

House Rules for Witchcraft

Metaphysics

1. We use Buffy skills rather than WC ones (except on a case-by-case specific basis).
2. We use Buffy rules sets (except as above, on a case-by-case basis), including experience, advancement, combat, etc. for everything except magic. All magic functions as with the Witchcraft rules. All characters have an essence pool, but only those with the Gift or Divine Inspiration qualities, or at least 3 levels in Sorcery, can access the essence pool.

Drama and Essence

Drama points for WC characters are dependent upon their level of Increased Essence Pool. Each time a WC character buys a level in this Quality during character creation, she gains 1 Drama Point. This determination is for character creation purposes only; increasing one's Essence Pool throughout the course of the game does not grant additional Drama Points. However, WC characters *can earn Drama awards*, just like Buffy characters. They can also use XP to buy Drama Points at a 2:1 cost, as though they were Hero level characters.

Essence and Endurance Scores

All of the above should avoid having to transfer Essence scores and Endurance scores to Buffy characters. All Buffy characters, as stated above, have Essence but cannot access it. WC characters can draw upon the Essence from Buffy characters for the purpose of ritual magic. Endurance is only applicable towards Essence-related issues and thus Buffy characters don't have an Endurance score.

Sorcery and Metaphysics

Any Buffy the Vampire Slayer® character who purchases at least 3 levels in the Sorcery quality is considered Gifted (does not need to purchase

the Gift Quality) and may if they wish use their starting Drama points to buy Invocations, Necromancy, or The Sight metaphysics, but *may not* combine the various arts. The process works as follows: 10 Drama points are converted into 30 Metaphysics points for White Hat characters, and 7 Drama Points are converted into 20 Metaphysics points for Hero characters. This has the effect of making White Hat sorcerers the equivalent of Gifted characters, and Hero sorcerers the rough equivalent of Lesser Gifted characters. After character creation is finished, Drama points can no longer be used to purchase Metaphysics; future Metaphysics must be obtained in the standard manner, but the Buffy® sorcerer must always remain in their field of focus. Spells in the BtVS core rulebook are considered Incantations and work as per the "Essence Point Assignment Table" chart in the appendix of the book on page 234. For spells with a power level greater than 6, the Essence Point assignment is determined by squaring the power level of the spell. So a spell with a power level of 7 would cost 49 Essence to cast. Power level 8 would cost 64 Essence, and so on. Alternately, Sorcerers can decide to use the standard Buffy system for spellcasting, with no modifications. In this case, to find power levels for spells, simply reverse the process for determining Essence costs. Any beginning spells must still be purchased with Drama Points; otherwise, the character knows no spells at the beginning of the game and must learn them in game as standard for the Buffy rules.

Sorcerers retain the Telekinesis ability as per the Buffy main rulebook.

Sorcerers recover lost essence at a rate equal to their Sorcery level per minute. Sorcerers do not need to worry about Essence Channeling and can channel as much Essence at once as they like, but can still die from Essence loss. In addition, Sorcerers must make a Willpower + Sorcery test to use more than one spell in a round, and each additional spell attempted incurs a cumulative -2 to the test. Worse, if the Sorcerer fails her test, the Essence is still spent,

and she suffers an Essence backlash that forces her to make a Survival Test with a penalty equal to the current Sorcery test penalty. Failure means the Sorcerer falls unconscious for 1 hour per spell cast that round. Channeling that much Essence at once is highly dangerous and taxing.

Example: Cassandra has just cast a spell and wishes to cast another. She makes a Sorcery and Willpower test at a -2 penalty and gets an 11 (minus 2, which is 9). She succeeds. She wishes to cast a third spell. Now the penalty is -4. This time, sadly, she only rolls a 12. $12-4=8$, so she fails. She must now make a Survival Test at a -4 penalty (equal to her last Sorcery test penalty). If she fails, she will fall unconscious for 3 hours (3 spells attempted in one round).

Starting Essence for these characters is determined as standard, and the character gains Increased Essence Pool for free at a level equal to half her Sorcery level. She may purchase more levels of Increased Essence Pool at the standard cost. Buffy sorcerers do *not* gain extra Drama Points based on their level of Increased Essence Pool as do WC characters.

New Use for Drama Points

Cinematic Moment: Sometimes in movies you see characters do things like diving off of a table, emptying his pistols while hitting the ground in a roll, then leaping to his feet and putting a single bullet into the head of the bad guy. Spending a Drama Point for a "Cinematic Moment" allows characters to mimic such actions. How it works is, by spending a Drama Point, a Cast Member can eliminate all movement actions for the purposes of determining penalties, combining them into a "free" act that doesn't affect the character's penalties for multiple actions.

Example me: Drake is involved in a gang fight at an outdoor mall. There are civilians everywhere, running for cover, and he spots four vamps duking it out about twenty feet

away. On initiative, he declares his intention: "I want to do a running leap kick, bashing one vamp into the other, then spin as I come down, whipping my sword around to decapitate a third."

Let's look at the breakdown for this:

1st action: close to combat range.

2nd action: Leap kick one vamp into another.

3rd action: Maneuver in mid-air to put yourself in a position to attack the 3rd.

4th action: Decapitation maneuver.

That's a point-by-point breakdown as I see it. The character in question has a Dex of 6, which means that technically speaking, his character could only perform the close and leap. If we want, we can nix the two "moving" actions and allow them as free movements. However, that's a lot of leeway.

On the other hand, what he's trying to do is very, very cool and may I say...points for that. So I think that I'll nix the penalty for action #3 (maneuvering) and allow it to be automatically successful. We're still looking at -2 for the kick (2nd action) and -4 for the decap (on top of normal decap penalties, and that's if I'm feeling gracious and allow him to get away with it.)

I tell him what my decision is, and he thinks for a minute, and then says, "Can I spend a drama point to help myself out doing that?"

Suddenly it all seems reasonable. However, in this particular case, adding a +10 to the roll seems a lot for what he's doing. Instead of adding +10 to the roll, I allow him to perform what I'm calling a "Cinematic Moment." This allows a character to perform a very complicated action (or combination of actions) like the above by greatly reducing penalties. In the case of the combination above, a Drama Point expenditure removes the movement and maneuvering as actions, and allows the first action to be performed sans penalty. So the character can do the action, deliver the kick

unhindered, and be at a -2 for the decapitation as he comes down.

Amen for another example! Jon is fighting Xena: Warrior Princess. She's across the room from him, and he's got his 2 guns out. She whips out her Chakram and hurls it at his head. He says, "I want to dodge the chakram, go into a front roll (somersault), close the distance between me and her, and come up standing with my guns in her face." He has a Dexterity of 5 and this is his defense action. He's already used his extra action on offense.

Technically speaking, the breakdown is like this:

- Dodge into a roll* = no penalty (Defense action)
- Close distance* = movement, no penalty (first action next turn)
- Come up standing quickly* = Dex + Acrobatics (-2 for second action)

Fire guns = -4 for third action, plus an additional -1 for the nature of the act (leaping up, pulling guns, and firing wild), but since he's point blank range I'll give him a +4, reducing the penalty to -1. This is also dependent upon the success of his Dex + Acrobatics roll. Failing the roll means he can't get to his feet and shoot. Success means he still has to make a roll to beat her defense maneuver (most likely a dodge, though in this case she can try a parry to knock the guns away before he pulls the trigger).

Considering the penalties, he decides to spend a Drama Point. This being the case, I allow him to perform the roll, close distance, and make it automatically work. Now he only has to make a Dex+Acrobatics roll to get to his feet, and fire his guns at a -2 penalty, which becomes a +2 due to the +4 bonus I granted for point blank range.