Buffy the Vampire Slayer
ANGEL
Roleplaying Game

Life Points	57	57
Drama Points	15	
Essence Points	20	
Experience Points	20	

Player Name	
Character Name	Abby Hargrove
Character Type	Hero
Description	Slayer In Trainin

ATTRIBUTES

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

SKILLS

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

USEFUL INFORMATION

Initiative	10	Perception	5
Actions	3	Hearing	8
Speed	45 / 18	Smell	5
Throw Range	10	Taste	5
Lift Cap.	200	Touch	5
Natural AV		Vision	5
Survival	12	Total Spells	
Resist Fear	11	Occ Research	6

NOTES

QUALITIES

Slayer-In-Training (4)	
	Acute Hearing (2)
Fast Reaction Time (2)	Nerves Of Steel (3)
Photographic Memory (2)	Situational Awareness (2)
Hard To Kill (5)	

DRAWBACKS

Adversary (2)	Obligation (2)
Recurring Nightmares (1)	Teenager (2)
	Lechery (2)

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 _____
Strengths _____
Weaknesses _____
Romantic Interests _____
Role Within the Group _____
Short Term Goals _____
Long Term Goals _____

Gender _____ Height _____ Apparent Age _____ Income _____
Age _____ Weight _____ Ethnicity _____ Property _____
Eyes _____ Hair _____

POSSESSIONS

CONTACTS / ALLIES

ENEMIES

LANGUAGES

CHARACTER HISTORY

WEAPONS

Weapon	Ammo	Damage		Range	Notes
Axe		20			
Crossbow		16		pistol	
Quarterstaff		15			Uses 2 hands
Stake		8			
Sword		16			

COMBAT MANEUVERS

Maneuver	Roll Bonus		Base Damage		Notes
Catch Weapon	4		none		Ranged defense action
Crossbow Shot	9		16		Ranged attack modifiers apply
Decapitation	4		varies		Total damage multiplied by 5
Dodge: Kung Fu	9		none		
Gunshot	5		varies		Ranged attack modifiers apply
Jump Kick	6		15		Acro + Dex first, add success levels to damage
Kick	8		10		
Melee Weapon	9		varies		
Punch	9		8		
Slam-Tackle	4		8		
Spin Kick	7		12		
Stake	9		8		
Sweep Kick	8		4		Knocks target down
Through the Heart	cm-3		varies		x4 damage vs humans, x5 or x1 damage vs vamps
Throw Weapon	8		varies		Uses throwing range
Wall Flip: Kung Fu	6		none		

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