

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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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

HIGHLANDER

Expanded Background

Allies, Minor

Allies, Major

Contacts, Minor

Contacts, Major

Mentor

Retainers

Resources

Other Immortals

Possessions

Gear (Carried)

Equipment (Owned)

Properties Owned

Cities Frequented

HIGHLANDER

History

Quickenings Received

Goals

Description

Age _____
Apparent Age _____
Date of Birth _____
Age of "Death" _____
Hair _____
Eyes _____
Race _____
Nationality _____
Height _____
Weight _____
Sex _____

Visuals

Weapon Sketch

Character Sketch

