### Attributes

#### Physical
- Strength: 00000000
- Dexterity: 00000000
- Endurance: 00000000
- Acting: 00000000
- Alertness: 00000000
- Athletics: 00000000
- Awareness: 00000000
- Brawl: 00000000
- Dodge: 00000000
- Empathy: 00000000
- Intimidation: 00000000
- Intuition: 00000000
- Streetwise: 00000000
- Subterfuge: 00000000

#### Social
- Charisma: 00000000
- Manipulation: 00000000
- Appearance: 00000000
- Perception: 00000000
- Intelligence: 00000000
- Wits: 00000000

#### Mental
- Perception: 00000000
- Intelligence: 00000000
- Wits: 00000000

### Talents
- Acting: 00000000
- Alertness: 00000000
- Athletics: 00000000
- Awareness: 00000000
- Brawl: 00000000
- Dodge: 00000000
- Empathy: 00000000
- Intimidation: 00000000
- Intuition: 00000000
- Streetwise: 00000000
- Subterfuge: 00000000

### Abilities
- Animal Ken: 00000000
- Drive: 00000000
- Etiquette: 00000000
- Firearms: 00000000
- Leadership: 00000000
- Melee: 00000000
- Music: 00000000
- Repair: 00000000
- Security: 00000000
- Stealth: 00000000
- Survival: 00000000

### Knowledge
- Bureaucracy: 00000000
- Computer: 00000000
- Finance: 00000000
- History: 00000000
- Investigation: 00000000
- Law: 00000000
- Linguistics: 00000000
- Medicine: 00000000
- Occult: 00000000
- Politics: 00000000
- Science: 00000000

### Advantages
- Quickening
  - 00000000
  - Sense Quickening
  - Breathe Water
  - Empower Weapon
  - Heal Self
  - Empower Self
  - Speed of the Stag
  - Ignore Wounds

### Other Traits
- 00000000
- 00000000
- 00000000
- 00000000
- 00000000
- 00000000
- 00000000
- 00000000
- 00000000

### Willpower
- 00000000

### Health
- Bruised: 0 One Round
- Hurt: -1 One Minute
- Injured: -1 Five Minutes
- Wounded: -2 30 Minutes
- Mauled: -2 One Hour
- Crippled: -5 One Hour
- Incapacitated: 0 One Hour

### Experience
**Highlander**

**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)

**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**

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Difficulty</th>
<th>Damage</th>
<th>Conceal</th>
<th>Range</th>
<th>Rate</th>
<th>Clip</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
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</tr>
</tbody>
</table>

**Armor**

<table>
<thead>
<tr>
<th>Maneuver</th>
<th>Accuracy</th>
<th>Damage</th>
</tr>
</thead>
<tbody>
<tr>
<td>Punch</td>
<td>6</td>
<td>Strength</td>
</tr>
<tr>
<td>Grapple</td>
<td>6</td>
<td>Strength</td>
</tr>
<tr>
<td>Kick</td>
<td>7</td>
<td>Strength+1</td>
</tr>
<tr>
<td>Body Slam</td>
<td>7</td>
<td>Special; See Options</td>
</tr>
</tbody>
</table>
# Highlander

## Expanded Background

### Allies, Minor

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### Contacts, Minor

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### Mentor

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### Resources

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### Possessions

- **Gear (Carried)**
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- **Equipment (Owned)**
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### Allies, Major

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### Contacts, Major

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### Retainers

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### Other Immortals

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### Properties Owned

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### Cities Frequented

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