

Immortals



by Thor Thorson Jr.



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The Four Horsemen

The Four Horsemen were immortals that were the inspiration for the biblical Four Horsemen of the Apocalypse. They terrorized two continents during the Bronze Age: murdering, burning, and raping. This band of marauders were Kronos, Methos, Silas, and Caspian.

Kronos



Kronos was the leader of the Four Horsemen, and was rumored to represent the aspect War. It was he who instituted the two rules that 1) all the Horsemen were to share all spoils of war equally, and 2) never was one brother to turn against another. All was well with their pact until the Horsemen destroyed the tribe of latent-immortal Cassandra, and Methos took her as his slave and concubine.

When Kronos confronted Methos about this apparent lack of cooperation, Methos acquiesced, and Kronos ended up with a dagger in his side for his trouble. As Cassandra escaped into the desert and Methos did nothing to stop her, the days of the Four Horsemen were soon numbered. Shortly thereafter, the band disbanded, due to dissension within the ranks.

It wasn't until 1996 AD that Kronos was able to reconstitute the Four Horsemen. This reunion was short-lived, through the efforts of Duncan MacLeod, and Methos.

Kronos, played by Valentine Pelka

"Once we rode out of the sun, bringing death at the point of a sword. There was no man, and no immortal, who could stand before us."
- Kronos (Revelation 6:8)

Born: c. 4500 BC

First Death: c. 4463 BC

Status: Deceased (beheaded by Duncan MacLeod, 1996 AD)

Nature: Director

Demeanor: Autocrat

Physical: Strength 3, Dexterity 3, Stamina 4

Social: Charisma 3, Manipulation 5, Appearance 3

Mental: Perception 5, Intelligence 4, Wits 5

Talents: Alertness 4, Awareness 3, Brawl 5, Dodge 4, Intimidation 6, Intuition 6, Streetwise 3, Streetwise 3, Subterfuge 3

Skills: Drive 2, Firearms 3, Leadership 6, Melee 7, Riding 3, Stealth 4, Survival 3

Knowledges: Hearth Wisdom 2, History 4, Investigation 2, Medicine 4, Occult 2, Politics 1, Science 4

Backgrounds: Allies 4, Arcane 3, Memory 4, Resources 4, Status (Four Horsemen) 5

Quickening: 9

Willpower: 10

Weapon: Custom Broadsword (difficulty 6, Str+4 = 7 dice)

Methos



As a member of the Four Horsemen, Methos was known as Death. Through the years Methos has known many historical figures through his many aliases, and his most recent alias, a Watcher Researcher.

During his time as a Horseman, Methos provided invaluable tactical advice to his fellow Horsemen, and Kronos in particular. He always felt that to go up against Kronos was a losing proposition, and it wasn't until he took the latent-immortal Cassandra as his slave that he was able to leave the band.

With the help of Duncan MacLeod, they were able to bring down the Four Horsemen permanently.

Methos, played by Peter Wingfield

Methos: *"Silas. For two thousand years we have lived without this. We have lived without the blood, the fear, the power."*

Silas: *"And for two thousand years I have dreamed of the day when we would ride again!"* Smiles. *"Like you always said, Methos: we live, we grow stronger. And then we fight."*

- Methos and Silas (Revelation 6:8)

Born: c. 4500 BC, Egypt

First Death: c. 4462 BC

Status: Alive

Nature: Survivor

Demeanor: Pedagogue

Physical: Physical: Strength 3, Dexterity 3, Stamina 2

Social: Charisma 3, Manipulation 3, Appearance 3

Mental: Perception 3, Intelligence 3, Wits 4

Talents: Alertness 4, Awareness 2, Brawl 3, Carousing 3, Dodge 3, Intuition 3, Streetwise 2, Subterfuge 2

Skills: Drive 3, Etiquette 3, Firearms 2, Melee 5, Ride 2, Stealth 3, Survival 5

Knowledges: Academics 2, Bureaucracy 3, Computer 3, Finance 3, Hearth Wisdom 2, History 4, Investigation 3, Linguistics 4, Medicine 4, Occult 2

Backgrounds: Allies 2, Arcane 4, Contacts 2, Immortal Lore 4, Resources 5, Status (Four Horsemen) 4

Quickening: 7

Willpower: 10

Weapon: Broadsword (difficulty 6, Str+4 = 7 dice)

Silas



As a member of The Four Horsemen, Silas was known as Pestilence. When the Horsemen would raid a village, Silas and Caspian would inevitably bicker and fight over their share of the spoils, with Kronos mediating.

After the Horsemen disbanded, Silas was later found in the Ukraine leading a solitary life, but he always wanted to reunite with his brothers-in-arms, and in 1996 AD, his dreams were realized.

This reunion was shortlived. Silas would witness Caspian losing his head to Duncan MacLeod, with Methos taking his a short time later.

Silas, played by Richard Ridings

"I don't like this killing from a distance. I like to feel my axe in my hands, look into my enemies' eyes before I strike."

- Silas (*Revelation 6:8*)

Born: c. 3950 BC

First Death: c. 3910 BC

Status: Deceased (beheaded by Methos, 1996 AD)

Nature: Survivor

Demeanor: Traditionalist

Physical: Strength 5, Dexterity 3, Stamina 3

Social: Charisma 3, Manipulation 3, Appearance 3

Mental: Perception 4, Intelligence 3, Wits 3

Talents: Alertness 6, Athletics 4, Awareness 5, Brawl 5, Carousing 6, Dodge 4, Intimidation 4, Intuition 2, Streetwise 5, Subterfuge 3

Skills: Archery 2, Drive 2, Leadership 2, Melee 7, Repair 5, Ride 3, Security 3, Stealth 5, Survival 6

Knowledges: Hearth Wisdom 2, History 4, Linguistics 2, Occult 2

Backgrounds: Allies 4, Arcane 5, Fame 3, Memory 5, Resources 2, Status (Four Horsemen) 4

Quickening: 7

Willpower: 7

Weapon: Battle Axe (Difficulty 7, Str + 6 = 11 dice)

Caspian



As a member of The Four Horsemen, Caspian was known as Famine, for uncounted centuries. The band was later torn asunder shortly after the sacking of latent-immortal Cassandra.

During his stint with The Four Horsemen, Caspian and Silas constantly bickered over everything, which resulted in Kronos mediating between the two.

Later, after the dissolution of The Four Horsemen, Caspian eventually was incarcerated in an asylum for the criminally insane, due to human remains discovered in his residence in Romania.

After he was released through the efforts of Kronos, Methos, and Silas, they began to plan the subjugation of the world. While Methos was meeting with Duncan MacLeod, Kronos, Silas, and he recaptured Cassandra.

Caspian lost his head and his Quickening to Duncan MacLeod in 1996 AD. While Silas returned to Kronos' lair with Caspian's sword, MacLeod trailed the Horseman, and together with Methos, ended the reign of the Horsemen forever.

Caspian, played by Marcus Testory

"Four guys on horseback. Wild masks. They'll think we're in a circus."

- Caspian (*Revelation 6:8*)

Born: c. 3900 BC

First Death: c. 3865 BC

Status: Deceased (beheaded by Duncan MacLeod, 1996 AD)

Nature: Monster

Demeanor: Deviant

Physical: Strength 3, Dexterity 3, Stamina 3

Social: Charisma 4, Manipulation 4, Appearance 2

Mental: Perception 4, Intelligence 2, Wits 4

Talents: Acting 4, Alertness 3, Athletics 3, Awareness 3, Brawl 3, Carousing 3, Dodge 3, Intimidation 5, Intuition 4, Streetwise 3

Skills: Animal Ken 2, Archery 2, Drive 2, Leadership 2, Melee 6, Ride 5, Security 2, Stealth 2, Survival 6

Knowledges: Bureaucracy 2, Computer 2, Hearth Wisdom 2, History 3, Law 3, Medicine 4, Occult 3

Backgrounds: Allies 4, Arcane 4, Memory 3,

Resources 3, Status (Four Horsemen) 4

Quickening: 8

Willpower: 6

Weapon: Sabre (Difficulty 6, Str + 4 = 7 dice)

Rivals of Duncan MacLeod

Grayson



Born Claudianus in Dacia, Grayson would eventually become second in command behind the great Immoral general Darius. The two of them conquered most of Europe until Darius fought victoriously against an Immortal that was thought to be the oldest at the time outside of Paris, France.

When Darius returned to his army, he disbanded it, thus driving a wedge between the two of them. Grayson would spend the rest of the centuries devising ways to provoke Darius into meeting him in combat.

By 1993 AD, Grayson is a successful arms merchant. With his eyes on the elimination of Darius' latest protégées, Victor Paulus, he was thwarted by Duncan MacLeod. After a long duel, Grayson lost his head and his Quickening to Duncan MacLeod at a sulphur factory in Seacouver, Washington.

Grayson, played by James Horan



Antonius Kalas

"I shall hunt down your protégées one by one until you sicken of it and come out of sanctuary to fight me."

- Grayson (*Band of Brothers*)

Born: 325 AD

First Death: 365 AD

Status: Deceased (beheaded by Duncan MacLeod, 1993 AD)

Nature: Director

Demeanor: Bravo

Physical: Strength 3, Dexterity 3, Stamina 2

Social: Charisma 4, Manipulation 3, Appearance 2

Mental: Perception 3, Intelligence 3, Wits 2

Talents: Alertness 4, Awareness 2, Empathy 2, Intimidation 5, Streetwise 4, Subterfuge 3

Skills: Etiquette 2, Leadership 5, Melee 5, Security 3

Knowledges: Bureaucracy 3, History 3, Investigation 2, Law 2, Occult 3, Politics 3

Backgrounds: Allies 4, Arcane 3, Contacts 4, Influence 3, Memory 4, Resources 5

Quickenings: 8

Willpower: 10

Weapon: Kris Broadsword (Difficulty 6, Str + 4 = dice)



Antonius Kalas, was a former monk with an angelic voice that was expelled from the monastery that he and his mentor founded, due to his ambushing of Immortals after they had left Holy Ground, thanks to Duncan MacLeod's exposure. Vowing vengeance against MacLeod, he would bide his time.

Losing his singing voice from a cut to his neck from MacLeod's katana in an encounter with MacLeod in the 1920's; Kalas

would found an illegal drug cartel, master counterfeiting and forgeries, and learn as much of his nemesis as he could. He manipulated Duncan's lover into believing that MacLeod was dead after an encounter in Seacouver, Washington, and took Hugh Fitzcairn's head and Quickening in front of MacLeod in Paris.

He attempted to track down Methos so that he would be invincible, but was thwarted by the Watcher, Adam Pierson, and was imprisoned for the murder of another Watcher. Amanda broke him out of prison, but he overpowered her.

When Kalas discovered that a database of all Watcher information on Immortals was in existence, he quickly acquired it. Giving MacLeod an ultimatum to sacrifice himself, or the whole world would learn the truth about them, MacLeod met him on the top of the Eiffel Tower and Kalas lost his head and Quickening to MacLeod. In the resulting lightning storm, the Watcher database was destroyed, thus preventing Kalas from revealing the existence of Immortals to the world.

Antonius Kalas, played by David Robb

"You do not know what you have done. But you will"

- Kalas (*Song of the Executioner*)

Born: 369 AD

First Death: 408 AD

Status: Deceased (beheaded by Duncan MacLeod, 1995 AD)

Nature: Sadist

Demeanor: Perfectionist

Physical: Strength 3, Dexterity 3, Stamina 2

Social: Charisma 3, Manipulation 3, Appearance 2

Mental: Perception 3, Intelligence 3, Wits 3

Talents: Acting 2, Alertness 3, Awareness 3, Dodge 2, Intimidation 2, Intuition 2, Larceny 6, Streetwise 3, Subterfuge 3

Skills: Drive 2, Etiquette 3, Melee 6, Performance 5, Stealth 3, Survival 4

Knowledges: Computer 3, History 4

Backgrounds: Allies 2, Arcane 3, Contacts 3, Fame 3, Influence 2, Memory 2, Resources 5

Quickening: 8

Willpower: 10

Weapon: Hand-and-a-half Bastard Broad-sword (Difficulty 6, Str + 5 = 8 dice)



Allies of Duncan MacLeod

Cassandra



Born during the Bronze Age in the Arabian desert, Cassandra was massacred along with her village when The Four Horsemen raided it. Taken as a slave and concubine, by Methos, she would eventually be given to Kronos without a fight. However, she would take the opportunity to escape from the Four Horsemen after stabbing Kronos.

Millenia later, she would meet Duncan MacLeod, in her guise as "The Witch of Donan Wood" when he was just a teenager. Protecting him from her former pupil, she would leave an indelible impression on the latent-immortal.

In 1996 AD while tracking Kronos in Seacouver, Washington, she would come across her former captor, Methos. Later in Bordeaux, France, she would be captured again by the reunited Horsemen while MacLeod was meeting Methos.

After MacLeod and Methos dispatched Kronos and Silas respectively, Cassandra would pick up Silas' axe, so that she could finish off Methos, in order to sate her desire for vengeance. Wanting Methos to live with the consequences of his being a Horseman, MacLeod prevented Cassandra from taking his head. Cassandra would stalk off in anger.

Cassandra, played by Tracy Scoggins

Only a Highland child, born on the winter solstice, who has seen both darkness and light, can stop him. A child and a man."

- Cassandra (*Prophecy*)

Born: 1000 BC, Arabian Desert

First Death: 963 BC, The Four Horsemen

Status: Alive

Nature: Loner

Demeanor: Fanatic

Physical: Strength 2, Dexterity 2, Stamina 3

Social: Charisma 3, Manipulation 2, Appearance 3

Mental: Perception 2, Intelligence 2, Wits 3

Talents: Alertness 4, Awareness 4, Dodge 2, Empathy 5, Intuition 3, Streetwise 2, Subterfuge 2

Skills: Etiquette 2, Melee 4, Ride 2, Stealth 2, Survival 3

Knowledges: Hearth Wisdom 4, History 3, Medicine 4, Occult 5

Backgrounds: Allies 3, Arcane 4, Fame 2, Memory 3, Resources 4

Numina: Clairvoyance 3, Psychic Hypnosis 6*

Quickening: 7

Willpower: 10

Weapon: Frankish Broadsword (Difficulty 6, Str + 4 = 6 dice)

* The extra dot in the Psychic Hypnosis Numina allows Cassandra to compel (target may make an opposed Quickening roll, if Immortal, Difficulty 8; if not Immortal, Willpower Difficulty 9) to obey the compulsion.

Amanda



A master thief, there is no job too difficult for this beautiful, cunning, sly, and manipulative Immortal. Born in 820 AD in St. Anne, Normandy, she experienced her first death while she was stealing food from plague victims, but was saved from having her body burned by her mentor, Rebecca Horne.

Through the centuries she has flitted throughout the world, stealing as she went. Never malicious to her would-be victims, and never targeting good-natured folk, she typically would only target banks, museums, and the obscenely rich and wealthy.

Enamored with Duncan MacLeod from the time they first met in Florence, Italy in 1635, she has been a source of irritation and chagrin for MacLeod through the centuries, but it has been the loyalty and affection to MacLeod that has kept Amanda a faithful friend and sometimes lover.

Amanda, played by Elizabeth Gracen

"Why won't you believe me? I've never seen those guys before in my life."

- Amanda (*The Return of Amanda*)

Born: 820 AD

First Death: 850 AD

Status: Alive

Nature: Rogue

Demeanor: Rebel

Physical: Strength 2, Dexterity 3, Stamina 2

Social: Charisma 3, Manipulation 2, Appearance 3

Mental: Perception 3, Intelligence 3, Wits 2

Talents: Acting 3, Alertness 3, Athletics 3, Awareness 2, Carousing 2, Empathy 3, Intuition 3, Larceny 6, Streetwise 5

Skills: Drive 2, Etiquette 3, Melee 5, Performance 3, Stealth 5, Security 4, Survival 3

Knowledges: Bureaucracy 2, History 2, Investigation 1

Backgrounds: Allies 3, Arcane 3, Contacts 2, Resources 4

Quickening: 6

Willpower: 6

Weapon: Broadsword (Difficulty 6, Str + 4 = 6 dice)

Hugh Fitzcainr



Hugh Fitzcainr was a carefree man. Well loved by his friends, among them Duncan MacLeod, he was the life of every party and could charm any lady in the room. He and

Duncan were the closest of friends, and lived his life, usually in the stickiest of situations. Early in their friendship, they each taught themselves to read, and as such would go to the ends of the earth to aid the other.

Fitz's life came to a premature end when Antonius Kalas, who was attempting to destroy all those that MacLeod held dear, set his sights on Fitzcairn. Kalas took Fitzcairn's head and Quickening as MacLeod looked on.

Hugh Fitzcairn, played by Roger Daltrey

"I know my countenance is pleasurable to the eye, but can't we discuss this? You'll find me a friendly sort of chap once you get to know me."

- Hugh Fitzcairn (*The Hunters*)

Born: 1190 AD

First Death: 1224 AD

Status: Deceased (beheaded by Antonius Kalas, 1995)

Nature: Bon Vivant

Demeanor: Trickster

Physical: Strength 3, Dexterity 2, Stamina 3

Social: Charisma 3, Manipulation 3, Appearance 2

Mental: Perception 3, Intelligence 3, Wits 3

Talents: Alertness 3, Brawl 3, Carousing 3, Dodge 2, Empathy 3, Intuition 2, Streetwise 3, Subterfuge 4

Skills: Drive 2, Etiquette 3, Firearms 2, Leadership 2, Melee 5, Ride 2, Stealth 2, Survival 2

Knowledges: Academics 1, Finance 3, History 2

Backgrounds: Allies 3, Arcane 3, Memory 2, Resources 3

Quickening: 5

Willpower: 6

Weapon: Broadsword (Difficulty 6, Str + 4 = 7 dice)

Darius



Darius was a Catholic priest for many centuries, but wasn't always one. He was a general of the Goths that had conquered much of Europe, when he met the oldest Immortal alive at the time at the gates of Paris. Darius came out the victor, but the Quickening changed him. He disbanded his armies and took to Holy Ground in Paris, earning the enmity of his student, Grayson. He changed the attitudes of multitudes towards war, including Duncan MacLeod.

Darius was murdered on Holy Ground by renegade Watchers, led by James Horton. These Hunters deplored the concept of a being that could set themselves as eternal kings and queens. Darius' death had a profound impact on MacLeod, who spent many days attempting to track down those responsible.

Darius, played by Werner Stocker

"Weapons have no dominion over the souls of men!"

- Darius (*Band of Brothers*)

Born: 50 AD

First Death: 95 AD

Status: Deceased (beheaded by James Horton and Renegade Watchers, 1993 AD)

Nature: Martyr

Demeanor: Penitent

Physical: Strength 3, Dexterity 2, Stamina 3

Social: Charisma 3, Manipulation 4, Appearance 3

Mental: Perception 3, Intelligence 3, Wits 3

Talents: Alertness 3, Awareness 3, Brawl 2, Intimidation 2, Intuition 3, Streetwise 2, Subterfuge 3
Skills: Animal Ken 3, Leadership 4, Melee 5, Ride 3, Survival 4
Knowledges: Academics 4, Hearth Wisdom 3, History 5, Occult 3, Science 2
Backgrounds: Allies 3, Arcane 3, Influence 5, Memory 5
Quickening: 7
Willpower: 10
Weapon: None

