

HIGHLANDER

Name:
Player:
Chronicle:

Race:
Nature:
Demeanor:

Concept:
Mentor:
Haven:

Attributes

Physical

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Strength _____00000000
Dexterity_____00000000
Endurance_____00000000
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Social

Charisma_____00000000
Manipulation___00000000
Appearance____00000000

Mental

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Perception_____00000000
Intelligence____00000000
Wits_____00000000

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Abilities

Talents

Acting_____	00000000
Alertness_____	00000000
Athletics_____	00000000
Awareness_____	00000000
Brawl_____	00000000
Dodge_____	00000000
Empathy_____	00000000
Intimidation____	00000000
Intuition_____	00000000
Streetwise_____	00000000
Subterfuge_____	00000000

Skills

Animal Ken_____	00000000
Drive_____	00000000
Etiquette _____	00000000
Firearms_____	00000000
Leadership_____	00000000
Melee _____	00000000
Music _____	00000000
Repair_____	00000000
Security_____	00000000
Stealth_____	00000000
Survival_____	00000000

Knowledge

Bureaucracy	_____	00000000
Computer	_____	00000000
Finance	_____	00000000
History	_____	00000000
Investigation	_____	00000000
Law	_____	00000000
Linguistics	_____	00000000
Medicine	_____	00000000
Occult	_____	00000000
Politics	_____	00000000
Science	_____	00000000

Advantages

Quickening

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Quickening Experience

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Quickening

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

Backgrounds

[illegible]

Other Traits

[illegible]

Willpower

0000000000
[] [] [] [] [] [] [] [] [] []

Experience

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Health

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

HIGHLANDER

Merits & Flaws

Merit	Type	Cost	Flaws	Type	Bonus

Combat Rules

Initiative: Wits + Alertness, Difficulty 4

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

Modifiers:

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

Defense:

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

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

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

Attack:

Normal Attack: Dex + Melee, Wpn Diff

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

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

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

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

Hands/Arms: Difficulty +3/+2

Legs: Difficulty +1

Chest/Torso: Difficulty +1

Decapitation: Per + Melee vs Dex + Dodge. Must put one level past incapacitated to actually decapitate.

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

Combat Charts

Weapon	Difficulty	Damage	Conceal	Range	Rate	Clip

Brawling Table

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

Armor

HIGHLANDER

Expanded Background

Allies, Minor

Allies, Major

Contacts, Minor

Contacts, Major

Mentor

Retainers

Resources

Other Immortals

Possessions

Gear (Carried)

Equipment (Owned)

Properties Owned

Cities Frequented

HIGHLANDER

History

[illegible]

Quickenings Received

Goals

Description

Age _____

Apparent Age _____

Date of Birth _____

Age of "Death" _____

Hair _____

Eyes _____

Race _____

Nationality _____

Height _____

Weight _____

Sex _____

[illegible]

Visuals

Weapon Sketch

Character Sketch

Weapon Sketch	Character Sketch