Highlander (The Movies and Series) Jump
Version 0.04
(Jumpchain Compliant)

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Highlander:

"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 Sánchez Villa-Lobos Ramírez

In 1985, an Immortal known as Connor MacLeod living in New York, under the guise of an antiques dealer is challenged by another immortal in a parking garage. Some police detectives get involved and history's tale of a man who lived for longer than his time begins to be told.

2024, an alternate dimension, the ozone layer has become depleted. Connor MacLeod. Immortals are aliens from the planet Zeist? Wait, that was taken out of the Director's cut and ignored by subsequent movies? Okay so the only pseudo-canonical event is MacLeod facing a powerful immortal named Katana and killing him and fighting the power to take down an artificial ozone layer since Earth has replenished itself from an Evil Shield Corporation.
Good luck Understanding any of this.

Back in 1994, an Alternate dimension's sequel to the first Highlander movie events is a walk down memory lane as Connor MacLeod deals with his retirement from the Game being interrupted by three Immortals, lead by Kane, who, due to being stuck under a heavy rock in a cave after they tried to take an Immortal Japanese sorcerer's life come after him. One dies, of course, reinvigorating MacLeod as he fights Kane. Who will win this struggle for the Prize?

The Year 2000, Duncan and Connor Macleod, come out of the shadows of history once more to face a powerful immortal. A man who has killed over 600 immortals in his time. In the end, Connor gives up his life and powers to Duncan, so his spirit may help strike the final blow to take their enemy's head. Will that happen I wonder?

Know Jumper, these are The Rules:

- Engaging in combat on Holy Ground is forbidden.
- Once a battle has begun, interference is not allowed.
- Combat is limited to one on one.
- Combat should be in secret and not in front of a witness.
- Only bladed weapons can be used (IE no ranged, explosive, or projectile weapons.)
- *"In the end, there can be only one."*
- *This doesn't mean any of the above rules can't be bent or broken by cheaters who like things like poison, gas but Immortals pass on stories of "consequences" which await those who do break the rules. Pompeii was a historical fact you know.*
- *For those unsure of the setting, The only ones of the above that are Rules with a capital R are - Fighting on holy ground is absolutely forbidden (see pompei) and there can be only one. The rest are more of a code of conduct between immortals, not actual Rules of the game.*

Good Luck, you'll need it to keep your head...but just in case luck isn't enough, take these: +1000CP

Barring any Drawbacks, you'll be here ten years.

Location: *Choose which verse/dimension you wish to be in freely.*

- **[1985, New York]** The Events of the Original Film
- **[2024, New York]** The Events of Highlander II

- **[1994, New York]** The Events of Highlander III
- **[1992, Varies]** Highlander the Series and the Raven
- **[2000, New York]** Highlander: The Endgame

Origins:

A Drop In may choose any origin as a base for perk discounts, you just don't get any new memories or attachments. Additionally, Bonus Histories can only be acquired by their preceding Origin.

[Free] Mortal:
You are a flesh and blood mortal, doomed to only one life. One that allows you to grow old and frail. Whether you grew up somewhere or were dropped into a bay of water. Your life is your own, and relatively safe...Right?

- Age: *1d8 + 15 [years]*

[Free] Watcher/Hunter:
You a Watcher, son. Be careful you are not discovered.
[200 CP Bonus History] ***Assistant for The Game:***
This is odd. One day you were a Watcher, the next day you wake up as an Observer to The Game. The life and Death Struggle that Immortals play gaining your own Immortality and access to the Quickening. Was it a demon, or angel, or some other cosmic force which helped you gain these abilities? What odd things can you do now? Who knows? (only you do dependent on which fluff you ascribe to.) You however, are barred from attaining the Prize.

- Age: *1d8 + 15 [years]*

[200] **Immortal Contestant:**
One of those bound to the Game. You are destined to join a Gathering, and compete for the Ultimate Prize. Or not, you could just 'retire' I suppose. Just try to survive without losing your head, eh?

- Chronological Age: *1d8 [centuries] + 5d8 [years]*
- Physical Age: *1d8 + 18 [years]*

Perks:

[Free] **Here We Are**:
"Born to be Kings, We're the Princes of the Universe."
You get a personal badass theme song by Queen.

[Free] **Immortality**:*
As long as your head is not taken, you will never stay truly dead. This doesn't prevent a death from a wound as a loss condition though. You are forever free from disease and the effects of aging. Wounds heal quickly. Think of it as vastly improved regeneration but this doesn't regrow limbs. Something else will have to do that.

[Restricted to any Immortal Origin]

**See Notes II*

[Free] **The Quickening**:*
Every equally or more powerful enemy, or immortal you kill raises your own power reserves (of any and types) a small amount. To a much lesser extent slaying anyone weaker than you with access to the same type of mystical forces as you possess will add a minute amount of that energy type to your reserves and a sliver of one of their prime abilities.Post spark- you may get the full version of the one ability you partially gained from each powerful enemy killed.

[Unlocks Quickening Powers section]

[Restricted to any Immortal Origin]

**See Notes II*

Mortal:

[100] Love Me Truly!:
No matter where you go, or how you were separated from your loved ones you shall leave an impression upon them. They will take your values into consideration, and will move heaven and earth to see you again if at all possible. Your time in their lives is both a blessing...and a curse. However, this only affects those you consider family, or close friends.

[100] Right Place, Wrong Time:
Essentially, expect to be pulled into the plot if you so choose (not...you'll be sucked in anyway, but at least you got to choose if you went in peace). Whether or not you want to, you'll always find yourself involved in important, historical events...even if they were secrets. We just hope you know what's actually going on instead of whatever propaganda (History *is* written by the victors; they *really* want to look good) they fed you in school.

Post-jump this becomes optional/toggleable making it easier to join important events.

[200] Resources:
What kind of resources? Most likely those an Immortal won't think or be able to get their hands on. Perhaps it's the newer innovations of the century, perhaps it's your computer skills or governmental clearance, but whichever you decide, know that you are a valuable resource to anyone and everyone, increasing your chances of both staying alive and enjoying success.

[200] Forensics Specialist:
You know how to preserve, record, and analyze a crime scene. You have the skills of a professional medical examiner, and certifications to prove it. Unfortunately using your skills may get you into a mess with Immortals. They don't like people observing the scenes of their fights.

[400] To Know the True You:
For some inexplicable reason, you are among the few that can see past all the bullshit people hide behind and can tell when people are hiding something, though whether that be something extraordinary or dangerous is up to you to discover, though you usually have a pretty good guess of which. Be aware, that even if the secret is something benevolent to you or those you care about, the people you just looked into may not take it as swimmingly as you.

(Post-Jump you'll be slightly more attuned than ever towards detecting the strange and unexpected)

[400] I am a Scientist!:
You have the knowledge base and certifications for three advanced Ph.D.'s in scientific fields related/limited to an early 21st century knowledge base.

However, you gain a peculiar set of knowledge based skills on scientific discoveries from the realm of the 22nd and 23rd centuries. The first, is the ability to design and customize a type of atmospheric shielding using energy designed to heal and restore a depleted ozone layer by creating an artificial one in its place. This artificial atmosphere slowly traps and filters pollutants and greenhouse gases allowing ozone to restore itself over time. This process takes time and a severe amount of energy, but one could potentially restore an earth size planet's atmosphere in roughly twenty years.

In time, you might adapt this technology to terraforming purposes.

[600] You Try Being Her!:
"Do you think it takes courage to do what you do? Face another immortal with a sword knowing only one of you will live? You try being her! You try living one year knowing that your time is running out. Knowing that when it comes to the final fight, however much you train, whatever tricks you still have, you still lose. That's the way it is for them. So little time for them to see anything or do anything." -Methos

Be not afraid. Expect to see the next fight, even if you wouldn't see to the next year. Expect that your memory will live on, even if you won't. What you are among mortals is extraordinary...a mortal of immense willpower. Keep pushing on against the odds and old age shall truly be your only foe. Always keep that up with mortal urgency even if you were to somehow become...more.

Rehash: Equating Mortality. To be able to dive into an Immortal's realm as a mortal being. To make yourself *significant* to them is a feat very few mortals can pull off. But now, you are among that small number. When you do a favor or an act of kindness to any being one could call an Immortal, be it a biological creature with biological immortality, or a varying being like an Angel, Demon, or God, then they shall remember you. Conversely they will forgive minor slights against them more easily, allowing you greater chances to be dismissed as a mere thorn in their side, forgotten and unpursued the year after- unless it was your intention to gain said immortal's attention in the worst way. Then, the more you are disruptive to their goals/plans, the more you will find they become obsessive of you. It may be possible to turn this obsession against them such as luring them into a trap.

If you should ever gain, or play a role involving immortality being part of your being, then you will find it forever more likely for you to "stay in touch" with mortals of the current society. It will be *much* easier to keep up with the shifting tides of public society from now on.

[600] COBALT Operative Training:
Okay, so you are not *entirely* helpless. Nor do you *have* to be some eco-terrorist freak. You possess physical conditioning, support abilities such as hacking, lockpicking, free-running/parkour, and combat abilities on par with a special forces operative of the twenty-first century. You have more than adequate marksmanship with a variety of weaponry and you gain the equivalent knowledge base and the Ph.D. degrees of a Biologist, Physicist, and Astrophysicist for free.

But here’s what’s great about this: Whenever you face any sufficiently stronger opponent that outmatches you in a specific area or way, your skills with your abilities will increase to a level that will somewhat compensate for that deficit to bridge the gap. It’s a semi-permanent shift in focus when fighting other people who outclass you. It lncreases one's chances to spot weaknesses in the enemy's defense. At least long enough to try to make a single strike. Whether you'll survive their counterattack for making that blow...Well that's up to you.

(Most died Valiantly for a/the Cause.)

Watcher/ Hunter

[100] Chronicler:

Watchers assigned to research usually have advanced skills and aptitude for detailed research ranging from the collection and safe storage of ancient manuscripts and documents to computer, language, forensic, archival and investigative skills. While not necessarily 'unfit' for the field some prefer research to the field.

Now you too can be counted among their number and have all the skills and abilities of among the best of those who work here.

Post-Jump: You gain a group of contacts with the same abilities keeping an eye on any goings on by powerful individuals in-Jump.

[200] Field Work:

Considering the requirements for secrecy and non-interference when dealing with immortals, field operatives are often faced the threat of brutal torture and death in order to keep the secret of the Watcher's organization safe. You also seem to be one of the few cross trained to other field divisions of the Watchers, (such as Special Operations), giving you a decent set of paramilitary skill of you ever need to be dispatched to prevent two immortals fighting for some strange reason by the Council. Or perhaps if you choose to go rogue and become a Hunter.

(Post-Jump: You gain a group of contacts with similar abilities for keeping an eye on any goings on by powerful individuals in Jump)

[400] **Detective Skills**:

You gain all the skills, knowledge base, and certifications of a former 21st Century Police Investigator and the licence of a Private Eye. Bonus, gain a

hard-boiled detective look about you, a fancy new camera and an immunity to the awful side-effects of smoking...lung cancer is *not* in your future (Second-Hand smoke still is an issue for the people surrounding you, however).

[600] Watcher Councilor:
You have a position on the Watcher's Council and the knowledge to run a world wide clandestine group monitoring those with power greater than the average man.

(Post-Jump: You find it easier to gain a similar position in any clandestine organization monitoring any group of powerful individuals in Jump)

Bonus History: Assistant for the Game

[100] "The Unfelt Buzz":
No this isn't about drinking. This is about that feeling Immortals get when close to one another which allows them to sense one another. Well now this capacity for you is one way only. Immortals can't sense you but you can sense them.

Post-Jump works on anything 'Immortal' including deities trying to hide their presence (unless they **specifically** are trying to hide from you). You may not be able to tell their exact location, only a general direction, but you'll know when you are in the same city.

[200] Joining the Game: The restrictions for gaining the Immortality and Quickening perk are lifted for you for this Jump only. You get them for Free. They count if you go onto a another Highlander Jump.

[Restricted to Watcher + bonus Origin. Mortals may not purchase it.]

[400] Consecrated Ground:
Once per week, for a period of forty eight hours, you may arbitrarily declare a single building or plot of land as truly neutral ground. A place where truces can be discussed by warring parties, bitter enemies won't draw swords upon

each other. Doesn't work against indiscriminate attacks. If a pair of immortals do draw a sword on each other, you might want to clear out quickly. Pompeii was a Thing.

Ex. Like nukes.

[600] The Gathering's Geis:

By drawing a strange sigil with runes upon it you may call Immortals to a specific area of the world (about the size of a city) as the Gathering Begins. They will feel a strong subconscious desire to make an appearance there. But whether or not they fight is based upon other factors.

Post-Jump this works on powerful 'Immortal' entities as well, though dependant upon their will they can resist. What you do with those who go there is up to you.

Immortal Contestant:

[100] **What Time Forgot:**
Like many figures of history your words and deeds may be purposely skewed to become nothing more than the vaguest of stories that people remember. Over time even historical records may prove inaccurate as wild tales are noted far more often than historical fact. This may take a few decades, but does obscurity have a price? Post-Jump one may choose to toggle this on or off.

[100] **Will to Survive**:
You are among the World's greatest survival experts, able to survive in most environments on the planet Earth. But this only scratches the surface of its potential.

Name any situation that could kill you, like say being rude to your host in Mongolia during the reign of Genghis Khan or perhaps you are a Soldier fighting alongside the Allies on D-Day. Well, now you now know how to best survive and foresee any pitfall in *any* situation that *may* occur to *you* that you are also personally *aware* of.

This is based off your prior experiences...though this mostly this causes others to believe you 'Paranoid', as they don't have the same breadth of experiences that you do.

[200] **Sword Skills:**
You are now on par with the greatest swordsman who ever lived based on just skill alone, and can be proudly called among their equals. But perhaps it was you who taught them the art? Or are you actually they themselves? Regardless of the truth, despite all the stories you could tell, you can always be found at the cusp of their level...with time, however, who can truly tell? Remember, Skill isn't everything. Experience counts too!

Rehash:
But muscle memory is even better, for you, your style of swordsmanship has become so ingrained over the course of your lifetime that its individual motions take mental processing to a whole other level. Like ancient samurai you would have a decent chance of cutting a single bullet in half on the quickdraw. Or the stance and strength of a disciplined mind and body to harvest a wheat fielf with a scottish claymore, for the many thousands of swings it would take. Each slice strong enough to dismember or break the legs off a charging armored horse. You have achieved the peak human norm with your style and may always make small, if incremental improvements upon it. Choose a historical style for use this purchase or select one of your own.

[200] **Among Those Chosen**:
A Prophecy has come to be and it seems to be to many that YOU are the one referred to in the text, and as such people will look to you for guidance or in pity. And now, you must take up the cause, even if out of all the candidates it seems as if you are among the most unlikely, whether that be because of gender, age, skill or wisdom. At the very least, it also makes sure that you will at the very least survive until the very end, when the prophecy's words have come to pass, so I hope you came prepared. It is now time to prepare, and learn what it truly means to be Chosen.

This effect will follow you for any prophecies encountered; if you so choose so at the start of each jump...for good or for ill it will remain in effect until the next jump. Moreover, when affected by a prophecy, you gain a lesser form of plot armor. Your luck when under the effects of a prophecy seems to rise high enough that a hopeless situation may just be reduced to "just barely possible to overcome" with a bit of preparation, perseverance, and hard work. Prophecies don't reward slackers too often you know.

[400] **First Death!:**
During the time before they gain an entrance to the life of an Immortal, an individual only has potential that triggers only if their first death is not from old age. For you, it's a little different. Upon the First Death of a Jump, you will be revived completely with it not counting as a failure condition.

But wait! There's More! Whatever method that was used that managed to kill you (that first time), you now gain an Immunity for that method for the entirety of that Jump! Afterward that Jump ends, your immunity is temporarily revoked until Post-Jumpchain, upon which you'll gain ***all*** of those Immunities back!

[400] **Four Horsemen**:
Who you are is a Force of Nature. Death follows you at your feet and War always looms over the next horizon, with Pestilence and Famine always left in your wake. You number among the greatest villains of the age and none can stand in your way, yet even when this age wanes, when you fade into legend...you will always be spoken of in fear. Your reputation is so strong for evil acts it will spread like wildfire and echoes throughout the centuries.

Reminder: The Four Horsemen were Differing Immortals. Also, Post-Jump this ability may be toggled on or off.

[600] **Mentor and Student**:
You will have no trouble finding promising students wherever you go. More than that, any student you teach is almost assured to never be disloyal to you personally. They may act against you if they truly believe they are keeping your best interests out their goodness of their hearts.

[600] **Ramirez!:**
After slaying an Immortal, or any sufficiently stronger opponent (at the level of a Final Boss or a Daemon Prince like Ahriman) one can use the Quickening to redirect the absorption of their energies to revive a fallen friend by calling out

to the sky. As long as their corpse is on the same planet, or a place you can get to as the Quickening manifests, bolts of lightning will strike from the sky to the place of their remains. This will rejuvenate and revive them to full health in mind, body, and soul. Even better, if you choose they will be summoned to your side!

Quickening Powers Section

(Discount Immortal Contestant, Assistant to the Game Bonus History.
Can be bought separately by mortals if powered by fiat, not the Quickening)

[100] **Power of Hypnosis and Suggestion**:
Like Cassandra the witch of Donan Woods, you can ensnare others. With a look and a long stare into another person's eyes and the use of tonal inflections of one's Voice one can use their immortal power to stir a state of fugue upon the target. Slipping them into a hypnotic state where one can make a direct imprinting upon their subconscious, called Suggestion that may impact their waking moments. Strong willed subjects could resist this. The Voice can also manifest as an eerie banshee scream used to stun opponents.

She was able to pass this power of hypnosis teaching on to the Immortal Roland Kantos, a deed she would later come to regret. Now, you have the ability to teach this power as well. Once per year to any individual one chooses.

[200] **Visions and Prophecy**:
In addition to the power of hypnosis, Cassandra appeared to have visions and struggled with bouts of prophecy. The prophecies were never truly capable of altering the future's path on their own, (They tended to be left with many various interpretations). But in the end, many smaller prophecies could be edged together like puzzle pieces to at least see a clearer path.

[200] **Illusion**:
This power makes one able to directly project psychic images into the mind of his or her opponents using their senses in order to sow confusion and could be applied to multiple opponents at once. While no known immunity to this exists, it was more a contest of will and skill. Even those mentally resistant or “immune” to mental sorcery fell prey to this. This power can be taught to other people mainly pupils, once per year. Both for good and evil.

[400] Be like Emrys:

Emrys let himself be beheaded to force the rarest of Events; A Light Quickening, a type of Quickening that changes the Immortal's very nature to one of good. It is the exact opposite of a Dark Quickening that may change a winner's character and persona to Evil. Now, you get a similar ability to do both. Any defeated enemy who fights you at their full power and is utterly defeated but whom you've chosen to spare, will, if you so wish, you can influence their worldview to an alignment of your choice (Light or Dark), by imparting a portion of your life-force. You may be bedridden for a some length of time, perhaps up to a month, but you'll find the results most certainly worth it.

Companion Options:

[50/200] ***Companion Import****:*
50 CP for 2 companions, 200 for 8. They get a free origin and 800 CP. If they chose an Immortal background and lose their head, they will only respawn at the end of your jump with Immortal powers/perks in your Warehouse. This is due to the setting. If you have a companion as an Immortal and their head is taken…Why would they respawn with Immortal perks when they already would have passed their quickening to someone else? However, if you get the body after their heads cut off, they can be revived via other means (hint it usually takes another Quickening) or they can be respawned in the normal fashion as a mortal and regain their immortality by cutting off another Immortal's head like Colin MacLeod did in movies to be reinvigorated. Mortals respawn as per usual.

[300] ***Protagonist****:*
Any of the protagonists of the series they are in cost 300 CP. They will show up in your warehouse at the end of the Jump, retain all their abilities, yet no longer be bound to The Game. (They won't want or have any desire to kill you) They get an additional 800 CP and a free origin to spend on items and abilities at the end of jump. If Immortal they gain the Immortal and the Quickening perks for free.

(For best results, [read the only way to get them to follow you], you'll need to befriend these characters and get them to agree to come along.)

Items:

[*And if anything should happen to your items (barring any exceptions), be it theft, damage or its own destruction, we'll see to it that it finds itself back in your Warehouse, fully refurbished and repaired within the week*]

Mortal Items:
(Discount Mortal Origin)

[100] Case File:
Should there be an unsolved murder case... this case file will automatically update with relevant bits of clues that people have discovered of the killer's identity and whereabouts.

[100] The Sunglasses:
These polarized shades will never break. Furthermore, they will up your intimidation factor slightly while slightly decreasing a person's ability to remember your facial features.

[200/400] The Book on Metallurgy by Brenda Wyatt (and Jumper)**:**
Written within the book by Brenda, this is the cumulation of all known methods of metallurgy used in sword making in the 20th cent. (specifically the 1980s). You'll find that it will update itself Post-Jump with all the forms of metallurgy that you know, possess and acquire yourself in your journeys, with the hidden caveat that if you pay a further 200 CP, it will also have recorded within in it the lost and forgotten arts of metal forging and making found in future worlds.

If the book should for whatever reason become too large, it will begin to bud itself into separate volumes that are not only ordered by their chronological use, but also by the difficulty of mastery.

[200] Masamune Blade:

First forged in 590 BC by Masamune for Tak Ne (Ramirez) in celebration for his marriage with Shakiku, it is a one of a kind weapon, much like Shakiku herself, which has survived remarkably and surprisingly well for nigh on two millenia. With this purchase, you too will possess a one of a kind weapon, made by the hands of Masamune himself. Should you desire it a different form however, you may import a different blade that will share in similar remarkable qualities...though it may baffle some how and why a Japanese weaponsmith constructed your (imported) Damascus steel blade in the shape of a German Broadsword from the 18th century.

[300] The Bar:
You own a two story bar that has a full set of tables, liquors,a back kitchen, and an upstairs flat. It stocks itself every month with a variety of greasy fried, "bar food." Off duty companions may be depowered workers in the bar but cannot leave the city/town the bar is in.Post jump it may be attached to the warehouse or be placed where you choose.

[300] Hallowed Abbey:
You gain a true Abbey that is Holy Ground. All who enter there will be unable to commit violence upon its grounds. Including You. It won't work against nukes or environmental hazards...like Pompeii. After the Jump it may be converted into a Warehouse annex or follow along every Jump, gaining canon/in-Jump friendly location.

[400] The Police Precinct:
"Hey Chief, I've got those reports on the "Swordsman" you asked for, along with a note on our forensic expert's opinion of the murder weapon."

All the resources of a NYC Police Dept. of the 1980s are now at your disposal, "Police Commissioner" or whatever the local equivalent. With time and effort, you may be able to increase the efficacy of your fellow officers to more "modern" levels of competence and equipment only adjusting them higher

than that in more high tech settings, the changes becoming inheritable in each of its separate incarnations, its equivalent showing up in future worlds.

Immortal Items:

(Discounts to Immortal Contestant/Bonus History: Assistant to the Game)

[100] **Longsword**: (First purchase free to Immortal and Assistant to the Game) Or any other sword of your choice, really. Whatever you choose, it will remain a remarkable weapon for any time period, though expect others to recognize you on sight once they have seen the blade, even if you should try disguising your identity, or have even forgotten it.

For an extra 100 CP, we'll reforge your weapon, for whichever reason, into any blade of Historical [Significance and Accuracy] down to the last detail, with any material or technique that you may either possess *[knowledge of]* or acquire as a special request.

(Import if you absolutely must…though know that any Supernatural abilities it has will ignite an…unhealthy interest in you and your weapon)

[100] **The Cottage**:

When you simply have need of shelter or a place to teach the young ones, this cottage will come to aid you. It is not a permanent home, yet it will always be open to those whom you shelter. Once you have done all that you can and have left, so too will the cottage.

(Post-Jump it need not be a cottage, and it will always adapt and affix itself to your new world. Enjoy this pop-up/mobile home)

[100] **The Trench Coat**:

Stow away any and all weaponry within, and no casual observer will be capable of noticing your stashed weaponry, even in broad daylight...unless you're obvert about it.

You may import any article of clothing to be your Coat, please try to be at least realistic. No tank top coat or whatever the hell it is that EMIYA has going on.

[300] **The Methuselah Stone**:
An ancient stone believed to magnify the Quickening power of whoever assembles it, according to legend, allowing the immortal who does so to become invulnerable or to make an ordinary mortal immortal. The Immortal Rebecca Horne possessed it for many years and gifted her students with shards from it when they left her. You gain a similar stone.

[400] The Antique Store:
There are many ways to hide in the modern world, especially for an Immortal. But you'll find that as you've lived through most of History, you'll be able to

Watcher/Hunter Items:

[100] **Cane Sword**:
Within that cane of yours is a deadly secret. Who knew that you could safely hide your blade from prying eyes. It also need not be a cane...got anything else to hide your sword in that you carry around?

Import your blade for an Alt-form for it if you must, though know that any Supernatural abilities it has will ignite an...unhealthy interest in you and your weapon

[200] **The Hall of Martyrs**:
A building or location where Watchers killed in the line of duty are honored. Roger Harris, the Watcher tortured and murdered by Kalas in his quest to locate Methos, as well as Matthew Martin, who was also murdered by Kalas; Jacob Galati's victims including David Shapiro, Jillian O'Hara and more; and the Watchers killed during the debacle with the Methuselah Stone including Nathan Stern were added.

But for you, this Hall symbolizes those who you've lost, whether by Time, Space or even Death. Here is the hallowed ground where the Lost shall always be remembered, this an impenetrable monument to their memory.
Post-Jump, this attaches to your Warehouse or to a suitable location in-Jump.

[300] **The Sanctuary**:
The Sanctuary was created by Watchers to draw in Immortals who wanted to seek refuge from The Game. It is implied that Immortals entering Sanctuary surrender the bulk of their assets to participate in the program. The Watchers that created it had a certain agenda: as long as The Sanctuary existed, no Immortal would be able to win The Prize.

Each Immortal that entered The Sanctuary was plugged into a machine that supported them through the years. It has been suggested that the Immortals participating in the program were often unaware of the real nature of the

Sanctuary, as evidenced by the machines and drug prescriptions that accompanied their plant-like stasis.

Now with this, you too will be capable of rendering your charges, foes or whomever you so desire, from being capable of reaching their goals or agendas while within these walls. It will materialize any weakness the one's held within have and safely anesthetize them, holding them in a comatose state.

Post-Jump, it will attach itself as a Room for the Warehouse or find itself as a Structure placed appropriately within the subsequent jumps.

Drawbacks:

[Pick Two Drawbacks; 800 CP limit, with exception of The Reboot. Zero-point drawbacks do not count towards Drawback Number Limit.]

+000 **Sterility** [Mandatory for Immortals]:
You knew this going in, Immortals *cannot* have children.
(If you had kids before all this, well...you must be some kinda freak of nature.)

+000 **The Quickening Has Just Begun**:
If you have taken the Highlander (The Animated Series) Jump events there transfer over in history. Somehow, Connor Macleod might remember you or there may be prophecies of one Immortal who stands apart from the Rule that there can be only one. Gain an extra 200 CP for use here if it was your last jump.

+000 **The Quickening Isn't Over**:
You may proceed to Highlander (The Animated Series/Anime) Jump if you haven't taken it already gaining an extra 200 CP to spend there.

+100 **B-Movie**:
Regardless of how awesome a concept, there will always be something about the jump that's off...off enough that people will notice. Was it the acting? Maybe. Was it the action sequences? Perhaps. Did the writers give out lines to the characters that are really cheesy? Yes. But for now, expect your time here to have all the aspects of the movie that made it this way to be hyper-exaggerated.

+100 **Not Just a Cult Classic**:
Your mission should you choose to...wait, wrong franchise. Hasta la vista...shit wrong again. Whatever the case maybe, you need to help make the series not just a cult classic, but a mainstay of modern television. How you ask? Especially since this is all real? Simple, either you're being filmed by a documentary crew

without your knowledge, via Truman Show-style, or you are simply but an actor on the stage that is called Life. Go and break a leg good sirs and madams!

+200 **Badass Decay** [Limited to Immortals]:
All your powers from previous jumps? Locked away for the jump. All your superhuman abilities bought elsewhere? Gone. Any skills you acquired? Well, it wouldn't be fair if we took them all away...so you've forgotten they exist, so train them up or rediscover them if you really want to have those back.

+200 **Where Did All My Stuff Go?**:
If you want to have a much bigger challenge, expect to be locked off from your Warehouse. Any and all stuff you acquire will need to be hoarded the old fashioned way...on your person. Have fun explaining to the police why you have an extremely valuable antique, weapon, whatever, on your person. Oh, I forgot to mention that whenever you do that there's gonna be a robbery or a theft of a very similar item nearby? No? Well...I'm sure you'll find someway out of this mess.

+300 **I Have to Do...What?**:
Oh you heard me right. Instead of just going through the events of just one movie plus ten years, you'll have to live through all of them. Oh, and while you are under no obligation to play the Game, good luck convincing the others of this when they come for your head. And if they manage to kill you, they get everything you had; this includes your Jumper status.

+300 **The Highlander's Understudy** [Incompatible with **From the Beginning**]:
Oh you heard me right. Instead of just going through the events of just the show... you replace Connor/Duncan MacLeod, [I really do mean it, one of them never existed here...and you were raised as the Highlander in his stead] and you'll have to live through all his years...all of them. Try to keep up the good name.

(Roll d8. Evens for Conor, Odds for Duncan)

+300 **These are Your Brothers and Sisters**:
There is a theory out there; that there was once a woman who was cursed to be Immortal. Or it could have been like elsewhere, where a demon mixed their blood with hers to create an Immortal. Only she didn't die and come back to unlife, she continued to live and she continued to procreate. For whatever reason, while she could procreate with humans, she only gave birth to sterile offspring and it was she who actually gave birth to every Immortal who ever lived.

This means that every Immortal has been killing off their half-siblings. There may be proof that no recent Immortals are born less than 8 months apart, (except for a couple sets of fraternal twins). There is also mention of a translation of a very old text that made it seem like the word 'The Gathering' had been mistranslated. It was actually meant to be something closer to 'Family Reunion'. There may have been a time, when all Immortals knew each other and thought of themselves as family. The rules of The Game could have likely been formal rules for ritual combat to the death at those Family Reunions. After all, if you're going to live forever, you can't just ignore each other until one of you dies, God Bless your mother's poor soul.

But like I said. It was only a theory. But now with this drawback, this has all been proven true...good luck knowing what you've done to your family, Fratricide. For every death of your brethren by your own hands past, present and future, expect to experience the greatest and most crippling emotional backlash...enough so, that you'll be on your knees crying out to God (or whatever your gods be) for forgiveness for your deeds.

But if you somehow manage to overcome this pain, then for every Immortal you kill, expect to have one of your own Companions taken by Ahriman in a similar fashion. Once any and all of your Companions are dead, expect to then have your items taken by him, and should you still continue this foolishness, he'll come for your Perks and Abilities and then finally you.

Should Ahriman succeed in this, expect to undergo perma-death, (no...you won't be going home), as he takes over your position as Jumper. Should you somehow manage to survive and win, any and all of what he's stolen shall return to you, even your Companions.

But let's hope it won't come to that, I mean, family is precious...so as a Special Condition if you managed to stay your hand and let them live...while setting your siblings head straight about what the actual relationship you all share is, any and all surviving Immortals along with your Immortal Mother can now be counted among your Companions... of course that may be too simple as they kill each other off. You'll have to keep at least 50 alive... even when it is against their own natures to stop fighting.

+400 **Harassment Lawsuit**:
It seems like every other week a new Immortal will show up at your door. If you're lucky all they need is someone to show them the ropes but if you're not that lucky...expect someone to come for you head...repeatedly. Expect the second one to be true more often than not, and they'll always be capable of finding you...even if you hid in Antarctic, four thousand miles from the nearest base. It's good thing that you have a good head on your shoulders, right? Right?

+600/300 **From the Beginning:**
[Immortals Only and Incompatible with **The Highlander's Understudy**]
Instead of the standard 10 years, now you've been here from the beginning. Whether that means that you've been around from 300,000 B.C. (you'll be among the original *homo sapiens*) or only the last 5,000 years (the game of the currently living eldest) is...not up to you. You are now counted among the oldest Immortals, (if not *The* Oldest)...try to not only survive the Game but the rest of human History as well.

Oh, and your physical age will be your true age here...also, expect to start standing out more and more as time moves on, as you do not evolve alongside

the rest of humanity, putting your appearance more and more at odds with modern man's. For some of you this won't be a problem, but for others...
(Flip a Coin: Heads for 5,000 years and Tails for 300,000.
Remove 300 CP to choose.)

+1000 **The Reboot***:

Expect Development Hell. Everything will take way too damn long...***everything***. And even after you manage to deal with the fallout of this decision, the movies will have Butterflied away into a totally new beast, this...reboot that no one has even seen so far. I'd say good luck with that, but at this point you already know that we'd just be lying.

The reboot's saga has a long history, even though it's not even in production yet. See Note V, for the full rundown. You would need a team of highly capable people working almost nonstop just to keep chaos from coming into your life or endeavors here. A team of highly capable people that have your back 24/7 to give you just the tiniest little bit of breathing space. At most you would gain a week's respite every so often.

Expect problems to occur that commonly derail your plans, whether it be for that night out or for that building you want a permit to build. What can go wrong probably has even chances of going wrong. Flip a coin or something.

**See Note V*

End of Your Stay:

Go Home:

Well, at the very least you are now a unique individual, unduly prepared for whatever comes your way.

Stay:

Well, you've lived here long enough for me to know that this is your home now. Enjoy the rest of your life (whichever the length may be).

Go On:

The Game never ends and neither do your journeys. May you enjoy the gifts that you've been given and prosper.

Notes:

I. Here's the list of the Movies that are available as settings within the Jump:
   - Highlander
   - Highlander II: The Quickening/Renegade Version
   - Highlander III: The Final Dimension/ The Sorcerer/ The Magician/ The Final Conflict.
   - Highlander: Endgame
   - http://highlander.wikia.com/wiki/The_Prize

II. If you purchase an Immortal Background in both the Highlander (Movies and Series Jump) and Highlander the Animated series jump: You also become a 'conduit' of sorts for the Quickening, or the proverbial unknown Source, the mythical power all immortals share and may pass on Immortality to individuals in a setting, with all hazards that bring. Head-hunting and all.

III. **"The Prize"**:
If one receives the Prize; for killing all Immortals and being the last one standing in a Jump; whatever the form it shall be. It will manifest Post-Spark. If you have gained multiple Prizes... it will be that much stronger.
The Prize isn't really quantified well in the series but there are a few possibilities.
(Aside from it acting like a Wish.)
   - Due to how the series is played out Highlander has 3-5 (or more) alternate dimensions at play:
   - Dimension I
     - Events of the first Movie. Conner receives the prize.
   - Dimension II
     - Conner receives the Prize, events of the third movie happen.
   - Dimension III

        - Conner receives the prize, events of the 2nd movie happen, considered a standalone dimension due to the whole 'alien planet origin thing.'
    - Dimension IV
        - Conner does not receive the Prize, there's still 1000's of immortals around.
            - Events of the TV series Highlander (the Series), and Highlander: the Raven occur.
            - Highlander: Endgame is in this dimension supposedly as it's the only one with Duncan MacLeod.
                (1) But may be considered 4.5 dimension due to how the events of the third movie were brought into play.
            - All Highlander books occur in dimension four.
    - Dimension 5:
        - Events of Highlander: the Search for Vengeance occur.
    - Dimension 5/6?
        - Events of spin off series Highlander: the Animated Series occur.

IV. **The Reboot**:

On May 20, 2008, *The Hollywood Reporter* announced that Summit Entertainment is planning a remake of the original 1986 *Highlander* film. The script for the new film will be penned by writers Art Marcum and Matt Holloway, who both worked on the *Iron Man* film. Peter Davis will produce the new film. Justin Lin the director of Fast Five signed on to direct the remake. *Live For Film* has announced the film was originally entitled *Highlander: The Reckoning*, however also acknowledged that sequels in the Highlander franchise had generally not been well received.

On March 2010, producer Neal H. Moritz stated in an interview that "We're staying true to the mythologies as a whole of the *Highlander*

series. Now there are certain things between all the different *Highlanders* that conflict with each other, but we're trying to stay true to the core of what we believe *Highlander* is and it's a movie that's going to be made for the fans of *Highlander* but also for people who are new to the franchise." He also expressed interest in incorporating the music of Queen in the new film, just as the original did.

On February 9, 2011, it was announced that Melissa Rosenberg was "in negotiations to come on board the Highlander reboot to work on that script."[18]

In an interview in May 2011, Justin Lin commented on the film. "I feel like right now, 'Highlander' is in pretty good shape, but I still have to see all the other things come together for us to go make it." However in August, Lin dropped out of the film due to commitments to other projects.

28 Weeks Later director Juan Carlos Fresnadillo signed on to direct the remake, replacing Lin. Vinnie Jones and Ray Stevenson are rumored to be considered for the role of The Kurgan. In June 2012, Ryan Reynolds was confirmed to play Connor MacLeod in the remake. However, in December 2012, Fresnadillo left the project due to creative differences and On June 17, 2013, Reynolds also dropped out of the film. On June 28, 2013, David Abramowitz who wrote the TV series will polish the film's script. The film remains in developmental limbo as of 2013. On October 28, 2013, Summit has hired *Snow White and the Huntsman* visual effects supervisor and second unit director Cedric Nicolas-Troyan to direct the reboot. As of November 2014, the studio wanted actor Tom Cruise in the role of Ramírez. At this point, the interest appears to be one-sided, as Cruise has been busy shooting "Mission: Impossible 5" and isn't focused on future projects at the moment. James Bryhan has since been rumored to play Ramirez. On February 11, 2015, wrestler turned actor Dave Bautista was cast as The Kurgan. Nicolas-Troyan has stated to Slash Film that he's still involved with the reboot

V. Kilts are *not* historically accurate. The Scottish people didn't start wearing them until the 1800s as a nationalist symbol...that were marketed as *being* historically accurate, a part of Scottish tradition and history. So...the point I'm making is that you should expect to find things to be more historically accurate than not, unless you took the **B-Movie** drawback.

Changelog:

1. Remerged TV series and movie jumps to one whole.
2. The TV Series and Animated Series were moved to separate Google Docs
3. Notes Section was modified:
    a. Movies List was moved to the Notes section.
4. Drawback **These are Your Brothers and Sisters** was edited to include:
    a. Crippling Emotional Backlash
    b. Sin Counter: Ahriman Comes Out to Play
5. Drawback **The Reboot** was edited:
    a. History of The Reboot was moved down to Notes.
6. Clarification of Protagonist acquisition as a possible Companion
7. Clarification on Several Perks
8. Clarification of the various (read two) Race Options.
9. Perk Clarifications and Updates...
    a. Police Dept. descr. filled in.
10. Added Page Numbers