

THE ANGELOS



“Every angel is terrifying.”
-Rainer Maria Rilke, Duino Elegies

GODSEND™
AGENDA

ANGELOS

Servants of the God-King, El, the Angelos were Ka-and genetically modified to be the ultimate servants. Lacking the ability to shape raw ka, Angelos require their advanced devices and gear just to live. Loyal enforcers, the Angelos do what they can to spread the will of El throughout the universe. The Angelos who have come to Earth long-ago decided that the best way to do this was by starting a strain of monotheistic belief systems in the middle-east. To this day, they closely monitor and communicate with the highest levels of leadership in those groups as they pursue and fight the rogue Elohim and Chimerans.

PERSONALITY:

The Angelos have never truly experienced the concept of free will, although they understand that most humans they exist among believe in it. They have always been loyal followers of El, their creator, knowing nothing but police action, military campaign and the occasional "grey ops" mission, all performed with unswerving and unquestioning allegiance. Angelos are almost always "on the job," striving to accomplish the threefold task that was set before them thousands of years ago: to recapture their escaped Elohim prisoners and deliver them to justice, to destroy any Chimerans they encounter, and to spread the word of El's glory among humanity, through awe, manipulation and any other means necessary. However, when they have the time, they enter into recreation with the same fiery devotion that they approach all tasks with, whether they are painting a picture, writing an epic poem or playing a sport of choice.

APPEARANCE AND MAKEUP

True clones would appear completely identical to one another, but Angelos are not. While they come from the same genetic stock, they each contain minor variances, which means that while nearly identical in physical capacity, they differ in physical appearance. They are on average taller than humans, skin color ranging from solid black to pure white, eyes varying in shade from

coppery to purplish. Angelos generally wear suits of powered armor when on missions (which is most of the time) and are fond of wielding swords and other archaic weapons. Behind their heads, a halo of excess Ka is bled off and vented, a fiery nimbus which grows or diminishes based on the activity level of the Angelos, ranging from a gentle wavering "heat mirage" to a veritable ring of fire. When enraged, such venting can spread out and waft behind the Angelos as they fly or charge into battle, drifting out behind them in nearly invisible fire-tinged wings. Angelos technology is constructed to make use of this vented Ka, so when an Angelos appears in full gear most of this fiery discharge may be invisible to the naked eye.

COMMON NAMES

Almost all Angelos derive their names by choosing an Arabothi phrase and tacking on "El", in honor of their creator, although many also adopt more "human" names for use in interacting with their lessers. Their names are always unique, and so no Angelos would dare use the name of an archon (see below). Example Names: Adoan'el, Adri'el, Ara'el, Araqa'el, Barachi'el, Cama'el, Jophi'el, Raqua'el, Razi'el, Salathe'el, Shachaqi'el, Sidri'el.

SPECIES BONUS:

All Angelos start with a +1 in their PER attribute.

ANGELOS ABILITIES

Choir of Angels

Angelos are a tight knit fighting force and never hesitate to help a brother or sister in need. When helping another's action, they provide a +2 MoS to a successful roll.

Device Reliant

Angelos cannot use Ka except to channel it through their devices. They are so reliant on their devices that they have learned how to use them with great effectiveness. Gain one re-roll when making a roll using technology or a tool.

ZURIEL

| Species | Archetype | Divinity |
|---------|-----------|-------------------|
| ANGELOS | WARRIOR | WAR-SUPER SOLDIER |

| DEX | CON | STR | SPD | CR |
|-----|-----|-----|-----|----|
| +0 | +2 | +1 | +2 | +3 |
| CHA | INT | PER | WIL | MR |
| +0 | +0 | +1 | +1 | +0 |

| AL | Hero Points | WR |
|------------|-------------|--------|
| 3 | 8 | 3 |
| Hit Points | Mind Points | Renown |
| 12 | 11 | 0 |

Skills

Athletics +2, Evade +5, Fighting+7
 (Specialization: Flame Sword lvl 1), Influence +2, Intuition +2, Investigation +1, Movement +4, Piloting +2, Ranged Fighting +10
 (Specialization: Lance Rifle lvl 3), Resistance +2, Scholar +1, Stealth +4, Technical +3

Disadvantages

LVL

- Rel: Rima, Protected Syrian Refugee 2
- Int: Always on Mission 2
- Ext: Too Stern for laughter 1

Angelos Combat Lance Rifle

| ACC | RoF | AMMO | HP | R# | COST |
|-----|-----|------|----|----|--------|
| - | 2 | 12 | 10 | 2 | 35 PTS |

Special Abilities/Powers

Ranged Power Attack- Projectile 5 (Armor Piercing)

Angelos Body Armor

| PR | EV | STR | HP | R# | COST |
|----|----|-----|----|----|--------|
| 5 | - | - | 10 | 0 | 80 PTS |

Special Abilities/Powers

Sealed Systems 8, Enhanced Perception - Ultra Vision 3, Flight 7

Result Chart

| Roll | 0- | 1-5 | 6-10 | 11+ | 15 | 18 | 21 | 24 | 27 | 30 | 33 | 36 | 39 | 42 | 45 | 48 | 51 |
|------|-----------|------|---------|---------|----|----|----|----|----|----|----|----|----|----|----|----|----|
| MoS | CRIT FAIL | FAIL | PARTIAL | SUCCESS | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 |
| EV | - | - | 1/2 | F | 2 | 4 | 6 | 8 | 10 | 12 | 14 | 16 | 18 | 20 | 22 | 24 | 26 |

