Buffy the Vampire Slayer
ANGEL™
Roleplaying Game

Life Points	34	34
Drama Points	15	
Essence Points	20	
Experience Points	20	

Player Name
Character Name: Chase Dakota
Character Type: Hero
Description: Leader of the Devil's Angels

ATTRIBUTES

Strength	3		Intelligence	4	
Dexterity	3		Perception	3	
Constitution	3		Willpower	5	

SKILLS

Acrobatics		Knowledge	3
Art		Kung Fu	5
Computers		Languages	
Crime	6	Mr. Fix-It	
Doctor	1	Notice	3
Driving	2	Occultism	
Getting Medieval	2	Science	
Gun Fu	6	Sports	
Influence	4		

USEFUL INFORMATION

Initiative	8		Perception	6	
Actions	2		Hearing	9	
Speed	30	12	Smell	6	
Throw Range	8		Taste	6	
Lift Cap.	150		Touch	6	
Natural AV	4		Vision	6	
Survival	8		Total Spells		
Resist Fear	15		Occ Research	4	

NOTES

QUALITIES

Criminal (2)	
	Criminal Contacts (2)
Fast Reaction Time (2)	Natural Toughness (2)
Nerves Of Steel (3)	Acute Hearing (2)
Situational Awareness (2)	Pain Resistance (3)
Attractiveness (2)	

DRAWBACKS

Addiction (1)	Honorable (1)
Teenager (2)	Secret (2)
Obligation (3)	Recurring Nightmares (1)
Adversary (1)	

SUCCESS LEVELS TABLE

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	

Personality	Wise Cracking bitch
Strengths	
Weaknesses	Her fellow members and cookers
Romantic Interests	Doug Haven
Role Within the Group	
Short Term Goals	Rule the entire drug ring in Denver
Long Term Goals	It's all about today because there might not be a tomorrow.

Gender	Female	Height	Blonde	Apparent Age	18	Income	
Age	18	Weight	5'7"	Ethnicity		Property	
Eyes	Blue	Hair	130				

POSSESSIONS		CONTACTS / ALLIES	ENEMIES
Cell Phone		Gang Members	Gato Negros
Honda Civic		Cookers	Law Enforcement
Little Black Book		Sellers	
Purse		Douglas Haven	
Necklace			
Ring			
Bracelet			
Anklet			

LANGUAGES

CHARACTER HISTORY

WEAPONS

Weapon	Ammo	Damage		Range	Notes
Pistol		12		pistol	
Shotgun		20		pistol	
Knife		6			

COMBAT MANEUVERS

Maneuver	Roll Bonus		Base Damage		Notes
Aiming: Gun Fu	9		none		Adds success levels to shooting roll
Gunshot	9		varies		Ranged attack modifiers apply
Melee Weapon	5		varies		
Dodge: Kung Fu	8		none		
Punch	8		6		
Kick	7		8		

SPELLS

Spell Name	Level	QC	Book	Page	EC	Spell Name	Level	QC	Book	Page	EC

ARMOR

Type	Bash	Slash/Stab	Bullet	Type	Bash	Slash/Stab	Bullet