

Buffy the Vampire Slayer CCG Card Spoilers – Essences and Characters
November 4, 2002 (dgjedi)

Essences

Set	#	Name	Type	Text
PP	193	Buffy Summers	Slayer-Hero	Reduce the lowest talent on a challenge by 2 when Buffy is facing it.
PP	194	Rupert Giles	Human	You do not have to fatigue Giles to use any power on his character card.
PP	195	Willow Rosenberg	Human	Willow gains the Spellcraft and Computers traits and +1 Weirdness and +1 Smarts.
PP	196	Angel	Vampire	Angel gains +2 Butt-Kicking whenever he fights a Vampire.
PP	197	The Master	Vampire	Discard a refreshed character you control to refresh The Master.
PP	198	Collin, the Anointed One	Vampire	Fatigue one of your vampires to fatigue any Companion or Minion during the Resource Step.
PP	199	Spike	Vampire	Any skills or items attached to Spike give him an additional +1 for that talent.
PP	200	Drusilla	Vampire	If Spike is in play, Drusilla gains +1 to all of her talents.
AC	122	Xander	Human	Xander is considered a Hero instead of a Companion. Xander gains +1 to all of his talents for meeting the talent requirements on actions, skills and items.
AC	123	Kendra	Slayer	Kendra gains +1 Butt-Kicking while in a fight. Kendra gains +1 Smarts while facing a challenge.
AC	124	Cordelia	Human	Cordelia is considered a hero instead of a Companion. Once during the end step you may rearrange the top 2 cards of your challenge deck in any order.
AC	125	Angelus	Vampire	Angelus does not get a –1 to his talents when fatigued. If Angelus wins a fight against a Hero, you gain 1 extra Destiny Point.
VW	1	Catherine Madison	Human	Catherine gains +1 to all Talents for each copy of the Spellcraft trait she has.
VW	2	Natalie French	Monster	Natalie gains +3 Charm. During the Movement Step, you may fatigue Natalie to move a Male Human Supporting Character to Natalie's location.
VW	3	The Pack	Human	The Pack gains +1 Butt-Kicking and +1 Weirdness. When The Pack uses Thrown to the Hyenas, replace all instances of "Minion or Companion" with "Supporting Character".
VW	4	Moloch the Corruptor	Monster	Moloch gains +1 Charm, +2 Smarts, and Demonology. Moloch may attach Metal Robot Body as if a Minion. When Moloch has Metal Robot Body attached, he gains +3 Butt-Kicking, +2 Weirdness, and –1 Charm.
VW	5	Ted Buchanon	Robot	Ted gains +1 Charm and +1 Weirdness. When Ted faces a Challenge, reduce any Charm on the Challenge by 3 or any other Talent by 1.

Set	#	Name	Type	Text
VW	6	Der Kindestod	Demon	Der Kindestod gains the Demonology Trait. When Der Kindestod is at The Hospital, no one may initiate a fight with Der Kindestod except Buffy. Der Kindestod may use its card power to affect a Human at an adjacent location.
VW	7	Coach Marin	Human	Once per turn during the Resource Step, you may search your Resource Deck for a copy of Gil Monster and place it in your hand. You may have up to 6 copies of Gil Monster in your Resource Deck and in play.
VW	8	Ampata	Undead	If Ampata is discarded, immediately place her back in play on one of your locations, but any cards attached still go to the discard pile.
VW	Pita1	Principal Snyder	Principal	Principal Snyder chooses the resolving talent when starting a fight at a school location, and gains +2 to the chosen talent until the end of the fight.
'99	239	Buffy	Human-Slayer	Once per turn, Buffy may start a fight during the Movement Step, if there are no card effects keeping her from fighting.
'99	240	Xander	Human	Your Episode Part 2 cards cannot be cancelled.
'99	241	Angel	Vampire	Angel may move 2 additional times during the day.
'99	242	Willow	Human	Whenever Willow defeats a challenge with a Computer or Spellcraft Trait Requirement, Willow does not fatigue.
'99	243	The Mayor	Human-Demon	If your opponent recycles her discard pile during the Draw Step, you may fatigue The Mayor during the Resource Step or End Step of that turn to change day to night or night to day.
'99	244	Mr. Trick	Vampire	During the Resource Step, if Mr. Trick is refreshed, you may add Mr. Trick's talents to a challenge's talent goals if the challenge is at the same or adjacent location as Mr. Trick. Afterward, fatigue Mr. Trick.
'99	245	Kakistos	Vampire	At the beginning of every turn, choose one of your opponent's characters in play. For the remainder of the turn, when Kakistos starts a fight with that character, draw 2 cards and if he wins the fight you gain 1 extra Destiny Point.
'99	246	Faith	Human-Slayer	When Faith starts a fight, the opponent draws 2 less cards during the fight / Draw Stage.
'99	247	Vamp Willow	Vampire	At the beginning of the Resource Step, you may shuffle all copies of Vampire Embrace in your discard pile back into your Resource Deck.
'99	248	Vamp Xander	Vampire	If Vamp Willow is in play, Vamp Xander gains +1 to all of his talents. If Vamp Willow and Vamp Xander face a challenge together, lower the talent goal of that challenge by 2, if possible.
'99	249	The Master	Vampire	Whenever an opponent starts a fight or challenge, that player discards a card, if possible.
'99	250	Anyanka	Demon	Once during each Prologue Step, you may discard an action card that has a Weirdness icon to draw 2 cards.

Set	#	Name	Type	Text
'99	251	Oz	Human-Werewolf	If Oz is a Werewolf, you do not have to send his current level to the Crypt during the Refresh Step of a day turn.
'99	252	Buffy, Bizarro Land	Human-Slayer	If Buffy Bizarro Land defeats a challenge alone, you gain 2 extra Destiny Points.
'99	253	Giles	Human	During the Resource Step, you may fatigue Giles to have another character gain one of Giles' Traits until the end of the turn.
'99	254	Cordelia	Human	If Cordelia lost a fight or challenge last turn, Cordelia gains +3 Charm for the remainder of this turn.
SC	1	Tara	Human	Tara does not fatigue when attaching skills that require the Spellcraft Trait. Tara may ignore Weirdness Talent Requirements on items and skills.
SC	2	Anya	Human	Anya gains +1 to all her talents for the remainder of the turn for every event card played during the Prologue Step.
SC	3	Harmony	Vampire	During each challenge-fight/Draw Stage, both participating players draw a maximum of 3 cards.
SC	4	Kathy	Demon	Ignore all Talent bonuses from items and skills at Kathy's location and adjacent locations while Kathy is not in Sunnydale Park.
I	1	Riley Finn	Human	You may have Minions and Villians in your deck with the Initiative Trait and place them into play.
I	2	Spike	Vampire	The first skill Spike attaches every turn does not fatigue him. Spike may attach 1 additional skill per turn.
I	3	Maggie Walsh	Human	During the Movement Step, any of your characters with the Initiative Trait may move to Maggie Walsh's location as if it were an adjacent location.
I	4	Adam	Cyborg	Whenever your opponent faces a challenge and you are chosen as the defender, you may draw 3 additional cards during the Challenge/Draw stage.

Characters/Personalities

Set	#	Name	Hero/Comp Villian/Min	Lvl	Lvl Req	BK	SM	WE	CH	Text
PP	56	Billy Palmer	Companion	1		0	1	1	0	Human. Billy Palmer gains +2 Smarts when confronting the Nightmares of Mine challenge.
PP	57	Cordelia	Companion	1		0	0	0	3	Human. Once per turn, Cordelia can fatigue a Companion or Minion assigned to the same location during the Resource Step.

Set	#	Name	Hero/Comp Villian/Min	Lvl	Lvl Req	BK	SM	WE	CH	Text
PP	58	Jenny Calendar	Companion	1		0	2	1	0	Human. Computer, Demonology. Once per turn, Jenny Calendar can avoid being fatigued from something that would normally fatigue her.
PP	59	Owen Thurman	Companion	1		1	0	0	1	Human. Owen gains +1 Butt-Kicking when at the same location as Buffy.
PP	60	Sid	Companion	1		0	1	1	0	Demonology. Sid gains +2 Smarts while confronting The Talent Show Must Go On Challenge.
PP	61	Xander	Companion	1		1	1	0	1	Human. Computer. Xander gains +1 Charm while Cordelia is in play.
PP	62	Jesse	Minion	1		1	0	0	1	Vampire. When in a fight with another character, ignore the effects of Hair Flip for the fight.
PP	63	Andrew Borba	Minion	1		2	0	1	0	Vampire. Andrew gains +1 Butt-Kicking when fighting a Companion. Andrew gains an additional +1 Butt-Kicking if that Companion is Owen.
PP	64	Catherine Madison	Minion	1		0	1	2	0	Human. Spellcraft. Catherine Madison may be equipped with one extra item.
PP	65	Chris Epps	Minion	1		0	2	1	0	Human. Fatigue Chris Epps to refresh another Minion you control.
PP	66	Claw	Minion	1		2	0	1	0	Vampire. Once per turn, anything that would normally fatigue Claw during the Movement Step does not fatigue him
PP	67	Fritz	Minion	1		0	2	1	0	Human. Computer. If Fritz is refreshed at the beginning of the turn, you may have up to 6 cards in your hand at the end of the Draw Step.
PP	68	Luke	Minion	1		3	0	1	0	Vampire.
PP	69	Moloch, the Corruptor	Minion	1		1	0	0	1	Monster. Computer. The Tome of Moloch provides an extra +1 Butt-Kicking when assigned to Moloch.
PP	70	Natalie French	Minion	1		2	0	1	0	Monster. When at Natalie French's Cellar, skills that provide bonuses to talents provide a +1 Bonus for Natalie.
PP	71	The Ugly Man	Minion	1		0	0	1	0	The Ugly Man gains +2 Butt-Kicking when in a fight. The Ugly Man can only equip 1 item.

Set	#	Name	Hero/Comp Villian/Min	Lvl	Lvl Req	BK	SM	WE	CH	Text
PP	72	The Pack	Minion	1		2	1	1	0	Human. If The Pack would be discarded from play by any means while refreshed, you may fatigue The Pack and place it at the Hyena Exhibit location, instead of the discard pile.
PP	73	The Three	Minion	1		2	0	1	0	Vampire. You can have up to 3 copies of The Three in play at one time.
PP	74	Marc, The Organ Stealer	Minion	1		1	0	1	0	Monster. Marc gains +2 Weirdness when facing the A Boy and His Guillotine challenge.
PP	75	Absalom	Minion	1		0	0	2	0	Vampire. Absalom gains +2 Butt-Kicking when at the same location as Collin, The Anointed One.
PP	76	Dr. Gregory	Companion	1		0	3	0	0	Human. Computer.
PP	77	Joyce Summers	Companion	1		0	1	0	1	Human. If Joyce is refreshed at the beginning of the turn, you can have up to 6 cards in your hand at the end of the Draw Step.
PP	78	Coach Herrold	Companion	1		1	1	0	0	Human. Coach Harrold gains +2 Butt-Kicking when located at any school location.
PP	79	Mitch	Companion	1		1	0	0	1	Human. Once per turn, anything that would normally fatigue Mitch during the Movement Step does not fatigue him.
PP	80	Harmony	Companion	1		0	0	0	2	Human. Harmony gains +1 Charm and +1 Smarts when at the same location as Cordelia.
PP	81	Hank Summers	Companion	1		1	1	0	0	Human. Hank Summers may be equipped with one extra item.
PP	82	Blayne Mall	Companion	1		1	0	0	1	Human. Fatigue Blayne Mall to refresh another Companion you control.
PP	83	Amber Grove	Companion	1		0	0	0	2	Human. Amber Grove gains +1 Charm when located at any school location.
PP	146	Angel	Hero	2	4	1	2	1	3	Vampire. Angel gains +2 Charm while Buffy is in play.
PP	147	Angel	Hero	3	7	2	2	1	3	Vampire. Once during the Resource Step, you can search your Resource Deck for any level of Buffy and place her in your hand.
PP	148	Buffy Summers	Slayer-Hero	2	3	3	1	2	2	Human. Buffy gains +1 Butt-Kicking against all vampires.

Set	#	Name	Hero/Comp Villian/Min	Lvl	Lvl Req	BK	SM	WE	CH	Text
PP	149	Rupert Giles	Hero	2	3	1	5	2	0	Human. Demonology. Spellcraft. Once per turn, fatigue Giles during the Resource Step to search your Resource Deck for any item or skill, show it to your opponent, and put it into your hand.
PP	150	Rupert Giles	Hero	3	7	1	5	3	0	Human. Demonology. Spellcraft. Once per turn, fatigue Giles during the Resource Step to search your Resource Deck for any card and put it into your hand.
PP	151	Willow Rosenberg	Hero	2	5	0	3	1	2	Human. Spellcraft. Once per turn, during the Resource Step, fatigue Willow to gain 1 extra Destiny Point.
PP	152	Willow Rosenberg	Hero	3	7	0	4	2	2	Human. Spellcraft. Computer.
PP	153	Collin, the Anointed One	Villian	2	4	0	4	3	1	Vampire. Fatigue Collin during the Resource Step to search your Resource Deck for any Vampire, show it to your opponent, and put it into your hand.
PP	154	Collin, the Anointed One	Villian	3	7	0	5	3	1	Vampire. Demonology. All vampires you control at this location gain +2 Butt-Kicking.
PP	155	Darla	Minion	1		0	0	1	2	Vampire. All of your other Vampires at this location gain +1 Butt-Kicking. Angel loses -1 Charm when at the same location as Darla.
PP	156	Drusilla	Villian	2	3	0	2	3	2	Vampire. Fatigue Drusilla during the Resource Step to look at the top 5 cards of your Resource Deck. Choose one of those cards and place it into your hand and discard the other 4 cards.
PP	157	Drusilla	Villian	3	6	0	3	3	2	Vampire. Fatigue Drusilla during the Resource Step to look at the top 5 cards of your Resource Deck, Choose 2 cards and place them into your hand and discard the other 3 cards.
PP	158	Spike	Villian	2	3	3	2	1	1	Vampire. Spike gains +1 to all of his talents if you have Drusilla in play.
PP	159	Spike	Villian	3	7	3	2	1	2	Vampire. Spike gains +1 to all his talents if you have Drusilla in play. Spike may move to the same location as Collin, the Anointed One during the Movement Step without fatiguing.

Set	#	Name	Hero/Comp Villian/Min	Lvl	Lvl Req	BK	SM	WE	CH	Text
PP	160	The Master	Villian	2	4	2	3	3	0	Vampire. Spellcraft. All Vampires you control gain +1 Butt-Kicking.
PP	181	The Master	Villian	3	7	3	3	3	0	Vampire. Spellcraft. All Vampires you control gain +2 Butt-Kicking. For every challenge The Master defeats, you gain 1 extra Destiny Point.
PP	182	Buffy Summers	Slayer-Hero	3	7	4	1	2	2	Human. Fatigue Buffy during the Resource Step to discard any Minion at this location.
PP	185	Angel	Hero	1		0	2	1	3	Vampire. Angel gains +1 Butt-Kicking in a fight.
PP	186	Buffy Summers	Slayer-Hero	1		3	0	2	2	Human. Whenever Buffy is fighting an opponents Main Character, she gains +1 Butt-Kicking.
PP	187	Rupert Giles	Hero	1		1	4	2	1	Human. Demonology. Once per turn, fatigue Giles during the Resource Step to search your Resource Deck for any item or skill with a Smarts talent requirement, show it to your opponent, and put it in your hand.
PP	188	Willow Rosenberg	Hero	1		0	3	1	1	Human. Computer. Willow gains +1 Smarts when confronting a challenge with a Smarts requirement.
PP	189	Collin, the Anointed One	Villian	1		0	4	2	1	Vampire. Once a turn, fatigue Collin when he's attacked to refresh one of your Minions in the same location. The character Collin refreshed is now your character in the fight.
PP	190	Drusilla	Villian	1		0	2	2	2	Vampire. Fatigue Drusilla during the Resource Step to either draw a card or make your opponent discard a card.
PP	191	Spike	Villian	1		3	2	1	0	Vampire. Fatigue a Minion you control at the same location as Spike during the Resource Step to give Spike +1 to a talent of your choice, until the end of the turn.
PP	192	The Master	Villian	1		2	2	3	0	Vampire. Once per turn you may refresh The Master by fatiguing a Vampire you control that is at the same location.
PP	Pre4	Principal Snyder	Minion	1		0	2	0	0	Human. While at a school location. Principal Snyder is considered to be a Villain instead of a Minion.

Set	#	Name	Hero/Comp Villian/Min	Lvl	Lvl Req	BK	SM	WE	CH	Text
PP	WW1	Spike	Villian	1		3	1	2	0	Vampire. Fatigue Spike during the Resource Step to search your Resource Deck for Drusilla level 1 and place her into play at Spike's location.
PP	HH1	Buffy Summers	Slayer-Hero	1		3	0	2	2	Whenever Buffy is fighting an opponent's Main Character, she gains +1 Butt-Kicking.
AC	5	Coach Marin	Minion	1		1	0	2	0	Human. Coach Marin gains +1 Butt-Kicking while at the same location as Gill Monster.
AC	6	Dalton	Minion	1		0	3	0	0	Vampire. Occult.
AC	38	Amy Madison	Companion	1		0	2	0	1	Human. Spellcraft. Once per turn, fatigue Amy Madison during the Resource Step to refresh any character with the Spellcraft trait.
AC	39	Billy Fordham	Minion	1		0	1	0	2	Human. While located at the Sunset Club, Billy Fordham is considered to be a Villain instead of a Minion.
AC	40	Cameron Walker	Companion	1		0	0	1	2	Human. When resolving a fight, you may replace Cameron's Butt-Kicking with his Charm. Talent stacks are excluded from this effect.
AC	41	Der Kindestod	Minion	1		1	0	2	0	Demon. Fatigue during the Resource Step to give a Human here -1 to all talents for the remainder of the turn. If at the Hospital, the Human gets a -2 instead.
AC	42	Doug Perren	Companion	1		0	2	0	1	Human. Science. Occult. Fatigue Doug Perren during the Resource Step and choose 1 character. That character may attach an extra skill this turn.
AC	43	Ethan Rayne	Minion	1		0	1	2	0	Human. Spellcraft. All other Minions sharing a location with Ethan Rayne gain the Demonology Trait while with Ethan.
AC	44	Gill Monster	Minion	1		2	0	1	0	Monster. Gill Monster gains +1 Butt-Kicking while at an outdoor location.
AC	45	Kendra	Slayer-Hero	1		3	2	1	0	Human. You do not lose Destiny Points when Kendra loses a fight.
AC	46	Oz	Companion	1		1	3	1	0	Human. Oz gains +2 Charm when at the same location as Willow.

Set	#	Name	Hero/Comp Villian/Min	Lvl	Lvl Req	BK	SM	WE	CH	Text
AC	47	Oz	Companion	2	2	4	0	2	0	Werewolf. During the Refresh Step, if it is day, send Oz's level 2 to the Crypt. Any other attached cards remain attached.
AC	48	Ted Buchanan	Minion	1		2	0	0	1	Robot. Once per turn, discard an item attached to Ted to refresh him. If the 50's Time Capsule is in play and Ted is defeated in a fight, move him there fatigued instead of to the discard pile.
AC	49	Willy	Minion	1		0	2	1	0	Human. If a player has 4 or more challenges in play, you may fatigue Willy during the Resource Step and choose an opponent. That opponent must choose one of her challenges and shuffle it back into her Challenge Deck.
AC	50	Xander	Companion	1		1	2	1	1	Human. Xander may Stunt-Double for Cordelia while fatigued. During the Movement Step, if Xander is not in Sunnydale Park, he may move to Cordelia's location instead of an adjacent location.
AC	86	Angel	Hero	1		1	1	2	2	Vampire. When Angel starts a fight, draw 1 extra card.
AC	87	Angelus	Villian	1		4	1	2	0	Vampire. Angelus gains +2 Smarts while facing a challenge.
AC	88	Angelus	Villian	2	5	5	2	3	2	Vampire.
AC	89	Buffy Summers	Slayer-Hero	1		0	0	2	5	Human. You can only use this card if Buffy is your main character. Buffy cannot start a fight. Fatigue Buffy during the Resource Step to fatigue any character at her location.
AC	90	Collin, The Anointed One	Villian	4	8	1	5	3	0	Vampire. Demonology. All Vampires at this location gain +2 Butt-Kicking. Once per Resource Step, you may search your Resource Deck for any Vampire, show it to your opponent, and place it in your hand.
AC	91	Cordelia	Companion	2	3	0	0	0	4	Human. When Cordelia starts a fight choose Charm or Butt-Kicking. The chosen Talent is now the Resolving Talent for this fight.
AC	92	Drusilla	Villian	2	4	1	2	2	2	Vampire. Fatigue Drusilla during the Resource Step and discard a card. Draw 2 cards.

Set	#	Name	Hero/Comp Villian/Min	Lvl	Lvl Req	BK	SM	WE	CH	Text
AC	93	Jenny Calendar	Companion	2	3	0	2	2	0	Human. Demonology. Computer. Spellcraft. Jenny Calendar gains +1 Weirdness and +1 Smarts against challenges requiring the Spellcraft Trait.
AC	94	Kendra	Slayer-Hero	2	5	4	2	2	0	Human. When Kendra wins a fight against a Vampire, you do not discard down to five cards.
AC	95	Principal Snyder	Villian	2	3	0	2	2	0	Human. Demonology. Principal Snyder gains +1 Smarts and +1 Weirdness when at any school location.
AC	96	Rupert Giles	Hero	2	3	2	4	2	0	Human. Demonology. Spellcraft. If Giles starts a fight against a character with the Spellcraft, Demonology, or Occult Traits, any cards played into the Talent Stack for Butt-Kicking are increased by 1.
AC	97	Spike	Villian	2	4	1	4	3	0	Vampire. Spike may not start a fight. When Spike faces a challenge, any cards you place in a talent stack for Smarts are increased by 1.
AC	98	The Judge	Villian	1		6	1	4	0	Demon. You must defeat the Jigsaw Judge challenge before you can place The Judge into play. You may discard The Judge from your hand to search your Challenge Deck for Jigsaw Judge, shuffle the remaining challenges, and place Jigsaw Judge on top.
AC	99	The Master	Villian	3	7	3	3	3	0	Vampire. Spellcraft. Once during the Resource Step, fatigue The Master to choose an opponent to discard 2 cards from her hand.
AC	100	Uncle Enyos	Companion	1		0	2	2	0	Human. Spellcraft. Occult. Demonology.
AC	101	Willow Rosenberg	Hero	3	6	0	4	2	2	Human. Spellcraft. Whenever your opponent faces a challenge at Willows' location, you draw 6 cards instead of 3.
AC	Pre3	Lily	Companion	1		0	1	1	2	Human. If Lily faces a challenge with Buffy and the challenge is defeated, you gain 1 extra Destiny Point.
AC	P2	Octarus	Minion	1		3	0	0	0	Supernatural Assassin. If Octarus wins a fight, you may discard 2 action cards from your hand during the fight's resolution to keep him from fatiguing.

Set	#	Name	Hero/Comp Villian/Min	Lvl	Lvl Req	BK	SM	WE	CH	Text
AC	P3	Whistler	Companion	1		0	2	1	1	Demon. While Whistler is in play, players may look at any Challenge Deck without rearranging the order of the challenges. If Whistler is discarded or sent to the Crypt, all players shuffle their Challenge Deck.
VW	9	Ampata	Villian	1		0	0	2	4	Undead. When Ampata starts a fight, the resolving talent is Charm and cannot be changed. Ampata cannot be a supporting character.
'99	3	Eliminati Vamps	Minion	1		2	0	1	0	Vampire. When you place Eliminati Vamps into play, you may search your Resource Deck for a copy of Eliminati Swords and attach it to this character.
'99	4	Hellhound	Minion	1		1	0	2	0	Demon. Hellhound can move to the location of a character that has Formal Wear attached as if it is an adjacent location. Hellhound gains +3 Butt-Kicking while in a fight with a Companion or Minion.
'99	5	Percy West	Companion	1		1	1	0	1	Human. While at a school location, Percy West gains +1 Smarts and may attach 1 additional item.
'99	6	Scott Hope	Companion	1		0	2	0	2	Human. While at the same location as Buffy, Scott gains +1 Charm. Scott may Stunt-Double for Buffy without fatiguing.
'99	7	The Harbingers	Minion	1		0	1	2	0	Demon. The Harbingers gain +2 Weirdness while at a subterranean location.
'99	66	Amy Madison	Companion	2	4	0	0	1	1	Rat. Once per turn, you may fatigue Amy Madison to give another character with the Spellcraft Trait +1 to all his talents for the remainder of the turn.
'99	67	Angel	Companion	1		2	1	0	1	Vampire. During the Movement Step Angel may make 1 additional move from a school or indoor location to an adjacent indoor or school location when it is day.
'99	68	Anyanka	Minion	1		1	1	2	0	Demon. Spellcraft. Once per Resource Step, search your Resource Deck for Symbol of Anyanka and attach it.
'99	69	Buffy Summers	Companion – Slayer	1		3	0	1	1	Human. Buffy may have 1 extra item. When Buffy is in a fight, draw a card at the end of the Fight/Battle Stage.

Set	#	Name	Hero/Comp Villian/Min	Lvl	Lvl Req	BK	SM	WE	CH	Text
'99	70	Faith	Companion – Slayer	1		3	0	1	1	Human. Faith gains +1 Butt-Kicking while fighting a Vampire, Demon, or Monster.
'99	71	Faith	Minion – Slayer	1		3	0	1	1	Human. Whenever Faith starts a fight with a Human, draw a card.
'99	72	Hansel and Gretal	Minion	1		0	2	0	2	Monster. Any supporting characters with Spellcraft that lose a fight are sent to the Crypt instead of the discard pile.
'99	73	Jack O'Toole	Minion	1		2	0	2	0	Undead. All of your other Undead characters in play gain +1 Butt-Kicking and Weirdness while Jack O'Toole is in play.
'99	74	Pat	Minion	1		0	1	1	1	Undead. All talent requirements on your opponent's cards are increased by 1.
'99	75	Jonathan Levenson	Companion	1		0	2	1	0	Human. Wuss. All talent requirements on your opponents' cards are increased by 1.
'99	76	Ken	Minion	1		0	1	2	1	Demon. During the Resource Step, you may send Ken to the Crypt to place one of your opponents' characters here at any location of your choice.
'99	77	Lunch Lady	Minion	1		1	0	1	0	Human. If Lunch Lady is at a school location any Human supporting characters at the same location cannot refresh. Once per turn a fatigued character may start a fight with Lunch Lady.
'99	78	Mr. Trick	Minion	1		2	1	1	0	Vampire. Fatigue a Vampire you control here to give Mr. Trick +1 Butt-Kicking for the remainder of the turn.
'99	79	Oz	Hero	2	2	1	4	1	2	Human. If Oz defeats a challenge and your opponent has at least 1 Hero or Villian here, Oz does not fatigue during the Challenge/Resolve Stage.
'99	80	Pete	Minion	1		3	0	2	0	Human. When fighting a Human, Pete does not fatigue during the Fight/Resolve Stage. All characters that fight Pete that aren't Human gain a +1 to all of their talents during the fight.

Set	#	Name	Hero/Comp Villian/Min	Lvl	Lvl Req	BK	SM	WE	CH	Text
'99	81	Rupert Giles	Companion	1		1	2	1	0	Human. Demonology. Once per turn you may fatigue Giles during the Prologue Step. If you do, no player may draw cards from card effects for the remainder of the turn.
'99	82	Tucker Wells	Minion	1		0	2	2	0	Human. Once during the Resource Step, you may search your discard pile or Resource Deck for a Hellhound, show it to your opponent, and place it into your hand.
'99	83	Wesley Wyndam-Pryce	Companion	1		0	2	0	1	Human. Occult. Wuss. Fatigue a Wuss you control during the Resource Step to choose a card in your discard pile and shuffle it back into your Resource Deck.
'99	84	Willow Rosenberg	Companion	1		0	2	1	1	Human. Computer. You may fatigue Willow during the Resource Step to give a character at an adjacent location +1 Smarts until the end of the turn.
'99	85	Xander Harris	Companion	1		1	1	1	1	Human. If Xander is defeated in a fight, the winner does not gain any Destiny Points.
'99	120	Angel	Hero	2	4	3	2	1	3	Vampire. If you have no other characters at Angel's location, Angel gains +1 to all his talents and an additional +1 Butt-Kicking.
'99	121	Angel	Hero	3	7	3	2	2	3	Vampire. Angel has the card powers of his previous 2 levels.
'99	122	Anyanka	Villian	2	4	1	2	3	1	Demon, Spellcraft. If Anyanka is in a fight with Symbol of Anyanka attached and your opponent changes the resolving talent, you choose the resolving talent instead. You cannot choose the previous resolving talent.
'99	123	Balthazar	Villian	1		0	2	4	-1	Demon. Balthazar cannot move. At the beginning of a turn, choose a talent. All minions at Balthazar's location gain +1 to that talent for the remainder of the turn.
'99	124	Buffy Summers	Hero-Slayer	2	5	4	1	2	2	Human. Each turn, the first fight Buffy starts during the Conflict Step does not fatigue her during resolution.

Set	#	Name	Hero/Comp Villian/Min	Lvl	Lvl Req	BK	SM	WE	CH	Text
'99	125	Buffy Summers	Hero-Slayer	3	7	5	1	2	2	Human. If Buffy wins a fight she started against a Villian or Hero, you gain 1 extra Destiny Point. Buffy does not fatigue during the Fight/Resolve stage of the first fight she started this turn.
'99	126	Cordelia	Hero	2	5	0	2	0	5	Human. Seduction. At the beginning of the Resource Step, choose a challenge in play. Players may face that challenge during this Step.
'99	127	Faith	Hero-Slayer	1		4	0	2	2	Human. Faith may start a fight with a Vampire, Demon or Monster at an adjacent location. If she does, place her at that location.
'99	128	Faith	Hero-Slayer	2	3	4	0	2	3	Human. Faith may move to any location where an opponent's Vampire, Demon or Monster is in play instead of to an adjacent location. Faith may start 1 fight during each Movement Step with a Vampire, Demon or Monster.
'99	129	Faith	Villian – Slayer	2	4	4	0	3	2	Human. If Faith is refreshed here during an opponent's Challenge/Choose stage, you can search your Resource Deck for a copy of Ambushed and immediately play it.
'99	130	Faith	Villian – Slayer	3	6	4	1	3	2	Human. If Faith defeats a Main Character in a fight, gain 2 extra Destiny Points.
'99	131	Gwendolyn Post	Villian	1		0	2	2	1	Human. Gwendolyn Post may face good and evil challenges. If Gwendolyn Post defeats a character in a fight, she may choose items placed into her talent stacks for that fight and attach them if possible.
'99	132	Mayor Richard Wilkins III	Villian	2	3	0	3	3	1	Human. Demonology. At the end of the Draw Step, your opponents discard the top card of their Resource Decks for each card they drew during this Step.
'99	133	Mayor Richard Wilkins III	Villian	3	8	8	1	4	0	Demon. Demonology. Mayor Richard Wilkins III needs Box of Gavrok attached to ascend to this level. At the beginning of each turn, your opponents discard the top 5 cards of their Resource Decks.

Set	#	Name	Hero/Comp Villian/Min	Lvl	Lvl Req	BK	SM	WE	CH	Text
'99	134	Mr. Trick	Villian	2	4	3	2	2	0	Vampire. Computer. When Mr. Trick starts a fight with a Human, if you control another Minion at the same location, add that Minion's total Butt-Kicking to Mr. Trick Butt-Kicking for the remainder of the fight.
'99	135	Oz	Villian	3	4	6	0	3	0	Werewolf. If it is day at the beginning of the Refresh Step, send Oz's level 3 to the Crypt. Any other attached cards remain attached.
'99	136	Rupert Giles	Hero	2	4	1	5	2	1	Human. Demonology. Occult. Spellcraft. Once during the Resource Step, you may fatigue Giles and discard an item from your hand to discard an item attached to another character at the same location.
'99	137	Spike	Villian	1		3	2	2	0	Vampire. During the Resource Step, you may fatigue Spike and discard a skill attached to him. Search your Resource Deck for up to 2 copies of that skill, show them to your opponent, and place them into your hand.
'99	138	The First	Villian	1		0	1	3	0	Pure Evil. During the Conflict Step, you may fatigue The First and choose one of your opponents' refreshed characters at the same location. During that opponent's next watch in this step, that character must start a fight if possible.
'99	139	The Master	Villian	2	5	3	3	3	0	Vampire. Demonology. Spellcraft. All Vampires you control gain +1 Butt-Kicking. You need to control Sunnydale Park for 1 less turn to win a Park Victory.
'99	140	Vamp Willow	Villian	2	5	2	2	3	2	Vampire. If Vampire Embrace is used in a fight for its effect, and Vamp Willow wins, gain 1 Extra Destiny Point.
'99	141	Willow	Hero	2	3	0	2	3	2	Human. Spellcraft. Computer. All your characters with Spellcraft at adjacent locations gain +1 Smarts and +1 Weirdness.
'99	142	Xander	Hero	2	3	1	2	2	2	Human. At the beginning of every turn, choose one of your characters at Xander's location. Xander gains that character's Traits until the end of the turn, excluding the first printed Trait.

Set	#	Name	Hero/Comp Villian/Min	Lvl	Lvl Req	BK	SM	WE	CH	Text
'99	195	Larry Blaisdell	Companion	1		2	0	0	1	Human. While at a school location, Larry Blaisdell gains +1 Butt-Kicking and +1 Smarts, and once per turn may Stunt-Double for another character while fatigued.
'99	196	Zachary Kralik	Minion	1		2	1	2	0	Vampire. During a fight, Zachary Kralik may use the Charm talents on the top half of action cards to boost Butt-Kicking.
'99	223	Angel	Hero	1		3	2	2	1	Vampire. Angel may make 1 additional move during the Movement Step of a day turn.
'99	224	Anyanka	Villian	1		1	2	3	0	Demon. Spellcraft. While Anyanka has Symbol of Anyanka attached, whenever your opponent searches his Resource Deck for a card, you perform the search for him.
'99	225	Buffy Summers	Hero-Slayer	1		4	0	2	2	Human. At the beginning of the Fight/Resolve Stage, Buffy gains +1 to the current resolving talent until the end of the fight.
'99	226	Bizarro Buffy	Hero-Slayer	1		4	1	2	0	Human. If Buffy wins a fight, your opponent must discard down to X cards during the fight/Discard Stage, where X = 5 – the amount of Destiny Points earned from the fight.
'99	227	Cordelia	Hero	1		0	1	0	4	Human. Seduction. When another character Stunt-Doubles for Cordelia, he gains +3 Butt-Kicking for the remainder of the fight. Once per Resource Step, you may fatigue Cordelia to give a character at this location –1 Smarts and +2 Charm for the remainder of the turn.
'99	228	Faith	Villian	1		4	0	2	2	Human. If Faith is refreshed at a location where an opponent defeated a challenge, that player cannot gain more than 3 Destiny Points for defeating that challenge.
'99	229	Kakistos	Villian	1		4	0	2	0	Vampire. Kakistos does not fatigue at the end of the fight/Resolve Stage of the first fight that he starts each turn.

Set	#	Name	Hero/Comp Villian/Min	Lvl	Lvl Req	BK	SM	WE	CH	Text
'99	230	Mayor Richard Wilkins III	Villian	1		0	3	3	1	Human. Demonology. At the beginning of the Prologue Step if Mayor Richard Wilkins III is refreshed, all of your opponents discard the top 2 cards of their Resource Decks.
'99	231	Mr. Trick	Villian	1		3	2	1	0	Vampire. Computer. If Mr. Trick is defeated in a fight, you may discard one of your other Vampires here instead.
'99	232	Oz	Hero	1		1	3	1	2	Human. Once per turn during the Prologue Step, you may search your Resource Deck for an Oz level 2 and place it into your hand.
'99	233	Rupert Giles	Hero	1		1	4	2	1	Human. Demonology. You may fatigue Giles during the Resource Step to give a character at an adjacent location a +1 to a talent of your choice until the end of the turn.
'99	234	The Master	Villian	1		3	2	3	0	Vampire. Demonology. Spellcraft. During the Resource Step, you may discard a refreshed Minion Vampire you control at the same location as The Master to make your opponent discard a card from her hand.
'99	235	Vamp Willow	Villian	1		2	2	2	2	Vampire. When Vamp Willow starts a fight, you may search your Resource Deck for a copy of Vampire Embrace and place it into your hand.
'99	236	Vamp Xander	Villian	1		2	1	1	1	Vampire. You may fatigue Vamp Xander during the Resource Step to give a Vampire +2 to a talent of your choice for the rest of the turn.
'99	237	Willow	Hero	1		0	3	2	1	Human. Spellcraft. Computer. You may fatigue Willow during the Resource Step to give all characters at adjacent locations +1 Smarts for the remainder of the turn.
'99	238	Xander	Hero	1		1	2	1	2	Human. Whenever Xander swaps an item to another one of your characters, you may ignore the talent requirement of the item.

Set	#	Name	Hero/Comp Villian/Min	Lvl	Lvl Req	BK	SM	WE	CH	Text
'99	Pre1	Initiative Commandos	Minion	1		2	1	0	0	Human. Initiative. If Initiative Commandos win a fight, you may discard an item attached to prevent them from fatiguing during the Fight/Resolve Stage of the fight.
'99	Pre5	Maggie Walsh	Companion	1		0	2	1	0	Human. Initiative. Science. Maggie Walsh gains +1 Weirdness and +1 Smarts while facing challenges that require the Occult Trait.
'99	Pre6	Riley Finn	Companion	1		2	1	0	2	Human. Initiative. Riley gains +1 Charm while at the same location as Buffy.
'99	P3	Deputy Mayor Allan Finch	Minion	1		1	2	0	0	Human. Deputy Mayor Allan Finch gains +1 to all his talents while at City Hall.
'99	P4	Dudes	Companion	1		0	0	1	1	Human. Fatigue Dudes during the challenge/battle stage of a challenge they are facing to discard 1 card placed into a talent stack to boost Smarts.
'99	P6	Ripper Giles	Hero	1		3	2	1	0	Human. Occult. Once per turn fatigue Giles during the Resource Step to have Giles start a fight.
'99	P7	Lyle & Candy Gorch	Minion	1		2	0	1	1	Vampire. Fatigue Lyle & Candy Gorch during the Movement Step to have them start a fight with another character at the same location.
'99	P10	Xander the Zeppo	Hero	1		2	1	0	2	Human. Occult. Xander may move during the Movement Step even if he is fatigued. Xander does not fatigue during the resolution of a challenge if an opponent controls a Vampire at the same location.