

# DARK ANGEL



**Identity:** Gabriel Dark

**Sex:** Male

**Level:** 5

**Side:** Good

**Age:** 23

**Training:** Agility

STR	END	AGL	INT	CHR
16	16	19	13	23

## Powers:

1. **Wings:** PR=1 per hour of flight, max. air speed = 220 mph.
2. **Darkness Control:** 18" radius max. area of effect, R=57". Agility saves required in Darkness to avoid accidents, PR=2 per Darkness area created or reshaped. 1 action to create, +1 action per turn to maintain, movement to reshape.
3. **Lightning Control:** (He can expel bolts of mystical black lightning from his hands). 2d8 damage, R=32", PR=4 per shot, short out devices as per rules, no device control.
4. **Heightened Charisma B:** +12.

5. **Special Weapon:** Flaming Sword: HTH+1d6, Carrier attack for Flame Powers. Can detect supernatural beings on a successful Detect Hidden x3 roll, affects Non-Corporal beings as though they were normal.
6. **Regeneration:** Heals at max. rate, one action per turn, can't heal damage caused by unholy artifacts.
7. **Prejudice:** Due to his demonic parentage, people had some trust issues with him.

<b>Weight:</b> 170 lbs.	<b>Basic Hits:</b> 4	<b>Agility Mod:</b> -
<b>Hit Mod:</b> 4.6816=	<b>Hit Points:</b> 19	<b>Healing Rate:</b> 1.6
<b>Power:</b> 74	<b>Damage Mod.:</b> +2	<b>Accuracy:</b> +4
<b>Carrying Capacity:</b> 484 lbs.	<b>Basic HTH Damage:</b> 1d8	
<b>Movement Rates:</b> 51" ground speed; 969" flight		
<b>Reactions from Good:</b> -4	<b>Evil:</b> -4	
<b>Detect Hidden:</b> 10%	<b>Detect Danger:</b> 14%	
<b>Inventing Points:</b> 6.5	<b>Inventing:</b> 39%	
<b>Origin:</b> Supernatural		
<b>Knowledge Areas:</b> Theology		
<b>Legal Status:</b> US Citizen with extensive criminal record.		

**Origin and Background:** Gabriel is the offspring of a demon and angel, and incorporates abilities from both. His Prejudice tends to show up when he first deals with people, as neither good or evil characters really trusted him. .