ANGEL Roleplaying Game

Life Points ______
Drama Points ______
Experience Points ______

Character Name ______________________________
Character Type ______________________________
Description ______________________________
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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	___	WC (____________)	___

OTHER INFORMATION

Initiative (DIO + DEX)	___	Survival (Con+Will)	___
Perception (DIO + PER + Notice)	___	Fear (Will x2)	___
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NOTES

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SUCCESS 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

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DRAWBACKS

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COMBAT MANEUVERS

Maneuver	Base Bonus	Damage	Notes

CHARACTER HISTORY

Notes: