

Immortal

Immortal (Hero)

Background:

No one knows who the immortals are or what their purpose maybe. This group of men and women are broken into 2 factions. Good and Evil. Each fighting to win the prize. The prize will be awarded at the time and place of the gathering. No one knows what this prize is. The place of the Gathering is Mist Island.

These heroes have a code handed down through the ages: These codes are very strict and only between immortals:

- You can never engage in mortal combat with another immortal on holy ground, good or evil. This usually causes a cataclysmic event killing all involved.
- You always fight your own battles with other immortals. If you team up to kill another immortal this will bring dire consequences.
- Immortals all know the great loss if another immortal dies and his quickening is not taken. This happens if a non-immortal takes an immortals head, whether by accident or willful. This is by far the biggest sin against either side of the immortal battle and it will bring the wrath of every immortal.
- The secret of being immortal is very important. There are those that believe this is a type of undead and some in each race that are very watchful for those who defy death. Orcs really hate these guys.

Characteristics:

Immortals tend to be patient as they live very long. Many have lives of great adventure and have collected many relics and artifacts over the years. Many are well educated and have money stashed away in secret places.

Required to become an Immortal

Only a few races have Immortals: Halflings, Humans, Orc, Goblin and one other.

This can only be acquired at birth, and is not known by the player.

You must die, but not of natural causes or suicide, to become an immortal.

You can never abandon this path once you have started on it.

The Quickening: When you take (cut off) the head of another immortal, you go through a spiritual cleansing. This is very painful and leaves you fatigued III for 3 rounds, Fatigued II for 2 more rounds and Fatigued I for 1 more round. Then you are normal. The cleansing is a storm that prevents combat for 120' in every direction. The storm lasts 2 rounds for every rank of your victim. Your vitality and wounds completely heal during the quickening and you gain two CP per rank of the immortal you killed.

If you die of natural causes before any other death, you are dead. Immortals get no *God Call*.

Immortal Requirements & Benefits

Rank	Requirements	Benefit
1	See above	Age Suspension, Regeneration, Trained in Cutting weapons
2	Take 5 heads	Animal Empathy, Sense Motives, Pain
3	Take 15 heads	+1 Constitution, Cultures, Conditions
4	Take 25 heads	+1 Intelligence and Command, Danger Sense
5	Take 35 heads	+1 Wisdom and Command
Spec	Take the last Immortals Head.	The Prize

Immortals cannot restore permanent CP losses, ever. Further, if killed by a CP drain you will come back as you were at day 1, rank 1 of being immortal. This will happen in 24 hours. If you become undead (Undead Curse), you lose 25 points from your Personality Profile (Morality) numbers; you divide them up as you wish. You do not take on the undead template.

Undead will never attack an evil Immortal.

Age Suspension: Each head you take stays off aging for a number of years = to the rank of the immortals head, you took.

Regeneration: You regenerate wound points. Each round you are wounded you gain back a # of wounds = to your immortal rank. Further, all bleed & wounding effects only last two rounds then they stop. Finally, any lost sense or organ will regenerate over a month's time but limbs will not.

Animal Empathy: You can use all of your social skills with animals. Animals with no intelligence will only understand rudimentary instructions.

Sense Motives: This ability removes your skill cap and your result cap of your Sense Motive skill. Further, you gain "Trained and Specialized" in Sense Motive. Finally, any time you spend an action die on a Sense Motive check and your 2d10 die roll is 4 or less you get the action die back.

Pain: You now have a higher pain threshold. All pain conditions are one less for you.

Cultures: You gain 3 points to your cultures skill for every head you take from now on.

Conditions: Most physical conditions are easier for you to shrug off. Poisons and diseases when a resist check is required you can roll a second time and take the better check. Further, fatigue effects are recovered at 2x the normal speed.

Danger Sense: When things happen around you that work against you, you gain a sense of it. When you seek to discover it and attempt a skill check, you gain a free Action Die check to do so. This Action Die is = to your own, it can explode as normal.

Death: After you have become an immortal and you die again, you will rise again in 6 hours minus 1 hour for every rank of immortal, you are.

The Prize: Like I would tell you! You will have to fight for the prize to find out what is in the prize.