

# ANGEL<sup>TM</sup>

## ROLEPLAYING GAME



LIFE POINTS

DRAMA POINTS

EXPERIENCE POINTS

CHARACTER NAME \_\_\_\_\_

CHARACTER TYPE \_\_\_\_\_

DESCRIPTION \_\_\_\_\_

### ATTRIBUTES

STRENGTH	_____	INTELLIGENCE	_____
DEXTERITY	_____	PERCEPTION	_____
CONSTITUTION	_____	WILLPOWER	_____

### QUALITIES

\_\_\_\_\_

\_\_\_\_\_

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### 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	_____

### DRAWBACKS

\_\_\_\_\_

\_\_\_\_\_

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\_\_\_\_\_

\_\_\_\_\_

### USEFUL INFORMATION

INITIATIVE (D10 + DEX) \_\_\_\_\_

PERCEPTION (D10 + PER + NOTICE) \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

### COMBAT MANEUVERS

MANEUVER	BASE BONUS DAMAGE	NOTES
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_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

### NOTES

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### 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	

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