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	___	WC (_____)	___

USEFUL INFORMATION

___ INITIATIVE (DIO + DEX)
___ PERCEPTION (DIO + PER + Notice)

NOTES

SUCCESS LV 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	BASE BONUS	DAMAGE	NOTES

CHARACTER HISOTRY

Notes: