athena Jones, a former childhood friend and current net runner-for-hire.

Athena took Dina into cyberspace where they met Leonard Morris, net-entity and Dina's Watcher. Several years ago, Zoloth got his hands on a secret tome of Watcher lore, and began a pogrom to exterminate the Watcher families from the face of the Earth. Leo was something of a black sheep among Watchers, embracing technology along with the past. As Zoloth's vampire closed in on him, Leo transformed his being into the Net, becoming an artificial intelligence existing only in cyberspace. Despite his lack of a physical form, Leo is able to train Dina through virtual reality.

Dina, Athena and Leo now fight a two-pronged battle to protect humanity from vampires and the wrest control of New Horizons from Sutherland. They are aided in their efforts by Jimmy Skeets, a fourteen-year-old aspiring technomage, and Steve, a former cybernetic-enhanced soldier.

## Characters

### Dina Huang

Age 29, 5' 6", 110 lbs, medium black hair, green eyes

ST 23, DX 18, IQ 13, HT 14

Speed 8, Move 8, Thrust 2d+1, Swing 4d+1

*Advantages:* Wealthy; Hard to Kill 4 lvls; Weapon Master; Enhanced Dodge; Enhanced Parry (Hands); Enhanced Parry (all weapons); Higher Purpose: Destroy Vampires; Combat Reflexes; Ambidexterity; Danger Sense; Status 3.

*Disadvantages:* Secret: Slayer; Duty: Slayer; Enemies: Vampires; Disowned.

*Quirks:* Best friends with Athena; Is attracted to Steve; Talks about 'When I get my company back...'

*Skills:* Administration-15; Diplomacy-15; Short Staff-18; Throwing Stick-18; Acrobatics-18; Running-10; Throwing-16; Axe/Mace-16; Axe/Mace Throwing-17; Bow-15; Crossbow-18; Flail-15; Karate-19; Polearm-16; Spear-16; Spear Throwing-17; Staff-18; Two-Handed Axe/Mace-16; Occultism (Vampires)-12; Escape-15; Stealth-18; Climbing-17; Parry Missile Weapon-16; Power Blow-13; Savoir Faire-15; Computer Operations-14; Cyberdeck Operations-12; Dancing-18; Law (Business)-13.

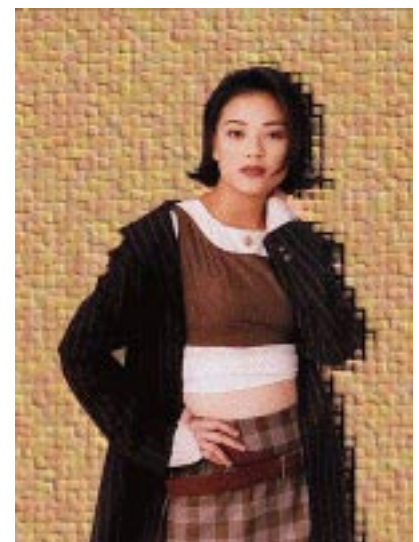
Prior to the events described above, Dina was training to one day take over her father's company. She still hopes to do so someday, but it will take a bit more effort... Dina is a 500 point character.

### *Slaying in Other Genres*

One of the advantages of the BtVS background is its historical flexibility. Since there have been vampires, and vampire slayers, throughout the ages, it doesn't take much imagination to apply the formula to other periods. So grab your favorite historical worldbook and bring the fun of vampires and slaying to a new era. You can also bring the background into the future, as this merging of vampires and cyberpunk shows.

### *Cyber Slayer Vampires*

Vampires in Cyber Slayer are identical to those in GURPS Buffy the Vampire Slayer. But to properly bring them into the cyberpunk genre, give them the Zeroed advantage (10 points) and the Cyber Rejection disadvantage (-25 points) for a total cost of 150 points



## Buffy Web Sites

Not Surprisingly, *BtVS* has generated a lot of interest on the Internet. Here's some of the best:

### The official *BtVS* Page

<http://www.buffyslayer.com/>

### The Sunnydale High School Library

<http://www.geocities.com/Area51/Cavern/1763/buffy.html>

Includes the Buffy FAQ and Quote file.

### Tom's Buffy Page

<http://www.electrolite.com/buffy/>

### Huge Buffy Quote File

<http://www.geocities.com/Hollywood/Lot/1797/>

### BtVS Webring

<http://www.planetx.com/buffy/webring.shtml>

There are tons of others, most lame but some cool. Surf around and I'm sure you'll find them.

*Miss Calender*: Well, I think you'll be very happy here, with your musty old books.

*Giles*: These musty old books have a great deal more to say than any of your fabulous web pages.

(from "I Robot, You Jane")

(We should have put these in the Buffy section, but we ran out of sidebar space...)

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Back issues of the Journal are available on the World-Wide Web in PDF format at:

<http://www.si.umich.edu/~superman/JPK/>

In fact, this issue was probably up on the Web before it made it into print. Ah, the wonders of modern technology!

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## Athena Jones

Age 28, 5' 9", 135 lbs, very short black hair, brown eyes

ST 11, DX 13, IQ 16, HT 12

Speed 6.25, Move 6, Thrust 1d-1, Swing 1d+1

*Advantages*: Net Contacts; Mathematical Ability; Absolute Timing.

*Disadvantages*: One Arm; Curious.

*Cyberware*: Environmental Neural Interface

*Quirks*: Keeps a low profile; Best friends with Dina; Refuses to replace her missing arm; Mother figure to Jimmy.

*Skills*: Computer Operations-21; Computer Hacking-20; Cyberdeck Operations-20; Computer Programming-21; Area Knowledge (Cyberspace)-18; Survival (Urban)-16; Streetwise-16; Brawling-13; Mathematics-19.

Athena Jones and Dina Huang were best friends in Pendleton Prep School, an exclusive private boarding school in L.A. But where Dina attended by virtue of her parents' money, Athena attended on a 'bright disadvantaged youth' scholarship. Unfortunately, when Athena had a motorcar accident at age seventeen (which resulted in the loss of her arm), the time she spent in the hospital resulted in her losing her scholarship. Fortunately, Athena was able to turn her computer skills to good use, hacking for others when the money was right, hacking for herself when the money got too tight. Athena and Dina have remained in contact in the years since, and when the crap hit the fan at New Horizons, Athena was the first person that Dina ran to. Athena is a 215 point character.

## Jimmy Skeets

Age 14, 5' 4", 100 lbs. short brown hair, purple eyes

ST 9, DX 12, IQ 15, HT 10

Speed 5.5, Move 5, Thrust 1d-2, Swing 1d-1

*Advantages*: Magery 3 (Tech. college only)

*Disadvantages*: Youth; Impulsiveness

*Quirks*: Has a crush on Dina; Likes to cause mischief; Collects old technology;

Talks to his missing parents; Feels indebted to Athena for saving his life.

*Skills*: Streetwise-16; Scrounging-16; Fast-Talk-17; Occultism (Techno)-13; Brawling-14; Area Knowledge (L.A. Sprawl)-17; Holdout-14.

*Spells*: Seek Machine-15; Reveal Function-15; Machine Control-15; Machine Summoning-15; Machine Speech-15; Glitch-16; Malfunction-16; Seek Power-15; Stop Power-16; Know Computer-16; Connect to Network-15; Disconnect Other-16; Know Avatar-16; Find Avatar-16; (Lend Strength-12); Recover Strength-15.

Jimmy has lived on the streets since he was eight-years-old, when his parents mysteriously disappeared. He probably would not have survived long if not for the artifact that he soon discovered: a mystically charged vacuum tube from the original ENIAC computer. The tube (which is indestructible and also serves as a 5 point powerstone) freed Jimmy's mystical powers. He hooked-up with a secret online cabal of cybermages, from whom he has been learning spells. About a year ago, Jimmy got into some serious trouble in cyberspace and was rescued by Athena. The two of them hooked-up in real life and Athena serves as a substitute mother for him. Jimmy is a 200 point character.

## Steve

Age ?, 6' 1", 200 lbs, short brown hair, brown eyes

ST 14, DX 14, IQ 13, HT 14

Speed 7, Move 7, Thrust 1d, Swing 2d

*Advantages*: Security Clearance 7; Composed; Enhanced Parry (bare hands);

Unusual Background; Patron (Secret).

*Disadvantages*: Low Empathy; Amnesia; Flashbacks; Poor; Enemy (Unknown).

*Cyberware*: 2 legs (+100% to move, jumping); right arm (ST 22, DX 15); left eye (+5 vision, optic readout, light intensification, telescopic vision x10); Bionic

Reconstruction; Weapon Implant (Needler); Weapon Link.

*Quirks:* Prefers retro 70s clothing; Sometimes grows a mustache; Has dreams about a mysterious woman named Jamie.

*Skills:* Guns (Needler)-19; Stealth-15; Karate-15; Motorcycle-14; Garrote-15; Kusari-13; Knife-15; Knife Throwing-15; SIGINT Col/Jam-14; Aviation-15; Piloting (Fighter Jet)-16; Driving (Car)-15; Breath Control-12; Swimming-14; Computer Operations-14; Cryptanalysis-13; Cryptology-13; Cryptography-13; Intimidation-13; Savior-Faire (Military)-13; Intelligence Analysis-13; Cyberdeck Operations-11.

Steve was once a covert cyborg operative for a U.S. intelligence agency. He did something that cheesed off his superiors and they ordered his memory erased so that he could be reprogrammed. However, someone in the agency interrupted the procedure and freed Steve, but not before most of his memory was gone. Steve remembers his name and skills, but very little else. Steve has since wandered the streets of L.A., occasionally having to dodge the minions of the agency who want him back, but being assisted behind the scenes by his mysterious benefactor (who goes by the name Oscar). He ran into Dina while she was fighting off a horde of vampires in an alley and, after assisting her, joined up with Dina and her crew. Steve has modified his needler so that it fires hard thin wooden needles, the better to combat vampires with. Note that with one bionic eye, Steve suffers from the No Depth Perception disadvantage when fighting vampires. Steve is a 500 point character.

Whoops! We ran out of time! We'll continue Cyber Slayer next issue, with stats for Leonard, Zoloth & Sutherland, plus more.

## Nano-Vamps

It was not too long after the introduction of commercial medical nanotechnology that the first nano-vampires appeared. No one knows if the nanos that cause the vampire-like condition were created purposely or evolved from other biological nanos—conspiracy theories run rampant.

The vampire nanos affect several changes on the body's biochemistry, most of which simulate common characteristics of mythical vampires. The nanos exist in the host's bloodstream and provide increased strength, recovery, regeneration, and immunity to poison and disease. However, these benefits are at a steep cost: the nanos feed off of the host's blood, burning up about a pint of blood per week that must be replaced. The nanos allow the body to use any blood type, so that is not a problem. A side benefit is that nano-vamps don't have to worry about organ rejection either; thus a nano vamp can replace a lost appendage or internal organ with another person's, speeding up regeneration time as the body readily accepts any old part that works good enough (and in a pinch, sticking in a non-working organ is quicker than growing one from scratch).

The vampire nanos affect the body in other adverse ways as well: nano-vamps become nocturnal as the nanos readjust the body's biological clock; a nano-vamp can go outside and be awake during the day, but it will be slow, lethargic and most likely cranky. Nano-vamps also have deadened emotional responses: a nano-vamp cannot feel an experience at all unless that experience is very intense; this includes joy, love, pain, sorrow, etc. A non-vamp is more likely to feel an emotion if two or more are combined, and many nano-vamps find themselves attracted to S&M sexual practices for just this reason. Some nano-vamps find that their emotions become cross-wired, so that for example they feel joy when they should be feeling pain.

Nano-vampirism is transmitted via typical means involving the exchange of blood. Most nano-vamps don't like when the condition is indiscriminately spread and take strong measures to stop those who convert person after person. Many nano-vamps have been known to actively destroy other fledgling nano-vamps in order to keep the population under control.

*Advantages:* ST 20 (110 points); Immunity to Poison (15); Recovery (10); Regular Regeneration (25); Bite (30); Immunity to Disease (10); Night Vision (10).

*Disadvantages:* Infectious Attack (-5); Nocturnal (-10); Dependency: Blood (Weekly) (-20); High Emotional Threshold (-10).

Total Cost: 165 points.