

HIGHLANDER

Name:
Player:
Chronicle:

Race:
Nature:
Demeanor:

Concept:
Mentor:
Haven:

Attributes

Physical

Strength _____ OOOOOOOO
Dexterity _____ OOOOOOOO
Endurance _____ OOOOOOOO

Social

Charisma _____ OOOOOOOO
Manipulation _____ OOOOOOOO
Appearance _____ OOOOOOOO

Mental

Perception _____ OOOOOOOO
Intelligence _____ OOOOOOOO
Wits _____ OOOOOOOO

Abilities

Talents

Acting _____ OOOOOOOO
Alertness _____ OOOOOOOO
Athletics _____ OOOOOOOO
Awareness _____ OOOOOOOO
Brawl _____ OOOOOOOO
Dodge _____ OOOOOOOO
Empathy _____ OOOOOOOO
Intimidation _____ OOOOOOOO
Intuition _____ OOOOOOOO
Streetwise _____ OOOOOOOO
Subterfuge _____ OOOOOOOO

Skills

Animal Ken _____ OOOOOOOO
Drive _____ OOOOOOOO
Etiquette _____ OOOOOOOO
Firearms _____ OOOOOOOO
Leadership _____ OOOOOOOO
Melee _____ OOOOOOOO
Music _____ OOOOOOOO
Repair _____ OOOOOOOO
Security _____ OOOOOOOO
Stealth _____ OOOOOOOO
Survival _____ OOOOOOOO

Knowledge

Bureaucracy _____ OOOOOOOO
Computer _____ OOOOOOOO
Finance _____ OOOOOOOO
History _____ OOOOOOOO
Investigation _____ OOOOOOOO
Law _____ OOOOOOOO
Linguistics _____ OOOOOOOO
Medicine _____ OOOOOOOO
Occult _____ OOOOOOOO
Politics _____ OOOOOOOO
Science _____ OOOOOOOO

Advantages

Quickening

OOOOOOOOOO

Quickening
Experience

Quickening

- Sense Quickening
- Breathe Water
- Empower Weapon
- Heal Self
- Empower Self
- Speed of the Stag
- Ignore Wounds

Backgrounds

_____ OOOOOOOO
_____ OOOOOOOO
_____ OOOOOOOO
_____ OOOOOOOO
_____ OOOOOOOO
_____ OOOOOOOO
_____ OOOOOOOO

Other Traits

_____ OOOOOOOO
_____ OOOOOOOO
_____ OOOOOOOO
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_____ OOOOOOOO

Willpower

OOOOOOOOOO
□□□□□□□□

Experience

Health

Bruised □ One Round
Hurt -1 □ One Minute
Injured -1 □ Five Minutes
Wounded -2 □ 30 Minutes
Mauled -2 □ One Hour
Crippled -5 □ One Hour
Incapacitated □ One Hour

HIGHLANDER

Merits & Flaws

Merit	Type	Cost	Flaws	Type	Bonus

Combat Rules

Initiative: Wits + Alertness, Difficulty 4

Winner adds difference in successes to his dice pool for that round.

Modifiers:

- Speed of the Stag adds 3 dice
- Whoever attacked last round adds one die
- If defender successfully repelled an attack last round, add one die
- For every three successes by which a combatant's attack/defense roll exceeds his opponent's roll, add one die

Defense:

Parry: Dex + Melee, Wpn Diff. Each success counters one attack success.

Caught Steel: Str + Melee vs Dex + Melee. If successful, lock blades (opponent cannot attack). If more than 3 successes, put opponent off balance (+1 diff to initiative next round)

Dodge: Dex + Dodge, Diff 6. Each success counters one attack success.

Attack:

Normal Attack: Dex + Melee, Wpn Diff

Feint: Manip + Melee, Wpn Diff + 3 (can't be parried, only dodged)

Disarm: Dex + Melee, Opponent also rolls Dex + Melee (diff 6). Need 3 successes more than opponent to succeed, botch & drop own wpn.

Great Blow: Dex + Melee, Wpn Diff +2 (can't be parried, only dodged). If succeed, double damage dice. Initiative next round is diff 5, +2 all defense difficulties next round also.

Target Blow: Per + Melee, vs Opp Dex + Dodge. Attack successes add to damage dice, or can use hit locations...

Hands/Arms: Difficulty +3/+2

Legs: Difficulty +1

Chest/Torso: Difficulty +1

Decapitation: Per + Melee vs Dex + Dodge.

Must put one level past incapacitated to actually decapitate.

Riposte: After parry, Str + Melee vs Wpn Diff. Cannot be dodged, only parried.

Combat Charts

Weapon	Difficulty	Damage	Conceal	Range	Rate	Clip

Brawling Table		
Maneuver	Accuracy	Damage
Punch	6	Strength
Grapple	6	Strength
Kick	7	Strength+1
Body Slam	7	Special; See Options

Armor

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Expanded Background

Allies, Minor

Allies, Major

Contacts, Minor

Contacts, Major

Mentor

Retainers

Resources

Other Immortals

Possessions

Gear (Carried)

Equipment (Owned)

Properties Owned

Cities Frequented
