ANGEL Roleplaying Game

Life Points
Drama Points
Experience Points

Character Name
Character Type
Description

Attributes

Strength		Intelligence	
Dexterity		Perception	
Constitution		Willpower	

Skills

Acrobatics		Knowledge	
Art		Kung Fu	
Computers		Languages	
Crime		Mr Fix-It	
Doctor		Notice	
Driving		Occultism	
Getting Medieval		Science	
Gun Fu		Sports	
Influence		Wild Card (Fashion)	

Useful Information

Initiative (D10 + DEX)
Perception (D10 +PER+Notice)

Notes

Success Levels Table

Roll Total	Success Levels	Description
9-10	1	Adequate
11-12	2	Decent
13-14	3	Good
15-16	4	Very good
17-20	5	Excellent
21-23	6	Extraordinary
24-26	7	Mind-boggling
27-29	8	Outrageous
30-32	9	Superheroic
33-35	10	God-like
+3	+1	

Qualities

Drawbacks

Combat Maneuvers

Maneuver	Bonus	Base Damage	Notes

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