



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

A diagram consisting of ten horizontal lines arranged vertically. To the right of each line is a group of five small circles.

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_____

SELECTED RULES

"Immortals can only increase Quickening by taking another immortal's head. When they have successfully finished their opponent, they gain the opponent's level in Quickening x 2 in "Quickening Experience" The experience cost for increase in an immortal's Quickening is equal to her current rating x 6, half of which is normal experience, and half of which is Quickening experience. This is the only way to increase Quickening. The victor also gains one point in an ability, for each point of Quickening the loser had. These ability points come from the knowledge of the loser, and must be placed in abilities that the loser had at a higher level than the victor. If the victor has higher scores in every ability of the loser, the victor gains nothing."

Numinia and other traits (except faith) can also be gained.

Age - Trait	100-250	251-500	501-1000	1001-1500	1,501+
	Experience Cost				
New Ability	3	4	5	6	7
Virtue	CRx2	CRx3	CRx3	CRx4	CRx4
Ability	CRx2	CRx2	CRx2	CRx3	CRx3
Attribute	CRx4	CRx4	CRx4	CRx5	CRx5

(CR = Current Rating)

- Vampires gain no sustenance from drinking the blood of an immortal, and cannot kill him by doing so (although they can drive the immortal to incapacitated). The blood is worthless to them. Nor can an immortal be Embraced and become a Vampire.
- Mages cannot use Prime effects to remove Quintessence from an immortal, or to destroy it (a la Flames of Purification, Prime 4). An immortal's pattern is immutable. The immortal gains his Quickening in automatic countermagic successes to resist any Prime effect directed against him. The one exception is when an immortal loses his head: if a Mage with talent in Prime is present, he can in fact potentially become the "victor", stealing the loser's Quickening as Quintessence (one point of Quintessence per point of Quickening), and gaining a point of the winner's as well. The Mage rolls his Prime versus the winner's Quickening in a contested roll. The Mage gains no ability from the experience, but the 'winner' still loses one point in some ability.
- Likewise, Immortals are practically immune to any effects of the Life sphere, or the healing discipline of Obeah (see Mage and the Vampire Player's Guide, respectively), whether the effect is beneficial or not. Assume their Quickening in automatic successes, to resist any effect or counter any successes rolled against them.
- An immortal's mind, spirit, and body are tightly held by their Quickening. Although mind effects (the Mind sphere, Dominate, or Presence) may affect the immortal, his mind cannot be pulled from his body, nor may his spirit be removed without his head being removed first. This is not a contested roll, this is automatic.
- 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 recognize and obey him.

Immortals and...

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 realize 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 Ghouléd, as consuming vampire blood has no effect on them. A Pre-Immortal can be Ghouléd 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.

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 upon the moment that they first die, but its nature is fixed and it cannot utilize 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 cannot become a Wraith unless 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.

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 lived have left many of the jaded, an incapable of experiencing wonder.

Kithain

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

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.