

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

Skills

Set	#	Name	Requires	Text
PP	25	Animal Intensity		Assign to a Minion. Minion is now considered a Villian.
PP	26	Varsity Training		Assign to a Companion. Companion is now considered a Hero.
PP	95	Watcher Training		Character gains +2 Butt-Kicking.
PP	96	Off-the-charts Smart		Character gains +2 Smarts.
PP	97	Expert on the Weird		Character gains +2 Weirdness.
PP	98	Babe-li-tude		Character gains +2 Charm.
PP	99	Power of the Black Mass	1 – WE	Character gains the Spellcraft Trait.
PP	100	Technopaganism	1 – SM	Character gains the Computer Trait.
PP	101	Scully Me	1 – SM	Character gains the Occult Trait.
PP	102	Demonology 101	1 – WE	Character gains the Demonology Trait.
PP	103	Gone Binary	2 – SM	Once per turn, fatigue this character during the Resource Step to draw a card.
PP	104	Morning Person		Character gains +1 to all talents during the day and –1 to all talents during the night.
PP	105	Pack Rat		Assign to a Hero or Villian. This character can now carry an additional item.
PP	106	Fast Pace		Character may move to any location during the Movement Step.
PP	165	Real Literary-like		This character doesn't fatigue to attach new skills.
PP	184	Primal Connection		While this character is at Sunnydale Park and your opponent has no characters there, you are considered to have 2 extra Destiny Points you can use to ascend characters and/or win the game.
AC	12	Gypsy Curse		Character needs Occult to attach. Fatigue this character to fatigue a Minion.
AC	13	Machiavellian Ingenuity		When resolving a fight or challenge, discard Machiavellian Ingenuity to replace this character's Butt-Kicking with his Weirdness. Talent stacks are excluded from this effect.
AC	14	Ritual of Restoration		Character needs Spellcraft to attach. Fatigue assigned character to take a character from your discard pile and shuffle it back into your Resource Deck.
AC	16	The Look	3 – CH	When resolving a fight or challenge, discard The Look to replace this character's Butt-Kicking with her Charm. Talent stacks are excluded from this effect.
AC	18	Wisdom	3 – SM	When resolving a fight or challenge, discard Wisdom to replace this character's Butt-Kicking with her Smarts. Talent stacks are excluded from this effect.
AC	54	Black Lagoon Aromatherapy		During a challenge, this character gains the Occult Trait, +1 Weirdness. If assigned to Gill Monster, it gains an additional +2 Weirdness when facing challenges.

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AC	55	Diana's Touch		Character needs Spellcraft to attach. Fatigue this character to give a chosen character +3 Charm for the remainder of the turn.
AC	59	Wavering Power		Drusilla only. Whenever Drusilla uses her character card power to draw cards, she draws 1 additional card. Limit 1 per deck.
AC	60	Weapon's Expert	2 – BK	During a fight, choose one of the items attached to this character and double its Butt-Kicking bonus for this fight. You can choose a different item each time you fight. Each character may only have 1 Weapon's Expert attached.
AC	110	What Doesn't Kill You ...		Spike only. Spike gains +1 Butt-Kicking, Smarts and Weirdness. Limit 1 per deck.
AC	119	Ritual of Acatlha		Character needs Demonology to attach. During the End Step, you may fatigue this character and another character here with the Spellcraft Trait to send Ritual of Acatlha to the Crypt, and search your Challenge Deck for any challenge and place it in play at an eligible location. Shuffle your Challenge Deck afterward.
AC	P5	Everyday Vamp Hijinks		Assign to a Vampire. Discard Everyday Vamp Hijinks during a challenge and choose a talent. This character gains +2 to that talent for the remainder of the challenge.
'99	19	Cross-Referencing		Assign to a character with the Computer Trait. If this character defeats a challenge requiring Computer, you gain 1 extra Destiny Point.
'99	20	Demonology, Ph.D		Assign to a character with the Demonology Trait. If this character defeats a challenge requiring Demonology, gain 1 extra Destiny Point.
'99	21	Knife Practice	1 – BK	During the Resource Step, fatigue this character to give another character at the same location +X Butt-Kicking for the remainder of the turn, where X is the attached character's current Butt-Kicking.
'99	22	Necronomenclature		Assign to a character with the Occult Trait. If this character defeats a Challenge requiring Occult, gain 1 extra Destiny Point.
'99	23	Slayer's Fortitude		Assign to a Slayer. Whenever your opponent is facing a challenge at this character's location, you may draw 2 additional cards during the Challenge/Draw Step.
'99	24	Slayer's Training		Assign to a Slayer. During any step, you may discard this skill. If you do, this character's level is +1 for the remainder of the turn.
'99	25	Spells, Cursies and Whammies	1 – WE	During the Resource Step, fatigue this character to give another character at the same location +X Weirdness for the remainder of the turn, where X is the attached character's current Weirdness.
'99	26	Telekinesis	2 – WE	Assign to a character with Spellcraft. Once per turn during the Resource Step, you may reassign items on this character and one other character you control at the same location.
'99	27	Telepathic Block		If this character is refreshed, you don't have to show your opponent any cards in your hand because of card effects.

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'99	28	Tutoring	1 - SM	During the Resource Step, fatigue this character to give another character at the same location +X Smarts for the remainder of the turn, where X is this attached character's current Smarts.
'99	96	Channeled Aggression	3 - BK	You may discard this skill to have this character use her Butt-Kicking to meet a Charm or Smarts talent requirement on an action card.
'99	97	Charming	3 - CH	During the Resource Step, fatigue this character to fatigue another character at this location with a lower Charm.
'99	98	Gourmet Cuisine	3 - BK	Assign to a Villain. During the Conflict Step, you may fatigue this character to discard a Companion at the same location with a lower Butt-Kicking than this character.
'99	99	Homecoming Queen	1 - CH	Character gains the Seduction Trait.
'99	100	Invulnerability	3 - WE	Assign to a Villian. If this character is defeated in a fight while refreshed, discard this skill and fatigue this character. The character isn't discarded or sent to the Crypt.
'99	101	Scoring Well		You may fatigue this character and another character at the same location during the Challenge/Choose stage. The chosen character is placed at the challenge's location to participate in the challenge even though she is fatigued.
'99	102	Warding		Assign to a Hero. You may discard this skill and fatigue this character during the Movement Step. Demons and Vampires cannot move to this location for the remainder of the turn.
'99	152	Verbal Non-Verbal		This character ignores Smarts talent requirements for attaching skills and items.
'99	171	A Thing		If this skill is attached to your Main Character, you may discard this skill whenever your opponent tries to unattach an item from a Hero or Companion. The item stays attached and cannot be swapped for the remainder of the turn.
'99	172	Class Protector	3 - BK	This character can Stunt-Double for your Companion at a different location. Place this character at that Companion's location.
'99	173	Demon Hunting		This character can move to any location with a Demon as if it were an adjacent location.
'99	177	Quality Rage		If this skill is attached to your Main Character, you may discard this skill whenever your opponent tries to unattach an item from a Villian or Minion. The item stays attached and cannot be swapped for the remainder of the turn.
'99	205	Hallway Scene-making		Once per turn, if this character is at a school location, you may fatigue her during the Resource Step to give another character at this location a +1 to all of his talents for the remainder of the turn.
'99	206	Major Wiggins		Assign to one of your opponent's characters without fatiguing him. This character cannot refresh. A player may send this card to the Crypt by fatiguing X Characters at this location. X equals this character's level. Limit 1 per deck.

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'99	207	Trade Talks		During the Conflict Step, this character may take a legally attachable item from any character here with a lower Butt-Kicking and attach it. Afterward, fatigue the attaching character.
'99	P2	Chaperone		While this character is refreshed, your opponent may only start fights with characters at this location that have Chaperone attached. If your opponent starts a fight with this character, this character becomes fatigued at the beginning of the fight/discard stage.

Items

Set	#	Name	Requires	Text
PP	27	Electrical Tunnels Schematic		Discard this item during the Movement Step to move this character to any location. This counts as a move for the character.
PP	28	Empty Puppet Case	1 – SM	Fatigue this item during the Resource Step and discard a card. Draw a card.
PP	107	Stake & Crossbow	1 – BK	Character gains +1 Butt-Kicking. If the character is fighting a Vampire, the character gains and additional +1 Butt-Kicking during the fight.
PP	108	Lucky 19 Baseball Jersey	1 – WE	Character gains +1 Weirdness.
PP	109	May Queen Dress	1 – CH	Character gains +1 Charm.
PP	110	Tome of Moloch	1 – SM	Character gains +1 Smarts.
PP	111	Fire Axe		Character gains +1 Butt-Kicking.
PP	112	Ring of Prophecy		If a Vampire has this item, the Vampire may also move once during day turns.
PP	113	Bat Sonar	1 – SM	Character gains +1 Weirdness. During a fight or a challenge, the character may discard Bat Sonar to give this character +2 Weirdness until the end of the fight or challenge.
PP	114	Metal Robot Body		Must be assigned to a Minion. The Minion may Stunt-Double during fights even when fatigued.
PP	115	Sledgehammer		If another item is giving this character a bonus, Sledgehammer gives the character +1 to that talent.
PP	116	Sentient Cheerleading Trophy		Assign to a Hero or Companion. Discard this card during the Resource Step to discard any Minion with the Spellcraft Trait.
PP	117	Giles-mobile		Fatigue this character to move it to any location during the Movement Step.
PP	118	An Innocent Guillotine		You may play this item on one of your opponent's characters, if that character can hold another item. This character does not refresh. Discard this item at the beginning of the Movement Step.
PP	166	Spellcasting Dolls		Character may face good and evil challenges.

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PP	167	Pergamum Codex		Assign to a Villain or Hero. Companions may not start a fight with this character unless they have a total Butt-Kicking of 3 or more.
PP	168	Ashes of Five Dead		Assign to a Villian or Hero. Minions may not start a fight with this character unless they have a total Butt-Kicking of 3 or more.
PP	Pre5	Manacles		Discard this item during the Resource Step, look at your opponent's hand. Choose a card in their hand, and make them discard the card.
PP	P7	Cross		Whenever a Vampire chooses to attack this character, discard Cross to stop the fight and fatigue the Vampire.
PP	P8	Bracelet	1 – CH	Character gains +1 Charm. If this character gets this item from trading with Xander, the character gains an additional +1 Charm.
PP	P9	Quarterstaff	3 – BK	Character gains +1 Butt-Kicking and an additional +1 Butt-Kicking during a fight. Quarterstaff is considered to be 2 items
AC	11	Body of a Dead Cheerleader	1 – WE	Must be assigned to a Villain or Minion. Character gains +1 Weirdness. If this card is attached to Chris Epps, he gains an additional +1 Weirdness.
AC	15	Spike's Car		If a Vampire has this item, the Vampire may move once during day turns. If Spike has this item, he can move twice during day turns instead.
AC	17	Tweed Mail		Discard Tweed Mail during a fight to choose a talent. Character gains +1 to this talent for this fight. If this card is attached to Giles, it does not count towards your 2 item limit. Each character may only have 1 Tweed Mail attached.
AC	56	Mummy's Seal		This character can not be discarded by or for card effects.
AC	57	Tattoo Remover (Acid)		Fatigue this character during the Resource Step to discard one item attached to another character at the same location.
AC	58	Video Camera		Fatigue this item during the Resource Step to look at an opponent's hand.
AC	104	Claddagh Ring		Angel only. Discard this card during the Resource Step and choose one of your opponent's characters at this location. That character may not start a fight with Angel for the remainder of the turn.
AC	105	Disembodied Arm		Character gains +3 Weirdness during challenges. If this character is defeated in a fight, the winning character may attach the Disembodied Arm if it can hold another item. Return this item to the original owner's discard pile when this item leaves play, or when the game ends. Limit 2 per deck.
AC	106	Mr. Pointy		Kendra only. If Kendra starts a fight, choose Smarts or Butt-Kicking. The chosen talent is now the resolving talent for this fight.
AC	107	Orb of Thesulah		Discard Orb of Thesulah to gain +3 Smarts during a challenge.
AC	108	Rocket Launcher		Discard Rocket Launcher to gain +3 Butt-Kicking during a challenge.
AC	109	Silver Locket		Discard Silver Locket to gain +3 Charm during a challenge.

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AC	P6	Mark of Eyghon		During challenges this character gains the Occult Trait and +1 Weirdness. This item cannot be swapped unless it is swapped to Buffy.
'99	12	Eliminati Swords		Assign to a Vampire. While this Vampire is in a fight he started, he gains +1 Butt-Kicking and characters may not Stunt-Double for the attacked character. Only 1 Eliminati Swords may be attached to a character.
'99	13	Formal Wear	1 - CH	Character gains +1 Charm. If attached to Xander, Xander gains an additional +1 Charm and an additional +1 Charm during challenges. Only 1 Formal Wear can be attached to a character at a time.
'99	14	Holy Hand Grenade		Send this item to the Crypt during the Resource step to fatigue a Vampire supporting character at this location.
'99	15	Living Flame		Discard Living Flame during the fight-Challenge/Battle Stage to change a card in a talent stack that is boosting Weirdness to the talent of your choice. Move the changed card into the correct talent stack.
'99	16	Maps and Stuff		Assign to a character with the Computer Trait. During the Movement Step, anything that would normally affect this character because it moved does not affect this character.
'99	17	Slayer Kryptonite		Assign to your or your opponent's Slayer. Character gains -2 Butt-Kicking and an additional -1 if the Tonto di Cruciamentum challenge is in play.
'99	18	Witch Pez Dispenser	2 - CH	This character is immune to any effects from character cards with the Seduction Trait.
'99	89	Balthazar's Amulet		Once during the Fight-Challenge/Battle stage, you may discard 2 cards from your hand to have this character gain +2 to any talent until the fight or challenge ends. If you lose the fight or challenge, send this item to the Crypt during the Fight-Challenge/Discard stage.
'99	90	Disturbing Features		During the Fight-Challenge/Resolve stage, you may discard any or all cards in your Butt-Kicking talent stack. This character gains +1 Weirdness for each card discarded in this manner. You can use only 1 Disturbing Features per fight or challenge.
'99	91	Faith's Knife		Character gains +1 Butt-Kicking and may not be attacked unless the other character has an equal or higher printed Butt-Kicking than the printed Butt-Kicking on this character.
'99	92	Haphazard Bomb		At the end of the Conflict Step, you may send this character to the Crypt and pay 1 Destiny Point to send to the Crypt the location card beneath this character.
'99	93	Killer of the Dead	2 - BK	If this character defeats a Vampire supporting character in a fight, the Vampire is sent to the Crypt.
'99	94	Love Tattoo		During the fight-challenge/Resolve stage, you may discard any or all cards in your Butt-Kicking talent stack. This character gains +1 Charm for each card discarded in this manner. Only 1 Love Tattoo can be used per fight or challenge. This item cannot be swapped.
'99	95	Tranquilizer Gun		Fatigue this character and this item during the Conflict Step to fatigue a supporting character at this location. This item cannot refresh during the next Refresh Step.

Set	#	Name	Requires	Text
'99	145	Box of Gavrok		Assign to a character with the Occult Trait or Mayor Richard Wilkins III. This character needs 2 less Destiny Points to ascend. Limit 1 per deck.
'99	146	Candy Bars		Assign to your opponent's supporting character that is a Hero or Villian that can still attach an item. The character is now a Companion or Minion, respectively. This item cannot be swapped.
'99	147	Glove of Myhnegon		Character gains +1 to all of his talents and gains the Demon Trait. If this item unattaches for any reason, send this character to the Crypt.
'99	148	Compound Bow	4 – BK	This character may start a fight with a character at an adjacent location. Compound Bow counts as 2 items.
'99	149	Mask of Ovu Mobani		Assign to one of your characters that has a copy of herself in your discard pile. Character gains +1 to all of her talents. If this item unattaches for any reason, this character gets discarded.
'99	150	Symbol of Anyanka		Must be assigned to Anya or Anyanka. You may discard Symbol of Anyanka during the Resource Step to search your Resource Deck for an Episode Part 1 and place it in your hand. This item cannot be swapped.
'99	151	Tome of Mediocrity		This character now has the Spellcraft Trait. Character gains +1 to all of his talents during the night. If this item becomes unattached from this character for any reason, this character is sent to the Crypt.
'99	176	Mobile Tracking System		Fatigue this character and another 1 of your characters during the Conflict Step. The chosen character is placed at an adjacent location and may immediately start a fight. This does not count as a move. Vampires cannot use this item during the day.
'99	204	Eye of Rat		Fatigue this character and discard this item to give all other characters at the same location – 1 Butt-Kicking for the remainder of the turn.
'99	256	Books of Ascension		Assign to a character with the Demonology Trait, Mayor Richard Wilkins III, or Faith. Character needs 2 less Destiny Points to ascend. Limit 1 per deck.
'99	P1	Chains		Assign to one of your opponent's characters. This item may not be swapped. This character's Butt-Kicking is now 0 and cannot be raised above 0 or lowest below 0. A player may fatigue a different character at this character's location to discard chains.