

Angel Project Quick Reference

★Advance a Threat (GM)

Further threats don't come out immediately, but rather make themselves known over time. When the GM advances a threat, it does something that warns the Angels that something is going on. They might witness something in person, or have a victim show up, or get news of something indirectly. A typical threat will reveal itself after advancing 3 times.

★Battle (Special)

Full-on battles happen when characters clash, and don't generally count as anyone's turn. However, when Angels already know where to find a target, a player can choose to initiate a battle on their turn.

Go on the Offense

When you attack the threat, describe what you do to attack it, and roll 2d6:

- **2-5:** You are unable to penetrate the enemy's defenses, but if you put yourself in harm's way you can make an opening for an ally. If you wish you can take 1 Despair or 1 Silly to give an ally +1 to their next roll in this battle.
- **6-8:** You manage to score a Hit, but you are worse for wear.
- **9-11:** You score a Hit, and leave the enemy off-balance, so that the next ally to attack them gets a +1 bonus to the roll.
- **12+:** Your stunningly powerful blow not only looks cool but decimates the enemy, and you score 2 Hits.

Protect Someone Else

When you try to protect someone else, roll 2d6:

- **2-5:** You fail to protect them. If they get hurt you take 1 Despair.
- **6-8:** You bear the brunt of whatever was aimed at them. Take 1 Despair or 1 Silly.
- **9+:** You fully shield them from harm for the rest of the battle, and they can escape if they wish.

If you protect another player's Angel, on a 6+ you can also prevent them from taking 1 Despair or 1 Silly as a result of the battle.

Run Away

When you flee from a threat, roll 2d6:

- **2-5:** The way is blocked, or you simply cannot outrun the threat.
- **6-8:** You are able to get away, but you leave someone or something you care about open to attack.
- **9+:** You are able to get clean away.

The End of the Battle

This first battle will last through only one round of actions. The outcome depends on the number of Hits they score compared to the threat's **Power** score. Even if a battle involves multiple enemies, we treat it as one threat with a single Power score. For this first battle, the threat's **Power** is the number of Angels played by the players.

- **Zero Hits:** The Angels are soundly defeated, and suffer a serious loss of some kind. They each take 1 Despair, and there is collateral damage.
- **Power-2 Hits or Less (But 1+) Hits:** The Angels suffer a defeat. They're able to get away, but they each take 1 Despair.
- **Power-1 Hits:** The Angels win at a significant cost. Each one takes 1 Despair or 1 Silly.
- **Power or Power+1 Hits:** The Angels trounce their foe.
- **Power+2 or More Hits:** The Angels not only defeat their foe, but (if the enemy isn't a non-sentient robot, a Shadow, or just too overcome with Darkness) they will become friends sooner or later.

★Complicate Life (GM)

The GM introduces something that makes life more difficult for one or more of the Angels. It can be something mundane (you get picked to help plan the school festival, a friend insists on going to the mall), or something stemming from being an Angel (crowds of fans, random Shadow attacks, having to go to training sessions, etc.).

★Daily Life (Player)

If you don't have any ideas for what to do next, or you just want to enjoy a slice of life scene, you can opt for a Daily Life scene. When you do this, anyone participating can suggest some suitable subject matter, or the GM can roll on the Daily Life Event table.

Daily Life scenes don't have any specific mechanical effect, but they can easily dovetail into other types of scenes. If the GM feels it appropriate, they can have players roll for various moves, or add or remove points.

★Investigate (Player)

The Angel sets out to find out more about something.

Search

When you search someone or something out, roll 2d6:

- 2-5: You find something else, something strange or misleading.
- 6-8: You get closer to your quarry, but they may see you coming.
- 9+: You much closer, without your quarry being aware of you.

Seek the Truth

When you seek out the truth, roll 2d6:

- 2-5: You find trouble instead, or you learn something unrelated and distracting.
- 6-8: You learn something that gets you closer to what you wanted to know, but you attract attention.
- 9+: You learn something substantial.

★Kindness (Player)

The Angel shows kindness toward someone else.

Build a Friendship

It can take time and effort to build up enough trust with someone to form a friendship. When you take time to work on befriending someone, roll 2d6:

- 2-5: You do something off-putting, or they're just not at all receptive right now.
- 6-8: They open up to you a little, and you can feel you're making some progress.
- 9+: They open up to you a lot, and you're sure you're making a lot of progress!

Comfort

When you make a significant investment of time in making someone feel better, they can remove 1 Despair. They can also award you a point of Friendship if they wish.

Help Someone

When you try to help someone, roll 2d6:

- 2-5: Your help is unwanted, or just makes the situation worse.
- 6-8: You are able to help them, but at a cost to yourself.
- 9+: You are able to help them in a substantial way, and you gain 1 Friendship.

★Mission Briefing (GM)

This is a scene where the Angel Project calls the Angels in to give them a specific mission objective. They might get a call or a text, or a car or spaceship might pull up for them to get in. Dr. Kanazawa or someone else from the Project gives them an explanation of what seems to be wrong and what they expect the Angels to do.

★Travel (Player)

"Can I fly a spaceship? What kind of question is that? I have a learner's permit and everything!"

One or more Angels travel a considerable distance to reach their objective. The player whose Angel is piloting or otherwise leading the way should roll for the appropriate move. We generally assume that one roll is sufficient to get to most anywhere as long as the Angels have a suitable means of transportation, but it may take more if the path is especially long or difficult.

Space Travel

If the Angels need to go to another planet (or space station or whatever), they will need a space ship. Luckily the Angel Project can provide one, though they only have so many available. When you get in a ship and pilot it to another planet, roll 2d6:

- **2-5:** You run into some serious trouble along the way; the GM chooses one:
 - You arrive at your destination, but your ship is damaged and will need repairs before you can leave.
 - You take a wrong turn, and find yourself at another planet entirely.
 - You run into enemies along the way!
- **6-8:** You're able to get to your destination, but the GM chooses one:
 - Someone noticed you.
 - You're running low on fuel.
 - It takes longer than you'd hoped, and the situation has gotten worse.
- **9+:** Your deft hand at the controls gets you there at just the right time.

Travel Through Danger

Use this move if the Angels are traveling through a place that's especially dangerous, where there are things like enemies and/or traps that could become a problem along the way.

- **2-5:** You run headlong into a trap or a group of enemies!
- **6-8:** You find that there's a major obstacle between you and your destination. You have a chance to plan and prepare, but it won't be easy to deal with.
- **9+:** You're able to get through the danger unscathed, using non-violent means.

Wilderness Travel

Sometimes Angels will wind up having to make their way through wilderness to get where they want to go. Roll 2d6; the GM can apply a modifier of +1 or -1 if the Angels are especially prepared or unprepared.

- **2-5:** You run into some serious trouble along the way; the GM chooses one:
 - A dangerous monster appears and chases you!
 - You get hopelessly lost.
 - You run into enemies along the way!
- **6-8:** You're able to get to your destination, but the GM chooses one:
 - You're running low on supplies, so it'll be much harder to get back.
 - It takes longer than you'd hoped, and the situation has gotten worse.
- **9+:** You have a pleasant little outdoor adventure and arrive at the right time.

Special Moves

Righteous Fury

When you feel a righteous fury, an absolute need to right a wrong, have your Angel make a brief speech about the injustice before her, and roll 2d6:

- **2-5:** Your righteous fury is ineffectual and just makes you feel awful. Take 1 Despair.
- **6-8:** The wrongdoer flinches at a critical moment. You have a +1 bonus on rolling to act against them immediately.
- **9+:** Your righteous fury lends you strength and the wrongdoer is taken aback. You have +1 Scale to immediately act against them.

Use a Special Device

When you use your power suit's systems to accomplish something related to your Obsession, roll 2d6:

- **2-5:** The results are ineffectual and kind of dumb. Take 1 Silly.
- **6-8:** You're able to mostly achieve what you want, but it has unforeseen consequences or the effect is off in some way.
- **9+:** You're able to get the effect you want to get closer to your goal.

Shifts

Each time you have a shift, erase the three dots for that type of points, pick a type from the appropriate list that you don't currently have checked, and check the box next to it. If all four boxes for that type of shift are already marked, something bigger happens, and you have an "extreme" shift. Pick one of the options from the Extreme stuff for that type of points, and then erase the checks in the four boxes.

Friendship Shift

- A friend comes to your aid.
- A friend gives you a gift.
- You encounter a pleasant surprise.
- You make a new friend.

Silly Shift

- Someone interrupts out of nowhere with something silly.
- Someone is doing something they like despite it clearly being the wrong place/time.
- You get entirely the wrong idea about what's happening.
- You have a humiliating pratfall.

Despair Shift

- It's all too much, and you start crying.
- You cope by indulging in food, video games, or similar.
- You cope by making cloying, annoying demands of your friends.
- You get mad and storm off or say something hurtful.

Extreme Friendship

- Someone you never thought would come around becomes a friend.
- Your Seraphim Drive goes into overdrive and creates a small miracle!
- Your Seraphim Drive reacts to your kind heart and evolves your suit into a new form!

Extreme Silliness

- Something happens that you find completely humiliating.
- The situation devolves into a big dumb mess. Anything dangerous is interrupted, but it will be time-consuming and annoying to sort things out.
- Your Seraphim Drive suit takes on a rather strange new feature.

Extreme Despair

- You alienate one of your friends. Erase their name from your List of Friends until you patch things up.
- You succumb to the Darkness. Only pick this if you want to let your Angel become an NPC antagonist at least temporarily.
- Your Seraphim Drive stops working for a little while.