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**UNISYSTEM**

# When Bad Vampires Go Good

## Roleplaying Vampires in the Buffyverse

by Tommy Brownell

The *Buffy the Vampire Slayer* and *Angel Roleplaying Games* allow vampires as Cast Members, but outside of mentioning the canon “chipped” or “has a soul” rationales, the game materials don’t go into details on exactly how a vampire could be “good.” This article addresses the subject of “good” vampires. A selection of vampiric archetypes follows the article.

### Soul Purpose

The first and most obvious manner of vampires “going good” involves the acquisition of a soul. We’ve seen two vampires with souls in the Buffyverse, Angel and Spike. Angel was cursed with his soul after killing a gypsy girl, a curse which stipulated that should he ever achieve a moment of true happiness, his soul would be lost, for a moment of contentment would mean that Angel had moved beyond the suffering he felt from the memories of his reign of terror as Angelus. Spike traveled to a demon’s lair in Africa and faced a series of tests—the first of which being a warrior with flaming fists and a later test being an attack—and bodily invasion—by a swarm of insects. Upon surviving with his desire intact, Spike had his soul returned to him.

What are some other ways that a vampire could regain her soul? Episode 5.13 of *Angel*, “Why We Fight,” reveals that Angel has sired one vampire since regaining his soul, a Navy officer named Sam Lawson. Lawson felt compelled to mete out death and destruction, but found that it gave him no sense of satisfaction and in fact, left the proverbial bad taste in his mouth. While most run-of-the-mill vampires would have been happy with the slaughter of innocents, Sam’s admission that he had no purpose and found no joy in his mayhem could have been caused by the presence of a soul. This may imply, as mentioned in *Monster Smackdown*, that a souled vampire could sire a new vampire that would, in turn, retain their soul. Now then, if one souled vampire could sire another souled vampire, then a whole line of souled vamps could emerge. Perhaps a heroic Order of Aurelis would emerge? Of course, com-

bine an order of good vampires with a world full of Slayers and the Buffyverse becomes much grayer.

How about a vampire witch who winds up tapping into the White Magic that Giles used to spike Willow’s high in Season Six, the same power Willow later channeled in Season Seven? A vampire sorceress, lusting for power, winds up filled with a profound desire to protect life—not the same thing as a true soul but the effects might be the same. And talk about quandaries—try feeling a profound connection with all living things while needing to drink blood to survive.

It’s worth mentioning that Darla “felt” Connor’s soul while she was pregnant with him, especially in the last couple of months. Though she seemed even more conflicted than Spike or Angel did after regaining their souls, this was most likely due to it not being hers. A pregnant vampire Cast Member probably isn’t the best option for a game though, seeing as how they’ll likely have to die to give birth or, if they somehow survive, would revert to evil after birth. But hey, ambitious Directors and players can do anything if they try.

Keep in mind that the presence of a soul doesn’t mean that a vampire automatically does good. After all, it’s generally agreed that all humans (except maybe that kid possessed by an Ethros Demon in 1.14 of *Angel*) have a soul, even Wolfram & Hart employees! And yet, plenty of human evil abounds. What a soul does is provide a counterpoint to the demonic hunger, a conscience that says, “Hey, it’s not such a nice thing to drink virgin blood. Maybe I’ll drink some pig’s blood instead.” A vampire with a soul, especially if she’s a particularly angry or unconscionable person before her siring, is every bit as likely to wreak havoc as an unsouled vampire. Moreover, doesn’t that make her more evil? However, playing a person so totally evil that even having their soul stuck back in them isn’t enough to embark them on a path of good isn’t a very good option for a Cast Member. In the end, a soul is about a choice. Well, mostly. We’ll get into unsouled choices in a little bit.

A vampire with a soul is a prime candidate for emotional problems such as depression and guilt. Obsession (Redemption) or perhaps Covetous (Redemption) would not be out of line for a souled vampire Cast Member, either.

## **Chips A-head**

In Season Four of *Buffy*, we're introduced to the Initiative, a government agency tasked with seeking out, capturing, studying, and controlling Hostile Sub-Terrestrials (angry, underworld monsters like demons and vampires). They did this by using behavior modification chips placed in the brain. The chips (at least the ones we saw on the show) "discouraged" violent tendencies towards humans by sending searing pain into the brains of the chipped HSTs. The chips were advanced enough to work on intent, as Spike was zapped for pointing a gun at humans with intent to shoot, not even actually pulling the trigger.

Thus, playing a chipped vampire is a perfectly valid choice. After all, a vampire with a behavior modification chip in his head still has a demon inside of him compelling him to maim, murder, and kill. If a vampire can't crush people, why not crush demons or other vamps? Now, vampires and demons alike tend to think ill of traitorous vampires, so the cast member will probably earn a free level or two of Adversary before you even hit mid-season, but for all the fun of characterization and roleplaying in *Buffy* and *Angel*, there's rarely a shortage of combat.

Within the subset of chipped vampires, cast members still have options. Spike was an escaped HST who used his knowledge of the Initiative to blackmail the Scooby Gang into not staking him at first, and later went after the demon world with vim and vigor when he discovered that he could take out his anger and frustration on monsters.

What if the Initiative had succeeded? What if they put together a "Suicide Squad" of chipped vampires sent into the underworld on missions, wiping out demon cults, assassinating warlocks, overthrowing Middle Eastern dictators and more? The PCs could all be vampire commandos or even a mix of human commandos and chipped vampire soldiers. The *Military Monster Squad* sourcebook can be used

to flesh out a Dirty Dozen with Fangs game considerably, including new chips like Slave Chips and various Behavior Modification chips. As another take on a similar campaign, what about a vampire squad whose chips start failing one by one, leaving a lone vampire commando under the thumb of the government and having to track down and kill his comrades. This is an excellent option if the group is into the military thing but lacks players.

How about a rogue scientist who happened upon some old Initiative files and began experimenting with chipping on his own, perhaps because he wants a force of vampire thugs, or perhaps someone he cares about is chained up in his basement after being sired. Of course, chipping her because she was sired doesn't mean she's gonna be happy with the rogue scientist. The playable options could be an experimental vamp or, for the roleplay heavy, how about spending the first six episodes or so of the game chained to the wall, as the relative in need of "saving?"

## **By the Grace of God**

Moving away from the canon rationales, how about a truly religious vampire? Drusilla was about to become a nun, but she was driven to the convent at least in part because she thought she was evil, due to her visions. In addition, while Angel's old horror-mate Penn was a Puritan, there's no solid evidence that he was a truly pious man.

Wanna spend some points on Age? How about a vampire that really was at the Crucifixion and was driven by the sacrifice of Christ to be a do-gooder? Alternately, maybe the vamp even drank of the Christ's blood. A Christian, regardless of age, truly moved by God could find herself holding the demon off and may even be able to shrug off the vampiric vulnerabilities to Holy symbols and the like, by purchasing the corresponding Resistances. Most would agree, though, that it would be far more befitting the Buffyverse for a truly devout vamp to still find herself smoldering while holding a cross or touching holy water.

Christianity is hardly the only belief system that someone could have a devout interest in. A Taoist strives towards immortality, and not of the meta-

physical, Living-in-the-Grace-of-the-Creator-in-the-Afterlife kind, but true Walking-the-Earth immortality. Imagine their reaction to achieving immortality and then finding that they've become a monster in the process! The demon would likely seek to abandon the meditative practices of the former self, but a truly disciplined Taoist could somehow force the demon to hold itself in check, when he realizes that his new vampiric vulnerabilities and hunger make his immortality an imperfect achievement.

There is still potential for perversion and abuse among those with strict beliefs, especially if they belong to a religion known to veer into extreme practices such as Islam with its Jihads and Christianity with its Crusades. In a cute bit of irony, the people most likely to find themselves resisting vampirism through their religious beliefs are the same ones likely to pervert their belief: Zealots. Humans with the Zealot drawback are driven by more than hunger and a destructive desire, which are the main aspects the vampiric demon seems to bring to vampires.

This only applies to the truly devout among the various religious bodies. Those who merely pay lip service to God, who are more Wanna Blessed-Be's, or who think being Zen's gonna help 'em pick up chicks are far more apt to forget their religious leanings when consumed by the demon. Still, they may find themselves snacking on their former spiritual brothers and sisters more so than other groups of victims.

## Curses!

While we talked about one aspect of Angel's goodness, his soul, we didn't mention the other, the curse. Most folks think of Angel, when they think "cursed vampire," but that doesn't have to be the case. Even if gypsies were the only people (or things) capable of cursing, there's nothing say they have to curse someone with a soul.

Curses can take many forms:

- A vampire could be cursed to guard a Hellmouth. Variable conditions could be until he's dust, until it's opened, or until a certain threat has passed.

- A vampire who murders a parent could be saddled with the responsibility of defending the child, either to adulthood, to the child's death or until the child fulfills a certain role in the world.
- The Chumasch Indians seem to have left some curses in their California territory. What if they were to curse a vampire to defend, say, a burial ground? If the artifacts were stolen, the vamp would be compelled to seek out the items for the Indians. This notion could be applied to any culture and their burial grounds or artifacts. However, allowing a PC to play a vampire cursed to defend a stationary object, like a temple, could get problematic in adventure design.
- A cursed ring (or other object) could compel a vampire who has donned it to seek out and destroy a major Adversary, such as a Hell-goddess, a major demon like The Judge, or even a True Demon.

## Soul(less) Survivors

What about those who have no soul, no chip, and no religious leanings? Does that mean there's no hope for a soulless vampire? *Not even.*

There's no law against vampires having honor, so how about a duelist vampire who finds himself bested in combat by a Slayer or a Champion of Good? Instead of running him through, the hero spares the vampire's life, leaving him honor-bound to defend the hero until the debt is repaid.

A comic book geek may find himself thrilled with his new superpowers, so he sets out in cape and tights to defeat evildoers and defend the innocent. Unfortunately, he's liable to start taking his beatings too far, and in a bloodlust, he might injure the police who arrive on the scene or even the people he's protecting.

While Angel said that he wasn't capable of loving Darla, that doesn't mean that soulless vampires can't love. For all Drusilla's insanity, she loved Spike, just as he did her and later Buffy. A vampire falling for the "wrong" girl (such as a Slayer) or guy, can use that love as an impetus for fighting the demon within.

Harmony is a great example of a vampire without a soul who has no specific evil tendencies. While she does enjoy beating up on people and is perfectly willing to torture a bad guy for the cause, this ditzzy vampire has no grand scheme or motivation to seek out victims when she's off the clock. After all, evil can be hard work, especially if you're not particularly competent. So much easier to just drink pig's blood and play nice.

And how about a hemophobic vampire? Picture a vampire who is so squeamish and afraid of blood that not only can he not kill his victims, he has to keep the blood stored in a covered mug and he drinks through a colored straw! Not to say he's incapable of evil, but it's a good start for a vamp to not be bad.

A vampire who's helping the heroes just because they've lowered the vampire population in the area works, too. After all, the drinking of blood is a survival instinct, which is why those being sired can't resist even if they want to. So why not rat out vampire nests if it keeps the Slayer from staking you? Sure, you're going to find yourself with some new enemies, but that just keeps the game interesting.

Speaking of a sense of self-preservation, Spike saved the world in Season Two because he rather liked his undead existence. Makes sense, what's not to like? You maim, kill, torture, and otherwise wreak havoc, and your only real restrictions are no sunlight (unless you have some necro-tempered glass lying around) and no church. Of course, that doesn't stop other demons, vampires, and even some humans from trying to destroy the world. Your vampire could decide to temporarily forego murder and mayhem for a while in order to look at the big picture. With all the Hellmouths, apocalypse cults, and branches of Wolfram & Hart in the world, there's no shortage of global-scale peril to keep a vampire from being able to mind his own business.

## Two's a Crowd

Another option could be a true internal struggle for control of the body. A Cast Member with multiple personalities could have a personality or two who aren't evil and are in fact quite heroic. The Director could control the evil personality (or personalities), unless the group trusts the player to handle his evil character for short stretches.

A vampire could find himself haunted, perhaps by a loved one or, as suggested in *Monster Smackdown*, by the soul that originally inhabited the body. A soul basically haunting itself could make for a fun game, with the Director using the soul as Supporting Cast and the player playing the vampire as a Cast Member. An interesting variant could feature a Cast Member ghost with a vampire adversary running around in his body.

A third twist could involve a Revenant (see *Angel Corebook*, p.62) leaping into a freshly killed body, only to find that it had been sired, but not risen. That leaves two beings in the body, neither of whom should be in there! From a character creation standpoint, this becomes a logistical nightmare. One suggestion for dealing with a Revenant/Vampire would be to take the better of the Attribute bonuses, leave the vampiric vulnerabilities in, and keep the physical ups and downs of each Quality for what would come out to be about 22 points. The problem with making a player pay 22 points for this Quality is that they would lose the vampiric abilities and vulnerabilities that alter the Quality's cost when they when they die and emerge in a fresh body, essentially becoming "just" a Revenant after that. However, if your player doesn't mind losing the points, who are we to say not to do it?

The easiest way to get around the point totals is simply for the player to create a Revenant, lay the Vampire Quality over the top of it, and subject the player to Willpower rolls to resist the demon as discussed below. After all, if the Revenant/Vampire dies from anything other than fire (which would include burning to death in sunlight), he'll live on in a new body.

## Playing the Part

Some have debated the "good" Spike performed before he won his soul back. He might have been truly doing good, or he might have been trying to accomplish something else and good just happened to keep happening because of it. The answer, as far as this article is concerned, is that it doesn't matter. PCs can create a vampire who has, for whatever reason, an honest desire or compulsion to be heroic. PCs can create a vampire who is just bored with winning fights too easily, so he's stopped hunting the



hunters and is instead hunting demons. The only things that matter in the context of the *Buffy the Vampire Slayer* and *Angel Roleplaying Games* are the Director's approval of the character, and the character's ability to interact with the other Cast Members without eating them or being staked.

There are a few ways this could be played, but again, Director and Cast Member(s) should be on the same page. A vampire who fights evil and still snacks on people is one option. While this isn't highly recommended, it could be done, especially in a solo game or at least as long as the vampire tries to cover up her misdeeds so the other players don't dust them.

A vampire who is honestly struggling with her inner demon is certainly a playable option as well. It can also be difficult for a player to do, especially at first. In nearly every case, even with souled vampires, the temptation to do evil is still there. If the player is roleplaying the conflict just fine, then you can leave dice out of it. In fact, a player doing an exceptional job of handling this balance on their own should probably net at least an extra Drama Point or two from time to time.

That said, die rolls are sometimes the best way to handle these things. When a vampire is faced with the temptation of succumbing to her vampiric nature and demonic tendencies, a Willpower (not doubled) roll should be made (hey, no one said being good was a cakewalk). If the vampire is wounded, starved, or otherwise pushed to an extreme, penalties should certainly come into play—the more morally ambiguous the act, especially for an unsouled vampire, the harsher the penalty. An unsouled vampire trying to not skewer a Wolfram & Hart lawyer that has been dogging her for many Episodes could find herself facing Heroic-level (–6 to –9) penalties. Trying to avoid feeding off of a wounded innocent should likely require at least an unmodified roll, as even Angel gets tempted from the smell (and especially taste) of blood.

After the vampire crosses a certain point, say ten or so consecutive moral dilemmas in which she managed to take the high road, allow her to roll Willpower (doubled) instead.

Of course, they can always spend a Drama Point on a Heroic Feat when battling their inner demon, whether they're rolling Willpower doubled or not.

After all, if trying to hold back the evil within isn't heroic, especially with the Hero and Champion's smaller amount of Drama Points, then what is?

## Oooh . . . Bite Me

Think you wanna play a good vamp? Or, as a Director, you need a good vampire Supporting Cast Member for your Series? Following this article is a series of vampire archetypes using some of the ideas discussed. A mix of Hero and Champion character types were used. *Buffy* rules were kept away from Champions, *Angel* rules were excluded from Hero characters. Enjoy!

# Chipped Vampire

Character Type Hero  
Life Points 70 Drama Points 10

<b>Str</b>	<b>6</b>	<b>Int</b>	<b>2</b>
<b>Dex</b>	<b>5</b>	<b>Per</b>	<b>5</b>
<b>Con</b>	<b>6</b>	<b>Wil</b>	<b>3</b>

## Qualities

Fast Reaction Time (2)  
Hard to Kill 4 (2; 2 from Vampire Quality)  
Nerves of Steel (3)  
Situational Awareness (2)  
Vampire (15)

## Drawbacks

Adversary (Former Vampire Soldiers) (4)  
Can't Harm Humans (from Vampire Quality)  
Obligation (Military) (3)  
Reckless (2)

## Skills

Acrobatics 2  
Art 0  
Computers 1  
Crime 3  
Doctor 0  
Driving 2  
Getting Medieval 5  
Gun Fu 3  
Influence 0  
Knowledge 0  
Kung Fu 2  
Languages 0  
Mr. Fix-it 0  
Notice 2  
Occultism 0  
Science 0  
Sports 0  
Wild Card (Military Training) 3



## Background on the Chipped Vampire

I had it all worked out. Hittin' frat parties and pickin' off sorority girls . . . it was the life!

Then I got shot with a taser.

I woke up in a cell underneath one of the dormitories on campus! The government was hunting vampires and studying us. They put a "behavior modification chip" in my head! Try to bite a human? Zap!

They put me and some other chipped guys to work, killing demons and vampires as a strike force. They kept us stocked up on blood and goodies, so we had no incentive to run off. Why get chased down by G.I. Joe when he's giving you all the blood you can drink?

Then the chips stopped working. One by one, the others found themselves able to hurt people, until they were able to indulge in a full-fledged killing spree. One night, they turned on the commandoes we were supposed to help out against some demons. Of course, I knew better than to run. Those guys had no respect for a vamp who couldn't kill his own food.

Luckily, the military does.

I returned, explained things, and got sent after my ex-comrades. In exchange? I get my chip shut off.

## Quote

"Don't dust you? Dusting is half the battle! (stakes) Yo Joe!"

### Combat Maneuvers

Maneuver	Bonus	Base Damage	Notes
Big Knife	10	18	Slash/stab
Big Pistol	8	15	Bullet
Break Neck	8	24	Bash, Survival Test or neck broken
Dodge	10	—	Defense action
Punch	7	12	Bash
Kick	6	14	Bash
Shotgun	8	20	Bullet
Stake	10	12	Slash/stab
(Through Heart)	7	12	x5 vs vamps



# Demon Hunter V

## Character Type Champion

Life Points 72 Drama Points 10

<b>Str</b>	<b>5</b>	<b>Int</b>	<b>4</b>
<b>Dex</b>	<b>5</b>	<b>Per</b>	<b>3</b>
<b>Con</b>	<b>6</b>	<b>Wil</b>	<b>4</b>

### Qualities

Age 3 (6)  
 Fast Reaction Time (2)  
 Hard to Kill 6 (4; 2 from Vampire Quality)  
 Nerves of Steel (3)  
 Vampire (15)

### Drawbacks

Adversary (Demons and Vampires) (5)  
 Adversary (Slayers and Watchers) (3)  
 Antisocial Impulses (Cruelty) (1)  
 Antisocial Impulses (Violence) (2)  
 Mental Problems (Deathwish)  
 (from Vampire Quality)  
 Mental Problems (Reckless) (2)

### Skills

Acrobatics 4  
 Art 0  
 Computers 0  
 Crime 4  
 Doctor 0  
 Driving 2  
 Getting Medieval 6  
 Gun Fu 5  
 Influence 2  
 Knowledge 0  
 Kung Fu 5  
 Languages 3  
 Mr. Fix-it 0  
 Notice 4  
 Occultism 5  
 Science 0  
 Sports 0  
 Wild Card 0



## Background on the Demon Hunter V

Whoever said they wanted to live forever, didn't really. Ask me, I'll tell you.

When I got turned, I reveled in the power, the violence. I started with everyone I never liked in life, and then went after everyone I never dared to. I learned to fight, honed my skills, became more than a killer . . . I became a warrior.

Just when I was getting bored with people, I met a girl. She was fast, strong, hot. She came closer to kicking my tail than anyone else since I'd risen. Blood tasted so sweet. She was my first Slayer, though she wasn't my last. They're a cocky lot, cockier than vamps, even. Makes 'em taste sweeter.

Funny thing set in about a hundred and a half ago, though. Found myself bored with pickin' off people and demon hunters. Started hunting vampires next. Made my blood boil, as it were. Then, I needed bigger game. Demons. Trolls. Werewolves. You name it. I'm tired of this life, but I never was a quitter. So, I'll keep looking. Something's gotta be big enough to kill me. God knows nothing human can, so I'll keep pickin' on demons . . . 'till I'm dust.

## Quote

"So you're gonna kill me, eh? Don't say it if you don't mean it."

## Combat Maneuvers

Maneuver	Bonus	Base	Damage	Notes
Aiming (crossbow)	9	—		Adds SLs to shot
Aiming (gun)	8	—		Adds SLs to shot
Bite	12	15		Slash/stab, must grapple first
Brain Shot (BAP)	6	18		Damage x4
Break Neck	10	20		Bash, must grapple first
Catch Weapon	5	—		Defensive Action
Crossbow Shot	11	16		Slash/stab
(Through Heart)	8	16		x5 vs Vamps
Decapitation	6	20		Damage x5
Dodge	11	—		Defense action
Feint	10	—		Add SLs to next action
Grapple	12	—		Impairs target
Gunshot	10	18		Bullet
Kick	9	12		Bash
Parry	11	—		Defensive Action
Punch	10	10		Bash
Stake	11	10		Slash/stab
(Through Heart)	8	10		x5 vs vamps
Sword	11	20		Slash/stab
Whirling Sword	7	20		Attacks all in range

# **Four Color Vampire** **Character Type Hero** **Life Points 55 Drama Points 10**

<b>Str</b>	<b>5</b>	<b>Int</b>	<b>7</b>
<b>Dex</b>	<b>4</b>	<b>Per</b>	<b>3</b>
<b>Con</b>	<b>4</b>	<b>Wil</b>	<b>4</b>

## **Qualities**

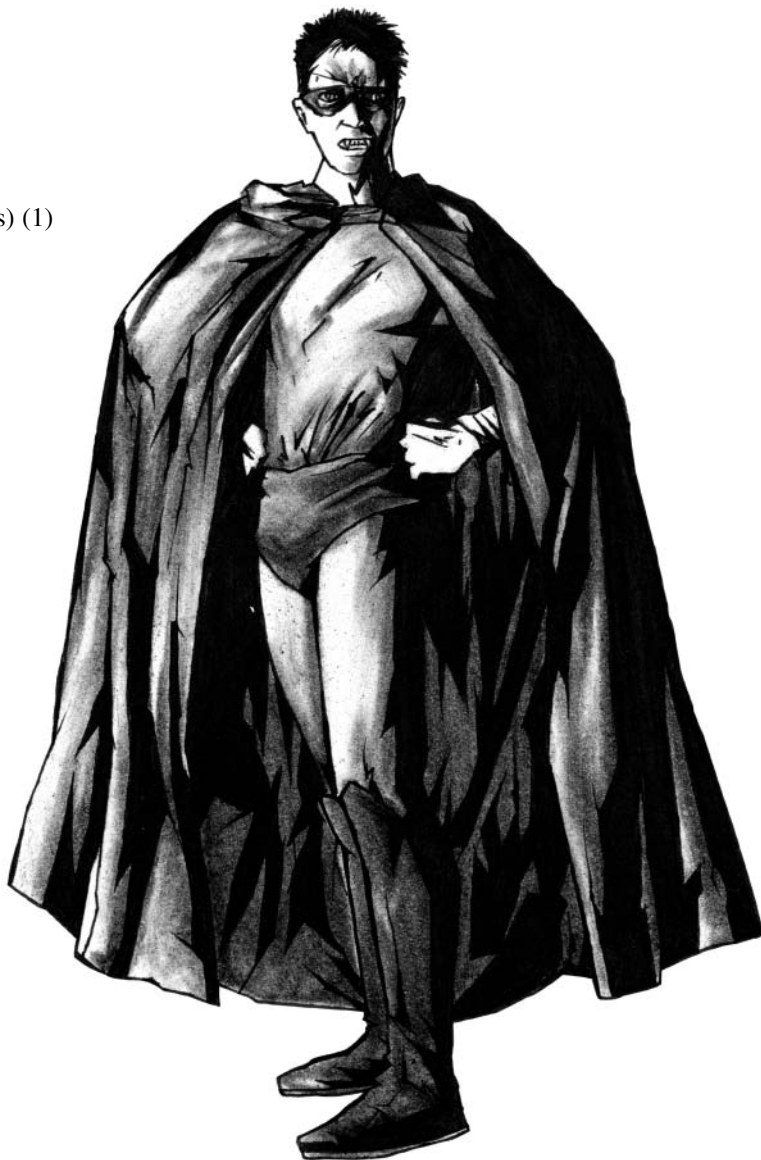
Nerd (3)  
 Photographic Memory (2)  
 Vampire (15)

## **Drawbacks**

Impaired Senses  
 (Vision, corrected by glasses/contacts) (1)  
 Attractiveness -2 (2)  
 Mental Problems (Mild Cruelty) (1)  
 Misfit (2)  
 Showoff (2)  
 Teenager (2)

## **Skills**

Acrobatics 0  
 Art 2  
 Computers 6 (+2 from Nerd)  
 Crime 3  
 Doctor 0  
 Driving 0  
 Getting Medieval 0  
 Gun Fu 0  
 Influence 0  
 Knowledge 3  
 Kung Fu 3  
 Languages 2  
 Mr. Fix-it 3  
 Notice 1  
 Occultism 1  
 Science 3  
 Sports 0  
 Wild Card (Comic Books) 5



## Background on the Four Color Vampire

So I wasn't bitten by a radioactive spider, and I'm not really from another planet. And even though I was certainly born different than everyone else, that didn't make me superhuman. I was brought low by a fiendish nightstalker, who failed to keep me in my grave, for I clawed my way forth and realized that I had been given a heavy burden. I, and I alone, have the power to protect the night from fiends and monsters that would pluck hapless young virgins from their nightly rounds.

Vampires, demons, cultists, date-rapists, gangbangers. They all wilt before my might! And my unholy bloodlust is hardly a problem! I simply drink upon the blood of the guilty! It's like killing two birds with one stone! Heh, you should have seen the look on our local so-called "jock hero" when I crashed his date. A broken femur or two and he thought better of drugging and assaulting another helpless damsel. And then there was the paint can I busted into the face of the graffiti "artist" who messed up my favorite comic shop.

I don't see how the world got by without me before.

## Quote

"Stand back, citizen! I shall not rest until evil pays for its crimes . . . in blood!"

### Combat Maneuvers

Maneuver	Bonus	Base Damage	Notes
Bite	9	15	Slash/stab, Must Grapple first
Dodge	7	—	Defense action
Grapple	9	—	Holds opponent
Punch	7	10	Bash

# Honorable Vampire

## Character Type Champion

Life Points 69 Drama Points 10

<b>Str</b>	<b>6</b>	<b>Int</b>	<b>2</b>
<b>Dex</b>	<b>5</b>	<b>Per</b>	<b>4</b>
<b>Con</b>	<b>5</b>	<b>Wil</b>	<b>5</b>

### Qualities

Fast Reaction Time (2)  
 Hard to Kill 5 (3; 2 from Vampire Quality)  
 Vampire (15)

### Drawbacks

Adversary (Vampires and demons) (4)  
 Honorable (Rigid) (from Vampire Quality)  
 Humorless (1)  
 Obligation (Even score with Slayer) (2)

### Skills

Acrobatics 3  
 Art 0  
 Computers 0  
 Crime 2  
 Doctor 0  
 Driving 0  
 Getting Medieval 8  
 Gun Fu 0  
 Influence 2  
 Knowledge 0  
 Kung Fu 4  
 Languages 3  
 Mr. Fix-it 0  
 Notice 4  
 Occultism 2  
 Science 0  
 Sports 0  
 Wild Card 0



## Background on the Honorable Vampire

I lived my life with a code of honor. As a duelist, I was among the best living. And therein lies the catch. I met my better one eve, a bloke who was faster, stronger . . . just better. Moments after I admitted defeat, his brow furrowed and he revealed himself to me. A vampire. My sword came back to my hand too late, and his fangs sank into my throat.

I lived my death with a code of honor. A duelist, I was among the best ever seen. I fought, humiliated, and killed every swordsman with potential. I hadn't had a challenge in years. I met my better one eve, a girl who was faster, stronger . . . just better. Moments after I admitted defeat and prepared for my unlife to end, she challenged me to do something harder than lose.

She wanted me to live.

My code of honor and my debt to the Slayer are all that separates me from the beasts. I swore I would defend her until our score was even, but she has saved me many times since.

Lived by the sword, died by the fang, carried by honor, in debt to the Slayer.

## Quote

"You just don't get it, do you? Some things are more important than food."

## Combat Maneuvers

Maneuver	Bonus	Base Damage	Notes
Decapitation	6	24	x5 damage
Disarm	9	—	Resisted by Parry
Dodge	13	—	Defense action
Feint	8	—	Add SLs to next action
Kick	7	14	Bash
Parry	11	—	Defense action
Stake	11	12	Slash/stab
(Through Heart)	8	12	x5 vs vamps
Sweep Kick	7	6	Knocks target down
Sword	13	24	Slash/stab



**Scared Straight Vamp**  
**Character Type Hero**  
**Life Points 56 Drama Points 10**

<b>Str</b>	<b>6</b>	<b>Int</b>	<b>4</b>
<b>Dex</b>	<b>6</b>	<b>Per</b>	<b>3</b>
<b>Con</b>	<b>4</b>	<b>Wil</b>	<b>4</b>

**Qualities**

Age 3 (6)  
 Contacts (Assorted underworld contacts) (3)  
 Occult Library (Impressive) (3)  
 Vampire (15)

**Drawbacks**

Adversary (Assorted demons) (5)  
 Obsession (Ensuring that the world doesn't end)  
     (from Vampire Quality)  
 Paranoid (2)  
 Zealot (Destruction of demon cults) (3)

**Skills**

Acrobatics 0  
 Art 0  
 Computers 3  
 Crime 2  
 Doctor 2  
 Driving 1  
 Getting Medieval 3  
 Gun Fu 0  
 Influence 2  
 Knowledge 0  
 Kung Fu 2  
 Languages 5  
 Mr. Fix-it 0  
 Notice 5  
 Occultism 6  
 Science 0  
 Sports 0  
 Wild Card (Demon Cults) 5



## Background on the Scared Straight Vamp

Between you and me, there's some truly scary things in the world! Sisters of Jhe, Vahrall demons, hell-goddesses, humans becoming demons, vampires summoning demons, it's crazy! I'm going about my business as a self-respecting bloodsucker when some depressed whackjob wants to summon Sarregoth, the Void Beast of Suffering! Do you realize what that would do? Unleash an emptiness upon the world that would kill most people and a lotta vamps, too!

Around the millenium, demon cults really stepped up their rituals, and I was out of allies, since most vampires are too scared to even cross an Arakos demon. Top of the food chain my ass. So I turned to Lunchables for help. You know, humans. If they weren't plannin' to stake me all the time, I might have even been friends with 'em. As it is, I did get a good meal outta them. Don't look at me like that! I gotta have that blood, see. I can't really fight demons if I'm starvin' to death, can I? Oh, don't be so upset, I'm gonna do more good for the world than you would. Now hold still, it'll only sting for a minute.

## Quote

"Wait . . . who said I was one of the good guys?"

### Combat Maneuvers

Maneuver	Bonus	Base Damage	Notes
Axe	9	35	Slash/stab
Decapitation	4	35	x5 damage
Dodge	9	—	Defense action
Magic	10	by spell	Varies

**Taoist Vampire**  
**Character Type Champion**  
**Life Points 56 Drama Points 10**

<b>Str</b>	<b>5</b>	<b>Int</b>	<b>2</b>
<b>Dex</b>	<b>7</b>	<b>Per</b>	<b>3</b>
<b>Con</b>	<b>5</b>	<b>Wil</b>	<b>5</b>

### Qualities

Fast Reaction Time (2)  
 Iron Mind (3)  
 Situation Awareness (2)  
 Vampire (15)

### Drawbacks

Humorless (1)  
 Mental Problems (Mild Zealot—Taoist) (from Vampire Quality)  
 Minority (1)  
 Outcast (3)  
 Resources (Destitute) (2; 1 from Vampire Quality)  
 Secret (Slaughtered his fellow priests) (3)

### Skills

Acrobatics 5  
 Art 0  
 Computers 0  
 Crime 0  
 Doctor 2  
 Driving 0  
 Getting Medieval 3  
 Gun Fu 0  
 Influence 0  
 Knowledge 0  
 Kung Fu 6  
 Languages 2  
 Mr. Fix-it 0  
 Notice 3  
 Occultism 2  
 Science 0  
 Sports 0  
 Wild Card (Taoism) 6  
 Wild Card (Meditation) 5



## Background on the Taoist Vamp

The flow of the Tao throughout the universe had unanticipated side effects on my existence. A creature in the darkness, a moment of extreme violence, and I was forever marked. My first impulse was to revel in the realization of my immortality. My brethren saw what I had become . . . and tried to destroy me.

They were ill prepared for combat.

I partook of their blood. Feasted on their souls. I had achieved the end result of my life's pursuit: true, walking immortality. Imagine my surprise when I found the Tao refused to allow the demon to control me completely. My pleasure replaced with horror, I cried as I tried unsuccessfully to revive my fallen brothers. I cursed myself for my failings and threw myself to the horizon, awaiting my death. And then the demon awoke. My very beliefs failed me! The demon sent us on a bloody course towards a village at the base of the mountain from the monastery. I overtook it and slaked its thirst on mountain goats instead. I can hold it in check most of the time. Except when I try to kill it. Someday, my discipline will overwhelm my innate desire to live forever.

## Quote

"Be careful what you wish for. You just might live forever."

### Combat Maneuvers

Maneuver	Bonus	Base Damage	Notes
Break Neck	11	20	Bash, must Grapple first
Catch Weapon	8	—	Defense action
Dodge	13	—	Defense Action
Double Jump Kick	9	18	Hits two targets (see <i>Angel</i> , p.121)
Feint	8	—	Adds SLs to next action
Grapple	15	—	Resisted by Dodge
Jump Kick	10	18	Bash, special (see <i>Angel</i> , p. 122)
Kick	12	12	Bash
Knockout	11	By move, halved	Knocks opponent out
Punch	13	10	Bash
Spin Kick	11	14	Bash
Sweep Kick	12	5	Bash, knockdown
Takedown	11	5	Bash, knockdown
Toss	6	5	Bash, knockdown, must Grapple first
Wall Flip	9	—	+3 to defense on this Turn

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