

HIGHLANDER

Roleplaying Game

LIFE POINTS	80
DRAMA POINTS	20
EXPERIENCE POINTS	



CHARACTER NAME Duncan MacLeod
 CHARACTER TYPE Experienced Veteran
 DESCRIPTION Aquiline features, dark hair, dark eyes

ATTRIBUTES

STRENGTH	4	INTELLIGENCE	4
DEXTERITY	8	PERCEPTION	4
CONSTITUTION	6	WILLPOWER	3

QUALITIES

Age 4, Old Soul 15	Hard to Kill 10
Attractiveness 2	Immortal Package
Contacts (Various) 5	Resources (Wealthy) 3
Fast Reaction Time	Situational Awareness

SKILLS

ACROBATICS	4	KNOWLEDGE	6
ART	2	KUNG FU	8
COMPUTERS	2	LANGUAGES	3
CRIME	4	MR. FIX-IT	3
DOCTOR	3	NOTICE	5
DRIVING	3	OCCULTISM	1
GETTING MEDIEVAL	9	SCIENCE	1
GUN FU	4	SPORTS	2
INFLUENCE	4	WILD CARD ANTIQUES	9

DRAWBACKS

Secret (Immortal) 3	
Adversary (Various) 5	
Honorable (Rigid) 3	
Love (Tragic) 4	

USEFUL INFORMATION

INITIATIVE (DIO + DEX) Duncan has all
 PERCEPTION (DIO + PER + NOTICE) Quickenings powers at
base level.

NOTES

Immortal Quality includes Con/minute regeneration, half damage from slash/stab attacks, and unique kill (decapitation).
 Duncan has 175 confirmed Immortal kills.

SUCCESS LEVELS TABLE

ROLL TOTAL	SUCCESS LEVELS	DESCRIPTION
9-10	1	ADEQUATE
11-12	2	DECENT
13-14	3	GOOD
15-16	4	VERY GOOD
17-20	5	EXCELLENT
21-23	6	EXTRAORDINARY
24-26	7	MIND-BOGLING
27-29	8	OUTRAGEOUS
30-32	9	SUPERHEROIC
33-35	10	GOD-LIKE
+3	+1	

COMBAT MANEUVERS

MANEUVER	BONUS	BASE DAMAGE	NOTES
Melee (Sword)	17	21	Slash/Stab
Decapitation	12	105	
Punch	17	8	Bash
Kick	16	10	Bash
Dodge	16		Defensive Maneuver
Parry	17		Defensive Maneuver
Spin Kick	15	12	Bash
Sweep Kick	16	4	Dex+Acrobatics or prone
Whirling Sword	13	21	Roll=Attack and defense

For entire round. All incoming attacks can be parried. Any who step in are attacked.