

"There Can Be Only One!"

"From the Dawn of time we came, moving silently down through the centuries, living many secret lives, struggling to reach the time of the Gathering - when the few who remain will battle to the last.

No one has ever known we were among you... until now."

- Juan Sanchez Villa-Lobos Ramirez

Welcome to the rules that allow you to play an Immortal character - a man/woman that cannot die - unless they lose their head, that is.

Making an Immortal

"I am Immortal and I am not alone. For centuries we've waited for the time of the Gathering, when the stroke of a sword and a fall of a head will release the power of the Quickening. In the end, there can be only one."

- Duncan Macleod

Template Traits:

"Immortal" is an acquired template that can be added to any living creature (referred to hereafter as the base creature). Most Immortals were once humanoids, fey, or monstrous humanoids. An Immortal uses the base creature's stats and abilities except as noted here.

Challenge Rating:

Same as the base creature +2.

This should change according to the size of one's Quickening pool, but I'm not sure by how much.

First Death:

This is the date the Immortal departs from his mortal self and is reborn into Immortality.

First Death can only happen as a violent death. This could come from an accident, combat, or any other form of trauma. If a pre-Immortal dies from old age or disease, (a non-trauma death), then the pre-Immortal, dies a mortal death, and is not reborn as an Immortal.

Becoming an Immortal

Ramirez: *"You cannot die, MacLeod, accept it."*

Connor Macleod: *"I hate you."*

Ramirez: Good. *"That is a perfect place to start."*

Age Freeze:

An Immortal's age freezes at the time of First Death. The Immortal's physical age appears to remain at this age, and will not age again, until "the Prize" is won (see below).

Immortals can be magically aged, (with all the effects of normal aging applying), but they will re-grow younger at a rate of 1 year per day.

Immune to Disease:

All Immortals are immune to all forms of disease.

Vampires:

Vampires gain no sustenance from drinking the blood of Immortals, and cannot kill them by doing so (although they can render them incapacitated). The blood is worthless to them. Nor can an Immortal become a Vampire.

Unification of the "Self":

An Immortal's mind, spirit, and body are tightly held by their Quickening. Although mind effects may affect Immortals normally, their minds cannot be pulled from their body, nor may their spirit be removed without the head being removed first.

Quickening:

The sensation you are feeling is the Quickening!

- Ramirez

What is "Quickening"?

Quickening is the magical life essences of Immortals. It is an ancient and powerful form of mystical energy.

Quickening Points:

Immortals receive one Quickening Point at first death, then again after every 100 years of age, but the faster means of increasing one's Quickening pool is via combat or sometimes even pure coincidence (see below).

An Immortal's accumulated Quickening pool determines his virtual age Quickening-wise.

Sense Quickening:

Each Immortal "resonates" his presence within a spherical radius of 5ft per Quickening point.

This allows Immortals to sense one another whenever their areas of influence intersect or even border one another.

Thus an Immortal who was 112 years old, for instance, could sense the presence of another Immortal from at least within 15ft radius of himself.

This ability also allows an Immortal to sense holly ground within his own range of influence (see below).

This ability will not let the Immortal pinpoint another Immortal in a crowd of people.

Once Immortals sense one another, neither can be surprised, although they can be caught "flat footed".

Newborn Immortals will become sickened from the feeling. The feeling will repeat itself until another Immortal explains what s/he is feeling and the rules of the game (see below).

For every 5ft in which the areas of influence intersect, Immortals receive a stronger sensation, thus an Immortal can, if s/he's close enough, pinpoint another's true age, or assess his opponent to be at least <so many years> old.

An Immortal can also sense Immortality candidates and can tell them apart by their fainter presence.

When more than 2 areas of influence intersect, each Immortal senses only the strongest one among the others.

Skills & Feats:

Each gained Quickening point entitles an Immortal to 4 skill points and 1 general feat.

When an Immortal claims another's Quickening, s/he may select feats among the ones possessed by the fallen Immortal, if s/he meets all the prerequisites. An Immortal may claim skill points of any particular skill only if the fallen Immortal has more ranks in that skill.

Regeneration:

A novice Immortal regenerates 1 HP per every 10 rounds (2 minutes).

This rate increases with an Immortal's age, and equals 1 HP per 1 Quickening point. Thus, an Immortal who is at the age of between 1000 and 1099 would regenerate 1 HP every combat round. If a limb, or any other body part other than the head, is cut off or lost in some other way, it will re-grow back, eventually. Any limbs that are severed will re-grow at a rate of 1HP per year.

Example: Liam cuts Claris' arm off, causing 25 HP of damage. It will take 25 years to re-grow a new arm. If the detached limb can be found before the stump heals up, it will then re-attach normally. But it will take twice as long to regenerate the lost HP.

"The Game"

"If your head comes away from your neck, it's over."

- Ramirez

The Immortals' combat and what it all about.

Quickening is released when an Immortal's head has been severed from his body.

The release of Quickening from a beheaded Immortal can be viewed as a fantastic display of electricity and raw power. This release of power will occur 1 full round after the Immortal is beheaded and cause some damage to the surrounding area within the fallen Immortal's area of influence. The extent of damage is 1d6 points per Quickening Point of the beheaded Immortal.

If another Immortal, or several, are within a beheaded Immortal's area of influence, the released energies are "rerouted" at the end of the "lights display" and absorbed within the nearest living Immortal and are added to his Quickening pool. All except the receiver are entitled to a Ref save for 1/2 damage.

The "winner" receives 1 point for every 100 years of opponent's age, to a maximum of his own current pool maximum. Quickening that's NOT absorbed by another dissipates and is spread evenly and "silently" among all Immortals of the game world.

When an Immortal gains Quickening from another, he falls prone and is dazed, stunned and nauseated for 1d4+1 rounds. After that, for every 3 points of Quickening absorbed, the Immortal will have a -1 penalty to all rolls for an equal number of combat rounds.

When claiming one's Quickening, an Immortal also gains knowledge of whatever happened.

Dueling on Holy Ground will have the following effects:

During the combat, all attack rolls of "1-5" are considered fumbles. If a fumble occurs, there is a 20% chance for the Immortal's blade to break.

After the battle, the ground will permanently absorb all the Quickening, nothing will be gained.

Quickening released after the duel, will result in a 10 points of damage for every 1 Quickening point and the range is multiplied by 10.

Sanctuary:

This is an area built on Holy Ground where an Immortal can retire from the game. The Watchers control and protect the sanctuary. Any Immortal is free to "drop out" of the game. The Immortals are sedated with drugs, restraints and kept under guard. This can be considered brutal, but is sometimes the only peace an Immortal can have.

All of an Immortal's Quickening powers, traits and features cease functioning within a sanctuary and other Immortals cannot sense him unless they're within 5ft.

The Gathering

"I know! I know everything! I am everything!"

- Connor Macleod

Question: Why is it so compelling for Immortals to kill one another, while mortals, who strive for power just as much, usually don't feel such a compelling urge?

Answer: "The Prize".

When only a few are left in the world, the Gathering will call all the remaining Immortals to one place, and none may resist. There they will fight until only one is left, and this is the Last Immortal, holder of the Prize.

The Immortals battle for "The Prize": either for themselves, or to keep it from falling into evil hands. Mankind would suffer an "eternity of darkness", as the movie said, if the Prize came to an evil Immortal.

What is the Prize? It's not really necessary to define it in game terms, since the Immortal who gains it will become in essence a god. The film left the subject slightly vague, except to say that Connor could read people's thoughts if he concentrated, and could also have children, grow old and die.

This much is for sure - the winner of the Prize would possess all the Quickening from every Immortal that ever walked the earth. Millennia worth of experience and knowledge, from Immortals of every race, all over the world would be his. He could well be the most powerful single being in the world.

On the other hand, it may well be that the legend of the Prize is simply a tale, and that the Gathering will never take place. Perhaps, new Immortals will continue to be born forever, thus ensuring that there will never be a single victor. In any case, for Immortals, the Gathering is similar in many ways to the Apocalypse - a fate that no one really believes in, or as some might say, something that will never happen "in our lifetime". The big difference for Immortals is that a lifetime can last forever. To an Immortal, it matters little whether the Prize is but a legend. He must battle on, for if he stops, he will surely lose his head.

The powers of Quickening

"*You can't drown, you fool! You're Immortal!*"

- Ramirez

Beyond sensing one another and dying a spectacular death, there are things in which investment of temporary Quickening points (TQP) can significantly aid an Immortal.

- **Conceal item:** By spending 1 TQP, an Immortal can apply Greater Invisibility effect to a single carried melee weapon of "Small" size (or an item of more or less the same size), provided the weapon is carried on his person and not held in hand. 2 TQPs would affect a medium weapon and 3 would affect large weapons. This power cannot be used to conceal Polearms.

- **Empathic Link:** For 3 TQPs, an Immortal can silently and motionlessly invoke an effect identical to *Detect Thoughts* spell.

- **Focused Effort:** An Immortal can, as a free action, invest 1 or more TQP to augment (+1 per TQP) any die-roll based check (attack/save/skill/level etc).

- **Null Presence:** The Immortal can drain all his TQPs as a free action and become undetected by other Immortals. This does not hinder his ability to detect others, though.

He may also suppress his TQP recovery as a silent act of will.

- **Quickening Air:** Each TQP spent as a free action allows an Immortal to go about without air for 10min.

- **Quickening Heal:** As a move action that provokes AoOs, the Immortal may heal [1d8+1] HP per TQP spent. He may spend any amount of TQP as he sees fit in a single move action.

- **Quickening Vitality:** The Immortal can raise any of his physical ability scores, +1 per TQP, for 1min +1min/TQP, to a maximum equal to his Wis-mod.

- **Touch the Untouchable:** By investing 5 TQPs, an Immortal can, as a move action that doesn't provoke AoOs, imbue a single weapon with the *Ghost Touch* property for 1d6+6 rounds.

Temporary Quickening points are replenished at a rate of 1 per 6 hours while awake and 1 per hour while sleeping.

Immortality, Beheading & Resurrection:

Upon losing his head, an Immortal truly dies. However, like every other living being on the material plane, an Immortal may also be revived.

When an Immortal is raised from the dead, since he's lost all of his Quickening, he's brought back as a mortal. Only when he dies a violent death once more does he regain his Immortal status, but he starts all over again, having no more Quickening than his true age would provide, but years past during his previous immortality are counted.

Discovering Quickening powers:

Very few Immortals know all Quickening powers.

The maximum amount of TQPs an Immortal can put into the activation of a Quickening power is capped by 1/2 his HD (rounded up). This means that some powers are beyond the majority of Immortals and that other powers cannot be utilized to the fullest.

An Immortal begins his Immortal career knowing a single Quickening power that can be activated with but 1 TQP.

If a situation arises where another power is critically needed for his survival, there's a 1% chance for the Immortal to invoke it out of pure instinct.

One Immortal can teach another Quickening abilities, but such a thing should require months at least.

The Rules of the Game

Holy Ground Highlander! Remember what Ramirez taught you!

- Kurgen

Losing Quickening:

Actions that violate the rules of the game - even indirectly - drain Immortals' Quickening pool. Quickening drain, however, cannot bring an Immortal's Quickening pool below 1.

The violations and their consequences are as follows:

- Intentionally exposing the Game to a mortal results in a loss of 1 Quickening point. This loss can be prevented if the Immortal truly believes that the mortal can be trusted not to expose the Game.

- The use of any ranged weapons and/or spells in an Immortal duel is a dishonorable act. The offender loses 1 TQP per attack made using a ranged weapon.

- It might seem like the perfect opportunity for another Immortal to stand by while two Immortals duel to the death and claim the winner's head. However, until an Immortal fully recovers from the ordeal, if s/he's beheaded, his Quickening dissipates rather than discharge and the violator of the game rules is immediately and permanently drained of 1d6 points of his Quickening pool. Disowning an Immortal of his Quickening is dishonorable, but doesn't break the rules of the game, given another Immortal manages to knock him out cold with a single attack before the Quickening storm begins.

- Teaming up against another Immortal (i.e. two or more on one) has the same effect as the above, only both 'team-mates' suffer the consequences.

- Attacking on holy ground results in a loss of 2d4 point on the attacking Immortal's side and 1d4 points on the defending Immortal's side. The defending Immortal can make a Will save vs. DC 30 to avoid the loss. Furthermore, this violation renders the perpetrator marked and exposed to other Immortals teaming up against them - without the usual team-up consequences - with the "beheader" claiming the perpetrator's Quickening.

Dark Quickening:

On extremely rare cases when a Quickening is received, an Immortal may fall prey to a particularly powerful madness and betray everything he stands for.

If the beheaded Immortal is CE and the receiver of his Quickening is LG, there is a 1% chance that the conflict is too great and the receiver's soul is corrupted.

From this point and on, the receiver must make a DC 20 Will save whenever he's in a situation that would require of him any degree of tolerance toward someone else's actions or words.

If he fails, he immediately attacks his "offender" (not necessarily to the death).

Furthermore, each morning a DC 20 Will save must be made. If the save fails, the Immortal's conscience is completely nullified for that day.

In any rate, the Immortal is constantly on an out-of-combat-context state of confusion regarding who his friends are and who his enemies are. Furthermore, a victim of a Dark Quickening by nature suffers from depression and bursts of suicidal tendencies.

If the afflicted Immortal's Quickening is taken by another, the transition is automatically a Dark Quickening.

The affliction of Dark Quickening cannot be cured by mortal magic. It cannot even be averted via *Miracle* spells, given the gods disavow the existence of Immortal state (though this doesn't mean an Immortal cannot be a cleric), so they would not lend a hand or intervene in such cases.

There is but one way to end the cycle - from within. The afflicted Immortal must be brought to (or accidentally end up in) a one of a kind healing spring that's designed specifically for performing an ancient ritual of self-cleansing. In this sanctuary the Immortal must fast from sunrise to sunrise. Then, for the next 3 days the Immortal must battle his evil half in the domain of his own mind. At the culmination of the process, the Immortal must make an **unmodified** Will save vs. DC 25. If he succeeds, the affliction is lifted and he's forever rendered immune to such taint. If he fails, he's forever lost to the darkness.

Watchers

I'm a Watcher, part of a secret society of men and women who observe and record, but never interfere. We know the truth about Immortals. In the end there can be only one.

- Joe Dawson

"Watcher" is an acquired template that can be added to any living creature (referred to hereafter as the base creature). Most Watchers are humanoids, fey, or monstrous humanoids. A Watcher uses the base creature's stats and abilities except as noted here.

Membership: Mortals from all walks of life.

Challenge Rating: Same as the base creature +1

Special Qualities: Evasion and Track as a Ranger

Ability Scores: +2 to Intelligence and a +2 to Dexterity

Skills: +2 to all Knowledge skills and they become class skills

Feats: 1 Bonus Feat

Organization: Secret Society

Description:

A secret organization, whose main objective is to keep records and histories on all supernatural creatures and events.

The Watchers are divided into many different branches that oversee various supernatural events and creatures. **There is a separate branch that specializes in recording the lives and events of the Immortals.**

This branch of the Watchers usually does not interfere with the events in an Immortals life or the Game; but from time to time, they have been known to enforce the rules of the game.

They prefer to remain in the background, observing and recording the events, but they will take action to protect the secrets they hold. They will also interfere if the need arises. Now this "need" is open to interpretation and it could be used for good, as well as for evil.

Immortal Skills:

"It's because you think I'm English. It's my accent. Now, I don't have to be English, I can be...Russian."

"You don't know anything about me!"

- Methos

The following are skills for Immortals and Watchers.

Knowledge: Immortals (Int. trained only)

This skill can use for knowledge of the "Game" and of Immortals.

Description: This skill is given free to all Watchers, but it can also be bought by Immortals.

Check: The skill is check whenever you wish to know a piece of information on Immortals.

Action: Standard Action

Try Again: There is no retry for this skill until the user increases the skill rank.

Special: Simple information is at a DC of 15 + DM modifier. If specific personal information on an Immortal is need, it has a DC of 20 + the hit dice or level of the Immortal.

Knowledge: Watcher (Int. trained only)

This skill gives basic knowledge of Watcher society.

Description: A Watcher's identity, personal information, and/or possibly his location, can be found out.

Check: The skill is check whenever you wish to know a piece of information on the Watchers.

Action: Standard Action

Try Again: There is no retry for this skill until the user increases the skill rank.

Special: Simple information is at a DC of 15 + DM modifier. If specific personal information on an Watcher is need, it has a DC of 20 + the hit dice or level of the Watcher.

Quickening Traits:

I don't sleep with virgins, and I don't kill children.

- Xavier St. Cloud

Traits can be acquired after the Immortal's First Death (5%) or by taking another Immortal's Quickening (1%).

Addicted to Quickening:

The Immortal is addicted to the power of the Quickening.

He will go out of his way to make "the kill", almost regardless of what the situation is.

Benefit: +4 to saves vs. fear.

Immortal Fanaticism:

The Immortal enjoys defining death, doing painful stunts, or any other dangerous stunt.

This could very easily bring unwanted attention to the Immortal from any number of sources.

Benefit: +4 to saves vs. fear.

Strong Quickening:

The Immortal doubles his area of influence, but he's Quickening is so strong, that supernatural creatures can also feel it. This sense doesn't tell the other creature what the Immortal is, but the ominous feeling he transmits makes it clear that this person is different.

Note: the above are mere examples. There could be many traits - they're fine as long as their penalties and benefits more or less cancel each other out.

Quickening Items:

It's a kind of magic.

- Connor Macleod

There are a handful of strange items that somehow affect Quickening or have powers that are Quickening-oriented.

No one knows where they came from, how they came to be, or how old they are. One thing about them has always been persistent – they're always unique.

Methuselah Stone

History

The Methuselah Stone is mystical talisman, said to be able to grant Immortality to mortals and/or grant power to an Immortal.

Description

The Methuselah Stone is a clear piece of crystal that is very similar to a diamond, but is very fragile. If damaged, the stone will splinter into 20 crystal shards known as "Quickening Crystals".

Fortunately, if the Methuselah Stone is broken up, the Quickening Crystals will reattach to each other. This can only happen if "the crystal puzzle" is assembled correctly.

Powers

If carried by a mortal for 24 hours straight, as long as it is on his person and for 24 hours later, should he die a violent death, he becomes a fledgling Immortal.

If carried by a Immortal for 24 hours straight, as long as it is on his person and for 24 hours later, his Quickening would not be released even if he's decapitated. He gains regeneration 10 and his severed head would reattach instantly to the neck if the two are brought together. Only total obliteration bypasses this protective power.

Dagger of Quickening-Vampirism

History

This fearsome weapon has been now and again used against Immortals for millennia to drain them of their power.

Description

This exquisite parrying dagger is made of Mithral and is perfectly design for the Main-Gauche.style.

Powers

This vorpal +3 blade of quickness drains an Immortal of 1d4 Quickening points upon a successful strike. The victim is allowed a Fort save vs. DC 20 to lose TQPs rather than has his Quickening pool permanently drained.

In any rate, the attacker gains whatever the victim loses, but TQPs accumulation that passes the wielder's maximum Quickening pool dissipates after 1 hour if not used.

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