

HIGHLANDER

THE GATHERING

IMMORTAL PLAYERS GUIDE

"Here we are, born to be kings we're the princes of the universe"

-Queen



INTRODUCTION

Of all the net supplements that have been written for the World of Darkness one of the oldest and the best is Highlander: the Gathering by Hank Driskill and John Gavigan. Many people have had much enjoyment from adding Immortals into the World of Darkness.

Despite some talk of there being a 3rd edition of these rules, it hasn't happened, and it does not seem likely that it will. So I have collected together rules from the net that people have written for Highlander plus the extra information in the 2.1 edition and put them together with my own rules and ideas. This is therefore an unofficial supplement to an unofficial supplement, and all of its contents are presented simply as ideas to enhance the use of Immortals in your game.

WHAT THIS WORK CONTAINS

Chapter One: Merits and Flaws

A listing of various Merits and Flaws either written by myself or found on the internet. As with all these things use at the Storytellers discretion.

Chapter Two: Systems

New rules for combat and using Highlander with different systems. New Quickening powers and suggestions and a look at Immortals who have not 'died' yet.

Chapter Three: Crossover

By there nature Immortals tend to be in other games rather than a party of them running around by themselves. Some rules for what happens when powers clash, and ideas for using them in other games.

Chapter Four: Storytelling

A look at using Immortals with the World of Darkness and in the Final Days.

Credits

Where everything came from and who it was by.

CHAPTER ONE:

MERITS AND FLAWS

"A couple of medieval songwriters come up with the idea of chivalry one rainy day and you embrace it as a lifestyle. You live and die by a code of honour that was trendy when you were a kid."

- Methos

MERITS AND FLAWS

Most Merits and Flaws described in the various books are available to Immortals. Obviously those that apply to a specific type of supernatural and their society are not, but in general those available to mortals are available to Immortals too. In addition, some Merits and Flaws are presented here specifically for Immortals. The maximum that can be spent or gained from Merits and Flaws is 10 Freebie Points.

Merits and Flaws are also optional and Storytellers can disallow any or all of them. Players should not feel that they are entitled to some potentially game breaking Merit or never likely to crop up flaw.

PSYCHOLOGICAL

Adrenaline Junkie (1-2 pt Flaw)

Although all Immortals are, well, basically Immortal, you feel you constantly have to prove it. Given the choice between the safe and possibly dangerous ways of attaining a goal, you inevitably take the dangerous path.

Examples: never climb down from a tree or building when you can jump; jump into burning buildings even if there aren't any people in there to rescue; drink absinthe (wormwood) on a regular basis; carve ritual tattoos all over your body and watch them heal; always play chicken

with other cars. Unlike certain daredevils who do this for a thrill, you are addicted to these experiences, and could not stop if you wanted to.

Anachronism (2 pt Flaw)

You have been an immortal for some time, and are unable (or unwilling) to keep up with the changing times. An Intelligence roll is needed whenever you have to deal with something from a later cannot spend experience points on the Empathy Talent.

Ennui (2 pt Flaw)

You are world weary, you have seen enough to know that nothing is ever truly new. You rarely pay attention to those around you and assume that you know all there is to know about them. This gives you a +1 modifier to any Perception rolls involving people you know. Due to belief in the predictability of others, you also a +1 modifier to the difficulty level of the first action taken following a surprise (such as an ambush.)

Flinch (2 pt Flaw)

Because your original death was fairly painless, you are afraid of pain and will go to great lengths to avoid it. Make a willpower roll to do anything which might involve a great deal of pain (like jumping off a building or running into a burning building).

Lifesaver (3pt Flaw)

You believe that human life is sacred and will not take a person's life except under extreme circumstances. You may not ever willing endanger the lives of innocents or in any way participate in a killing. You have no problems with killing animals (for the right reasons) and will kill evil and inhuman creatures to protect others if necessary (be very careful however with you definition of evil...). You can defend yourself if attacked, although you will only kill the attacker if you have no other choice, even if they are another Immortal attacking you. Senseless death in all forms repulses you.

Technophobia (1-5 pt Flaw)

You are unable to comprehend or operate anything that was invented after your first "death". Add +3 to difficulties involving such items or devices. If you are under 60 years old, it's a 1 point flaw; if you are under 150, it's 2 points; under 400, 3 points; and over 600, 5 points.

Routine (2 pt Flaw)

Through the ages you have settled into Routine. You tend to go to same places at the same time of day, week, month, or year. If others have studied you behaviour the Storyteller may lower the difficulty for trying to surprise you by 1-3 points depending on the nature of the situation.

Pacifist (5 or 7 pt Flaw)

Due to religious beliefs or just amazing morals, you are unable to take another's life. In any circumstance involving violence you must attempt to get away or simply accept the consequences of the violence; you are incapable of fighting. Should you commit a violent act, you will become violently ill, and will be almost unable to live with

yourself. Characters with this flaw tend to live exclusively on Holy Ground, or are very good at hiding.

The five point version of this flaw allows you to defend yourself (or others) but only in life or death circumstances (i. e., against an Immortal out for your head). The seven point version precludes violence of any sort, and you may not purchase fighting skills of any sort.

Paranoia (2 pt Merit)

You know that there are many people out to get you, Hunters, other Immortals, the Inquisition and who knows what else. You go out of your way to prepare contingency plans, vary your movements and habits, and otherwise make yourself a difficult target. As a result you are less likely to be attacked unawares. You have -1 difficulty to spot ambushes and the like.

Weak Persona (4 pt Flaw)

Your persona is strong enough for normal circumstances, but when you are infused with the knowledge and memories of another Immortal (by taking their heads) the conflict is just too much sometimes. You must test for Overpowering Quickening everytime you kill another Immortal, no matter what their Quickening was. This cannot be taken along with Iron Will.

SUPERNATURAL

"It's good to be a myth"

- Methos

Bonding Blood (5 pt Merit)

An Immortal with this merit can Blood Bond others to her, using the normal rules for Blood Bonds. Note: for a character who takes the merit Bonding Blood, the flaw Tasty Blood becomes a three point merit.

Distinctive Quickening (3 pt Flaw)

Other Immortals can tell who you are (if they have ever met you before) by the "taste" of your quickening as you get near. Methos has something like this, and I'm not sure, but I think Kalas had it too.

Endurance (1 pt Merit)

Immortals do not die, but they do weaken if they go for prolonged periods of time with food, water, sleep, or air. An Immortal with this benefit never needs to eat, drink, sleep, or breath. However, most still enjoy food and drink - it makes them feel human.

Holyground Aversion (2 pt Flaw)

This would be similar to the Painful Detection Flaw, but only applies to holy ground. The Immortal must spend a willpower point to enter holy ground.

Hidden Quickening (6 pt Merit)

Other Immortals cannot sense you, although you can sense them. If they should become aware of you, however, and kill you, they can still get your gifts.

No Sense of Quickening (6 pt Flaw)

You can not sense when other Immortals are nearby. You can still kill them and get the Quickening Experience, but you just can not 'feel' them coming.

Painful Detection (3 pt Flaw)

The Immortal's Detect Immortal and Sense Holy Ground are accompanied by extreme pain, sometimes the pain of their first death, or maybe just the kicked in the groin/really bad cramps pain. The Character must make a Stamina check vs. difficulty 6. The net failures are subtracted from all actions until the



character is off the holy ground or out Immortals range, check each time the power is activated.

Powerful Quickening (3 pt Merit)

You absorb more ambient quintessence (Quickening) when you kill another Immortal, and there is less 'leakage' of their Quickening. (1.5 the normal amount of Quickening experience points).

Quiet Quickening (3 pt Merit)

For some reason, your Quickening are short and quiet. Windows don't break, cars don't explode, and dogs don't run for cover. General replacement effects are: Bright, holy light transfixes you for a minute or two; animals gather around and look at you in wonder; gentle rain falls; rainbows cross the sky over head; you simply have a quick orgasm and get it over with.

Slow Healing (2 pt Flaw)

An Immortal with this flaw heals her wounds at a normal rate. i.e. - a paper-cut on her finger will take a couple days to heal. However, she can still use her Quickening to heal wounds.

Soft Touch (2 pt Merit)

Your change from mortal to Immortal life was gentle, and so it is more difficult for other Immortals to detect you. Immortals have to make a Perception + Quickening roll against difficulty 7, or will see you as simply mortal. (This is the Immortal equivalent of Baby Face.)

Strong Aura (5 pt Flaw)

The Immortal radiates a particularly strong, unique aura which is automatically sensed by any supernatural creature possessing Auspex or its equivalent. Unless vampire/mage/etc is familiar with Immortals (not very likely) they will be puzzled by the immortal's presence, and will probably cause trouble for her at some point.

Even a vampire who knows about Immortals will most likely cause problems for the character - such kindred are most likely Elders and Methuselahs who are jealous of their territory and *very* paranoid: they will want to know what the Immortal wants and who sent them... Princes in particular are not too enthusiastic about the prospect of decapitated bodies cropping up in their cities. Deduct 2 from the difficulties of all attempts to detect you as a supernatural, other Immortals will get advanced warning if you are near.

Supernatural Metabolism (2 pt Merit)

Immortals do feel the symptoms of any drugs/poisons/etc that enter their system, although they cannot die from an overdose. An Immortal with this merit is

completely immune to the effects of any drug or poison that is inhaled, injected, or consumed. The Immortal could drink a gallon of pure alcohol without becoming slightly intoxicated. However, the alcohol is still in her system, and while the Immortal could walk in a straight line or touch her nose without a problem, she would still utterly fail a breath test.

Note that this merit only applies to poisons and drugs that have specific biological targets in the body, not to corrosive substances. For example, if the Immortal drinks battery acid she would still have a bad case of heartburn, or if she inhales vescicants like chlorine or mustard gas, her lungs are history until she heals them. But the Immortal will be pretty much immune to the effects of most other substances, including nerve gases, biological toxins like snake venom or botulism toxin, general anaesthetics, heavy metals like lead, arsenic or mercury, and of course any narcotic.

Tasty Blood (3 pt Flaw)

Vampires get no benefit from drinking an immortal's blood. However, kindred tasting the blood of an Immortal with this flaw will get an incredible rush. The vampire will seek out the Immortal on future nights and may Frenzy if denied the blood. Incidentally, for the Immortal, the Kiss is not enjoyable at all.

"Thousand-Yard Stare" (2 pt Merit)

When Immortals have died their first death, they get a glimpse of what is beyond, and some take that with them when they come back to life. An Immortal with this merit can unnerve any who meet her gaze, be they vampire, Garou, mage, or human, although not Wraiths and Mummies, who know all about seeing death. The Immortal gets a bonus of three dice to any roll involving

intimidation. An additional benefit is a vampire will not be able to gaze into the immortal's eyes long enough to Dominate her unless the vampire scores three successes on a Courage roll (difficulty 7).

Unbeating Heart (1 pt Flaw)

After the immortal's first death, her heart just never started beating again. This actually makes it possible for her to pass as a Kindred, but imagine what a vampire-hunter will do ("They're running around during the *day*, now?!").

Unfortunate Quickening (3 pt Flaw)

For some reason, luck just isn't with you. Any time you behead another Immortal and experiences the Quickening, weird events occur which generally cause you some damage. Examples: Lightning strikes the stone staircase you're on, plummet to the ground; a survivalist nut with a Mac-10 uses you for target practice; a fireworks factory is standing nearby and lights up; the cops hear the sprinklers in the underground parking lot go off and come to investigate; you lose your footing and fall into the river.

Quickening Power (3-7 pt Merit)



You have some unique supernatural ability as a result of you Quickening. The cost of the power varies with how potent it is. The rough equivalent of a first level of a Discipline or Gift would be three. The equal of a second level would be four, and so on, up to a fifth level, which would be seven. Using such powers always requires a Quickening roll. Example powers include animal control, creating illusions and entering dreams. The power should always be in the nature of the Quickening, and of the character. Note that if an Immortal takes your head, they may take your power to on a successful Quickening roll, this can make you a tempting target. The Storyteller is always the final arbitrator of all such powers.

IMMORTAL SOCIETY, WATCHERS AND HUNTERS

"I don't care if he's a damned cop, it'll be self-defence, man!"

"Yeah, and what are you gonna tell 'em?"

"That you're an Immortal and he's a member of a secret organisation and they're trying to kill you?"

- Carl and Duncan

Duel Mentors (1pt Merit)

You have had the fortune to study under more than one Immortal mentor although it is highly unlikely that you studied under them at the same time. As such you may purchase the Mentor background more than once. Keep track of the background points spent on your Mentor's separately. Remember that both of them may ask thongs of you, and it is possible this could cause a conflict of loyalties.

Estranged Mentor (3pt Flaw)

You and your mentor have fallen out over something in the past. Perhaps you

didn't live up to his expectations, or maybe he didn't live up to yours. Whatever the reason, your former Mentor is out there somewhere, and should you meet up again he will have no hesitation in taking your head. Remember your Mentor will know a great deal about you, including your habits and your fighting style. You may not spend any points on the Mentor Background.

Friendly Watcher (5 pt Merit)

The Watcher and Immortal are good friends (e.g. Duncan and Joe). However, the Watcher will still keep to the rules, and will rarely give away information on other Immortals. However, if someone is coming after you, they may just drop the odd hint.

Ignorant (5 pt Flaw)

You know you're special - you realise that somehow, you cannot die, age, become sick, etc. However, nobody has ever really educated you on what it means to be an Immortal. You probably do not even know that you will die if you lose your head, and you certainly do not know that there's a bunch of other Immortals well trained in swordsmanship who are out to relieve you of your head. Note that an Immortal with this flaw either tends to be very young (no other Immortal has got around to seeking her out yet) or she might have the above merit - Hidden Quickening (she's old, but other Immortals are not aware of her existence).

Immortal Enemy (1-5pt Flaw)

All Immortals have many enemies, each other, the Hunters, the Inquisition. However there is an Immortal out there specifically looking for you for some reason. Its likely you have fought each other before, and maybe you have killed someone he cared about. This Immortal

doesn't just have a grudge they are out there looking to do harm to you and those you care about. The value of the Flaw depends upon how old the Immortal is, a 1 point enemy is not as powerful as you, although she can still be dangerous, 2 points is another of about your age and power, while for more points, your enemy is older or more dangerous and for 5 they are likely to have no trouble at all slicing you up should you fight face to face.

Immortal Friend (1-5pt Merit)

You have an Immortal friend who you can trust. In the dangers of your existence you have a firm friendship with one of your own kind. Someone who understands your predicament, will watch your back and won't take your head. As with the Flaw Immortal Enemy, the cost of the Merit depends upon the power of your comrade. Unfortunately, since Immortals must fight one on one, there is little you can do to protect each other against the greatest threat to either of you, other Immortals. This Merit can be taken several times to represent several friends. The Storyteller should also remember that friends are not retainers or stooges, even if they are less powerful than the player, and they are not always around. Two Immortal friends may not meet each other for decades, even centuries.

Known Watcher (1 pt Merit)

The Immortal knows that the Watchers exist, and that there is a person watching him/her, just taking notes. However, they do not know who this person is.

Mummy Companion (5pt Merit)

You have one of the world's few mummies as a companion or close associate. Your relationship is one of

relative equality, as you are both one of the few creatures that can understand each other. The Reborn will help and advise you from time to time, but will expect the same treatment in return, such as minding their affairs while they are dead, and they are neither a constant companion nor a source of free Amulets or Alchemical potions.

Really Friendly Watcher (7 pt Merit)

The Watcher will betray other Immortals to you. Note this will risk him being expelled from the Watchers. If this happens obviously this merit is lost, and said jaded Watcher may become a Hunter (Storytellers discretion)

Rogue Watcher (5 pt Flaw)

Your Watcher has turned Hunter. Think of having a really diligent Vampire Hunter after you who knows your bank account, your job, where you live, etc.

Sanctuary (4 pt Merit)

You have access to a place of Holy Ground where you can stay if necessary. Maybe the local priest is your friend, or you own property built on an ancient burial sight. However, if the location is a node or caern, other supernaturals may have an interest in it, and while you may be safe from Immortals there, you may not be safe from them.

Well Known Watcher (2 pt Merit)

The Immortal knows about the Watchers, and knows who their watcher is. The Watcher themselves may or may not know that their Immortal knows about them.

PHYSICAL

Neck Injury (2 pt Flaw)

At some point, the Immortal has sustained a vicious injury to the throat (most likely a near decapitation by another immortal). There is a nasty scar on the immortal's throat, and he speaks in a horrible, grating voice. All social rolls suffer a penalty of two dice. On the plus side of this, the Immortal gets a bonus of two dice on intimidation rolls.

Pain Tolerance (5 pt Merit)

Although Immortals cannot die, they can still feel pain, and they do not particularly enjoy it. Immortals normally have a high tolerance for pain, because little compares to the agony of their first death when they become fully Immortal. However, those with this pain are virtually insensitive to painful stimuli. Thus, the Immortal would not hesitate to jump off the World Trade Center, or stick a knife in his heart to prove to someone they cannot die. In game terms, the Immortal reduces the wound penalties on her dice pool by three. If the Immortal is reduced to "incapacitated", he can still take actions with a penalty of four on his pool (unless, for example, his limbs are physically cut off - the Storyteller is the final judge). Note: Immortals with this merit are pretty much immune to the effects of the Dark Thaumaturgy Path of Torture (Storyteller's Guide to the Sabbat).

CHAPTER TWO:

SYSTEMS

"You're better with a blade than her, yes. You're stronger than her, yes. But if you keep letting her walk away, one day she gets lucky and takes your head - yes!"

- Methos

COMBAT

However hard they try, combat is usually in the end unavoidable for an immortal. When it does come most like to be prepared.

NEW COMBAT MANOEUVRES

Steel Wall: The warrior rolls as his attack roll *Dexterity + Melee*, difficulty 7. Any success on this roll add to the number of parry dice he has on any defence roll he makes during the round. Any attempt made to Brawl from the front by any attackers results in automatic damage on whoever tries to attack him hand-to-hand, as if a successful attack roll had been made. The warrior may attempt only parries in this turn.

Type: Defence

Difficulty: 7

Image: The warrior begins to swing to his weapon in a complex flowing pattern, weaving a wall of steel in front and around him, moving forward slightly with each pass.

Tendon Slice: Skilled if somewhat unscrupulous warriors can attempt to slice the tendon's of a foe's wrists and ankles. Doing this requires *Melee 4*, *Dexterity 2* and a bladed weapon. If two or more Health Levels are taken by the

victim, the tendons are cut. Wrists become useless, and a successful tendon slice to the ankle can cripple a mortal opponent for life unless excellent health care or magical aid can be rendered.

Type: Attack

Difficulty: 9

Damage: As weapon

Image: With deadly precision, the warrior quickly strikes, whipping his blade across his opponents vulnerable wrist or ankle.

Jab: This quick strike serves to test an opponents defences.

Type: Attack

Difficulty: Weapon Difficulty -1

Damage: Strength -2

Image: With a quick, fast strike the warrior tries to pierce his opponents defences.

Head Wound: Different from the normal aimed attack, the purpose of this strike is to slash the opponents head causing them to bleed. The blood will then obstruct their vision in subsequent rounds adding +1 to the difficulties of their strikes on the following turn. This lasts for one turn per Health Level done by the attack, or as long as it takes to heal the wound, which ever is less, although there is a minimum of one turns effect, even if the wound is healed the blood does not instantly disappear.

Type: Attack

Difficulty: Weapon Difficulty +2

Damage: Strength -2

Image: The warrior swings his blade at his opponent's head, cutting him on the forehead and causing blood to spill down his face and into his eyes.

Paired Weapons

A character needs to have a Dexterity + Melee dice pool of at least five to use paired weapons, although is unlikely to present much of a problem to most Immortal characters. A character with two weapons can choose to either attack with both or use one to defend. If attacking the character must split their dice pool, but gains an extra dice to the pool. If defending the difficulty of Melee and Brawl attacks against the character are increased by one.

COMBAT SYSTEMS

There are now several different combat systems available for Immortals. There is the 'vanilla' combat used in the

2nd editions of the various World of Darkness games, there is the expanded combat system in *Highlander*: the Gathering for duels. There is also now the Revised Storyteller system appearing in the new core books and finally *World of Darkness: Combat*.

With all these systems to choose from it seems rather confusing. However they are not really that different. The major change is the damage done by the weapons, and the adding of successes to hit to the damage roll.

It's best to decide first with which system you are going to handle 'normal' combat as that gives you a base from which to start. The next choice is if you want to handle sword duels with a separate system, or not then that's all sorted. If not you need to decide how exactly to mesh the duelling rules with the other system.

World of Darkness: Combat

The basic system doesn't change too much with this. If you are buying manoeuvres with power points then some



of the ones in Highlander that are not in the Combat book will have to be given a cost. Apart from that and possibly making up combat cards if you are so inclined there is little to change. Remember that weapons modify initiative ratings under this system.

Storyteller Revised

Although a smoother system than before this causes some problems for duels. All weapons are at difficulty 6 and the difference they do in damage is reduced, which tends to make them all rather similar. On the plus side this can cut down on everyone having a katana purely for its statistics.

More importantly the new initiative system while quicker gives much more varied results. It is probably best to keep it for normal combat but go back the Wits + Alertness roll for duelling. Otherwise people frequently have large initiative differences, which translate into large attack bonuses in the duelling rules, which often means more damage.

Any power that would normally add initiative dice for combat should add straight to initiative score when using the revised initiative system.

If you are adding hit successes onto damage dice in normal combat, it is worth keeping it for the duelling rules. It rewards skilled fighters and really such fights should be about skill and not pure brute force.

Empower Weapon becomes rather confusing as many characters have different amounts of soak for aggravated damage than for lethal. The best solution is to treat the aggravated as completely separate, and therefore soaked separately from the regular damage.

For Example:

Richard the immortal has been

attacked by an unfortunate vampire who thinks he will make an easy meal. Richard pulls out his sabre and proceeds to teach the undead creature a lesson.

Now he strikes, the character has a Dexterity of 4 and a Melee of 3 so Richard's player rolls 7 dice difficulty 6. He scores 3 successes.

Now he rolls for damage, Strength 3, plus 2 for the sabre, plus another 2 for the successes, so seven dice, getting 5 successes. The vampire can soak this on their Stamina + Fortitude as it is lethal damage, here the vampire has 4 Stamina and 2 Fortitude so the Storyteller rolls 6 dice for the vampire, getting 2 successes. The vampire takes 3 levels of lethal damage.

Now Richard's player rolls their Quickenings, difficulty 6, and gets 2 successes. This is aggravated damage and the vampire can only try and soak with their 2 Fortitude, getting one success and so taking one level of aggravated damage.

To stop play getting bogged down with too many dice rolls its probably best to roll damage and soak all at once with different coloured dice for the two types if you have them available.

If you feel this makes the power too weak you can keep the old system and allow the target to soak the entire attack as if it was lethal damage, successes removing the aggravated damage first.

Weapon Difficulties

Vampire and Mage Revised use a simplified system of keeping all Melee weapons at difficulty 6. Werewolf Revised keeps the different weapon difficulties of earlier editions. Since swords and melee combat are so important to Highlander it is probably best to use the variable difficulty.

NEW ARCHETYPES

Reluctant Immortal

Eternal life was thrust upon you, and you didn't want it. You yearn for a normal life - a small circumscribed, safe little life, blissful ignorant of the greater things to which your eyes were forcibly opened. A life without having to watch over your shoulder for another sword wielding manic looking for your head. You know you can never go back to being mortal, and you don't want to die just yet, but you can't shake the yearning to be normal. Your moods will often swing between denial and depression.

Gain one *permanent* point of Willpower when you realise and accept the truth about what you have become. This should occur only after long soul-searching and some excellent roleplaying. After this choose another Nature, perhaps one related to the catalyst for change.

Masquerader

No, this doesn't mean you like vampires. Rather you feel that life is complex enough for those who only have one lifetime. For Immortals it can dissolve into chaos if too many things from the past all come home to roost at once. The only way to avoid this is to leave as little trace of yourself as possible - to leave no footprints in the sands of time. Mortals are far better off never knowing that creatures like yourself walk among them - and secrecy protects you from the unwelcome attention of Hunters and other Immortals. Regain one Willpower point whenever you resolve a situation without anyone finding out, or even suspecting, that you are more than just an ordinary mortal.

NEW SKILLS

Weapon-smithing

The man's dark outline was framed by the glowing light of the forge. Each hammer blow resounded around the small room, echoing of the stone walls and dying away just in time for the next one.

It would be a fine blade, one that would take many heads.

This was once a much more common skill than it is today. Indeed one of the biggest problems facing Immortals in the 21st century is getting hold of good weapons. Replicas are usually too blunt or badly balanced and swords created for re-enactments are designed to be safe, not the first trait an Immortal looks for.

While basic sword maintenance is covered by Melee, repairing a broken or

- Novice: You can straighten a bent weapon without damaging it.
- Practiced: You can make a simple, serviceable weapon.
- Competent: You can make all kinds of weapons, with good balance that will hold their edge.
- Expert: You can forge a Katana that will pass all the required tests.
- Master: Your weapons are things of beauty, almost coming alive in the wielder's hand.

bent blade, or forging a new one, usually requires this skill, although it may be taken as a speciality in Crafts.

Possessed by: Immortals, specialists, members of re-enactment societies, armourers.

NEW KNOWLEDGES

Immortal Lore

The two men stared at the headless corpse, it had been brutally attacked after death, apparently by a hatchet or axe.

"Was it him?" the shorter man asked in a hushed voice.

"No", his companion replied, "he always uses a cavalry sabre, never an axe. This was not just a fight, the attacker really hated him, and I only know of one Immortal who hated him like this."

Like all Lores the knowledge is hard to come by, and for those people not

- Student: You know that Immortals exists, and beheading them kills them.
- College: You know of the Quickening, and the Prize.
- Masters: You have heard of some of the more famous Immortals.
- Doctorate: You know of many Immortals, and the deeds of the more famous.
- Scholar: You know who killed who, where, when and with what.

belong to the groups that normally possess it a good reason is required to have it a character creation.

Possessed by: Immortals, Watchers, Hunters

NEW BACKGROUND

Sword

An Immortal lives and dies by their weapon, while almost none of them are magical in the manner of Mage Talismans or Garou Fetishes, many are very finely crafted weapons with

exception edge and balance.

An Immortal taking this background has one of the finest weapons ever made, a superb, one of a kind piece made by a master craftsman. Each point put into the background you may be spent to buy one of the listed features once and once only.

- Add one to the users melee pool while using the weapon.
- Add one to the damage the weapon causes.
- Reduce by one any soak provided from armour.
- Add on to the initiative of the user, provided they are attacking or parrying with the weapon.
- Move the weapons conceal rating one state in its favour (a T would become a J).
- Add +2 difficulty or two extra dice for resistance for any attempt to break the weapon.

Players are encouraged to come up



Trait Experience Costs

Age	100 - 250	251 - 500	501 - 1,000	1,001 - 1,500	1,501+
New Ability	3	4	5	6	7
Ability	CRx2	CRx2	CRx2	CRx3	CRx3
Attribute	CRx4	CRx4	CRx4	CRx5	CRx5
New Hedge Magic Path	10	11	12	13	14
New Psychic Phenomenon	10	11	12	13	14
Hedge Magic Path	CRx7	CRx8	CRx8	CRx9	CRx9
Hedge Magic Ritual	Levelx3	Levelx3	Levelx3	Levelx4	Levelx4
Psychic Phenomenon	CRx7	CRx8	CRx8	CRx9	CRx9

with histories and examples for the special weapons. Some examples from the films might be Connor's Katana which was crafted before such swords were thought to have even existed and the Kurgan's two handed sword that could come apart and be concealed in a briefcase.

Although this Background might seem quite weak compared to some of the magical weapons available to some supernaturals remember that such things are not available to Immortals and their sword is *very* important.

OPTIONAL BACKGROUND

Age

As an alternative to simply picking an age allowed by the ST an Immortal character could use the Age background.

There are however downsides, the older an Immortal is the slower they pick up new things, see the table at the top of the page for their experience points costs.

Obviously older Immortals will be more powerful than younger ones, the Storyteller needs to carefully consider allowing this background and if so at just what levels.

Finally this background is slight different from the version used by Vampires as Immortal are not subject to torpor so represents the total time rather

- 100-250 years old, +30 Freebie points.
- 251-500 years old, +55 Freebie points.
- 501-1000 years old, +75 Freebie points.
- 1,001-1,500 years old, +90 Freebie points.
- 1,500+ years old, +100 Freebie points.

than active time as for them there is no distinction.

THE QUICKENING

"People living forever running around cutting each others' heads off with swords... It'll be filed away with alien abductions and Elvis sightings"

- Methos

ATTRIBUTE MAXIMUMS

Rather than limit an Immortal's Attributes and Abilities by age, it makes more sense to limit it by Quickening. It is the supernatural power of the Quickening that allows an Immortal the superhuman prowess. This make the higher Quickening levels more useful and allows successful young Immortals to progress to supernatural levels of power,



providing an extra incentive, as if one was needed, to take heads. It also places the higher levels of Attributes and Abilities within the reach of all player characters, although they will have to work hard to get it.

If an Immortal has Quickening over five they may treat their Quickening as their trait maximum level. So an Immortal with Quickening seven can buy Attributes and Abilities up to seven.

QUICKENING AND NUMINA

Hedge Magic and Psychic Phenomena

Immortals who had these powers in before their 'death' do not lose them afterwards. During character creation an Immortal can purchase such powers at a cost of 7 freebie points per dot. Hedge Magic is more common among older

Immortals, who often come from a time when it was practised more widely. Psychic Phenomena are generally a more recent occurrence, and tends to be possessed by newer Immortals, although both powers a rare even among such an exceptional group.

An Immortal may try to power such abilities through their Quickening rather than force of will. To do this a Quickening roll is required, and the Immortal must score as many successes as the level of the power they are trying to use. If she succeeds the power works with no Willpower expenditure. If she fails, the Willpower point can be spent as normal. If the roll botches, the power automatically fails, and the Willpower point is lost. Note that any normal Attribute + Ability roll must still be made, and required foci must still be used.

There is a price to pay for having such powers however. If an Immortal with these powers is slain, the victor may take points in these Numina in the same manner as Abilities (instead of, not as well as). This make Immortals with such powers very tempting targets.

The only Numina that is forbidden to the is the Psychic Phenomena of Astral Projection. Since an Immortals spirit cannot leave their body while alive, it is not possible for the to ever learn or use this power.

True Faith

Unlike other Numina True Faith cannot be taken by another Immortal, as it comes from belief, not knowledge. An Immortal who possesses True Faith cannot use it as countermagic against any power which her Quickening protects her, but may use it normally for anything else. Several Immortals have developed True Faith after their first "death"

believing that they have been restored to life to fulfil some holy cause.

Dark Powers - The Infernal and the Wyrn

Immortals are as good or bad as the human populace from which they come. Like humans, some seek power in places best left alone.

Immortals may practice the black arts, the Ritualis Infernal (see the Book of Madness and WoD: Sorcerer). Some practised it before their death, other took it up afterwards seeking any power that could help them in their quest for the Prize. Unlike other Hedge Magic, points in Pit Craft cannot be taken from a defeated Immortal as the power does not flow from themselves but from Inferno. Such powers can still be fuelled by the Quickening. For those who traffic with demons, Infernal Investments may still be gained.

For those who choose to deal with



the Wyrn, they may also benefit from its dark gifts. Since Immortals cannot be possessed, they cannot become Fomori. However, like other servants they can be rewarded with similar powers for loyal service. The Immortals resistance to body altering powers does nothing to stop the gifts of their dark patron, beneficial or not, and an Immortal who serves the Wyrn for too long may find themselves with a Taint or two.

MAGICAL ITEMS

An Immortal who is luck enough to get their hands on a Talisman or a Fetish can use such an item, up to the third level of power. They can do so by rolling their Quickening, difficulty the items Arete or Gnosis. In the case of Fetishes, an initial roll must be made to attune themselves to the item. For Talismans, any Paradox gained goes to the Talisman, 10 or more points accumulated will destroy it.

Even if they can use it, they still need to figure out what the item is and how it works, this provides no automatic knowledge about the item.

EXPERIENCE AND AGE

"You've no knowledge whatsoever of your potential!"

- Ramirez

As with other traits, Numina becomes harder to learn as the Immortal grows older.

It is up to the Storyteller if Faith can be raised by experience or just through roleplaying. In either case an Immortal's Age does not affect increasing their Faith.

THE LAST

This is easily one of the trickiest aspects of the Quickening for the Storyteller to deal with. If overused it

can reveal too much and remove any mystery from the game.

A good tactic is to keep the information from the Last fairly inexact unless a lot of successes are rolled. An Immortal pursuing a killer may feel that he is the same club as him, but not exactly who it is. Another walking into an ambush might feel that there was some danger but would not automatically know exactly what was going to happen.

In general the Last usually provides the Immortal with information and hunches that relates directly themselves and sometimes those closest to them, and only serious things at that. Its not going to let them pick winning lottery numbers or find a strangers dog.

The Last should not be confused with 'normal' intuition, it an Intuition roll is required then an Immortal should make one as normal, the Last provides information beyond what intuition can, but does not replace it.

NEW QUICKENING POWERS

Like the Kindred's Disciplines, the powers of Quickenings above 5 are not fixed. Rather their nature depends on the nature of the Immortal who develops them. Keep in mind that Quickenings powers are rarely very flashy. They are often more subtle in nature, effecting the Immortal themselves, or the minds of those around them.

When an Immortal reaches Quickenings levels above five, they receive one power at the new levels. Additional powers at the same level may be purchased. These cost level x5 experience points, but do not require and Quickenings experience, just time and practice. Like the lower level powers, they all use a Quickenings roll if any roll is

required.

LEVEL SIX

Sense of Quickenings Form

This is a superior version of the level one power. The Immortal can sense the mystic energies around them, the different forms they take, and when that energy is being manipulated. This allows the Immortal to sense the presence of the types of supernaturals nearby, and the use of any supernatural power.

The more successes scored, the more information gained. One would tell the general type of creature (e.g. shapeshifter, vampire) or the type of power (Sphere, Gift etc.). Three or more will reveal more specific detail (e.g. Bone Gnawer Garou, Setite vampire, Forces sphere). Five will reveal an exact power (e.g. Life 3, Blissful Ignorance). Note that an Immortal cannot recognise something they do not know of, or have not seen before, and while they may recognise a power it does not mean they know what it is called. An Immortal who scores five successes with this power can sense a Pre-Immortal if they are in the immediate vicinity.

Shield of the Mind

The Immortal can protect their mind from any outside interference. This includes mind control (e.g. Dominate, Obedience), emotion control (e.g. Presence, True Fear) illusions, invisibility and mind reading. In the case of illusions and invisibility, it will only work if they are mental in nature, and not physical (e.g. it would protect against Chimestry, Obfuscate or the Mind Sphere, but not a Forces rote that bends the light).

This requires a Quickenings roll, with each success deducting from the opponents. This roll is in addition to any other resistance allowed by the power.



Note that the roll will only protect the Immortal, not others influenced by the power.

Power Strike

When the Immortal strikes with their blade, there is a large electrical discharge. This power functions as the Empower Weapon ability, except all of the damage done in the attack is aggravated.

Tuning In

Through the Quickening the Immortal can reach out to those around them. Although they cannot always see they can feel those in their vicinity.

As always a Quickening roll is required, the more success scored the greater the area. One success will give the current room, while five would give the whole building or vicinity. The Immortal is aware of each person in this area, roughly where they are and their current

or imminent actions are.

LEVEL SEVEN

Swifttness of the Steel

By channelling their Quickening through the blade, the Immortal become one with their weapon, a truly terrifying opponent. The Immortal makes a Quickening roll, and providing they score at least one success they may add their Quickening to their Dexterity + Melee dice pool for the rest of the scene. If they are taking several actions in the turn (e.g. using Speed of the Stag) the dice can be added to one action, or split over several, but it is not added to every action.

Blur of Speed

The Immortal can react with amazing swiftness. Add the Immortals Quickening to any initiative dice pool.

Tap the World Mind

The Immortal can tap into the collective unconscious of the human race, rather like a Mage using the Dream background. For every success on the Quickening roll the Immortal gains one point in a desired ability. This new rating does not add to the Immortals own, but rather replaces it for the scene. This power can only be used once per scene.

LEVEL EIGHT

Read the Soul

Using this ability the Immortal may 'tune in' to a person and know their mind. The target must be either visible to the Immortal, or close by and the Immortal is aware of their presence. The Immortal must make a Quickening roll, resisted by the targets Willpower (difficulty 7). The more successes the Immortal gains, the more they know about the target.

With three or more successes, the

Successes	Knowledge Gained
1	Target's current thoughts and emotions.
2	Basic knowledge about the target (occupation, close family, etc.), and short term plans.
3	The target's long term plans, and rough detail of their history.
4	The target's dreams, hopes and desires, and exact details of their life history.
5	Knowledge of the target's most deeply buried secrets, that even they do not acknowledge.

Immortal may even see through the persons eyes. While doing this, they cannot see through their own however.

OVERWHELMING QUICKENING

Sometimes when a very powerful Immortal is killed absorbing their Quickening can have a profound affect upon the victor of the duel. The accumulated weight of possibly centuries of memories and knowledge cannot but have a strong influence on their killer as they flow into him. An example of this would be when Darius killed the Good Immortal in Paris and was forever changed by it.

In game terms this only happens when an Immortal beheads an opponent whose Quickening rating is higher than both the victor's Quickening and their Willpower. When this happens roll the loser's Quickening resisted by the victor's Willpower, both at difficulty 6. If the victor wins the roll, or it is a draw then nothing happens. If he loses by one or

two success then he has become overwhelmed with thoughts and memories of the Immortal he has slain, in this case he assumes the Nature of the defeated Immortal. He can opt to spend a Willpower point and return to his previous nature for one scene, however he can only spend Willpower that he either had either before the Nature change, or that he gained while acting under his original Nature to do this.

Once he has spent as many Willpower points as his victims Quickening score he may resume his old nature. If he runs out of Willpower points that can he can spend to act under his original Nature, the Nature change becomes permanent. If he loses the roll by three or more successes then again the Nature change is permanent. The only way for him to regain his old nature is through extensive roleplaying.

Although the player will be aware of the change in their characters Nature, and consequently their behaviour, the character will not be aware that they are acting differently until either someone actually points it out to them, or they perform an act so contrary to their old Nature that they cannot but help realise that something has happened.

AN IMMORTAL'S SWORD

"Choose your ground, choose your weapon, and face what is to come."

- Rebecca

Although few Immortals would describe their weapon as 'just' a piece of steel, in few cases is there anything magical about it. However, when the Immortal uses the Empower Weapon ability, some of their Quickening enters the sword, making it more "real".

When empowered, the sword is more

resistant to any supernatural powers. The Immortal may roll their Quickening to resist any powers that effect the weapon, such as the Matter Sphere or the Heat Metal Gift.

WHERE DID THAT COME FROM?

Sometimes in the series immortals seem to pull their swords from nowhere (at least that is the least painful suggestion...) although others continue to use the traditional long coat. If the Storyteller wants they can allow this as a level two Quickening power. With a successful roll and immortal can 'store' their sword somewhere... else. Another successful roll is required to retrieve it.

Some Storytellers may want their players to have to deal with lugging their weapons around, in which case simply do not allow the power. On the plus side though it does mean they can wear something other than trench coats.

IMMORTALS AND THE UMBRA

Although Immortals have no natural power to enter the Umbra, it is possible



that they may find themselves there (Spirit Magick, Hand from Beyond or similar). When in the Umbra, an Immortal is capable of physically interacting with spirits and ephemera. Any damage received in the Umbra from spirits and attacks can be soaked by a Quickening roll. Also an empowered weapon may inflict damage upon spirits.

Unless the Immortal has some points in Cosmology or Spirit Lore it is unlikely that they are even aware that the spirit world exists.

HEALING AND DAMAGE

Its generally assumed that only decapitation can kill an Immortal, but that is not completely true. Should an Immortal suffer such catastrophic injuries that their body is destroyed or completely obliterated then they will also perish. Examples of this would include being at ground zero of a nuclear explosion, being pulped in a car crusher or explosive decompression.

It is also possible for certain supernatural powers to destroy them. Again it takes either something that totally wipes them out, like the Ren-Hekau spell that wipes a person from existence, or a power that somehow targets what they are, like the Renew the Cycle Gift that destroys creatures that should be dead.

If you are using the damage rules from Vampire Revised Edition, then Immortals can soak Bashing and Lethal and damage with their Stamina. Aggravated can only be soak through 'bonus' Stamina dice gained through the Empower Self power. If you feel this makes them to weak, or you let other supernaturals soak aggravated on their stamina then you may want to allow

immortals to do handle it like that as well.

They heal all damage at the same rate, although Heal Self will heal two levels of Bashing damage per success rather than one. If you are using the World of Darkness: Combat rules than treat Stun damage in the same way.

PERMANENT WOUNDS

It is very rare for an Immortal to take a wound that doesn't completely heal, but there are some circumstances. Wounds to the throat or neck will heal, providing they don't decapitate the Immortal, but always leave a scar of some sort. Also its sometimes possible for Aggravated wounds to leave a mark. Should the Immortal try to heal and Aggravated injury with Quickening, rather than letting it heal "normally", and botch their Quickening roll they will be left with a scar. In the case of extreme damage like a severed limb, a botched role indicates it does not re-grow.

PRE-IMMORTALS

A Pre-Immortal is someone who has the potential to become an Immortal, but has not yet experienced their "death". To all normal intents and purposes they are simply a human being with no special powers or abilities. Even supernatural powers cannot normally detect their latent abilities, although anything that reads their future or fate may reveal that something special is in store for them. Pre-Immortals have no special advantages or powers granted by their status, and generally count as Witness for Vulgar magic and are subject to the Delirium and the Fog.

If a Pre-Immortal is beheaded or subject to complete destruction (e.g. reduced to a pulp in a car crusher) they

simply die. There is no release of Quickening and no power that can be gained.

THE HUMAN TOUCH

If you are playing a game focusing on Immortals' human nature and their tie to normal folk then you might want to keep track of a Humanity score for them. While it is true that they cannot degenerate in the same manner as Vampires it is certainly the case that over the centuries they may lose any ability to relate to mortals.

The most appropriate humanity system for Immortals is the one found in *Mummy: Second Edition* as it is custom made for very long lived beings.

VIRTUES

Integrity

This is a measure of the Immortals moral standards and ability to stick to them. Integrity is rolled to prevent Humanity loss. Integrity is rather like Conscience, only it doesn't represent the same degree of guilt over doing 'bad' things, rather of being able to hold onto one's beliefs, morals and ideals despite having committed deeds contrary to them.

Integrity could also be rolled for the character to resist temptation or taking the easy, but not right, way out of a situation,

Memory

For an Immortal Memory is their ability to recall the things that have happened in their often very long life. Many people have problems remembering things that happened just a few days ago, imagine the problems a being that has

lived for centuries might have.

What is more as immortals acquire more and more knowledge and memories it can be increasingly hard to remember recent things, the human mind it seems can only take in so much information.

Memory rolls might be made to remember old pieces of information, or to use skills the Immortal hasn't used in a decade or so.

Joy

A measure of a characters lust for life and desire to keep on living. Joy can come from many sources and a character with a high Joy shouldn't be taken as being jolly. A character could get joy from inflicting pain and suffering on others.

If one Immortal is at another's mercy during a fight then the Storyteller may decide that they must make a Joy roll if they wish to try and continue the fight. Those without enough lust for life will often simply give up at such a point, the weight of years and ennui overcoming their desire to keep fighting.

CHARACTER CREATION

If you are using this system then Immortal characters start with one point in each virtue. They then have seven more points to split among them. Their Willpower will be the result of their Integrity + Joy and their Humanity their

Integrity plus Memory.

Freebie points may increase Willpower as usual, and Humanity costs one point per dot, Virtues cost two. For every level of the Age background taken a point of Humanity is lost. The older an Immortal is harder it becomes to keep their connection to mankind. These can be bought back, but cost five freebie points to do so.

ALTERNATE QUICKENING

This system is provided as an alternate way for characters to track and gain Quickenings, avoided the need to keep track of the Quickenings experience.

Instead the character has a temporary Quickenings rating from 1—10. When they kill an opponent and take their head, they roll their opponent's permanent Quickenings, difficulty their own. Each success gives them one point of temporary Quickenings. Ten points of temporary Quickenings give them a point of permanent Quickenings, and the temporary score resets to zero.

This results in a more unpredictable advance of Quickenings since a player cannot tell exactly how much they will gain.

Quickenings is still used in exactly the same way, and the levels and powers remain unchanged.

CHAPTER THREE:

CROSSOVER

"Leaving's no problem, but killing me... that's not as easy as it looks"

- Duncan

OTHER SUPERNATURALS

Sooner or later Immortals are going to cross ways with the other denizens of the World of Darkness, and some sort of ground rules are going to be required. Also sooner or later somebody wants to know why they can not play an Immortal Garou or some other combination.

The purpose of these rules is to be true to both the spirit of the World of Darkness games and Immortals as they are presented in Highlander: the Gathering, as always go with what works for your group.

Vampires

Embracing an Immortal is simply a waste of good Vitae, although draining their blood can drive them to Incapacitated. To make matters worse, the vampire now has inert blood in their system. This blood will take up space in the Vampire's system (i.e. fill up space in the Blood Pool) but cannot actually do anything. The only solution is for the vampire to bleed this blood out of their bodies. A vampire will realise that something is not right with the blood the moment they start to feed on it.

If a vampire embraces a Pre-Immortal then they will trigger their "death". The Pre-Immortal drained of blood will not revive upon tasting the Kindred's blood leaving the Lick to wonder what went wrong. The new

Immortal will recover like any other after experiencing their first "death".

Ghouls

An Immortal cannot be Ghould, as consuming vampire blood has no effect on them. A Pre-Immortal can be Ghould and Blood Bound as normal, and they may even learn Disciplines. If they die however, the stirring Quickening will purge the Vitae from the System. This has the advantage of breaking the Blood Bond, but they will also lose any Disciplines that they possessed. In the stunningly unlikely event a Revenant becomes an Immortal they suffer the same effects as a Ghoul, in addition their bodies will no longer manufacture any Vitae.

Garou

It is not possible for an Immortal to also be a Garou, or any other form of shapeshifter. All shapeshifters have an intimate connection with Gaia through their Gnosis. By contrast an Immortal's spirit self is bound up in their Quickening and incapable of experiencing this connection. For the record, Immortals are not subject to the Delirium that the shapeshifters induce. An Immortal cannot use any Garou Rites, even if he has the Rituals Knowledge and knows how to perform them as the spirits will not recognise and obey him.

Kinfolk

It is quite possible for an Immortal to be a Kinfolk. In this case they must purchase the Merit Kinfolk (see Kinfolk: Unsung Heroes for more detail). An Immortal Kinfolk cannot learn Gifts or have any Gnosis, their Quickening prevents the spiritual connection that would be required to have such powers. They can however gain Renown in the same manner that other Kinfolk can, providing that there is a Garou Sept that would accept them.

A Pre-Immortal Kinfolk is indistinguishable from any normal Kinfolk. Although their dormant Quickening will prevent them from learning any Gifts or acquiring Gnosis, these are rare powers even among Kinfolk, and it is highly unlikely that any significance would be attached to their lack of such abilities.

Mages

An Immortal's Avatar is already Awakened in a sense upon the moment that they first die, but its nature is fixed and it cannot utilise the powers of True Magick. Even a Pre-Immortal cannot be

Awakened in any manner except through killing them. An Immortal does not count as a Witness for Vulgar Magick.

Wraiths

A dead Immortal killed in a duel cannot become a Wraith, the only possibility is that they died and no-one took their Quickening. In such circumstance they might become one of the Restless, although they would not have any of their old Quickening powers. Like other supernaturals Immortals are not affected by the Fog. An ex-Immortal Wraith cannot become Risen, as it seems whatever protects them from possession in life protects their corpse from the Puppetry Arcanos in death. Nor have any deceased Immortals reappeared as Kuei-jin.

Changelings

It is not possible for a Fae soul to enter the body of even a Pre-Immortal. Even latent the Quickening simply does not allow the space for it to enter. Assigning an Immortal Banality can be



rather tricky. On the one hand some of them are old enough to remember the times when the Fae walked the earth. On the other, their long lives have left many of the jaded, an incapable of experiencing wonder. In general the older an Immortal is, the higher their Banality is likely to be. Immortals are affected normally by the Mists.

Kithain

An Immortal can be Kithain, but they may not possess Glamour, unless Enchanted, or use any Arts. As with Kinfolk and Gnosis, the Quickening prevents such powers and its internalised nature prevents an external connection, in this case with the Dreaming. Even Pre-Immortals cannot enjoy such powers.

Hunters

Immortals and Pre-Immortals are never Imbued. Maybe the Messengers cannot do it, maybe they just choose not to, after all Immortals are hardly normal humans.

Fomori

Since an Immortal cannot be possessed, it is impossible for them to become a Fomori. A Pre-Immortal could, however become a Fomori but upon their "death" the Bane is ejected from their body, causing them to lose all Powers and Taints.

Gypsy

A Pre-Immortal Gypsy can have a Blood Purity rating and enjoy the advantages of the Blood Affinities. However when the Quickening stirs the spiritual nature of their blood undergoes a radical change, and such powers are lost. The Blood Purity rating can be retained, but only to determine social

bonuses and penalties.

SUPERNATURAL POWERS

In general any Immortal is highly resistant to any power that alters their body, whether the power is beneficial or not. The Immortal gets their Quickening in automatic successes to resist such powers. Remember also that they cannot be possessed, and their soul cannot be removed from their body.

Aura Reading

An Immortal's aura appears quite bright, but is very close to their body. Immortals with high Quickening show electrical type sparks in their aura, these flare more brightly when a Quickening power is used. Note that Immortals with Awareness 3+ can read auras.

Gifts

Scent of the True Form - This will detect Immortals against a difficulty of 7 (and remember any Arcane rating). If the Garou succeeds they will know that the Immortal is not human, but they will not recognise what they are unless they know an Immortal's 'scent'.

Sense the Unnatural - This power will also detect Immortals, again the Garou will need some experience of Immortals to know what they are sensing.

Sense Weaver - An Immortal's static nature means that they will usually be detectable with this Gift.

Fatal Flaw - Three or more successes on this Gift will reveal an Immortal's vulnerability to decapitation.

Mother's Touch, Whelp Body, Wither Limb, Open Wounds, Curse of Dyonisis - For all these Gifts, the Immortal gets their Quickening as automatic successes to resist.

Renew the Cycle - This awesome Gift



will affect Immortals, who after all have died and are still around. If the Gift succeeds then the Immortal dies and their Quickening earths itself in the surroundings. A nearby Mage with Prime may try to take this power as when an Immortal dies in a duel, but no other Immortal can gain it.

Spheres

Life and Prime are covered in the main rules. Scanning with either of these Spheres will also reveal that there is something unusual about an Immortal, their Prime energies are tightly locked into their bodies and their Life patterns are not subject to age and restore themselves at a vastly accelerated rate. Note that the Quickening protects against Entropy 4 as well, when targeted at the Immortal's body.

Charms

Possession - This charm has no effect at all on Immortals, however they are effected normally by such charms as

Influence or Suggestion. Note that since Immortals cannot be possessed there is no such thing as an Immortal Fomori. If an Immortal was possessed before they 'die' they the spirit is ejected upon the Immortal's death.

Disciplines

Dominate - The Dominate power of Possession and any similar higher level abilities will not work on an Immortal

Obeah, Valaren and Chi'iu Muh - These Disciplines cannot be used to remove an Immortal's soul from their body, any attempt to do so will simply fail. Healing powers are resisted automatically with Quickening

Quietus - The Quietus powers that reduce a victim's physical attributes have their successes reduced by the Immortal's Quickening.

Vicissitude - As with other powers affect an Immortals body, their Quickening counts as automatic successes rolled against those rolled by the Vicissitude

user. Each success after that on the Vicissitude roll is treated as one health level of aggravated damage for the purpose of regenerating it, which an Immortal's body will begin to do automatically.

Arcanos

Puppetry - Immortals are immune to this power.

Faith

Faith has no direct effect on an Immortal, although one with True Faith may be able to bless an area so that it counts as holy ground. Obviously any area that has a faith rating is holy ground, even if such a place is not a node. An Immortal's Quickening will count against faith healing, as with any other kinds.

Edges and Conviction

Immortals are supernaturals creatures and are effected by Edges just like any other. Spending Conviction will also grant protection against Quickening powers that effect the Hunter's mind.

Also when Conviction has been spent the Hunter sees an Immortal as they were when they were 'dead', just before the Quickening revived them. Consequently they usually look pale and often show horrible wounds, appear ravaged by disease or have some other marks of their demise before becoming Immortal. If the wounds would be hidden by clothing then the Hunter usually sees a blood stain on the clothes.

CHAPTER FOUR:

STORYTELLING

"You think it takes courage to do what we do? Face another immortal with a sword knowing only one of you will live. You try being her! You try living one year knowing that your time is running out. That no matter how much you train, no matter how many tricks you have, you STILL lose! That's the way it is for them. So little time for them to SEE anything or DO anything!"

- Methos

Immortals characters rarely end up in their own games, their very nature makes a party of immortals hard to run and generally rather an implausible proposition. So they tend to turn up as individuals in other games.

Dropping an immortal into another game should probably be done only after some careful thought, like allowing any mixing of player character types. Of course if you run a game where the vampire, werewolf and mage are all best buddies and hang out together throwing in an immortal will not have much impact. However, if you are really running one game line with other supernaturals as extras the putting them in is going to have an impact.

CHOOSING YOUR WORLD

The World of Darkness, although inspired by, is clearly not the world of Highlander. Indeed upon examination it's clear that there isn't even one World of Darkness as each game has a unique feel.

Likewise the different Highlander films and series have a very different feel, and continuity to them. You will need to decide which aspects of the World of Darkness, and which aspects of Highlander you want to pull together to have a relatively coherent theme and mood to your game.

PURE HIGHLANDER

One option is to run a game without the World of Darkness at all. In which case drop the monsters and most of the references to magic.

You will need to decide if characters from the show exist, and if so if they are to make an appearance. If you do use them, beware though of having them overshadow the PCs.

The real trick in such a game is getting a group of Immortals together. A common enemy, threat or goal is the usual approach.

VAMPIRE

Vampire's "close to reality" feel is probably the closest of the games to the feel of Highlander. There is a lack of spirit worlds, magic items and monsters and the stakes are usually personal rather than epic.

One of the most frequently cited reasons for not allowing other character types into Vampire is their lack of Humanity (as a game trait rather than a characteristic) so they can freely kill and maim without penalty while the vampires can not.

The first observation on this is that if only a game mechanic is keeping your players from murderous killing sprees



then something is probably wrong. The next is that it is pretty easy to add Humanity to the Highlander rules.

While it might not work for other supernaturals, it is actually quite an appropriate trait for Highlander, as an immortal being who can potentially live for ever, how do you hold onto what makes you human? As the centuries tick by and the headcount mounts, can you really stop yourself from becoming a hardened killer?

Of course immortals don't have a Beast to worry about, so the virtues of Self-Control and Courage will not be nearly as tested. One alternative is to use the virtues from Mummy, after all they arguably have more in common with Immortals than any other supernatural being. While Memory will not be such an issue, particularly for younger immortals, Integrity and Joy both seem quite appropriate.

Some of the Vampire themes can

also work well with Immortals. The growing alienation as time goes on, the struggle with loneliness and loss these things can all be tackled with an Immortal character.

Immortals are not likely to work well in Sabbat games or ones with heavy vampiric politics as the character will likely have little reason to be involved and not much to do. They are likely to work with a group that is not too bound by Kindred rules and societies, Anarchs work well since they fit this category although they are not the only ones.

Another alternative is the Immortal knowing the vampire before their respective 'deaths' so when they met each other again they have some point of commonality. An Elder vampire might appreciate an older Immortal as a acquaintance as it is so rare to find someone their age who they do not have to be paranoid about all the time.

WEREWOLF

Werewolf's battle against the forces of the Wyrms has plenty of scope for the more heroic Highlander characters. Those that wish to protect humanity and innocents from the forces of evil could find a place, albeit a mistrusted one, at the Garou's side.

The Immortal Kinfolk has become something of a cliché, but not without good reasons as it is a good way to get an Immortal character into a Werewolf: the Apocalypse group. What it will not do is get a character into a pack or invited to meeting of the Sept, no matter how many Wyrms creatures they kill. In fact fighting the Wyrms is likely to be a pretty thankless task for an Immortal, Kinfolk or no. Its best if the Garou player characters themselves are fairly open minded about working with something

they might not consider all-together natural.

A Wyrms serving Immortal as an enemy is another good way to get an Immortal character involved with a pack, particularly if they need to share information to track him down.

So while Umbral quests and the politics of the Garou Nation are probably out, stories about fighting the minions of the Wyrms either through direct confrontation or more subtle means are not going to be disrupted by an Immortal. Storytellers might want to play up the end times for the Immortal as suggested later in this chapter to go with Werewolf's apocalyptic feeling.

MAGE

Perhaps one of the groups with the most in common with the Immortals because of their essential Humanity, at least for the younger and less powerful Mages that the characters are likely to play. Mages also frequently keep company with other strange beings like their familiars and consors, although any willworker regarding an immortal as a consor might be in for a nasty surprise.

Mage also has possibly the greatest scope of any of the World of Darkness games, it can run dark, gritty and reality centred, particularly with Revised. However it can also have battles against fantastic legendary creatures, trips to Hollow Earth and war in space. While this may be a long way from the feel of Highlander, weirdness like Immortals fit well into Mage and there is no reason not to go for it.

Although Mages can gain some mystical energy from an Immortal's death it would be a *very* unscrupulous Mage who killed someone for the equivalent of a bit of Tass. Indeed the bodies of many

supernatural beings can be used as Tass but not many Mages go around killing just to get it.

Common interests, common enemies and mutual benefits are good ways to get the characters together. Perhaps the Immortal has had a run in with the Technocracy and needs help, or maybe the Mage wants access to the holy ground the Immortal is taking sanctuary at.

WRAITH

Frankly the potential for any non-wraith (except possibly a mummy in the 'dead' part of their cycle) in a Wraith game is very low indeed. Immortals have no special way of interacting with them. An Immortal could have the Medium merit or some such but even so they are not going to be doing any adventuring in the Shadowlands.

CHANGELING

As with Wraith the crossover potential is rather limited here as Immortals are going to be completely ignorant of the Dreaming and incapable of interacting with it unless the Changelings are constantly Enchanting them.

HUNTER

Normal people suddenly finding they have strange powers, thrust into a world of the supernatural, given strange powers and thrust into a battle they do not understand. Sound familiar? Looked at that way a young Immortal and a Hunter do have a fair amount in common.

Of course some Imbued see all supernatural creatures as something better off dead, but many are rather more broad minded than that. An Immortal will probably have more chance of getting on with a Judge than an Avenger. Once



again an evil Immortal as an antagonist is one good way of bringing character together. Another alternative is for the Immortal to be unjustly hunted forcing the Imbued to come to the rescue and maybe challenging a few of their preconceptions.

The Imbued's inexperience in the World of Darkness can make it both easier and harder for them to interact. Some may think them, perhaps rightly, to be among the walking dead, others may see at least some of them as doing no harm to the normal humans around them.

HISTORICALS

Whether or not they come from the dawn of time, Immortals have certainly been around for a very long time, and were around for the various time periods of the historical games. Mechanically nothing changes for an Immortal in a different historical period, although the Storyteller may decide that certain

backgrounds may become available, or cease to be available.

Since they do not have an organised culture or society it is not possible to talk about what Immortals were doing in a previous period of time. It is fair to say that coming from a more religious and superstitious time many of them are likely to see their powers as a gift or a curse in that context. Others are too, while the supernatural is more accepted in historical times people are usually rather afraid of it.

Also unlike other supernaturals Immortals have always concealed their presence, not from a fear of humans discovering them but from a fear of their rivals finding them. Stories of an unaging person are likely to travel and bring the wrong sort of curiosity. When the Inquisition comes in Europe this is taken even further, a few Inquisitors learn how to kill these "spawn of the devil" and even if they do not a beheading may be merciful compared to surviving and

remembering being burned alive.

One advantage Immortals from previous times have is that using and carrying a sword, or other melee weapon that could remove a head was often more common and accepted so that a new Immortal would often have less of a learning curve and be able to look after themselves more quickly.

If you are using an Immortal in a historical setting it is worth doing some research into what sort of weapons and fighting styles were around at the time.

FINAL DAYS

Many feel that finally the end is here. Call it Armageddon, the Apocalypse, Gehenna or any other name, it means the same. Dark and ancient forces seem to be gathering for the End Times.

If this is happening in your vision of the World of Darkness then there are ways that you can bring this home to players of Immortal characters.

RED STAR RISING

Not being attuned to the spirit world most Immortals are ignorant if the baleful new arrival in its sky. Immortals with high ratings in Awareness or Quickening might catch a glimpse of it from time to time, along with a definite and certain feeling of its wrongness and sheer malevolence. Some have called it a herald of the Gathering.

THE GATHERING

Many Immortals feel that the time of the Gathering is growing closer. Already several small Gatherings have taken place, groups of Immortals have felt drawn to place and battled to a single victor. Some have flippantly called this qualifying rounds before the final event,

other feel that this *is* the Gathering, not one event but a whole series gradually leading up to the final fight.

THE HUNTERS

Hunters have always been a problem for Immortals since the days of the Inquisition. Although seldom after them in particular to many of the more zealous any kind of supernatural being is the servant of evil. In more recent times there have been the problem of Watchers who have gone rouge. Knowing as they do far more about Immortals than other hunters they have posed far more of a danger.

Now, however, and even greater threat has emerged. Some of these Watchers turned hunters have recruited Imbued. Now they combine the knowledge they had with the power they have received and believe it is their duty to destroy all Immortals and prevent any from achieving the Prize.

STORIES, RUMOURS AND LEGENDS

Despite not having a society as such, stories and legends still get passed around from one Immortal to another. The truth of these matters is something for the Storyteller to decide, but they are encouraged to add detail colour and variations to these stories.

THE BOOK OF MATHAL

According to the legend Mathal was what would now be called a Watcher although he did not belong to any organisation but gathered and hoarded information on Immortals for himself. Finally he acquired the sorcerous knowledge to construct a book chronicling the stories of the Immortals that would write itself as they happened.

Before his death Mathal hid the book carefully and supposedly set spirits to guard it. Since then more than one Immortal and even some Watchers have searched for it, seeking its knowledge either for its own sake or for an advantage over other Immortals.

THE METHUSELAH STONE

This legendary artefact supposedly has the power to grant a mortal who possesses it the powers of an Immortal. Some Immortals who have heard of it believe that if an Immortal possessed it their own power would be greatly magnified. According to some stories the stone was broken into many pieces and would need to be reconstructed from them to give its power.

THE CUP OF SIGHS

Stories of this cup first appeared in the dark ages. According to legend a very

pious man, a priest or monk in some accounts, suffered a grievous injury when he was thrown from his horse. A few days later he died from the wound and the next night he awoke as an Immortal.

Instead of being grateful for this new life he was horrified, he had expected paradise and now he seemed to be cursed to remain in this earthly realm. So he went on many pilgrimages and sought out the most holy men he could find hoping to end this dire situation. Eventually he learnt of a blessed cup, a vessel from which only the pure could drink and they would be cured of all afflictions. After much searching he found the cup and drank from it and returned to mortality.

Although it might seem strange that any Immortal would to give of their powers for mortality, more than one has searched for the cup, and some have claimed that it is none other the Holy Grail itself.

THE DEMON QUICKENING

Once an Immortal sorcerer bound a powerful and evil demon into himself to prevent the evil it was causing. Overtime the creature gradually grew more and more powerful, although it was trapped inside the Immortal and could not leave, eventually it grew to such strength it overwhelmed him and forced him to lose a duel hoping to escape on his death.

It was thwarted however and the victor absorbed it with the sorcerer's Quickenings. Enraged the demon quickly overwhelmed it's new host. Now it roams in an Immortal's body, truly unkillable for when it defeats another Immortal it grows in strength, and if it loses it soon possess the new host and has all their powers at its command.

SANCTUARY





Depending upon who you ask Sanctuary is either a safe retreat for Immortals tired of the game, or the ultimate living hell with fanatical Watchers as prison guards. It is definitely supposed to be a way to remove yourself from the Game, but it may come at a very high price.

THE BROTHERHOOD

A group of Immortal who have apparently decided to turn their backs on the Game, at least as far as other members of this mysterious group go. Although they are supposed to fight to defend themselves they will never attack each other and are meant to have some arcane way of identifying each other. Whether is as mundane as a Masonic style secret handshake or some mystic initiation is the subject of rumour.

THE NATURE OF THE QUICKENING AND IMMORTALS

It is a oft debated topic amongst those few in the know, both Immortals and otherwise, as to what exactly the Quickening is, and closely tied to it what exactly Immortals are. The truth of such matters is, as always, whatever the Storyteller wants it to be.

Note that these are not common views among the other supernaturals, who in general know nothing of immortals. These are the views of 'experts' and typical of the sort of information that players of other races are likely to find if they do any serious research.

A VAMPIRE'S VIEW

The blood is the life. A truism for our kind, for the Kine, and for almost everything else. Almost. For in the course of my studies I have come across a being in which the blood is not the life, indeed the blood contains none of their life essence at all and is nothing more than a red fluid pumping around their .body

Consider for a moment what this actually means. When the creature is harmed physically it loses a red fluid, but none of its actual life's essence is gone. It its physically weakened for a while, but then quickly recovers. Drinking this fluid, which I have dubbed "faux-vitae", provides a Kindred with no sustenance. Despite it appearing the same as blood through conventional scientific means the most basic of our blood arts will reveal something is amiss.

Somehow these creatures have managed to lock away their life's essence and protect it from harm, rather like the stories of magicians finding a place to safely store their souls. In this case however I am convinced this is a process inherent to the creature and not a learned skill, indeed when I attempted to use my Thaumaturgical Arts to entrap the specimen I had tracked down it mocked me for using as dated a method as magic. I was however able to restrain it for a while, and it proved to have no adequate defence against my powers to probe its mind, although such a process does not yield exact answers.

According to my information they can only be killed by decapitation. Severing the link between the heart and the head, symbolically and metaphysically the two most important parts of the body is fatal to our kind and even the notoriously hard to kill Lupines so there may be some basis for this. Perhaps the life energy normally dispersed around the body is focused in their head and their heart?

My source managed to free himself and flee before I could finish, but I did receive the impression that this process of decapitation was linked to some form of diablerie, at least that's the closest I could equate it too. Perhaps the perpetrator of the deed feasts on the spinal fluids of the deceased? I can only speculate at this point. I must acquire another specimen and test its other humours to determine if they are all as devoid of its life's essence, and other questions, such as must it breath or like us is its breath without pneuma? Is it a form of undead, risen

from the grave or was it born thus? Only through a thorough examination and vivisection can I answer all the questions this creature raises.

~ From the notes of Octavius Verral, House Tremere

A LUPINE'S LEGEND

"Listen well cubs, for here is a tale you will seldom hear. Once there was a powerful Wyld spirit, which like most of its kind had no name of its own we could understand, but to the Garou was called Raging-Lightning for that was how it appeared. Now Raging-Lightning was a true child of the Wyld, stronger and unpredictable, and it rampaged madly throughout the Tellurian. It ran through the Weavers webs and tore them up, it ran through the Wyrms lairs and threw around the monsters dwelling there and it ran across the earth and scattered the creatures there before it. Eventually Gaia lost patience with it and commanded the Totems to stop its rampage.

So Griffin tried to seize it in its claws, but Raging-Lightning split into a thousand pieces and fled then just waited for Griffin to leave and pulled itself back together. Wendigo tried to eat it, but it again it split itself apart to escape. Each of the Totems tried to capture it in their different ways, but each time it escaped. Eventually every Totem but Grandfather Thunder had tried and failed. Grandfather Thunder watched all of this, then went to find the Weaver as she was madly spinning her webs. "Aunt Spider", he called to her "I can stop the Wyld spirit that has been tearing up your webs". The Weaver spun on, for nothing stops her spinning, but Grandfather Thunder had chosen a time when she was more sane than most and she listened. "But lend me a few of your little spiders for a while", Grandfather asked her, "and I will catch this Raging-Lightning and your web will be disturbed no more". After some thought, the Weaver agreed.

So now Grandfather just waited until Raging Lightning ran across the world again, through a settlement of human, and when he did the ravens rushed to tell the Grandfather that he was there. From the skies Grandfather Thunder launched the biggest lightning bolt of all time, and struck Raging-Lightning. For even though the Wyld spirit was made of the strongest elemental energies it could not contain the power, so as before it split into myriad pieces. Quick as a flash, before they could escape, the spiders of the Weaver bound them up in little webs so that Raging-Lightning was imprisoned. Grandfather Thunder went to Gaia and told her that he, and he alone, had completed the task she had set.

However, he had left the spiders and their little packages of Raging-Lightning behind in the human settlement. The Weaver sent one of her Incarna their to retrieve the spiders. Now like all the Weaver's children this powerful spirit tried to keep things orderly and tidy, and when it saw these little wrapped up packages of Wyld energies it didn't know quite what to do with them. Until it saw the humans killed by the rampage, then it took the energies, tightly bound in the Weaver's webs and put them in the humans whose heads had been taken off and then put their heads back on. Satisfied that all was well, it rounded up the spiders and took them back to the Weaver. However, the humans were no longer the same, they had the energies of Raging-

Lightning inside them, keeping them going when age or injury would stop a human, but the pieces wanted to get back together like they always had, but the only way to get them out of the human body was to take the head back off."

As recounted by Wisdom-in-Darkness, Shadow Lord Theurge

A MAGE'S THEORY

At last! After years of searching I have found what I believe to be one of the descendants of the Elder Race of Man, the purer, better, stronger, morally superior and more enlightened people that once populated the globe, spreading civilisation to the barbaric tribes until their great island nation was sunk,

I have always been convinced that they could not have been destroyed completely and the survivors must have spread out around the world and been the mythic figures of the major civilisations. Having been forced to breed with the lesser species of man they encountered, I feared that their great genetic legacy had been lost, despite the messages they had left for us hidden in the great monuments around the world.

Now however I have positive proof that that legacy has merely been dormant, suppressed but not destroyed and carried unwittingly by their descendants. It appears that a great physical trauma is required to "kick-start" this inheritance into action, after which the person enjoys immense recuperative powers and potentially unlimited lifespan, just as my research proves their ancestors had. Being in tune to the Ether around them also gives them access to information humans do not normally receive, at least not nearly as reliably or well. Like humans they subconsciously process this information and call it intuition.

Carefully observing the source of my studies through my Distant/Remote Object Location and Viewing Device (patent pending) does lead me to conclude that some degeneration has occurred over the centuries. During the last viewing session my subject encountered another of his kind. With his heightened "intuition" he soon sensed the other, and they both left the populated mall they were in for the service area at the back. I had expected some discourse or greeting but they drew weapons, archaic ones at that, and fought!

My greatest surprise was the combats conclusion, the original subject, dubbed subject A, was victorious and finished the fight by decapitating subject B. At this point a stream of Etheric Energy left subjects B's body and earthed itself in subject A. Needless to say I find this most puzzling, clearly there are aspects about the Ancients I don't yet understand. Is this some ritual combat, or some ancient feud, unknowingly acted upon? I will renew my studies of the carvings and messages left hidden in the constructs of the ancient civilisations, for I am sure that the answers to the nature of the Ancients and their descendants is locked up in this, the greatest of riddles.

Dr Germaine Wetherspoon, Sons (Persons) of Ether



A FAIR FOLK'S TALE

There are more Prodigals out there than most folk will give credit for, an' types an' things that many have never heard of. Some are were once Fair Folk, poisoned by Winter's touch or lost in their own view of the world. Others come about from dreams, harvest one dream too often and too much an' it'll twist you up until that's all that you are.

For a long time people have dreamed of escaping death one way or another, of living for ever somehow. From Egyptian Kings with their tombs full of treasure, to alchemists looking to more literally live for ever. Even the modern scientists look inside people to find out how they work and how to stop the process of growing old.

This is just the kind of dream that doesn't go away and some of the Fair Folk, well they just kept on feeding on the same dream until you didn't know what they were anymore, they just kept on living and living with all their Glamour wrapped out tight inside them, not doing nothing else. Then the Shattering came, and like the rest they couldn't cope with how things are, but like the rest they figured out the Changeling Way, how to keep returning to this world, in the bodies of others.

So, still they enter the child at birth, but their nature stays asleep until the body dies, when they realise what they are an' it is healed again. From then they

live and live as the Dream they once fed on, safe from Winter but with no Glamour left to touch the Dreaming for their power had stagnated into something else. When they meet another of their kind they usually fight, needing to take the power the only way they can now, not from dreamers but death of their own kind. Perhaps they know, deep inside, the mockery they have become, that in living for ever they have lost what makes living worthwhile."

Sluagh Grump

AN IMMORTAL'S OPINION

It is said that we come from elsewhere, that each and every one of us is a foundling. Now I don't know the truth of that, my parents never told me it was the case, but that doesn't prove isn't not, does it? Still I've heard stranger things even than that, that we are from some ancient, now sunken isle, even Atlantis, or from elsewhere altogether, another planet, another world. That we are Nephilim, the sons and daughters of the pairing of Angels and mortals, born in defiance of God. It gets weirder when you talk to the older Immortals, each seems to have some wacky idea, usually coming from whatever bizarre superstitions were in vogue at the time they lived. Some God or other chose them, some devil cursed them, some old women looked cross-eyed at their pregnant mother.

What do I believe? Well these stories are nice listening, but they don't really change much. I believe in myself, my power and my steel. I believe that, whatever our beginnings are, in the end there can only be one.



CREDITS:

Merits and Flaws by:

Erik Nielsen <erikred@soda.csua.berkeley.edu: Adrenaline Junkie, Flinch, Pacifist, Powerful Quickening, Quiet Quickening, Soft Touch, Unfortunate Quickening
LeeGarv <leegarv@aol.com: Weak Persona, Technophobia, Distinctive Quickening, Dream Projection,

Marco <mcavagna@umabnet.ab.umd.edu: Bonding Blood, Endurance, Hidden Quickening,

charlesfreel: Holyground Aversion, Slow Healing, Strong Aura, Supernatural Metabolism, Tasty Blood, "Thousand-Yard Stare", Unbeating Heart, Ignorant, Neck Injury, Pain Tolerance,

J. Clayton <gundam@cqi.com: No [Sense of] Quickening,

The Livewire <morris.113@postbox.acs.ohio-state.edu: Painful Detection, Friendly Watcher, Known Watcher, Well Known Watcher, Really Friendly Watcher, Rogue Watcher

Hank Driskill and John Gavigan: Mummy Companion, Paranoia, Code of Honour, Emotional Isolationism, Ennui, Anachronism, Routine, Curiosity and Life saver. Taken from the version 2.1 of the rules and based on Merits and Flaws from the Vampire sourcebooks.

Excerpts from sourcebooks:

The combat manoeuvres Steel Wall, Head Wound and Jab are taken from the Werewolf Players Guide, the manoeuvre Tendon Slice and the paired weapon rules come from Changeling: the Dreaming. The Archetypes Reluctant Immortal and Masquerader are adapted from Mummy Second Edition. Virtue system adapted from Mummy 2nd edition.

Everything else and editing by:

Mark Antill

The use of the "*Highlander*" name and quotes from the series and film Highlander in these Rules is not a challenge to the ownership of the rights to the Highlander movie, nor of the ownership of the rights to the Highlander television series by Rysner Entertainment. Nor is the use of the name "*Highlander*" a challenge to the rights of Thunder Castle Games, Inc. to publish the Official Highlander Trading Card Game and the Official Highlander Role Playing Game.

The pictures in this Rules are from the film Highlander and the Highlander TV series, and are reproduced here without the consent of the owners of either the film or series. The Storyteller series of Roleplaying games is published by White Wolf Inc. and the use of their trademarks in these Rules is without their permission.



World of Darkness

Immortals



Name_____

Player_____

Chronicle_____

Hair Color_____

Distinguishing Features_____

Height_____

Nature_____

Demeanor_____

Eye Color_____

Build _____
Home _____
Concept _____
Weight _____
Age _____

ATTRIBUTES

Physical

Strength	●○○○○
Dexterity	●○○○○
Stamina	●○○○○

Social

Charisma	●○○○○
Manipulation	●○○○○
Appearance	●○○○○

Mental

Perception	●○○○○
Intelligence	●○○○○
Wits	●○○○○

PRIMARY ABILITIES

TALENTS

[illegible]

SKILLS

[illegible]

KNOWLEGES

[illegible]

SECONDARY ABILITIES

[illegible][illegible][illegible]

Merits and Flaws

_____()

_____()

_____()

_____()

_____()

_____()

_____()

_____()

_____()

_____()

Willpower

○○○○○○○○○○○○○○

Health ()

○○○○○○○○○○○○○○

Quickening

○○○○○○○○○○○○○○

Health Levels

Bruised	00	1 Round
Hurt (-1)	00	1 Min
Injured (-1)	00	2 Min
Wounded (-2)	00	5 Min
Mauled (-2)	00	30 Min
Crippled (-5)	00	1 Hour
Incapacitated	00	2 Hours

Point Costs:

Quick....current # x 6
 (quick. + Freebie)
 Attributes5
 points/dot
 Abilities 2 pints/dot
 Willpower1 point/dot
 Backgrounds ... 1 point/dot

Freebie Points _____
 Marty Points _____
 Quickening Points _____

Backgrounds

Arcane _____○○○○○○
 Resources _____○○○○○○
 Mentor _____○○○○○○
 Allies _____○○○○○○
 Contacts_____○○○○○○
 Fame_____○○○○○○
 Influence_____○○○○○○
 Immortal Lore ○○○○○○
 _____○○○○○○
 _____○○○○○○

Quickening Powers

* Sense Quickening
 * Breathe Water
 ** Empower Weapon
 ** Heal Self
 *** Empower Self
 **** Speed of the Stag
 ***** Ignore Wounds
 6+ SEE Extra rules
 “The Last”

WEAPONS

NAME	CALIBRE	DIFFICULTY	DAMAGE	RATE	CLIP	CONCEAL	RANGE

EQUIPMENT

_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

CHOSEN EDGED WEAPON

Type_____	Where concealed _____
Difficulty _____	Appearance _____
Damage _____	Blade_____
Damage with Quickening_____	Hilt_____
Range _____	Distinguishing Features_____
