



CHARACTER SHEET

Name: Character 1
Race: Angel
Appearance:

Player: NPC
Ht: Wt:

Age: Spent: 850
Unspent: -700

Character stats table including ST 18, HP 25, Basic Speed 7, DX 12, Will 15, Basic Move 7, IQ 12, Per 12, BL 65 lb, HT 15, FP 15, Thr 1d+2, Sw 3d, TL 3, SM +0

* Includes: +8 from 'Angelic Emissary (Dungeon Fantasy)'
† Includes: +2 from 'Angelic Emissary (Dungeon Fantasy)'
‡ Includes: +5 from 'Angelic Emissary (Dungeon Fantasy)'; Conditional: +2 from 'Very Fit'
§ Includes: +7 from 'Angelic Emissary (Dungeon Fantasy)'
¶ Includes: +3 from 'Angelic Emissary (Dungeon Fantasy)'; Conditional: +3 from 'Fanaticism (Divine Cause)' when resisting Brainwashing, Interrogation, and Mind Control
** Includes: +0.25 from 'Angelic Emissary (Dungeon Fantasy)'

Skills table including Vision 12, Fright Check 17, High Jump 2.67 ft, Hearing 12, Consciousness 22, Money 1000, Touch 12, Death Check 17, Signature Gear 0, Taste/Smell 12, Broad Jump 3.67 yd

Combat skills table: PARRY 12, BROADSWORD, BLOCK, DODGE 11, OTHER

Location damage table with columns for Loc., DR, DB, HP, #, and rows for Eyes, Neck, Skull, Face, Torso and Groin, Arms, Legs, Feet

* Includes: +1 from 'Combat Reflexes', +1 from 'Enhanced Parry (all parries)'
† Includes: +1 from 'Combat Reflexes'
‡ Includes: +5 from 'Damage Resistance'

HP and FP values: HP 8, 0, -25, -50, -75, -100, -125; FP 4, 0, -15

LIFTING FEATS table with columns for Name, 1-Hand Lift, 2-Hand Lift, Shove, Carry on Back, Shift Slightly

ENCUMBRANCE TABLE with columns for Name, None, Light, Med, Hvy, X-Hvy and rows for Basic, Ground, Water, Air, Dodge

SLAM TABLE with columns for 1, 2, 3, 4-5, 6-10, 11-13, 14-18, 19-21, 22-26 and rows for 27-29, 30-34, 35-37, 38-42, 43-45

REACTION MODIFIERS: Appearance: +3, Status: +0, Other: +4



TEMPLATES AND META-TRAITS

Table listing templates and meta-traits with points, including Angelic Emissary (850), Glowing Sword (34), Immunity to Metabolic Hazards (30), etc.

POINTS SUMMARY table showing Basic Attributes (0), Advantages (850), Disadvantages (0), Skills (0)

Total Points Spent: 850
Unspent Points: -700

TEMPLATES AND META-TRAITS (continued)	
Name	Pts
Angelic Emissary (Dungeon Fantasy) {p. DF9:35}	[850]
Features: Subject to Banish	
Healing (Faith Healing) {p. B59}	[36]
Roll: 12 (IQ)	
Indomitable {p. B60}	[15]
Injury Tolerance (No Blood; No Vitals) {p. B60}	[10]
Jumper (Spirit; Interplanar (able to reach all planes and spirit worlds)) {p. B64, P57, DF9:5}	[200]
Roll: 12 (IQ)	
Magery 0 {p. B66}	[5]
Magic Resistance 4 (Improved) {p. B67}	[20]
Protected Hearing {p. B78}	[5]
Protected Vision {p. B78}	[5]
Regeneration (Regular: 1HP/Hr) {p. B80}	[25]
Social Regard 4 (Feared) {p. B86}	[20]
Temperature Tolerance 6 {p. B93}	[6]
Unfazeable {p. B95}	[15]
Very Fit {p. B55}	[15]
Callous {p. B125}	[-5]
Duty (Deliver messages; 12 or less (quite often)) {p. B134}	[-10]
Fanaticism (Divine Cause; Extreme) {p. B136}	[-15]
Honesty (9 or less) {p. B138}	[-15]
Low Empathy {p. B142}	[-20]
No Sense of Humor {p. B146}	[-10]
Truthfulness (12 or less) {p. B159}	[-5]
Code of Honor (Always formally polite to message recipients) {p. B164}	[-1]
Dislikes unholy ground and will avoid it if possible {p. B164}	[-1]
Dull {p. B164}	[-1]
Staid {p. B164}	[-1]

HUMANOID HIT LOCATION TABLE					
Roll	Location	Penalty	Roll	Location	Penalty
3-4	Skull	-7	13-14	Left Leg	-2
5	Face	-5	15	Hand	-4
6-7	Right Leg	-2	16	Foot	-4
8	Right Arm	-2	17-18	Neck	-5
9-10	Torso	-	-	Vitals*	-3
11	Groin	-3	-	Eye*	-9
12	Left Arm	-2			

* Only targetable by impaling, piercing, and tight-beam burning attacks

For complete information, see: Hit Location, p. B398, and Human and Humanoid Hit Location Table, p. B552.

SIZE AND SPEED/RANGE TABLE					
Spd/Rng	Size	Measure	Spd/Rng	Size	Measure
0	0	2 yd	-8	+8	50 yd
-1	+1	3 yd	-9	+9	70 yd
-2	+2	5 yd	-10	+10	100 yd
-3	+3	7 yd	-11	+11	150 yd
-4	+4	10 yd	-12	+12	200 yd
-5	+5	15 yd	-13	+13	300 yd
-6	+6	20 yd	-14	+14	500 yd
-7	+7	30 yd	-15	+15	700 yd

For the complete table, see: Size and Speed/Range Table, p. B550.

SKILLS			
Name	Level	Relative	Pts
Area Knowledge (The Heavens) {p. B176}	14	IQ+2	[0]
Includes: +4pts from 'Racial Skill Point Bonus (Area Knowledge (The Heavens))'			
Body Sense {p. B181}	13	DX+1	[0]
Includes: +1pts from 'Racial Skill Point Bonus (Body Sense)', +3 from 'Absolute Direction'			
Broadsword {p. B208}	14	DX+2	[0]
Includes: +8pts from 'Racial Skill Point Bonus (Broadsword)'			
Hidden Lore (Divine Secrets) {p. B199}	12	IQ+0	[0]
Includes: +2pts from 'Racial Skill Point Bonus (Hidden Lore (Divine Secrets))'			
Theology (Deity Served) {p. B226}	13	IQ+1	[0]
Includes: +8pts from 'Racial Skill Point Bonus (Theology (Deity Served))'			
Wrestling {p. B228}	13	DX+1	[0]
Includes: +4pts from 'Racial Skill Point Bonus (Wrestling)'			

MELEE ATTACKS							
Name	Skill	Parry	Damage	Reach	ST	LC	Notes
Dismissive Backhand	12	11	1d+1 cr	C	-	-	
Wrestling Grip	13	11	19 vs. ST/HT cr	C	-	-	
Usernotes: No damage, but on further turns can squeeze (Choke or Strangle, p. B370) as ST 19; damage to neck is x1.5.							
Bite	12	-	1d+1 cr	C	-	-	
Glowing Sword (Burning Attack)	14	12	4d(2) bu dbt	1,2	-	-	
Usernotes: This appears to be a hand-held melee weapon, but it is actually an innate power of the angel. It is used with Broadsword skill and can strike at Reach 1 or 2. On a hit, it does 4d burning damage with an Armor Divisor of 2, can even affect immaterial spirits and the like, and does 1 HP of blunt trauma per 10 points of basic damage resisted by flexible armor.							
Kick	10	-	1d+2 cr	C,1	-	-	
Punch	12	11	1d+1 cr	C	-	-	