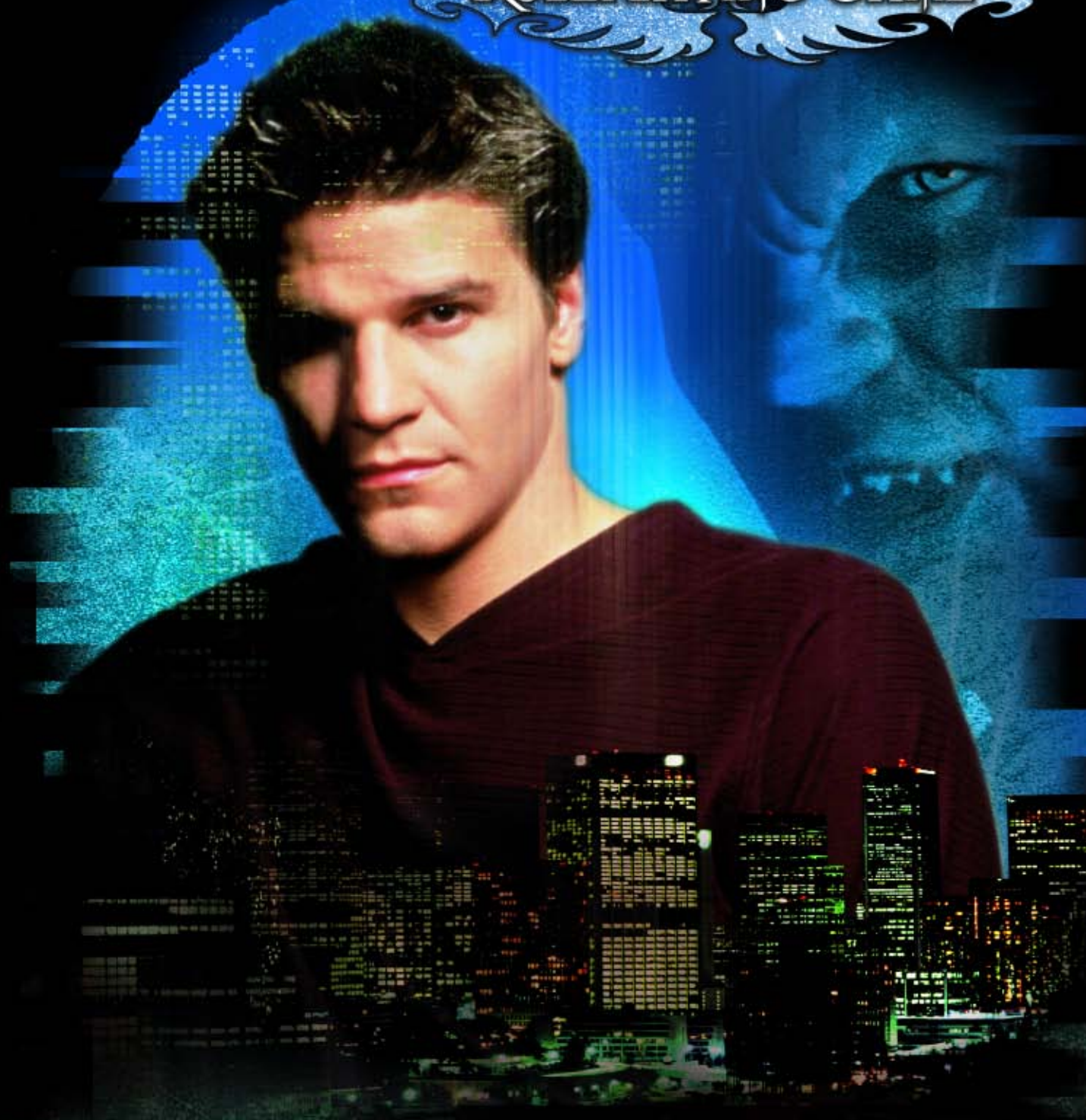


ANGEL™

ROLEPLAYING GAME



Director's Screen







TURN ORDER

Intentions: All players state intended actions for their characters.

Initiative: Director decides or D10 + Dexterity (see Fast Reaction Time, p. 39)

Action: In initiative order, characters perform actions

ADDITIONAL ACTIONS COMBO TABLE

DEXTERITY	ADDITIONAL ACTIONS	PENALTIES
1-4	0	None
5-6	1	2
7-8	2	4
9-10	3	6
11-12	4	8
2	1 per	2 per

RANGED ATTACK CHART

Throw Range	2 (2 x Strength) yards; no modifiers
Pistol Ranges	Short: 5 yards; Medium: 20 yards; Long: 50 yards
Rifle Ranges	Short: 20 yards; Medium: 100 yards; Long: 300 yards
Range Penalties	Short: none; Medium: 1; Long: 3
Multiple Shots	
Gunshots	Roll once; additional shots suffer 1 cumulative penalty, 2 for Big Pistols or larger
Bows	Use Multiple Action rules, p. 126
Crossbows	Not possible; must spend Turn reloading after each shot
Automatic Fire	
Damage	Base damage for each bullet is modified by armor, then totaled before applying Bullet type modifier
Sustained	Roll for each 10 shots; Success Levels equal number of bullets that hit; each subsequent group of 10 fired that Turn suffers 4 cumulative penalty
Suppression	Roll once for door-sized area; anyone in area is hit by number of bullets equal to Success Levels
Bursts	Roll once for three bullets; Success Levels equal number of bullets that hit; each subsequent group of 3 fired that Turn suffers 3 cumulative penalty
Reaction	Willpower (doubled) roll or spend action hugging dirt; p. 128

SPELL SIDE EFFECT TABLE

Roll a D10 and add the Spell's Power Level.

ROLL TOTAL RESULT

4 or less	Phew! Lucked out, and the spell still works.
5-7	The spell is delayed. It appears the spell failed, but it will work normally at a time of the Director's choosing (ideally, a dramatically appropriate time).
8-10	The spell works, but it's less effective than expected. The duration, damage or effect is halved (if not applicable, then the spell is delayed as above).
11-13	The spell works, but the caster is damaged by its energies. The magician takes five Life Points of damage per Power Level of the spell.
14-15	The spell affects the wrong target (the Director decides who gets to be the lucky recipient).
16	Spell has a completely unexpected effect. The magical energies run rampant, often causing physical damage to the area or summoning dangerous entities from beyond our reality. This also happens if the spell is disrupted at a critical point.

FEAR TEST MODIFIERS CHART

Roll a D10 and add Willpower (doubled) (see p. 116)

Vamp with his "game face" on: 1

Hideous demon creature: Use half the creature's Attractiveness, rounded toward zero (i.e., a critter with Attractiveness 7 would impose a 3 penalty to Fear Tests).

Splatter factor: 1 for some blood; 2 for murder victim's body; 3 for R-rated gore; 4 for cult film carnage.

Sudden or unexpected encounter: Add 2 to the other modifiers

(i.e., the corpse falls out of a locker; the vampire springs from the shadows; the karaoke singer settles on Afternoon Delight).

Familiarity Factor: After seeing it often enough (third or fourth encounter), eliminate the penalty to the roll.

PANIC TABLE

ROLL RESULT

EFFECT

7-8	Startled: The character is startled but not paralyzed, and can act normally. Initiative is lost, however; the critter wins Initiative automatically on that Turn.
5-6	Freak out: The character screams and/or flinches away. Only defensive actions can be attempted on that Turn and the character cannot go on Full Defense.
3-4	Run Away!: The character takes off running for a full Turn, unless cornered, in which case he cowers in terror. Man, that's embarrassing. No attacks are possible, and defensive actions suffer a 2 penalty. After the first Turn (or handful of seconds), a new Fear Test can be rolled (reduce any penalties by one with each successive Turn, until the character snaps out of it).
2 or less	Total Terror: The character is not in control of his actions. He may lose his lunch, pass out, or suffer some other humiliating fate.

ARMOR TABLE

ARMOR TYPE	ARMOR VALUE	NOTES
Leather or Tweed Jacket	2	Stylish or nerdy, your call
Leather Armor	3	Breastplate, helmet and arm and leg protectors
Chain Mail	8(4)	Second value is used against Bullet attacks
Plate Armor	12(6)	Second value is used against Bullet attacks
Bulletproof Vest	10(5)	Second value is used against Slash/stab attacks
Combat Armor	12	Worn by combat soldiers and SWAT teams

BASE DAMAGE TABLE

ATTACK	BASE DAMAGE	NOTES
Axe	5 x Strength Slash/stab	Strength + 1 if two hands, p. 130
Axe (thrown)	4 x Strength Slash/stab	p. 130
Blunt Weapon—Small	3 x Strength Bash	Strength + 1 if two hands, p. 130
Blunt Weapon—Large	4 x Strength Bash	Strength + 1 if two hands, p. 130
Bow	4 x Strength Slash/stab	maximum base damage 20, use pistol ranges, p. 130
Break Neck	4 x Strength Bash	p. 121
Choke	1 x (Strength - 1) Bash	p. 121
Crossbow—Pistol	10 Slash/stab	use pistol ranges, p. 131
Crossbow	16 Slash/stab	use pistol ranges, p. 131
Hand Taser	5 Bash	unconsciousness or stun, p. 131
Head Butt	2 x Strength Bash	p. 122
Hunga-Munga	4 x Strength Slash/stab	p. 131
Hunga-Munga (thrown)	3 x Strength Slash/stab	no -1 penalty to skill roll, p. 131
Jump Kick	3 x (Strength + 1) Bash	p. 121
Kick	2 x (Strength + 1) Bash	p. 131
Knife—Pigsticker	2 x (Strength - 1) Slash/stab	p. 131
Knife—Pigsticker (thrown)	(Strength - 1) Slash/stab	p. 131
Knife	2 x Strength Slash/stab	p. 131
Knife (thrown)	2 x (Strength - 1) Slash/stab	p. 131
Knife—Big Ass	3 x Strength Slash/stab	p. 131
Knife—Big Ass (thrown)	3 x (Strength - 1) Slash/stab	requires Strength 4+, p. 131
Pistol—Popgun	9 Bullet	use pistol ranges, p. 131
Pistol	12 Bullet	use pistol ranges, p. 131
Pistol—Big	15 Bullet	use pistol ranges, recoil -2, p. 131
Pistol—Big Ass	18 Bullet	uses pistol ranges, recoil -2, p. 131
Punch	2 x Strength Bash	p. 123
Quarterstaff	3 x (Strength + 1) Bash	uses two hands, p. 131
Rifle—Hunting	20 Bullet	uses rifle ranges, p. 131
Rifle—Assault	16 Bullet	uses rifle ranges, can autofire, p. 131
Shotgun	20 Bullet	uses pistol ranges, sawed-off -2 to hit, p. 131
Slam-Tackle	2 x Strength	Bash, p. 123
Spear	3 x (Strength + 1) Slash/stab	uses two hands, p. 131
Spear (thrown)	3 x Strength Slash/stab	p. 131
Spin Kick	2 x (Strength + 2) Bash	p. 123
Stake	2 x Strength Slash/stab	p. 131
Stake (thrown)	2 x (Strength + 1) Slash/stab	p. 131
Stake—Cannon	40 Slash/stab	uses rifle ranges, p. 131
Submachine Gun	12 Bullet	uses pistol ranges, can autofire, p. 132
Sweep Kick	1 x Strength Bash	p. 123
Sword	4 x Strength Slash/stab	Strength + 1 if two hands, p. 132
Sword—Big Ass	5 x (Strength + 1) Slash/stab	uses two hands, p. 132
Takedown	1 x Strength Bash	p. 123
Toss	1 x Strength Bash	knocks target down, p. 124
Wall Smash	3 x Strength Bash	p. 124
Tranquilizer Gun	1	puts target to sleep, p. 132

INJURY TABLE

10 or fewer Life Points	2 penalty to combat rolls
5 or fewer Life Points	4 penalty to combat rolls
0 or fewer Life Points	Consciousness Test, p. 133
-10 or fewer Life Points	Survival Test, p. 133

BASE MODIFIERS TABLE

Easy: 5
Moderate: 3 to 4
Average: 1 to 2
Challenging: No modifier
Difficult: -1 to -2
Very Difficult: -3 to -5
Heroic: -6 to -9
Superheroic: -10 or worse

RULES C

Attribute (doubled) roll	D10 + (2 x Att)
Attribute (not doubled) roll	D10 + Attribu
Skill roll	D10 + Attribu
Hacking	Intelligence +
Investigation	Intelligence +
Research	Intelligence +
Movement	(Dexterity + C (Dexterity + C
Leaping	See Jump Tab
Climbing	Dexterity + Ac to -6; distanc
Attacking from behind	Defense roll is
Drawing a weapon	Counts as an
Full Defense	+3 to all defen without penal
Full Offense	+2 to all attac
Getting Up	Takes full Turn in Dexterity an
Knockdown	Maneuver resu Strength x 3 (d
Knocked Down	-4 to all defen
Multiple Actions	-2 per action,
Multiple Opponents	+1 per additio
Grappled limb	-2 to all action
Grappled body	-1 to all action
Both arms grappled	-4 to most act
Getting ungrappled	Strength (dou
Bound legs	No kicks
Bound arms in front	-2 to Punch a
Getting unbound	Dexterity + Ac
Bash damage	No modifiers;
Bullet damage	Apply armor/S
Fire damage	3 points of da
Slash/stab damage	Apply armor/S
Suffocation	After 12 Turn penalty each 7 with cumulat
Falling	After 1 yard, 4 points of dam fallen by 1 pe
Poison	Poison Streng
Disease	Like Poison b
Consciousness Test	Roll Willpowe below 0; repe
Survival Test	Roll Willpowe points below 0
Stabilization	Intelligence +
Resuscitation	Intelligence + Test with bon and -1 penal
Healing	1 Life Point pe

BREAKING STUFF TABLE

Interior Door: Three Success Levels

Reinforced Wooden Door: Four Success Levels, and the first Success Level in any one roll is ignored (there're just that tough)

Metal Door: Six Success Levels, and the first two Success Levels in any one roll (bad for shoulders)

Reinforced Metal Door: Eight Success Levels, and the first five Success Levels in any one roll (don't even think about it)

Interior Wall: Armor Value 4; 20 points of damage

Brick Wall: Armor Value 6; 40 points of damage

Concrete: Armor Value 10; 80 points of damage

TOSSED ITEM CHART

ROUGH WEIGHT	DAMAGE	SAMPLE
up to 100 lbs.	2 x Strength	Chair
up to 200 lbs.	3 x Strength	Person
up to 400 lbs.	4 x Strength	Heavy
up to 1000 lbs.	5 x Strength	Motor
up to 2000 lbs.	6 x Strength	Small
up to 2 x previous	(+1 previous) x Strength	

CHEAT SHEET

Attribute); p. 109
 Attribute; p. 109
 Attribute + Skill; p. 109

... + Computers, p. 116
 ... + Influence, or Intelligence + Crime, p. 116
 ... + Occultism/Knowledge/Science, p. 116

... + Constitution) x 5 yards per Turn;
 ... + Constitution) x 2 miles per hour, p. 115

... Table, p. 115
 ... Acrobatics, or Combat Score; surface modifiers
 ... nce is Success Levels in yards, p. 115

... ll is 0 or suffers -2 against attack; p. 125
 ... an action (unless fancy gadget used); p. 127
 ... fense actions; two defense actions possible
 ... nalty; no attack actions; p. 125
 ... tack actions; no defense actions; p. 125
 ... Turn; can be done in 1 action with 2 Success Levels
 ... y and Acrobatics roll; p. 125
 ... result or blow that inflicts damage > target's
 ... (damage type or bonuses not counted); p. 125
 ... fense actions; no attack actions; p. 125

... on, cumulative; limited by Dexterity; p. 127
 ... tional attacker; maximum 4; p. 127

... tions with that limb
 ... tions
 ... ctions; cannot Dodge
 ... ouble), or Muscle Score vs another Grapple action

... h action
 ... Acrobatics; variable penalties from -1 to -6

... rs; can knock out; p. 130
 ... r/Success Levels/other modifier, double result; p. 130
 ... damage per Turn; half normal healing rate; p. 130
 ... r/Success Levels/other modifier, double result; p. 130

... urns, Consciousness Test with cumulative -1
 ... h Turn; Survival Test each 30 seconds (6 Turns)
 ... ative -1 penalty
 ... d, 3 points of damage per yard up to 51 yards (150
 ... damage); Dexterity + Acrobatics roll reduces yards
 ... per Success Level

... length resisted by Constitution (doubled)
 ... h but less frequent and usually only incapacitate

... ower + Constitution with penalty of -1 per point
 ... epeated if further Life Points lost, p. 133
 ... ower + Constitution with penalty of -1 per 10
 ... w 0; repeated every minute if not stabilized, p. 133
 ... e + Doctor, or Brains Score, p. 133
 ... e + Doctor, or Brains Score; victim makes Survival
 ... onus equal to Success Levels of resuscitation roll
 ... alty per five minutes dead, p. 133
 ... t per Constitution per day under medical care, p. 133

DRAMA POINTS USAGE CH

Heroic Feat	10 to roll, p. 127
I Think I'm Okay	Heals half of damage taken,
Plot Twist	Gains plot break, p. 128
Righteous Fury	5 to attack actions; costs 2 D
Back From the Dead	Resurrection!; cost varies, p.

COMBAT MANEUVERS REFERENCE TABLE

NAME	ROLL BASICS	DAMAGE	NOTES
Aiming	Perception + shooting skill, or Brains Score	None	Adds Suc shooting
Bow Shot	Dexterity + Getting Medieval - 2, or Combat Score - 2	(4 x Strength) Slash/stab (to maximum of 20)	Ranged a apply (see
Brain Shot	Combat Maneuver - 4, or Combat Score - 4	Bash damage doubled; Slash/stab damage tripled; bullet damage quadrupled	p. 120
Break Neck	Strength + Kung Fu, or Muscle Score	(4 x Strength) Bash	Must Grap at -10 Lif or neck b
Catch Weapon	Dexterity + Kung Fu - 5, or Combat Score - 5	None	Very slick p. 121
Choke	Strength + Kung Fu, or Muscle Score	(Strength - 1) Bash	Must Grap ashyxiatio -2 to all a
Crossbow Shot	Dexterity + Getting Medieval, or Combat Score	16/10 Slash/stab	Ranged a apply (p.
Decapitation	Dexterity + Getting Medieval - 5, or Combat Score - 5	Varies by weapon	Total dam if defende or decapi
Disarm	Dexterity + Getting Medieval - 2, or Dexterity + Kung Fu - 3, or Combat Score - 2	None	Resisted b Combat S
Dodge	Dexterity + Acrobatics, or Combat Score	None	Getting M could be
Double Jump Kick	Dexterity + Kung Fu - 4, or Combat Score - 4	3 x (Strength + 1) Bash	Acrobatic add Succ two target
Feint	Intelligence + combat skill, or Brains Score	None	Adds Suc action; Re combat sk
Grapple	Dexterity + Kung Fu + 2, or Combat Score + 2	None	Resisted b varies; p.
Groin Shot	Combat Maneuver - 3	Varies by attack	That's got
Gunshot	Dexterity + Gun Fu, or Combat Score	Varies by weapon	Ranged a apply (p.
Head Butt	Dexterity + Kung Fu - 2, or Combat Score - 2	(2 x Strength) Bash	If target g defend; if attacker t

JUMP TABLE

EXAMPLE ITEM	STRENGTH	HIGH JUMP	LONG JUMP
Chair, end table	1-2	1 foot	2 yards
Person, recliner	3	2 feet	3 yards
Heavy couch, lawnmower	4-5	4 feet	5 yards
Motorcycle, refrigerator	6	5 feet	6 yards
Small car	7-8	7 feet	8 yards
	9-10	10 feet	10 yards
	+1	+2 feet	+1 yard

SUCCESS LEVELS TABLE

ROLL	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	

CHART

en, p. 127
8
2 Drama Points, p. 128
, p. 128

MAGIC TABLE

Spellcasting	D10 + Willpower + Occultism, p. 152 If failed, no result. If Success Levels < Power Level, roll on Spell Side Effect Table. If Success Levels ≥ Power Level, success.
Repeat Use	-2 cumulative per use unless rest (2 hours per Power Level). -1 per use additional if same spell used, p. 152.
Dispelling	Success Levels ≥ (Power Level - 1), p. 153

COMBAT MANEUVERS REFERENCE TABLE

NAME	ROLL BASICS	DAMAGE	NOTES
Jump Kick	Dexterity + Kung Fu - 3, or Combat Score - 3	3 x (Strength + 1) Bash	Acrobatics + Dexterity roll first; +Success Levels damage; p. 122
Kick	Dexterity + Kung Fu - 1, or Combat Score - 1	2 x (Strength + 1) Bash	Sports or Art could be used; could be Grappled; p. 122
Knockout	Dexterity + combat skill - 2, or Combat Score - 2	Halve damage of attack	Possible lights out; p. 123
Melee Weapon	Dexterity + Getting Medieval, or Combat Score	Varies by weapon	Hack, stab, or crush— it ain't gonna be pretty; p. 123
Parry	Dexterity + combat skill, or Combat Score	None	-6 against arrow or bolt attacks; -2 against thrown attacks; p. 123
Punch	Dexterity + Kung Fu, or Combat Score	2 x Strength Bash	Right in the kisser; p. 123
Slam-Tackle	Strength + Sports, or Muscle Score	2 x Strength Bash	Can't be Parried; target possibly prone (p. 125); if successful, Grapple possible without rolling; only action that Turn; p. 123
Spin Kick	Dexterity + Kung Fu - 2, or Combat Score - 2	2 x (Strength + 2) Bash	More slickness; could be Grappled; p. 123
Sweep Kick	Dexterity + Kung Fu - 1, or Combat Score - 1	Strength Bash	Target possibly down (p. 125); p. 123
Takedown	Strength + Kung Fu, or Muscle Score	Strength Bash	Knocks target down (p. 125); p. 123
Through the Heart	Combat Maneuver - 3	Varies by weapon	x5 damage vs vamps (p. 190); x4 vs others; p. 124
Throw Weapon	Dexterity + Getting Medieval - 1, or Combat Score - 1	Varies by weapon	Range 2 yards plus 2 yards/Strength; p. 124
Toss	Strength (doubled) - 4,	Strength Bash or Muscle Score - 4	Must Grapple first; target files 1 yard/Success Level and possibly prone (p. 125); p. 124
Wall Smash	Strength + Acrobatics, or Muscle Score	3x Strength Bash	Must Grapple first; Strength minimums; may be resisted; may be surface damage (p. 134); p. 124
Whirling Sword	Dexterity + Getting Medieval - 4, or Combat Score	3x Strength Bash	Attack all in range; Parry all melee attacks against user; only action that Turn; penalty increases by 2 each Turn after the first; p. 124
Wrestling Hold	Strength + Kung Fu - 2, or Muscle Score - 2	None	Must Grapple first; may be resisted; defender suffers -1 per Success Level; p. 124

ANGEL™

DIRECTOR'S SCREEN

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Angel is cutting-edge and cool. No *Angel* game would be complete without a slew of pop culture references.

These references are intended solely to help players capture the look and feel of *Angel* in their games.

No violation of copyright or trademark ownership is intended.

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Comments and questions can be directed via the Internet at www.anglrpg.com, via e-mail to eden@edenstudios.net or via letter with a self-addressed stamped envelope.

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OBLIGATORY WARNING TEXT: This handbook is written entirely for Directors. Player types should avoid perusing too much of it. You will spoil the suspense and intrigue of your *Angel* roleplaying game otherwise. Yah, we know you want to peek. Just wait until your Director has run the group through the gems contained herein. Trust us, it's much better that way.



BLOOD BROTHERS PART TWO

Angel: I know who you are. I want to join you.

Trask: Join us? You wish to die?

Angel: I need to be cleansed and only you can show me the way.

—1.9 Hero

Blood Brothers, Part Two is the conclusion of the two-part Episode found in the *Angel RPG Corebook*. It can be played with the Original Cast or a cast of your own. As with Part One, we provide guidelines to alter the Episode or the Supporting Cast to fit your group.



PREVIOUSLY ON ANGEL . . .

In case you don't have the *Angel RPG* (which would make this *Director's Screen* a rather unusual purchase, but hey, it's a free country), here's a brief summary of what has gone before:

Our heroes disrupted a mystical ritual perpetrated by the Lyrok Clan, a doomsday demon cult. The disruption released a mystical entity that bonded with one of the Cast Members and became a demonic Doppelganger, a nearly identical copy with all the memories of the original but none of the charm.

Some research revealed that the intent of the Lyrok Clan was to create a hunter that would find the Seer, the Mother of the Future. Said Seer turns out to be Janine D'Angelo, a sixteen-year old who has recently been orphaned by the murder-suicide of her parents. After some misadventures, the Cast rescues Janine. Along the way they run into the Lyrok Clan (who're trying to get Janine the old-fashioned way), and Wolfram & Hart, who also seem to be in the market for a seer. Next thing they know, our heroes were locked in a three-way fight against both the demon thugs hired by the cultists and W&H security forces. In the middle of the chaotic situation, the Doppelganger shows up, sucker punches whoever is guarding Janine, and absconds with the girl.

Which brings us to . . .



CUT SCENE

The slender girl's face is streaked with tears and dirt. She might be pretty under different circumstances but her bloodshot eyes and terrified wariness leave no doubt that being attractive is the furthest thing from her mind. Her ill-fitting, borrowed clothes are torn and stained. She huddles in the corner with her arms wrapped around her knees.

The nearby walls are bare and dingy, the paint peeling. The rest of the room is festooned with shadows. Each movement in the dark causes the girl to shudder and whimper softly.

"Enough," injects a disembodied voice. The girl tries to stifle her noises but is less than successful. "No doubt you have seen . . . and experienced . . . far worse in your life. Didn't you tell me you were beaten by your father? I've done no more than slap you a few times and toss you in these oh-so-lovely accommodations. You should probably save your fear for when things get really desperate." A shadow separates from the rest and congeals into a man-sized figure several steps away.

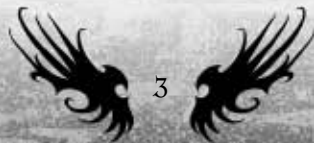
"I trusted you . . . you bastard!" the teenager tries to put on a brave show but tears threaten her facade.

"Your mistake, no? In truth, I see things in a different light now. Indeed, I see a most interesting potential for you, my dear." The figure steps closer and that familiar face emerges into the light. The face of a hero, with a grin of pure evil.

"I'd like to introduce you to a friend of mine. Well, more like a 'captivating' acquaintance. I'm afraid you won't like him much either . . ."

Your Mileage May Vary

The above description is purposely generic. We've tracked the basic plot of *Blood Brothers*, Part One, so you can remind your players of the basics. The details are specific to your group so we're a bit hazy on them (okay, we really have no clue despite our best efforts at universal clairvoyance). If you like, feel free to expand the *Previously on Angel* section to include events from your prior games. Adding in scenes from your own personal subplots or tangents is a good way to review the scope of your campaign, and keep the characters guessing about what is important to the here-and-now adventure, as opposed to deep-doodoo-for-later adventures.





ACT ONE: INTRODUCTION

Angel: Cordy?

Wesley: Oh no. Oh my god, no. How could I've let this happen?

Angel: No. She's here somewhere. She's just hiding. Cordy! Cordy!

Wesley: Angel.

Angel: What?

Wesley: She's gone.

—2.20 Over the Rainbow

RUNDOWN

There's still a fight raging on, with demons and W&H goons both trying to find Janine. The Cast Members need to somehow disentangle themselves from that mess before they can start trying to track down the missing girl. Possible complications may include the capture of one of the heroes (or a Supporting Cast friend or loved one).

ACTION

To Fight or Not to Fight: The fight ends only after both groups looking for Janine discover she is no longer with the Cast. Getting that point across is easier said than done, of course. The battle is taking place in the middle of the night, and neither side is going to take the Cast Members' word that Janine isn't there anymore. In fact, the Cast may not realize she's missing until the knocked-out character(s) regains consciousness and stumbles out with the bad news.

If any Cast or Supporting Cast Member among our heroes is a teenage girl, there's a good chance of your basic mistaken identity—either W&H or the cultists may grab her thinking she's Janine. If there're two girls to grab, each side might grab one and leave, thinking they've got what they were after.

Once Janine has been snatched, our heroes might beat a hasty retreat, fight harder and defeat both groups, or figure out a way to reason with them. The demon thugs aren't the brightest points of light, and they will try to follow their orders to the letter—find girl, grab girl, bring girl back unharmed, and that means no missing body parts, wounds, or big bruises. They can be con-

vinced that their mission should be scrubbed but that's going to take some serious jawing. The W&H team is more open to reason, especially since they weren't prepared to fight a small war with a gang of demons. As soon as the hired goons have an inkling that their prey isn't there, they quickly withdraw. Violence is actually a pretty good option—since the two groups are fighting each other as well as the Cast, the heroes can get them to weaken each other and finish off whomever comes out ahead.

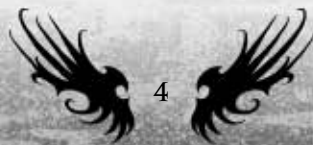
Any such victory is empty, however—the Doppelganger has Janine, and that can't be good for anybody.

TROUBLESHOOTING

Not much here. The Cast Members just have to survive the three-way fight with their skins intact. If the odds are too extreme, the rival groups should concentrate on fighting each other instead of the Cast.

A really kicker could come about if the Doppelganger didn't make off with Janine at the end of the previous Episode. In fact, such an event really throws this scenario for a loop. The demons and W&H thugs fight to grab Janine, the Cast protects her, maybe to the death. Should the bad guys grab Janine, the Doppelganger can beam into their midst and snatch her as he tried to do with the Cast. They might think the Cast is behind it (after all, the Doppelganger looks just like one of them) and hunt them down. The Cast could then find out that the Doppelganger has the girl. 'Course, convincing the demons or W&H of that is going to be a very hard sell.

Even worse, if the Cast somehow killed or captured the Doppelganger when he tried to pull the snatch at the end of the last Episode, we have a real problem. Your best bet there is to have the Doppelganger fade away (if *seemingly* dead) or teleport out (if alive). He then comes back some other time and makes the grab. All in all, you can save heaps of heartache by using *When Bad Things Happen To Good People* (see *Angel Corebook*, p. 143) liberally to make sure the Doppelganger gets the girl and gets away.



Episode or Subplot?

The Blood Brothers storyline does not have to be contained in a two-part Episode; you could also turn it into a seasonal plot line, extending the action over several Episodes. To do that, all you need to do is to space out the major turning points and use the Doppelganger as a recurring Adversary.

Open up with the birth of the Doppelganger, but don't bring Janine in for a few Episodes. Instead, have the Doppelganger cause trouble for the Cast—the whole impersonation schtick can be used for laughs, drama, and action. Doppel-demon could pick a fight with a gang of monsters, for example, and the bad guys might come looking for the “original” to seek revenge. More seriously, if the double starts committing crimes, the good guys might become the hunted-by-the-law guys.

After Janine is found (and before she is snatched), she can become a recurring Supporting Cast member for a while, which can give the Cast more insight about her powers. Her prophetic abilities are subconscious—if someone hurts or angers her, she will dream of something bad happening to that person, and the dream will come true. She's a pretty dangerous houseguest, which can lead to a couple of interesting Episodes.

After Janine's capture by the Doppelganger, the storyline should probably focus on the efforts to recover her, but it might not be resolved in a few days as in the Episode outline below. You can have an Episode dealing with some false lead, for example, or an intermission Episode introducing some other complication for the Cast. This can be useful if you feel the duplicated character is getting too much “screen time;” it might be time to shift attention to someone else for a while.

ACT TWO: COMPLICATION

Cordelia: Are you still trying to figure out that word? What's taking so long?

Wesley: Gee, I don't know, Cordelia. The prophecies of Aberjian were only written over the last 4000 years, in a dozen different languages, some of which aren't even human! Why don't we just get a Falanjoid demon in here . . . suck the brain out of my skull? Maybe that would speed things up.

Cordelia: He sure gets testy when he's translating.

—1.22 To Shanshu in L.A.

fulfilled in the same day. The demonic double starts opening negotiations with all interested parties to sell Janine to the highest bidder.

Action

Research: There are a couple of possible avenues of research. There is Janine herself, and the role she's supposed to play in the Lyrok Prophecies. There's the Doppelganger—if the Cast Members haven't learned

RUNDOWN

So what are our heroes to do? They have to deal with a demonic double of one of their own, and the fact that he's got a girl with unknown powers. The Cast Members can try occult research, or hit their street contacts (literally if necessary) for clues. It's a big city, however, and the Doppelganger knows every trick his “blood brother” does.

Doppel-boy is not resting on his laurels, either. Later that day, he unleashes a graphic demonstration of Janine's powers, as a brand-new prophecy is born and



some key facts about him, maybe another roll is in order. An enterprising sorcery-oriented character might try to find or concoct a spell to locate the missing girl.

Doppelganger research uses the same Success Level table as found in *Blood Brothers*, Part One. Here it is again, nice and convenient:

1-2: The entity appears to be some form of Doppelganger spirit. Unfortunately, there're a whole bunch of mystical doubles. One possibility is a splitting of a person's soul into two parts; usually, each half is an incomplete portion of the victim's personality—one has its emotions while the other keeps its rational side, for example, or one could be good while the other is evil. A quick examination of the Cast Member in question shows no apparent change in personality, so that's probably not it. That leaves the field wide open, though.

3-4: The symbols involved indicate that this Doppelganger is a demonic manifestation. If that's the case, the double most likely retains the memories and some of the personality of the victim, but it is perverted and evil, much like a vampire is an evil reflection of his previous self.

5-6: A demonic Doppelganger is stronger and more capable than the original; it retains all his memories and skills, and is augmented with demonic strength. Its goals may not always be destructive. Still, it generally seeks to eliminate the original and replace him, or try to thwart him at every turn.

7: This particular Doppelganger must have been created by a Mocker Spirit, a creature used to facilitate possession rituals. A manifested Mocker assumes the form of the victim and becomes its eternal enemy. Its only goal while manifested is to work against the original, turning all his hopes and goals into dust, destroying those he cares about, and generally making his existence into a living hell.

8+: Mocker Doppelgangers have the ability to tap into their double's mind and senses. This requires an effort of will and doesn't work for long, but it means the Doppelganger may on occasion eavesdrop on his double. On the flip side, the original can also attempt to do so, with enough concentration—this requires a Willpower (doubled) roll with a -4 penalty, and lasts for one Turn per Success Level. Each additional attempt after the first during the same day has a cumulative -1 penalty (-5 the second time, -6 the third time, and so on).

As far as Janine is concerned, the crew has most likely learned most of what there is to know about her in Part One (see *Angel Corebook*, pp. 237-238). The only thing that needs to be highlighted at this stage is the relevant passages in the Lyrok Prophecy. Again, the demonic language of the document is ambiguous, and translation is difficult. Here is the excerpt repeated:

“The Seer is the Mother of the Future [she who begets/creates the future]. Her [giving birth? sacrifice? The word for “giving birth” is also synonymous with “committing suicide for the greater good”] will open the way for the Cleansing.”

What exactly that means is still not clear, but the Cast will have new data to play with very soon.

Looking into the Cleansing is a possibility. Any Success Level reveals that all apocalyptic cults prophesize a “day of judgment” (the timing is always vague but generally described as “soon” in order to keep recruitment snappy). These events have many names but “cleansing” is a common one. Three or more Success Levels will uncover a variety of “cleansing” results, from death for some or all humans, to transformation of humans into something “more pure,” to ridding the world of monsters hidden in the midst of humans. The former is most common; the latter least.

Location spells don't work—the Doppelganger has set wards around his lair, wards that block spells and psychic senses. No flies on him, unfortunately.

In effect, further research at this point is basically a dead end.

Pounding the Pavement: The next option is good old-fashioned detective work—working on contacts in the supernatural underground and seeing if they've heard anything. Other than a couple of possible red herrings (see sidebar), there isn't much information out there.



Red Herrings

What's an investigation without some false leads and danger? A boring investigation, that's what. If the Cast Members are looking for information among the supernatural denizens of the city, here're a few complications you can throw at them.

Demon with a Grudge: A sleazy demon the Cast hasn't dealt with before (think Merl but with none of the charm) tells them he knows where the Lyrok demons hang out, and he heard they've got a girl that matches Janine's description. He asks for a hundred bucks for the address, but will settle for a twenty if the characters haggle (or threaten) well enough.

As it turns out, the whole thing is a setup. The demon knows of a gang of vampires or demons with a grudge against the Cast (ideally someone they've run into before, or maybe a friend or relative of someone the Cast dusted or otherwise eliminated). He's sold them out, and for a lot more than a hundred bucks. The gang of nasties awaits the Cast at the "hideout," ready to kick ass and take names. If you don't have some uglies that the Cast has tangled with in the past, use the standard Vampire Veteran leading some Vampire Minions (one for each Cast Member; see *Angel Corebook*, p. 191), or a similar number of Demon Thugs (see *Angel Corebook*, p. 197). They know nothing about the current situation, except for the usual rumors about the Cleansing.

Wrong Cult: The Cast Members hear of a demon doomsday cult that's going to be casting a ritual later that night. Is it the Lyrok, going for a second shot at their goal? The ritual is taking place in an abandoned movie theater. When the Cast arrives, they find a bunch of low-level demons (again, use the Demon Thug Quick Sheet) trying a half-assed summoning spell for a demon called Fraghen. An Occultism and Intelligence roll (two Success Levels) reveals that Fraghen cannot be raised for at least another hundred years, so the demons are wasting their time. Still, it'll feel good to knock them around for making the heroes waste their time.

The Conman: A slick-talking squaler gets in a bit over his head. He is new in town and doesn't know about the Cast (or perhaps the Cast hasn't built much of a rep yet). In any event, he claims to know the Lyrok's whereabouts. He is looking for \$500 and warns the crew of his "mystical" protection if they try anything (he wears a fiendishly glowing yellow amulet that has the mighty power of . . . fiendishly glowing). The guy actually plans to play the Cast for chumps, continually asking for more money and leading them on wild goose chases. How far this gets is up to you. The informant could be a loser and quickly trounced once he pushes too far. Alternatively, he could be a mastermind with oodles of Drama Points and actually pull off the sham for a time. In that case, he might make a delightfully annoying recurring character.

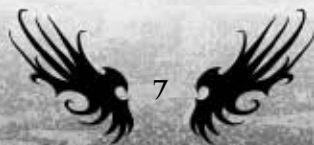
Word is spreading among the local demon community about something big that's about to happen. The Cleansing is mentioned by name by a couple of demons. Most of them seem to think it's a good thing, but a few are quietly getting ready to get out of town (maybe out of the dimension altogether).

The most important bit uncovered by asking around is that a demon with psychic powers was hired by the Lyrok to find Janine the day after the ritual went sour. The demon, who goes by the name Eyes (he's got six of them), lives in the sewers. This information can be as easy or hard to get as you like. Make 'em work a bit but not too much. On the other hand, getting Eyes' exact location should take some work. If you want to do it purely as a roll, require four Success Levels in an Influence or Crime

plus Intelligence roll (don't forget to add any Supernatural or Criminal Clout the characters' group has).

Eyes, unfortunately, is in bad shape when our heroes find him. He's been stabbed repeatedly and is about to go to the great demon den in the sky (or somewhere in the opposite direction). He manages to gasp his story before expiring like a three-month old carton of milk. The Lyrok tried to get him to find Janine again, but he wasn't able to. He claims something is blocking him. The Lyrok didn't take his failure in good graces, and much stabbing ensued. Not the greatest news and precious little help in finding the girl, but at least the Cast now knows that the Doppelganger hasn't turned Janine over to the cult.

The First Prophecy: Later that afternoon, the city is



ANGEL



treated to a spectacular sight—the sky turns reddish, as if sunset was happening (except it’s an hour early), and the red color deepens, until it almost looks as if the sky had turned to blood. The effect vanishes after ten or fifteen minutes, and is only visible over the city, but it’s enough to cause a number of traffic accidents, one suicide, and a brief rash of mass hysteria. The authorities later claim that the effect was caused by an exotic mixture or air pollutants and that “the matter is being looked into.”

The curious thing is, this event was prophesized—about five minutes before it happened. The prophecy literally appeared instantaneously in assorted occult books dealing with future events. If one of the Cast Members was studying such a book—the Lyrok Prophecies come to mind—they actually see the words magically appear on paper. They read: “And then the first sign came to pass, and the skies of the City of Angels (insert similar metaphor for other cities, like the City of Empires for New York) shall turn blood-red.” The same prophecy can now be found in many similar books; occult scholars are certain it wasn’t there before.

The long and the short is, Janine clearly doesn’t just predict the future—she can literally shape it.

Get a Clue: Any character’s Psychic Visions Quality kicks into overdrive about the same time as the prophecy books are supplemented. They see Janine’s face, apparently in some sort of hypnotic trance, and hear the words of the prophecy being spoken. The Doppelganger’s blood brother also catches a glimpse of what’s going on, looking through the double’s eyes. He sees Janine mouthing the prophecy under the direction of a weird demon with an oversized head who’s apparently hypnotizing her. The location appears to be a dark room: a Perception and Notice roll with bonuses for Acute Vision reveals a few details, depending on the Success Levels:

1: Okay, it’s a dark room. The windows are boarded up.

2-3: The ceiling is fairly high, like an auditorium or some sort of public building, but it’s clearly been abandoned for some time.

4+: Wooden pews piled up on the side can be glimpsed. They have crosses carved on the sides, indicating that the location must be a church of some sort.

Shortly after the prophecy is fulfilled, the Doppelganger contacts both Wolfram & Hart and the Lyrok Clan. He’ll be accepting bids for Janine. The price must include passage back to his home dimension and the death of his double.

Fallout: Our heroes now have a few leads they can follow to find double-boy and his captive. The vision might reveal two facts: Janine is being held in an abandoned church, and the Doppelganger is employing a demon to hypnotize her. If the Cast Members have any contacts within Wolfram & Hart, they can learn about the bidding war for the prophecy gal. Finally, the duplicated character can try to make contact with the Doppelganger and see through his eyes.

Consulting city records reveals several dozen vacant churches. An Intelligence and Knowledge roll that gains four Success Levels or more narrows the list down to a handful likely candidates. Beyond that, it’s going to require some old fashioned legwork, checking each church individually. A magically adept group might speed things up by trying to use detection spells on each place. The Doppelganger has warded the church against wide-ranged detection (as Eyes informed the crew) but this actually works against him when a specific church is targeted. The place appears mystically vacant even as it stands plain as day in front of the Cast.

An Intelligence and Occultism roll that garners three Success Levels or more identifies the big-headed demon as a Per’agh (see p. 9), a lowly servitor race with some minor psychic abilities. With four research Success Levels (or some legwork as you desire), our heroes discover that the Per’agh have a small enclave in an abandoned library in the city. A visit seems in order. There are three minor Per’agh in the lair (with Hypnosis 1) and one (absent) leader type (with Hypnosis 3), and they definitely aren’t friendly. They fight first (using their hypnotic powers and sharp tearing teeth) and ask (or answer) questions later. A hefty dose of whoop-ass puts the big-headed demons in a more talkative mood.



Per'agh Demons

These short humanoids have oversized hairless heads, three eyes arranged in a triangle on their forehead, two rows of sharp needle-like teeth, and yellowish, latex-like complexions. They love knowledge for its own sake—they know all kinds of arcane trivia, and are only too happy to blabber on about obscure subjects nobody in their right mind would be interested in. Their hypnotic powers and research skills make them useful flunkies for more powerful demons or human sorcerers. They could also be used as brains-not-brawn Cast Members.

Per'agh gain +2 to Intelligence and +1 to Perception. They possess the Hypnosis power (levels 1-3, depending on the natural aptitude of the demon), and their teeth are Natural Weapons that do 2 x Strength Slash/stab damage. On the downside, they have the Supernatural Form (Definitely Not Human) and Attractiveness -2. The Per'agh Demon Quality cost is 7, 12, or 22 points, depending on their level of Hypnosis.

Name: Per'agh Demon
Motivation: Learn useless factoids, serve bigger and badder demons
Critter Type: Demon
Attributes: Str 2, Dex 2, Con 2, Int 4, Per 3, Will 2
Ability Scores: Muscle 10, Combat 12, Brains 14
Life Points: 26
Drama Points: 2
Special Abilities: Attractiveness -2, Hypnosis 1, Natural Weapon (teeth), Supernatural Form (Definitely Not Human)

Name	Score	Damage	Maneuvers	Notes
Bite	12	6		Slash/stab
Dodge	12	—		Defense action
Grapple	14	—		Resisted by Dodge
Hypnosis 1	14	—		Target hesitates



The demons reveal (perhaps after some confusion if the duplicated Cast Member is present) that the Doppelganger hired their leader to control Janine. As payment, the Doppelganger promised to force Janine to craft a nice prophecy for the band of demons—they will be fated to find a treasure trove of lost knowledge. They don't know where the Doppelganger took their leader; double boy and his hireling left via the sewers, however, and the lair wasn't very far off. The Cast might be able to follow his trail (if any of our heroes has Supernatural Senses, for example) or might use the information to narrow down the likely churches.

Hearing about the auction for Janine requires either very good contacts with the supernatural underground

(Supernatural Clout or Contacts 4), or an inside source at Wolfram & Hart—this could be an informer, or, in typical *Angel* fashion, an unwilling source of information, i.e. someone our heroes can intimidate, blackmail, or otherwise force to talk. If our heroes are persuasive enough, they may learn what's going on inside W&H (see p. 10). If not, they should get the basics about the negotiations between the Doppelganger and our favorite law firm from hell.

Unfortunately, W&H knows fairly little. So far the only contact has been a short phone call in which the Doppelganger spelled out his demands: the death of his counterpart, free passage back to his home dimension, and whatever eldritch items of power W&H might have lying around. He's supposed to call back in one day to hear their offer.

Last but not least, the Cast can try to exploit the link between the two "blood brothers." This requires a great deal of concentration (five Success Levels in a Willpower (doubled) roll). After a few minutes of meditation, the character starts catching sensory glimpses of his double, starting with sound.

The Doppelganger is unhappy. He's yelling. "Why isn't it working?" he shouts. "I want the prophecy to be precise, damn it!"

An obsequious voice answers, "But Master, that's the problem. Prophecies are always ambiguous. That's why creating them like this is so risky. I can't make her do anything more precise than what we've done so far."

At this point, the character can see what doppel-boy sees. The double is inside an obviously abandoned church (which gives the character a second chance to



narrow down the potential locations for the blood brother's HQ). The Per'agh demon leader is on the floor, and he looks like he's been subjected to the rough side of the Doppelganger's wrath. Janine is huddled in a corner, asleep or unconscious. The Doppelganger is pacing around.

"So I can't prophesy myself into godhood. Not without risking everything. Well, that sucks."

Suddenly he stops, noticing the mental intrusion. "Get out of my head!" he shouts. The connection is severed.

The Inside Dope at Evil, LLP

All is not well inside Wolfram & Hart. Ingrid Thorstein's (see *Angel Corebook*, p. 241) pet project has suddenly mushroomed out of control, and word is the Senior Partners are not pleased. A girl that can create prophecies out of thin air could destroy all of the firm's work. Ingrid is now on the outs; other partners (maybe Lilah, if she's around) are put in charge. The name of the game now is to retrieve or terminate Janine at any cost. For the time being, the firm will play the Doppelganger's game—it hires an assassin to go after his counterpart and is prepared to offer the Orb of the Stars, an ancient artifact that, in the right demon dimension, can make its wearer into a god. The lawyers have no intention of paying, however. They just want a chance to kill the Doppelganger and seize or eliminate Janine.

Ingrid, as befits any backstabbing lawyer, is not happy about being frozen out. Her new plan is to find Janine on her own. She may feed tidbits of information to the Cast Members so they can act as her agents, or even offer an alliance of convenience.

TROUBLESHOOTING

The Cast may try to use spells or other supernatural means to find Janine. Unfortunately, the Doppelganger has taken precautions, and the abandoned church where he's holding Janine has been magically warded against location spells and psychic powers. Other than that, there shouldn't be too much that can go wrong... at least with the main plot. As for the tangled webs you weave as side adventures or red hearings, that's another story. But don't fret, whatever goes wrong there shouldn't undermine the main Blood Brothers storyline. If you overpower them with something and wind up killing someone, fall back on Drama Points or bring in a new character. Just say that the actor's contract negotiations didn't go smoothly.

If the Cast Members work hard, they may find enough leads to arrive at the Doppelganger's hideout relatively quickly. In that case, you can go to the confrontation in **Act Four: Resolution** without passing through the events in **Act Three: Climax**. That's okay—the heroes may still need to deal with the Lyrok's plans and the assassin W&H dispatched after the "good" blood brother once they've rescued Janine.

ACT THREE: CLIMAX

Wesley: You don't suppose it's his way of trying to draw you out? That he knows you're here. That might explain the dreams.

Angel: No. I used to have a connection with those I sired. It just means he's close, that's all.

Cordelia: Neat. We can't find him and the cops stand absolutely zero chance of stopping him.

—1.11 Somnambulist

RUNDOWN

The Doppelganger harasses his twin some more. W&H tries to make a down payment by committing murder, the Lyrok Clan tries to cheat, and our heroes must find Janine before she is sold off. All in all, it's going to be a busy day.

Action

Reach Out and Touch Someone: The Doppelganger calls his double early in the day, just to catch up and shoot the breeze for a bit. He is mocking and insulting, using all he knows about the character's personal problems to hurt him (good place to review some of the Subplots you have been plaguing the character with). If the character tried to see through his double's eyes ear-

lier, the Doppelganger comments on it. "Nice move, brother. But if you ever get inside my head again, you'll never come out." Of course, any red-blooded American hero would take that as a challenge, and would try to do it again.

Attempting to use the link works as before (see p. 10); if successful, the character can see through the Doppelganger's eyes again. He is in a phone booth, hanging up. A moment later, a gang of Lyrok demons charge him, and a fight ensues. If the Cast Member gets three Success Levels in a Perception and Notice roll, he can identify the street where the Doppelganger is being attacked, and our heroes can try to get there as soon as possible. Unfortunately, by the time they arrive only a handful of Lyrok bodies remain. The cult managed to track down the Doppelganger and attempted to capture him, but they didn't have the muscle to manage it.

The Assassin: W&H sends a high-rent assassin after the Doppelganger's originator. The killer is Talia, a renegade Oden Tal female (see *Angel Corebook*, p. 198) who has discovered she enjoys using her powers to kill. Her mission is to eliminate the character as soon as possible.

Talia's approach depends on the character's habits and activities during the next couple of days. She's been given as much information as W&H has on the target, and she tries to exploit any vulnerabilities he might have. The attack probably happens as the character is search-

Name: Talia
Motivation: Kill for fun and profit
Critter Type: Demon (Oden Tal)
Attributes: Str 4, Dex 6, Con 3, Per 4, Int 3, Will 5
Ability Scores: Muscle 14, Combat 20, Brains 15
Life Points: 38
Drama Points: 4
Special Abilities: Attractiveness +3, Emotional Influence (-5 penalty to resist), Supernatural Attack (Deadly Close), Supernatural Form (Definitely Not Human), Vulnerability (Ko can be removed)

Name	Maneuvers		Notes
	Score	Damage	
Dodge	20	—	Defense action
Heat Attack	20	55	Fire/Bash
Kick	19	15	Bash
Punch	20	13	Bash
Spin Kick	18	17	Bash



ing for Janine, which may involve “field work” out on the streets, or research at the group’s headquarters. She tries to distract him with her Emotional Influence power and then strike with her heat attack, going for a quick kill. There’s no set time for the attack; you can decide the best time for Talia to show up and put a world of hurt on the unfortunate character. She tries not to attack while there are other people around him, but if she has to she’ll do it, killing anybody who stands in her way.

Gloom and Doom: The doubled character might have it rough, but things aren’t going very well for the Doppelganger, either. The Lyrok aren’t in a dealing mood and they have figured out a ritual to track him down, so he’s not safe outside the sanctuary of the abandoned church. He cannot use Janine’s prophetic powers to make himself invincible, because prophecies are always ambiguous and he doesn’t want to risk getting hit by any unintended consequences. Of late, he’s beginning to suspect W&H is not going to play fair, either. All in all, he’s mad as hell, and he ain’t gonna take it anymore.

Doppel-dude has the Per’agh demon leader hypnotize Janine and start crafting a new prophecy. “And as the world passes from day to day, the walls between existences shall fall asunder, and the hordes from a thousand hells shall descend unto the world. Where there were two, there will be only one, and he shall wield the power to open the way. The maker of prophecies shall

fall silent and speak no more.” If this works the way the Doppelganger intends, he will be able to return to his home world, his counterpart will die, as will Janine, and Earth will be destroyed. Despite the Per’agh’s best efforts, this is as detailed a prophecy as Janine can create, but damn it . . . it sure sounds good.

Psychics all over the world are suddenly struck by apocalyptic visions. Any Cast Member with the Psychic Visions Quality sees the end of the world. A research roll with any Success Levels uncovers the new prophecy—it’s sometime in the evening, so they appear to have until midnight to find Janine and try to undo the prophecy.

TROUBLESHOOTING

Ideally, our heroes should know where to find Janine close to midnight, so they can do the usual “save the world in the nick of time” thing. Between assassins, false leads, wheeling and dealing, and other fun stuff, not to mention any Season Plots and Subplots you may have handy, you should be able to time things so the resolution occurs precisely as scheduled. If not, “passes day to day” could have another meaning—one more suitable to when the crew arrives at the abandoned church.

ACT FOUR: RESOLUTION

Fred: So what are you lying about?

Sahjahn: Oh, well, I don’t like to brag but . . . read any good prophecies lately?

Gunn: You wrote the prophecies?

Sahjahn: More a re-write.

—3.17 Forgiving

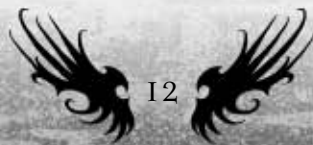
RUNDOWN

As our heroes try to save the day, they have to confront the Doppelganger (and possibly the last Lyrok cultists or W&H’s thugs), plus they need to figure out how to undo the prophecy and save Janine. Several outcomes are possible, depending on how the Cast Members handle the situation—let them figure out a solution on their own rather than forcing one on them.

ACTION

How to Save the World in Three Easy Lessons: The prophecy is already in the books—at the stroke of midnight (or some other convenient time), the walls between worlds will fall asunder and blah, blah, blah. So how does the Cast go about changing the future? There are a few possibilities.

If the Cast can get to Janine, they might make her change the prophecy to something a little less horrible. There is also the “there will be one” bit—maybe killing the Doppelganger allows the original character to control the opening and close of the walls between worlds. Or maybe killing the Doppelganger is not the answer: perhaps the two have to literally become one, joined into a single entity. A cold-blooded group might consider killing Janine in the hopes that the prophecy dies with her—that’s not going to work, however.





You can provide suggestions through Supporting Cast Members, but you probably should keep the leading by the nose stuff to a minimum—let the heroes figure out a way to stop the apocalypse. They may come up with one of the answers above, or actually surprise you with something completely unexpected. If the solution is dramatically appropriate, you should let it work . . . after some suspenseful scenes, of course.

Storming the Church: Hopefully by this point our heroes have located the abandoned church where all the bad stuff is happening. It stands forlornly in the middle of a low-rent neighborhood, all boarded up and covered with graffiti. The usual signs of urban decay—stripped and burned cars, the occasional rat, debris in the streets, a homeless person pushing a shopping cart—can be found everywhere. It's a cheery place to wrap up this little saga.

Getting in is half the fun. The front door is chained shut on the outside and barred on the inside. It's treated as a reinforced metal door for knocking open purposes (see *Angel Corebook*, p. 135). The door is big enough to allow as many as three characters to pitch in and combine Strength levels on a single roll. Success Levels (over five in any one roll) are accumulated (the door and door frame are weakened), but on any roll that doesn't reach the eight Success Level threshold, each basher suffers their own Strength points of Bash damage. On a roll that finally overcomes the threshold, each basher suffers five points of Bash damage. This is not exactly a subtle way to get in, of course.

There are other ways in. The back door, which led to the rectory, is locked but not barred. It's treated only as a reinforced wooden door (only two characters can combine in the narrow space). Alternatively, three Success Levels in an Dexterity and Crime roll picks the

lock (which is slightly less noisy). There is also a tunnel to the sewers (a recent addition)—people tracking the Doppelganger (via Acute Smell or some supernatural means) can find it. The tunnel leads to a trapdoor by the altar; it is not locked. Finally, intrepid characters might climb up one of the walls and crash through one of the boarded-up windows. Breaking through the boards is treated as smashing an interior door.

Inside the church our heroes find a pile of pews, a couple of mattresses, and other not-so-luxurious furnishings. Oh, and the Doppelganger, Janine, and the Per'agh demon leader (see p. 15). Janine is chained to a wall. The Doppelganger is being infused with the mystical energies that will enable him to break the barriers between dimensions, according to the prophecy. The Per'agh is just enjoying the sight. It's not the kind of scene you'd expect in a church, even a run-down and abandoned church.

At first sight, it looks like the bad guys are pretty much outnumbered. The Per'agh is not exactly a powerhouse, although he does fight until he thinks the odds are hopeless. That leaves one poor lonely Doppelganger against the full might of the Cast. Doesn't seem fair really.

Except the energies that are flowing into the Doppelganger have made him a little tougher than normal. He starts with the copied character's abilities, as supplemented in Part One of our little tale (see *Angel Corebook*, p. 240). On top of that, his Life Point pool is doubled, and he can recover from injuries at an inhuman rate. He heals his Constitution in Life Points per Turn. Worse still, spending a Drama Point for I Think I'm Okay heals all the damage he's taken to that point.

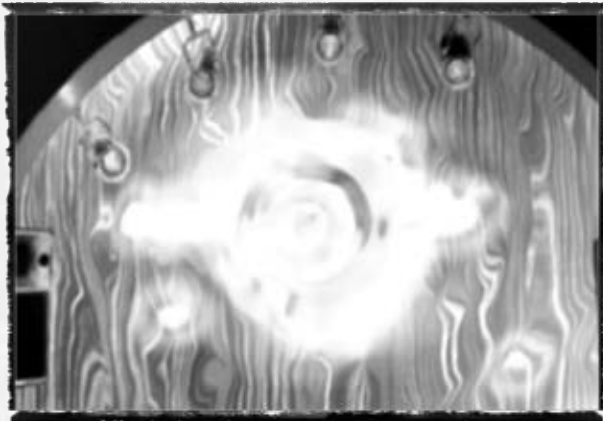
If you think mirror-image guy's buffing is not enough of an equalizer, you can have either the last of the local Lyrok demons or a W&H special team (see *Angel Corebook*, p. 209) follow the Cast to the church and join in on the fun (one per Cast Member is probably sufficient but if they get mopped up too easily, throw in a few more as a reserve). This can lead to yet another free-for-all, with the cultists trying to abscond with Janine, W&H trying the same thing, and everybody trying to kill the Doppelganger. Problem is, if something major doesn't happen before midnight, the Doppelganger collapses the walls between worlds and all hell breaks loose.

Now it's up to our heroes to defeat the villains and save the day. The devil, of course, is in the details. Here're some possible outcomes, depending on what plan of action they decide to follow.

Good Ol' Fashioned Ass-Kicking: Killing the Doppelganger might do the trick. When he dies, the power to open (and close) the doors between dimensions transfers to the original character. Assuming he's not interested in destroying the world, that solves the problem—he closes the barriers between the worlds, the prophecy is fulfilled, more or less, and the world is safe. Easy as pie.

Well, it probably shouldn't be as easy as pie. The doors between worlds need to open, however briefly, and who knows what kind of critter(s) might slither in during that time? Cleaning up after assorted unwelcome guests could keep the Cast busy for a while. And maybe killing the Doppelganger is actually not a solution—maybe if he dies, his spirit leaps into the original character, and the two need to wrestle for control over his body. This works pretty much as the Fusion Power option, next.

Fusion Power: The Doppelganger is going to be really hard to kill, and with time being short, there might be another way to make the “where there were two, there will be only one” part of the prophecy come true. One way involves killing the original (and the Doppelganger is going to be trying very hard to do just that). Probably not the best option for the Cast however (or the Series as a whole for that matter). Alternatively, the original may try to meld with the Doppelganger. All he has to do is touch his double and concentrate, visualizing the two becoming one. For some reason, this idea pops into the Cast Member's head once he gets within a few yards of the Doppel-dude. Once the process starts, it can't be stopped by either of them. In a dazzling (and kinda gross) display of FX, the two bodies fuse together. It's pretty painful, and not fun at all for either party involved. When the dust settles, there's only one character left. The question is, who's in the driver's seat?



The contest of wills is a Resisted Action (Willpower (doubled) versus Brains, or two Willpower (doubled) rolls, at your whim). If the other Cast Members act as a cheering gallery, they can help their friend. This requires a bit more than a “you can do it” or two, though. What's needed here is something that resonates with the fused character, the kind of thing a friend might say to try to help someone get through a difficult time. If anyone can manage it, the original character gets a +1 for each Champion and +2 for each Investigator involved. Everyone who successfully motivates the struggling character should get a Drama Point. If the hero wins, he gets to close the walls between universes as above, and all is well, more or less . . .

The “less” part comes from the fact that now the character has a demon inside (which is nowhere near as good as having Intel inside). How that's going to affect his life is left to you. There might be some good stuff (maybe a +1 bonus to two or three physical stats to reflect the now-demonic nature of the character), but most of it is going to be bad news. The character now “reads” as a demon, which sets off mystical alarms and defenses in many places. Further, whatever remains of the Doppelganger's essence may try to take over the character at the earliest opportunity. Or maybe the Doppelganger's twisted personality is not thoroughly melded with the character, which means he may now have some new mental Drawbacks or a version of Antisocial Impulses (see *Angel Corebook*, p. 50). This situation can be used as a Subplot or even evolve into a Plot long after the Episode is done.

Prophecy Girl: The Cast could try to use Janine instead. If they can free her and explain the situation, she could “edit” the prophecy. The main problem with that option is that Janine has never crafted a prophecy consciously; she's only done it in her dreams or while hypnotized. If a character can hypnotize her, he can take care of things. Otherwise, she has to muddle through on her own. She can alter a couple of details—the gates remain open for only a split second, just long enough to suck the Doppelganger into some really nasty dimension, for example—but the prophecy will almost invariably have unforeseen consequences. One thing she doesn't change is the line “the maker of prophecies shall fall silent”—that part frees her from her power forever and she really wants that to happen.

If the plan works, the world doesn't end and Janine turns into a normal (albeit fairly screwed-up) teenager with no more prophetic powers than your average Psychic Pals Network operator. Wolfram & Hart and the

Name: Per'agh Demon Leader
Motivation: Learn useless factoids, serve bigger, badder demons.
Critter Type: Demon
Attributes: Str 3, Dex 4, Con 2, Int 5, Per 4, Will 4
Ability Scores: Muscle 12, Combat 14, Brains 17
Life Points: 30
Drama Points: 2
Special Abilities: Attractiveness -2, Hypnosis 3, Natural Weapon (teeth), Supernatural Form (Definitely Not Human)

Name	Score	Maneuvers Damage	Notes
Bite	14	9	Slash/stab
Dodge	14	—	Defense action
Grapple	16	—	Resisted by Dodge
Hypnosis 1	19	—	Target hesitates
Hypnosis 2	18	—	Create illusion
Hypnosis 3	17	—	Control target



Lyrok Clan lose all interest in her (unless of course you want to work up a “revenge” Episode at some later date).

Oh, and killing Janine should really not work—the prophecy, once crafted, exists independently from her. All the Cast would accomplish with such a despicable act would be the murder of an innocent girl. Real heroic, guys.

Aftermath: Assuming the Cast saves the world (if not, it's time to start a more apocalyptic-oriented game), there may be a few loose ends left to tie up. The Lyrok may have been cheated of their sacrifice, but that won't stop them from their life-long work of bringing about the Cleansing. They very well could figure out a new way to trigger that “blessed” event. The internal struggle at Wolfram & Hart resulting from the Janine incident could have repercussions for the Cast, particularly if they have contacts there (or better yet a mole). And the Doppelganger might manage to escape being destroyed or absorbed into the original. Using him in a few Subplot scenes reminds the characters that he is around. Then in a couple Episodes he could graduate to the main threat again. This way he becomes a recurring threat.

TROUBLESHOOTING

There are many times that you need to keep a relatively tight grip on things so the carefully crafted plot-line doesn't veer off into crazy land. This ain't one of them. This is a “let the chips crumble where they may” kind of moment. Allow the crew to make their plans, put in some suggestions using Supporting Cast Member and let 'er rip. Triumph and good action sequences are the ultimate outcome. Death can be handled through Drama Points, unless the player likes the story behind the demise of their character. Even ending the world (as we know it) doesn't have to be the swan-song of the Series. Apocalypse is just another way of saying new sets, new locations, and (possibly) new Cast additions. Always wanted to let the players loose in the Demon Quality creation section of the *Angel Corebook*? Well, downing the dimensional barriers is a fine rationale for just that.



CHARACTER CREATION BASICS

The following tables and charts may be used to aid in the character creation process. Further information is provided on the pages cited.

CREATION PROCESS

- 1. Choose a concept:** What's your character going to be like? Righteous knight, over-the-top Einstein, down-and-dirty survivalist, or something more out there—a big-eared demon herbalist with a penchant for thin cigars?
- 2. Choose Character Types:** The Character Type determines the general power level and nature of your character. Champions are tough and skilled. Investigators are slightly above average folks who rely on skills and luck to survive. Type sets the number of Drama Points (10 for Champions, 20 for Investigators). See *Angel Corebook*, p. 22.
- 3. Attributes:** What are your character's natural abilities, both mental and physical? Attributes cost one point per level to level five, and three points per level after that. At least one point must be put into each Attribute. Human maximum is six. See *Angel Corebook*, pp. 23-26.
- 4. Qualities and Drawbacks:** What innate advantages or penalties affect your character? A handy list of Qualities and Drawbacks starts on p. 19. Details are provided in the *Angel Corebook*, pp. 27-62.
- 5. Scores:** If the character is a Supporting Cast Member (Guest Star or Adversary), individual skill notations are replaced by Scores. Muscle Score is $(2 \times \text{Strength}) + 6$. Combat Score is $\text{Dexterity} + \text{the average of the character's combat-oriented skills} + 6$. Brains Score is $\text{the average of Intelligence, Perception, and Willpower} + \text{the average of the character's mental-oriented skills} + 6$. Details are provided in the *Angel Corebook*, p. 113.
- 6. Skills:** What does your character know? Skills cost one point per level to level five, and three points per level after that. The possible skills are listed on the character sheet. Details are provided in the *Angel Corebook*, pp. 63-68.
- 6. Finishing Touches:** This is where you decide the character's name, appearance and other characteristics. Distinctive habits or mannerisms, hairstyle, scars, tattoos, piercings fashion, music/video tastes.

CHARACTER TYPE CHART

CHAMPION

Attribute Points: 20

Quality Points: 20

Drawback Points: up to 10

Skill Points: 30

Drama Points: 10

INVESTIGATOR

Attribute Points: 15

Quality Points: 10

Drawback Points: up to 10

Skill Points: 25

Drama Points: 20

VETERAN

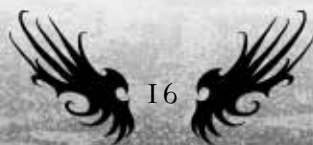
Attribute Points: 25

Quality Points: 25

Drawback Points: up to 10

Skill Points: 45

Drama Points: 20





LIFE POINT TABLE

Life Points are determined by adding the character's Strength and Constitution, multiplying the result by four, and adding 10. For the math shy, we've done the calculations.

STRENGTH	Constitution									
	1	2	3	4	5	6	7	8	9	10
1	18	22	26	30	34	38	42	46	50	54
2	22	26	30	34	38	42	46	50	54	58
3	26	30	34	38	42	46	50	54	58	62
4	30	34	38	42	46	50	54	58	62	66
5	34	38	42	46	50	54	58	62	66	70
6	38	42	46	50	54	58	62	66	70	74
7	42	46	50	54	58	62	66	70	74	78
8	46	50	54	58	62	66	70	74	78	82
9	50	54	58	62	66	70	74	78	82	86
10	54	58	62	66	70	74	78	82	86	90

JUMP TABLE

STRENGTH	HIGH JUMP	LONG JUMP
1-2	1 foot	2 yards
3	2 feet	3 yards
4-5	4 feet	5 yards
6	5 feet	6 yards
7-8	7 feet	8 yards
9-10	10 feet	10 yards
+1	+2 feet	+1 yard

STRENGTH TABLE

The Strength Table shows how much a character of any given Strength can lift without much effort. Higher weights can be raised (assume a maximum lifting weight—for brief periods—equal to double the Lifting Capacity), but a nail might be broken or a spleen ruptured in the process.

STRENGTH	LIFTING CAPACITY
1-5	50 lbs x Strength (Strength 5: 250 lbs)
6-10	200 x (Strength - 5) + 250 lbs (Strength 10: 1250 lbs)
11-15	500 x (Strength - 10) + 1500 lbs (Strength 15: 4,000 lbs/2 tons)
16-20	1,000 x (Strength - 15) + 5,000 lbs (Strength 20: 10,000 lbs/5 tons)
21-25	1 ton x (Strength - 20) + 5 tons (Strength 25: 10 tons)
26-30	2 ton x (Strength - 25) + 10 tons (Strength 30: 20 tons)





THE MEANING OF ATTRIBUTE NUMBERS

Level 1: The character is below average in that Attribute. Strength 1 indicates a poor physique, either a petite or flabby, sedentary person. Dexterity 1 indicates clumsiness, someone likely to drop things—not to be trusted with intricate manual work unless the person has trained very hard to do so. Characters with a Constitution 1 are delicate and often in poor health. Intelligence 1 is below average—not mentally challenged, but certainly slow on the uptake. A Perception 1 person is not very aware of his surroundings, likely to miss what’s before his face. Willpower 1 is a person easily intimidated and influenced by others, a follower instead of a leader, and somebody who is likely to succumb to temptation. Attributes at level one are dangerous at this level. Such a character is going to be pretty feeble at some things.

Level 2: This is the average for human beings. Most people in any given group have Attributes at this level, typically with one or two at levels one or three. Nothing wrong with being average, but the character is unlikely to shine with such Attributes, unless his skills are so high he can compensate.

Level 3: This is above average but not extraordinary. Strength and Constitution 3 show some athletic aptitude—somebody who works out at least three times a week, or a natural athlete who has not taken time to develop his talent. Characters with Dexterity 3 are graceful—good dancing partners, grabbed near the beginning in pick-up sports, unlikely to “drop the ball” when the party’s butts are on the line. Intelligence 3 indicates a bright person who can easily learn new skills, if he has the temperament to do so. With Perception 3, a character has good senses and intuition, and is not easily fooled or confused. Characters with Willpower 3 are rarely bluffed or bullied under normal circumstances.

Level 4: An Attribute at level 4 is well above average. Very few people, perhaps one out every ten in a random group, have one or two Attributes at this level. Strength and Constitution 4 can be found only in athletes (including the best football players in a large high school or college campus), extensively trained Special Forces soldiers, and other people who spend serious time in the weight room. A Dexterity 4 would only be common among top amateur ball players, gymnasts, acrobats, and *sensei*. Mental Attributes at level 4 indicate near genius (Intelligence), uncanny senses (Perception), or iron will (Willpower).

Level 5: This is the “practical” human limit. People at these levels are extraordinarily talented, able to perform complex and difficult feats with little practice. While people with Attributes at level five are not “record breakers,” they are among the best and the brightest. In a small or medium-sized community, only a handful of people have one or two Attributes at this level, and they are likely to be well known for their strength, wisdom, or toughness. Cities, large college campuses, and groups of demon fighters have more of these extraordinary individuals, but even there they are not common.

Level 6: This is the true human limit. A few people with “freakish” attributes may exceed it (to level seven), but they are a handful even among the teeming billions living in the 21st century. Characters with one or more Attributes at level six are very rare, something on the order of one in ten thousand, or less. People with more than one Attribute at level six are perhaps ten times less common, and so on.

Level 7+: Now we’re into superhuman territory. Someone with Strength 7 would be as strong as a horse, a Dexterity 8 covers the very best of the big cats, and . . . well, you get the picture.

THE MEANING OF SKILL NUMBERS

Level 1: A character with this skill level is a beginner or amateur, somebody who has just learned the rudiments of the skill.

Levels 2-3: This represents general competency—the ability to perform average tasks with ease.

Levels 4-5: This indicates extreme competence in the subject, the result of a lot of study or practice.

Higher levels: These amount to true mastery of the skill or craft, and the ability to perform the most difficult tasks with relative ease.





QUALITIES AND DRAWBACKS LIST BY NAME

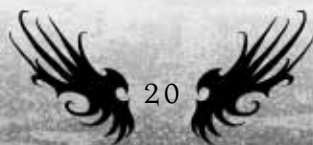
Page citations are to the *Angel Corebook*. This list includes the supernatural abilities that may form part of the Demon/Half-Demon Quality or other supernatural beings. Such abilities are marked with "*" as they may not be available to all characters.

Acute/Impaired Senses	2-point Quality or Drawback	p. 28
Four types: Vision, Hearing, Touch, Smell/Taste		
Addiction	Variable Drawback	p. 29
Adversary	Variable Drawback	p. 30
Age*	2-point/level Quality	p. 50
Antisocial Impulses*	Variable Drawback	p. 50
Sample Impulses: Cruelty, Deceit, Violence.		
Degree: Mild (1 point), Severe (2 points), Deranged (3 points).		
Artist	2-point Quality	p. 30
Athlete	4-point Quality	p. 30
Attractiveness	1-point/level Quality or Drawback	p. 31
Brainiac	4-point Quality	p. 31
Package: +2 Intelligence, +1 one other mental Attribute, +4 skill levels to be spread among (or grouped in one) Computers, Knowledge, or Science, 2-point Obsession with latest project, -1 penalty to social rolls.		
Clown	1-point Drawback	p. 32
Contacts	Variable Quality	p. 32
Pick sphere of influence from Criminal, Financial, Governmental, or Supernatural.		
Cop/Detective	5- or 8-point Quality	p. 32
Cop Package: +1 to one physical Attribute, +1 skill level to Crime, Driving, and Gun-Fu, legal authority, Obligation (Important) to the force.		
Detective Package: +1 to one physical Attribute, +1 skill level to Crime, Driving, and Gun-Fu, legal authority, 2-point Contacts (Governmental or Criminal), 2-point Rank, Obligation (Major) to the force.		
Ex-Package: Legal authority and Obligation lost from both, Detective also loses Rank. -1 point for Cop, -3 points for Detective.		
Covetous	1- to 3-point Drawback	p. 34
Type: Greed (money and wealth), Lechery (sexual relations), Ambition (power and influence), and Conspicuousness (fame and renown).		
Degree: Mild (1 point), Serious (2 points), Desperate (3 points).		
Criminal/Wise Guy	2- or 3-point Quality	p. 34
Criminal Package: +1 to any one Attribute, +1 to Crime, +1 to related skill, quick-buck fixation (Willpower (doubled) with penalties to avoid).		
Wise Guy Package: +1 to any one Attribute, +1 to Crime, +1 to related skill, 2-point Contacts (Criminal), quick-buck fixation (Willpower (doubled) with penalties to avoid), Obligation (Important) to the syndicate.		
Demon/Half-Demon*	Variable Quality	p. 35
Example Packages: Demon/Half-Demon (Byblos) (13 points), Demon (Gri'ah) (14 points), Demon (Tarrack Daemonling) (7 points), Revenant (17 points).		



ANGEL

Demon Hunter	4-point Quality	p. 35
Package: +1 to any three Attributes, +1 to any two combat-oriented skills, +1 to Occultism, 1-point Adversary, Mental Problem (Mild Delusion—all supernatural beings are evil).		
Dependent	2- or 3-point Drawback	p. 36
Number: One dependent (2 points), more than one dependent (3 points).		
Eidetic Memory	1- or 2-point Quality	p. 36
Degree: Three “recorded” images (1 point), photographic memory (2 points).		
Emotional Influence*	Variable Quality	p. 51
Degree: Basic (2 points) may be supplement by variable penalty (1 point per -1) to target’s resistance roll.		
Emotional Problems*	Variable Drawback	p. 36
Sample Problems: Depression (2 points), Easily Flustered (1 point), Emotional Dependency (1 point), Fear of Commitment (1 point), Fear of Rejection (1 point).		
Enhanced/Reduced Attributes*	Variable Quality or Drawback	p. 51
Degree: Variable bonus (1 point per +1) up to +10 (for Strength and Constitution) or up to +5 (for others), variable bonus (5 points per +1) after that, variable reduction (1 point per -1).		
Ex-Watcher	5-point Quality	p. 37
Package: +1 to any one physical Attribute, +2 to Getting Medieval, +2 to any informational roll relating to supernatural creatures.		
Fast Reaction Time	2-point Quality	p. 38
Good/Bad Luck	1-point/level Quality or Drawback	p. 38
Hard to Kill	1- to 5-point Quality	p. 39
Honorable	1- to 3-point Drawback	p. 39
Degree: Minimal (1 point), Serious (2 points), Rigid (3 points).		
Humorless	1-point Drawback	p. 40
Hypnosis*	5-, 10-, or 20-point Quality	p. 52
Degree: Gaze Into My Eyes (5 points), What Do You See? (10 points), Come to Me (20 points).		
Immortal*	0-point Quality	p. 52
Increased Life Points*	1-point/level Quality	p. 52
Invisible*	10- or 20-point Quality	p. 53
Degree: Drops after attack (10 points), always on (10 points), controllable (20 points).		
Iron Mind*	3-point Quality	p. 53
Limited Use*	1- or 2-point Drawback	p. 53
Degree: Minor conditions (1 point), Major conditions (2 points).		
Love	2- or 4-point Drawback	p. 40
Degree: Love (2 points), Tragic Love (4 points).		
Mental Problems	1- to 3-point Drawback	p. 40
Sample Problems: Cowardice, Cruelty, Delusions, Obsession, Paranoia, Phobia, Recklessness, Zealot.		
Degree: Mild (1 point), Severe (2 points), Deranged (3 points).		
Minority	1-point Drawback	p. 42
Nanjin Adept*	8-point Quality	p. 53
Package: Immune to darkness or invisible, +2 to Perception rolls, Fast Reaction Time, +2 to close combat, only applicable to living or moving foes.		
Natural Armor*	1-point/level Quality	p. 54



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Natural Weapon*	1- to 8-point Quality	p. 54
Degree: Small (2 x Strength) (1 point), Medium (3 x Strength) (2 points), Large (4 x Strength) (3 points), Extra-Large (5 x Strength) (4 points).		
Bash Damage: Drop cost by one.		
Pistol Ranged: Double cost.		
Rifle Ranged: Double cost, halve damage.		
Natural Toughness	2-point Quality	p. 42
Nerves of Steel	3-point Quality	p. 42
Obligation	Variable Drawback	p. 42
Degree: Minimal (0 points), Important (1 point), Major (2 points), Total (3 points).		
Occult Investigator	4-point Quality	p. 43
Package: +1 to any two mental Attributes, +2 to Occultism, +1 bonus to Fear Tests, supernatural fixation (Willpower (doubled) with penalties to avoid).		
Occult Library	Variable Quality	p. 43
Degree: Minimal (1 point), Good (2 points), Impressive (3 points), Amazing (5 points).		
Outcast	3-point Drawback	p. 44
Package: -2 to Influence rolls, abuse attractors, -1 to Notice or unfamiliar with surroundings.		
Misfit: Drop "notice" or "unfamiliar" conditions, -1 point.		
Physical Disability	Variable Drawback	p. 44
Degree: Blind (8 points), Missing or Crippled Arm/Hand (2 points), Missing or Crippled Leg/Foot (3 points), Missing or Crippled Arms (4 points), Missing or Crippled Legs (4 points), Quadraplegic (8 points).		
Psychic Visions*	1-point Quality or 3-point Drawback	p. 54
Degree: Director controlled (1 point), Painful visitations from Powers That Be (3 points).		
Psychometry*	4-point Quality	p. 55
Pyrokinesis*	3-point/level Quality	p. 56
Rank	1-point/level Quality or Drawback	p. 45
Recurring Nightmares	1-point Drawback	p. 45
Reduced Damage*	Variable Quality	p. 56
Degree: Half damage (first cost), One-fifth damage (second cost), One-tenth damage (third cost).		
Scope: Everything (5, 25, or 50 points), Specific (3, 10, or 20 points), Limited (1, 5, or 10 points).		
Regeneration*	1-, 3-, or 6-point Quality	p. 56
Degree: Per hour (1 point), per minute (3 points), per Turn (6 points).		
Resistance	1-point/level Quality	p. 45
Sample Types: Paranormal, Pain, Poison/Disease, Powers.		
Resources	2-point/level Quality or Drawback	p. 46
Degree: Destitute (10-point Drawback), Miserable (8-point Drawback), Poor (6-point Drawback), Hurting (4-point Drawback), Below Average (2-point Drawback), Okay (0 points), Middle Class (2-point Quality), Well-off (4-point Quality), Wealthy (6-point Quality), Rich (8-point Quality), Multimillionaire (10-point Quality), +1 level (+2 points).		
Screwed-up Adolescent	4-point Quality	p. 46
Package: Teenage restrictions, one-point Emotional Problems (Resent world and angry), Covetous (Mild Lechery).		
Teenager: Drop Emotional Problems and Covetous. -2 points.		
Secret	Variable Drawback	p. 47



ANGEL

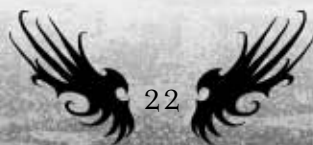
Situational Awareness	2-point Quality	p. 47
Supernatural Attack*	Variable Quality	p. 57
Degree: Minor (20 points of damage) (4 points), Major (30 points of damage) (7 points), Deadly (50 points of damage) (15 points), Massive (100 points of damage) (25 points).		
Pistol Ranged: +5 points.		
Rifle Ranged: +5 points, halve damage.		
Supernatural Form*	1- or 2-point Drawback	p. 57
Degree: Definitely Not Human (2 points), Dual Shape (1 point if human form is weaker).		
Supernatural Senses*	Variable Quality	p. 58
Degree: Basic (1 point), Empathy (2 points), Enhanced Sense (3 points), Fortune Telling (5 points), Insight (5 points), The Sight (3 points).		
Talentless	2-point Drawback	p. 47
Telekinesis*	3-point/level Quality	p. 58
Telepathy*	5-point Quality	p. 59
Uncontrollable Power*	5-point Drawback	p. 60
Unique Kill*	5-point Quality	p. 60
Vampire	12- or 15-point Quality	p. 48
Package: +3 Strength, +2 Dexterity, +2 Constitution, +2 Hard to Kill (two points), +2 bonus on hearing- and smell-based (+4 when involving blood) Perception rolls, Reduced Damage (one-fifth Bullet), Regeneration (per hour), Immortal, Vulnerability (multiple). Humane vampires increase point cost by 3.		
Vulnerability*	Variable Drawback	p. 60
Degree: Minor (2 points), Major (3 points), Multiple (5 points maximum).		

ADDICTION POINT VALUE TABLE

Habitual drinking or smoking: 1 point.
Heavy drinking or smoking, light use of marijuana or LSD: 2 points
Heavy use of marijuana or LSD: 3 points
Alcoholism, habitual use of barbiturates or cocaine: 4 points
Habitual use of heroin, heavy use of barbiturates or cocaine: 5 points
Heavy use of heroin: 6 points

RANKS TABLE

Rank Level	Description
-1	Rookie Cop, Private
0	Beat Cop, Corporal
1	Agent, Sergeant
2	Detective, Senior Agent, Sergeant First Class
3	Agent in Charge, Lieutenant
4	Bureau Chief, Captain
5	Commissioner, Major
6	Lieutenant Colonel
7	Colonel
8	Major General
9	General



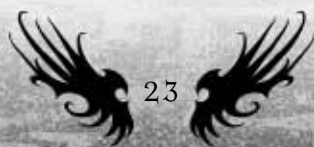


PSYCHOMETRY CHART

Success Level	Result
1	Feel the strongest emotions involved with the object in the recent past (one day or less), and gain some sensory glimpse of the person feeling that emotion. This is not a full-face portrait though (sorry, the villain doesn't get revealed until the end of the Episode, remember?), but it could be a flash of someone's shoes, the smell of their perfume, the sound of music playing in the background at the time, or some other (more or less) useful clue. This level reveals items that are supernatural in nature.
2	Impressions go back further in time (a week or less) and get more precise for more recent (one day or less) events. If the visions are frightening, time for a Fear Test. This level reveals a few vague hints about the potential uses or powers of any supernatural item.
3	Impressions go back one month or less. Can now detect more than one wielder/owner within that time frame if they left a good psychic "imprint" (i.e., felt strong emotions while in contact with the item). Clues are even more plentiful, but they are rarely complete. Events of extreme emotional or magical power can be glimpsed, no matter how long ago they were. This level reveals if an old knife was used to perform a human sacrifice 300 years ago, but would likely not show anything more than a shadowy glimpse of who performed the deed or where it was performed.
4	Impressions go back one year or less. Visions are granted about every owner/wielder of the object or those in contact with it (in the case of a murder weapon, that would include both the killer and the victim if the weapon was a knife or something that had to touch the victim). This level reveals most of the powers and uses of an enchanted item. This level also reveals a bit more information about powerful events that happened many years or centuries before. It would show that a knife was used by a tall vampire to perform a human sacrifice in the ruins of a large church, and might even show a partial glimpse of the victim's face or a general sense of why the sacrifice was being performed.
5-9	Impressions go back ten to fifty years or less. The visions are stronger and incredibly detailed. They are also imprinted more firmly in the psychic's mind. They may be revisited at a later time even if the object is not available. Clues from beyond that time are also more complete. These kinds of Success Levels are the most subject to Director variation.
10+	This brings up any scene concerning the item or place in the last century, or at any time if it involved significant supernatural events. These visions may be entered, walked around in, slowed, frozen, or otherwise experienced in full sensory mode as if part of the holodeck. Your Director should withhold only specifically warded or totally plot-destroying information.

MIND PROBE CHART

Success Level	Result
1	Can sense only basic emotions.
2	Can sense surface thoughts (whatever the subject is thinking at the moment).
3	Can delve deeper into the mind of the subject. A simple question can be "asked" and a one sentence or less answer is revealed. Each additional Success Level grants one more question and answer.
4 or better	Can get a clear picture of the subject's personality, find memories, and get any information available (provided the telepath specifically asks for it).



MUSCLE SCORE TABLE

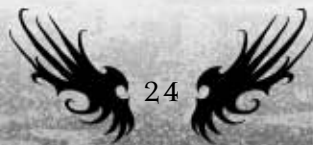
- 8 Weak as a Kitten:** Fred can arm-wrestle this guy.
- 9-10 Average Guy:** Your average couch potato, capable to lugging a couple six-packs to to the car without busting a gut.
- 11-12 Not Too Shabby:** Someone who works out, maybe plays on the company softball team, actively coaches his son's soccer squad.
- 13-14 Average Supernatural/Tough Human:** This is the typical Muscle Score of a vampire. Very athletic humans are in the same range.
- 15-16 Tough Supernatural/Weightlifter:** An above-average vamp, a workout freak, or a pumped-up Marine.
- 17-20 Human Peak:** Humans don't come any stronger than this. A vamp whose been around the block a few times, a leg-breaker thug demon, or the best of the best human are in this range.
- 21+ Superhuman:** Elder vamps, powerful demons, and the like are in this range. Darla during her pregnancy (aided by fetus Connor's supernatural nature) had a 26 Muscle Score (don't mess with the pregnant lady).

COMBAT SCORE TABLE

- 8 Never Been Punched:** With this Combat Score, a character needs to go to Full Offense or Full Defense or he'll just be a punching bag. People who can't throw a punch to save their lives would have Combat Scores at these levels.
- 9-10 Average Guy:** This is someone who knows which end of a weapon to point towards an enemy or has been in a few scrapes in his life.
- 11-12 Newbie Vampire/Trained Person:** This is the Combat Score of your typical freshly dug vamp or a normal human with some training (a beat cop or a regular soldier).
- 13-14 Minion Vampire/Veteran Fighter:** This represents a vamp that has been around for a while, or a tough, well-trained human (rank-and-file W&H goons, for example).
- 15-16 Veteran Vampire/Expert Fighter:** Some of the best undead material out there—these vamps got game! On the human side, we are talking special ops and W&H special agents.
- 17-20 Lieutenant Vampire/Master Fighter:** Now we're talking Champion-level proficiency and better. These guys are hard to beat—time to break out those Drama Points.
- 21+ Boss:** These levels are reserved for the top villains of the setting.

BRAINS SCORE TABLE

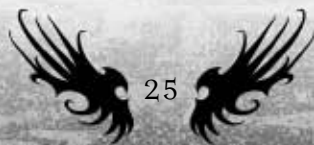
- 8 Duh?:** Life is like an open book to this guy, but he can't read a word.
- 9-10 Average Guy:** The character's never going to win at Jeopardy, but is able to hold down a job and live a normal life.
- 11-12 Smart:** Someone with a good education and the smarts to make the most of it.
- 13-14 Brilliant:** Highly educated, very smart, or both.
- 15-16 Genius:** An expert, or just really, really intelligent. Probably a nerd.
- 17-20 Genius Plus:** Kind of guy who tries to freeze time or create portals between worlds.
- 21+ Just Too Smart:** Einstein, Hawking, and other incomprehensible folks.





COMBAT MANEUVERS REFERENCE TABLE

Name	Roll Basics	Damage	Notes
Aiming	Perception + Gun Fu, or Perception + Getting Medieval or Brains Score	None	Adds Success Levels to shooting roll; p. 120
Bow Shot	Dexterity + Getting Medieval – 2 or Combat Score – 2	(4 x Strength) Slash/stab	Ranged attack modifiers apply (p. 128); p. 120 (to maximum of 20)
Brain Shot	Combat Maneuver – 4 or Combat Score – 4	Varies by attack	Bash damage doubled; Slash/stab damage tripled; Bullet damage quadrupled; p. 121
Break Neck	Strength + Kung Fu or Muscle Score	(4 x Strength) Bash	Must Grapple first; if defender at –10 Life Points, Survival Test or neck broken (dead); p. 121
Catch Weapon	Dexterity + Kung Fu – 5 or Combat Score – 5	None	Very slick but don't miss; p. 121
Choke	Strength + Kung Fu or Muscle Score	(Strength – 1) Bash	Must Grapple first; possible asphyxiation (p. 134); defender –2 to all actions; p. 121
Crossbow Shot	Dexterity + Getting Medieval or Combat Score	16/10 Slash/stab	Ranged attack modifiers apply (p. 128); p. 121
Decapitation	Dexterity + Getting Medieval – 5 or Combat Score – 5	Varies by weapon	Total damage multiplied by five; if defender at –10, Survival Test or decapitated (dead); p. 121
Disarm	Dexterity + Getting Medieval – 2 or Dexterity + Kung Fu – 3 or Combat Score – 2	None	Resisted by Parry or Combat Score; p. 121
Dodge	Dexterity + Acrobatics or Dexterity + Getting Medieval or Dexterity + Kung Fu or Combat Score	None	Avoid getting hit; p. 121
Double Jump Kick	Dexterity + Kung Fu – 4 or Combat Score – 4	3 x (Strength + 1) Bash	Acrobatics + Dexterity roll first; add Success Levels to damage; two targets; Dexterity 4+; p. 121
Feint	Intelligence + Kung Fu or Intelligence + Getting Medieval or Brains Score	None	Adds Success Levels to next action; Resisted by Perception + Kung Fu, or Perception + Getting Medieval, or Brains Score; p. 122
Grapple	Dexterity + Kung Fu + 2 or Combat Score + 2	None	Resisted by Dodge; impairment varies; p. 122
Groin Shot	Combat Maneuver – 3	Varies by attack	That's gotta hurt; p. 122
Gunshot	Dexterity + Gun Fu or Combat Score	Varies by weapon	Ranged attack modifiers apply (p. 128); p. 122
Head Butt	Dexterity + Kung Fu – 2 or Combat Score – 2	(2 x Strength) Bash	If target grappled, cannot defend; if attack misses, attacker takes damage; p. 122



COMBAT MANEUVERS REFERENCE TABLE (CONTINUED)

Name	Roll Basics	Damage	Notes
Jump Kick	Dexterity + Kung Fu – 3 or Combat Score – 3	3 x (Strength + 1) Bash	Acrobatics + Dexterity roll first; add Success Levels to damage; p. 122
Kick	Dexterity + Kung Fu – 1 or Combat Score – 1	2 x (Strength + 1) Bash	Sports or Art could be used; could be Grappled; p. 122
Knockout	Dexterity + Kung Fu – 2 or Dexterity + Getting Medieval – 2 or Combat Score – 2	Varies by attack	Halve damage of attack; possible lights out; p. 123
Melee Weapon	Dexterity + Getting Medieval or Combat Score	Varies by weapon	Hack, stab, or crush—it ain't gonna be pretty; p. 123
Parry	Dexterity + Kung Fu or Dexterity + Getting Medieval or Combat Score	None	–2 against thrown attacks; –6 against arrow/bolt attacks; p. 123
Punch	Dexterity + Kung Fu or Combat Score	2 x Strength Bash	Right in the kisser; p. 123
Slam-Tackle	Strength + Sports or Muscle Score	2 x Strength Bash	Cannot be Parried; target prone (p. 125) unless resisted by Strength (not doubled) or Muscle Score/2; if successful, Grapple possible without rolling; only action possible that Turn; p. 123
Spin Kick	Dexterity + Kung Fu – 2 or Combat Score – 2	2 x (Strength + 2) Bash	Very slick could be Grappled; p. 123
Sweep Kick	Dexterity + Kung Fu – 1 or Combat Score – 1	Strength Bash	Target prone (p. 125) unless resisted by Dexterity and Acrobatics, or Combat Score; p. 123
Takedown	Strength + Kung Fu or Muscle Score	Strength Bash	Target prone (p. 125); p. 123
Target Limb	Combat Maneuver – 2	Varies by weapon	Could sever; p. 123
Through the Heart	Combat Maneuver – 3	Varies by weapon	x5 vs vamps (maybe, p. 190); x4 vs others; p. 124
Throw Weapon	Dexterity + Getting Medieval – 1 or Combat Score – 1	Varies by weapon	Range 2 yards plus 2 yards/Strength; p. 124
Toss	Strength (doubled) – 4 or Muscle Score – 4	Strength Bash	Must Grapple first; Strength 4+; target flies 1 yard/Success Level and prone (p. 125) unless resisted by Strength (not doubled) or Muscle Score/2; p. 124
Wall Flip	Dexterity + Acrobatics – 3 or Dexterity + Kung Fu – 3 or Combat Score – 3	None	If successful, roll result + 3 applied as defense action against all attacks that Turn; user ends Turn behind one attacker with initiative against him; failure causes Strength Bash damage to user and knockdown (p. 125); p. 124

COMBAT MANEUVERS REFERENCE TABLE (CONTINUED)

Name	Roll Basics	Damage	Notes
Wall Smash	Strength + Acrobatics or Muscle Score	3 x Strength Bash	Must Grapple first; Strength minimums; resisted by Strength + Acrobatics, or Muscle Score; possible surface damage (p. 134); p. 124
Whirling Sword	Dexterity + Getting Medieval - 4 or Combat Score - 4	Attack all in range	Parry all attacks against user; no effect on ranged attacks; only action possible that Turn; penalty increases by 2 each Turn after the first; p. 124
Wrestling Hold	Strength + Kung Fu - 2 or Muscle Score - 2	None	Must Grapple first; resisted by Strength + Kung Fu, or Dexterity + Kung Fu, or Muscle Score, or Combat Score; defender is at -1 per Success Level; p. 124

BASE DAMAGE TABLE

Attack	Base Damage	Notes
Axe	5 x Strength Slash/stab	Strength + 1 if two hands; p. 130
Axe (thrown)	4 x Strength Slash/stab	p. 130
Blunt Weapon—Small	3 x Strength Bash	Strength + 1 if two hands; p. 130
Blunt Weapon—Large	4 x Strength Bash	Strength + 1 if two hands; p. 130
Bow	4 x Strength Slash/stab	Maximum base damage 20; use pistol ranges; p. 130
Break Neck	4 x Strength Bash	p. 121
Choke	1 x (Strength - 1) Bash	p. 121
Crossbow—Pistol	10 Slash/stab	Use pistol ranges; p. 131
Crossbow	16 Slash/stab	Use pistol ranges; p. 131
Double Jump Kick	3 x (Strength + 1) Bash	Requires Dexterity 4+; p. 121
Hand Taser	5 Bash	Unconsciousness or stun; p. 131
Head Butt	2 x Strength Bash	p. 122
Hunga-Munga	4 x Strength Slash/stab	p. 131
Hunga-Munga (thrown)	3 x Strength Slash/stab	No -1 penalty to skill roll; p. 131
Jump Kick	3 x (Strength + 1) Bash	p. 121
Kick	2 x (Strength + 1) Bash	p. 131
Knife—Pigsticker	2 x (Strength - 1) Slash/stab	p. 131
Knife—Pigsticker (thrown)	(Strength - 1) Slash/stab	p. 131
Knife	2 x Strength Slash/stab	p. 131
Knife (thrown)	2 x (Strength - 1) Slash/stab	p. 131
Knife—Big Ass	3 x Strength Slash/stab	p. 131
Knife—Big Ass (thrown)	3 x (Strength - 1) Slash/stab	Requires Strength 4+; p. 131
Pistol—Popgun	9 Bullet	Use pistol ranges; 10 rounds; p. 131



BASE DAMAGE TABLE (CONTINUED)

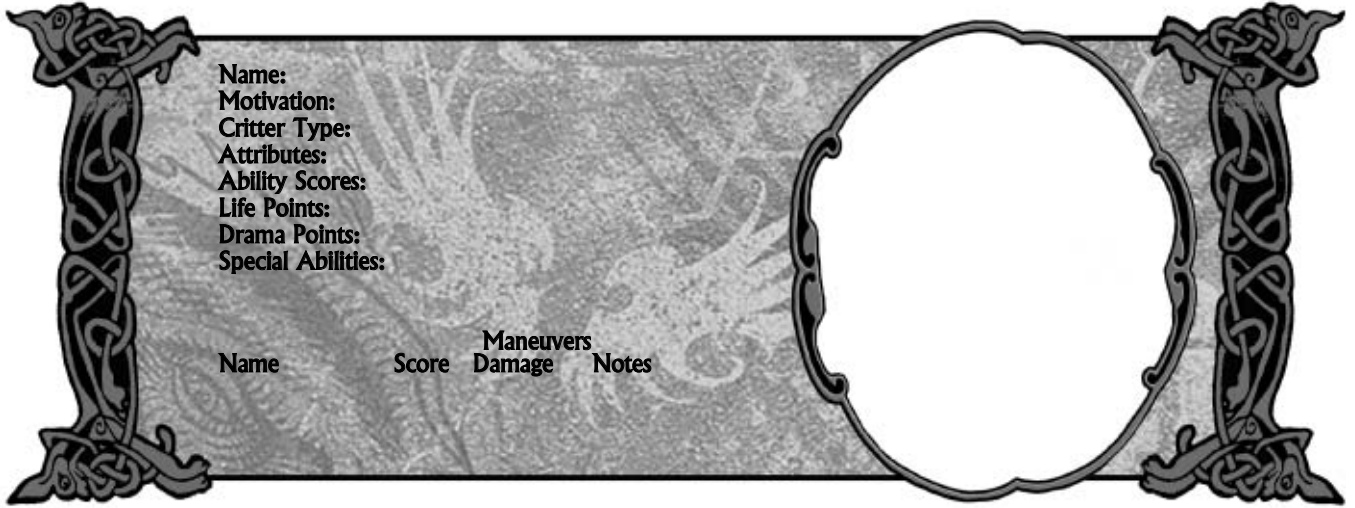
Attack	Base Damage	Notes
Pistol	12 Bullet	Use pistol ranges; 6 or up to 17 rounds; p. 131
Pistol—Big	15 Bullet	Use pistol ranges; 6-10 rounds; recoil -2; p. 131
Pistol—Big Ass	18 Bullet	Uses pistol ranges; 6-10 rounds; recoil -2; p. 131
Punch	2 x Strength Bash	p. 123
Quarterstaff	3 x (Strength + 1) Bash	Uses two hands; p. 131
Rifle—Hunting	20 Bullet	Uses rifle ranges; 5-10 rounds; p. 131
Rifle—Assault	16 Bullet	Uses rifle ranges; 20-30 rounds; can autofire; p. 131
Shotgun	20 Bullet	Uses pistol ranges; 2 rounds; sawed-off -2 to hit; p. 131
Slam-Tackle	2 x Strength	Bash; p. 123
Spear	3 x (Strength + 1) Slash/stab	Uses two hands; p. 131
Spear (thrown)	3 x Strength Slash/stab	p. 131
Spin Kick	2 x (Strength + 2) Bash	p. 123
Stake	2 x Strength Slash/stab	p. 131
Stake (thrown)	2 x (Strength + 1) Slash/stab	p. 131
Stake-Cannon	40 Slash/stab	Uses rifle ranges; 12 rounds; p. 131
Submachine Gun	12 Bullet	Uses pistol ranges; 20-40 rounds; can autofire; p. 132
Sweep Kick	1 x Strength Bash	p. 123
Sword	4 x Strength Slash/stab	Strength + 1 if two hands; p. 132
Sword—Big Ass	5 x (Strength + 1) Slash/stab	Uses two hands; p. 132
Takedown	1 x Strength Bash	p. 123
Toss	1 x Strength Bash	Knocks target down; p. 124
Wall Smash	3 x Strength Bash	p. 124
Whirling Weapon	Varies by weapon	p. 124
Tranquilizer Gun	1	Puts target to sleep; p. 132

SUCCESS LEVELS TABLE

ROLL	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	

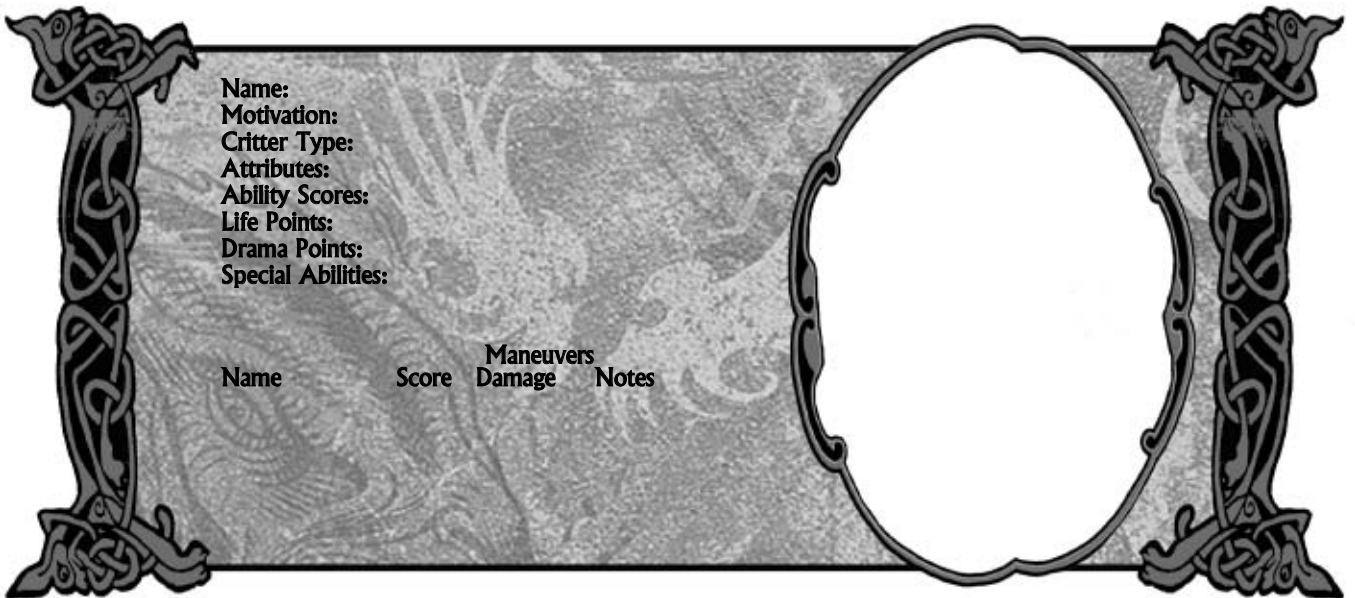


Angel NPC Quick Sheets



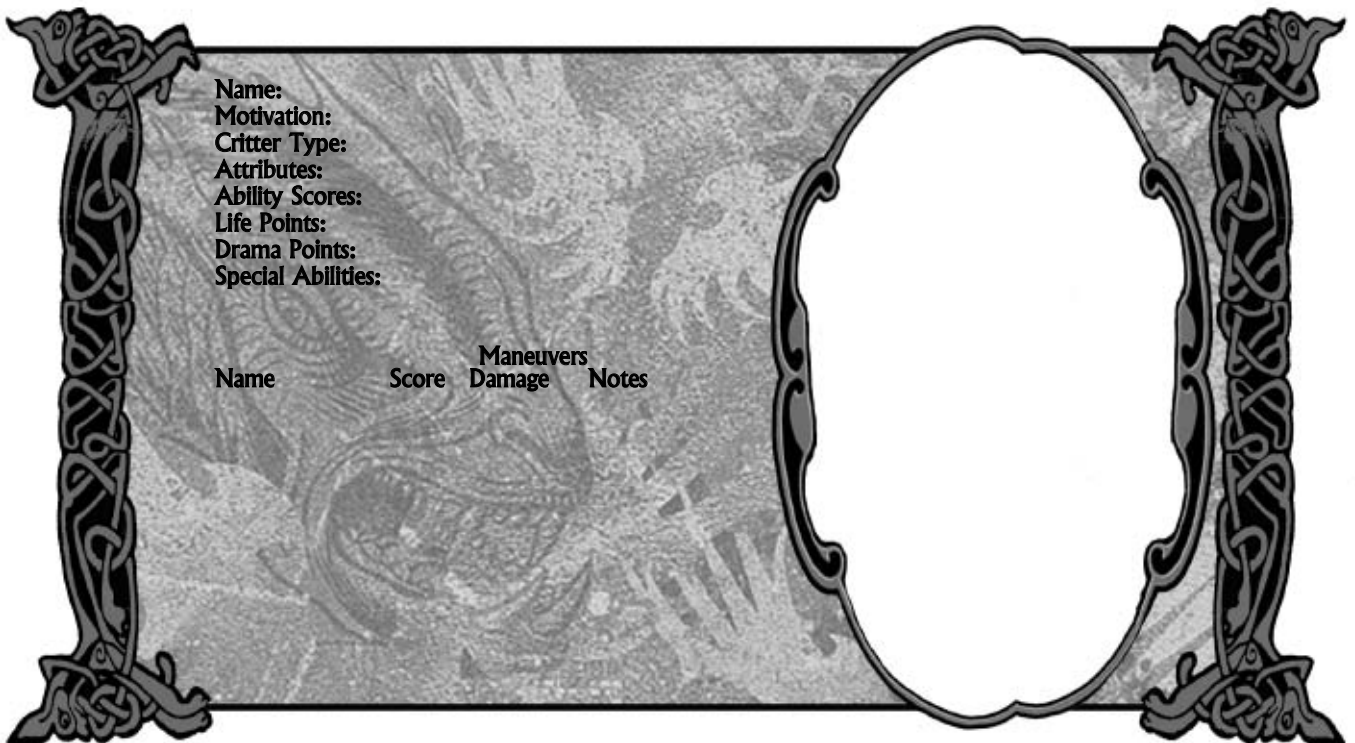
Name:
Motivation:
Critter Type:
Attributes:
Ability Scores:
Life Points:
Drama Points:
Special Abilities:

Name	Score	Maneuvers Damage	Notes
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Name:
Motivation:
Critter Type:
Attributes:
Ability Scores:
Life Points:
Drama Points:
Special Abilities:

Name	Score	Maneuvers Damage	Notes
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Name:
Motivation:
Critter Type:
Attributes:
Ability Scores:
Life Points:
Drama Points:
Special Abilities:

Name	Score	Maneuvers Damage	Notes
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