

ANGEL

Identity: Warren Kenneth Worthington III
Group Affiliation: X-Men
Base of Operations: Xavier's School for Gifted Youngsters, New York
Side: Good
Sex: Male
Height: 6'
Hair: Blond
Eyes: Blue
Level: 14th
Experience: 104,000
Training: +1 Accuracy with Unarmed HTH Combat



Powers:

- 1. Heightened Agility A +8**
- 2. Heightened Charisma A +12**
- 3. Heightened Defense:** -7 to be hit only when he is flying (includes Training Bonuses).
- 4. Heightened Endurance A +6**
- 5. Heightened Senses:** Eyesight is 3x better than normal eyesight (3x Det. Hidden/Det. Danger is extended along this line of sight).
- 6. Natural Weaponry (*Danger Room Training*):** +5 to hit (includes Training Bonuses), +6 damage (includes Training Bonuses).
- 7. Wings (Feathers):** Maximum speed is 164 mph (720"), PR is 1 per hour.
- 8. Weakness (Prejudice):** Angel is a mutant and as such, he is feared and hated by the world around him.

Weight: 150 lbs.

Strength: 14

Agility: 24

Charisma: 32

Hit Mod. (1.2) (2.6) (2.5) (1.6) = 12.48

Damage Mod.: +3

Accuracy: +4

Carrying Capacity: 371 lbs.

Movement Rates: 60" ground, 720" winged flight.

Det. Hidden: 10% (30%)

Inventing Points: 19.6

Basic Hits: 3

Endurance: 22

Intelligence: 14

Reactions from: Good: +4 Evil: -4

Hit Points: 38

Healing Rate: 1.8

Power: 74

Basic HTH Damage: 1d6

Det. Danger: 14% (42%)

Inventing (42%):

Agility Mod: Nil

Knowledge Areas: Business/Sales, Finance/Investing & Inheritor (Multimillionaire)

Origin and Background: (American) Warren Worthington is a reserved member of the X-Men.

Training Bonuses: (2) +1 Accuracy with Unarmed HTH Combat, (3) +1 Damage with Unarmed HTH Combat, (4) +1 Modifier to Heightened Defense, (5) +1 Accuracy with Unarmed HTH Combat, (6) +1 Damage with Unarmed HTH Combat, (7) +1 Endurance, (8) +1 Accuracy with Unarmed HTH Combat, (9) +1 Damage with Unarmed HTH Combat, (10) +1 Modifier to Heightened Defense, (11) +1 Endurance, (12) +1 Accuracy with Unarmed HTH Combat, (13) +1 Damage with Unarmed HTH Combat, (14) +1 Modifier to Heightened Defense.

To Hit (Unarmed HTH): +9

Damage (Unarmed HTH): 1d6 + 9