# Book I – City of Heroes

## Prologue – Night in the City

It was hot and wet. But then, this was Atlanta, and it was July. Of course, it was hot and wet, even now that the sun had gone down in the west. In other news, ice was cold, and damned if they were going to see any of it that didn’t come in a drink or in a freezer.

Mad Dog didn’t care about the weather. He was Super, one of those people that had powers mere mortal humans didn’t. His own brand was a mutation, instead of using magic, or super-science, or alien tech. He wasn’t A-list material, but he had pretty good Durability and Super-Strength, with slight Regeneration. That was enough that he could laugh off smaller bullets, and street fights were a breeze. In the three years he’d been leading the Hellions, they’d grown to be the biggest gang in Buckhead.

Tonight was a slow night. Nothing much planned, except hassling some late shoppers around the Lenox Square Mall. He had four guys with him, not Supers, but still tough guys who knew how to lay a beat down on anyone that didn’t show respect. They got respect real quick, most of the time.

Now, though, they were going to have some fun. Couple of birds just dropped into their laps! Pretty little things, probably out shopping on Daddy’s credit card earlier in the day, and now they were partying, enjoying their summer vacation before college started again in the fall. Well, Mad Dog had no idea whether that was true or not, but he liked to make up backstories about the people he hassled. Kept the mind sharp, right? Made everything more fun.

The five men quickly moved to trap the two co-eds, and force them down an alleyway where they could have some fun without being disturbed. One of the girls tried to scream, but a backhand from Mad Dog (he was sure not to kill her, though she’d have the mother of all black eyes) was enough to convince the broads that they should be good little girls, and do whatever the mean gangers wanted.

Of course, they wouldn’t be needing their purses for that. Or their clothes.

Mad Dog had the girl he’d slapped in one hand, raising her off the ground as she squirmed, and was about to go into some quality intimidation and persuasion on why she should stop fighting, and go ahead and transfer all her money to his account before they got to ‘playing’, when a sound like a strangled cat came from behind him.

He whirled, in time to see Johnny fall to the ground, blood coming from his throat. Standing where he had been was a woman, dressed all in black leather, with a sword in her hand. Her eyes glowed a brilliant gold, but that wasn’t the most disturbing thing about her. No, that would be the blood covering her face, and the long, white fangs in her mouth.

Then the fear hit, and it was all Mad Dog could do to stand there without pissing himself. One of his buddies couldn’t. Frozen in fear, the three other goons were easy prey for the woman and her sword, as she swiftly dispatched them one by one. By the time he forced himself to move, despite the fear, Mad Dog was alone.

“Blood-sucking whore! I’ll rip you to pieces for what you did to my boys!” With a yell, Mad Dog unleashed his most powerful punch at the woman, who merely grunted as she CAUGHT his punch with her bare hand! At least he had the pleasure of seeing that the woman was injured somewhat by the attempt, but when he tried to pull his hand back for another blow, a golden light surrounded the pair of them, and Mad Dog began to feel funny. His strength, his pride since he’d become a Super, was being stolen away, feeding this demon whore who attacked him!

And there was nothing he could do but scream.

Soon, silence fell, broken only by the whimpering of the two women. Stepping over to the two of them, the dark-skinned vampire placed a hand on the injured woman, and the golden light surrounded them again, but this time it caused the woman to squirm, as though in pleasure, as her wounds were healed.

Before they could ask any questions, however, the woman simply looked in their eyes, and said, “Forget.”

When they returned to their senses, the two women looked around at the alleyway where they had been, the bodies of their attackers still littering the blood-slicked alleyway. And while they had no memory of who, or what, had saved them, the police who came shortly thereafter did. Looking at the scene of carnage and the desiccated corpse of the street-level villain Mad Dog, the officers knew that this was the work of the mysterious vigilante they only knew as Blood Raven.

In a lair protected from the sun’s light, the vampire from the alley considered the notification she’d just gained, telling her that defeating the villain had earned her a single character point. The police may call her Blood Raven, since she’d never let anyone remember seeing her face or hearing her name, but her true ‘handle’, as it were, was Vampyra, and she hunted the night, preying on those who preyed on others.

Had it really been only a couple months since this craziness had begun?

## Chapter 1 – Escaping Normality

In the world of VRMMORPGs, the sword and sorcery genre was by far and away the most popular. Well, of the mainstream games, at least. If you included the strictly 18+ games, then you would find that games like World of Porncraft were the big hits, both in copies sold and time played. And then you went into the deep fetish worlds. I’d played a bit in a game called ‘Erenisch Online’, which was based on the comics of a guy named Erenisch, who had a whole universe where most countries had something called the Compulsory Female Slavery Law. Yeah, it was as pervy as it sounds, but it made for a good diversion from the rest of my life.

But that was just a fantasy world, and all the players knew it wasn’t real. It is the same as watching a horror movie. Does watching a bunch of twisted serial killers butchers stupid teenagers in the forest make you a bad person or a psychotic murderer? No. So why does slipping into the role of a submissive slavegirl make me some kind of slut in real life? Ugh. Still have issues with idiots who can’t understand the difference between fiction and reality.

Now, these days I worked as a graphic designer for a big-name marketing firm. Such a wonderful use of an art degree. But there’s not really anything I can do about it, you know? My art isn’t good enough to sell in galleries or anything, and that landlord consistently wants to be paid at the end of every month. So that left me stuck working a dead-end job that I didn’t hate, but didn’t like either. Drifting.

In VRMMOs, I could be something other than boring old Jackie Jones. I could be a warrior princess, or the beautiful maiden, or anything I wanted to be. I was even a dashing pirate captain once! Of course, I thought about playing as a guy from time to time, or even as a herm in the games that allowed it, but never went for it. Even in games, I held myself back, it seems.

So I’ll admit it, I was in a rut when the news for City of Champions Online came out. The Superhero MMO thing had been tried a few times back in the pre-VR era, but it never quite worked out. Sure, the graphics in games like City of Heroes, Champions Online, or DC Universe Online were pretty, for their time, but they just didn’t capture the spirit of superhero stories. The idea of gangs with enough goons to be starting trouble on ever street corner across the city, just to get repeatedly beat up by a bunch of supers wildly firing powers in the area, and the city not going up in flames stretched any sort of credibility.

That would be why I hadn’t paid much attention to it, at first. It was only later, as more details were announced during the Beta, that I started really getting interested. First, even though the game was named ‘City of Champions’, the game world was huge. It literally spanned the entire globe, and players who started in their home town were surprised to find familiar landmarks. One picture of an Atlanta-based heroine named Glamazon showed her game character sitting in a remarkable copy of the Varsity, smiling at a camera while the poor guy behind the counter smiled at her ample (and open) cleavage. Seems the devs figured out quickly that it just wouldn’t work to have all the heroes and villains in the same city.

Then there was the system. The developers decided against going the typical MMO route, and creating a level-based, class-based system, where you unlocked powers as you got higher. That was one of the things that had annoyed people in the past. You could make a character with wings right out the gate, but for some reason they couldn’t fly until you hit level 14??? Yeah, lots of people weren’t thrilled with that.

So the second thing that caught my attention was that the development company was owned by the same people that owned the rights to several old tabletop RPGs. The devs decided that, instead of remaking the wheel, they’d just modify an old edition of one of those RPGs to work on a VR rig, and use that as the rule set. Game shops across the country had a surge as VR gamers suddenly clamored for copies of the old Mutants & Masterminds 2nd Edition game rules.

M&M, as it was known, didn’t bother with any of that race, class, or level shit. It was what people called a points-based, effects-based system. In other words, the only difference between a shotgun, an eyeblast, and a Kamehameha Wave was the descriptors and how the attack looked. Well, that and the amount of points put into it affecting how strong it was. This gave players a lot of freedom in how they made their characters, and you could do a lot with ‘joke’ powers if you got creative. Like the guy in the Beta that picked up ‘Nacho Cheese Control’, and then used it to fly by sewing packets of nacho cheese into his costume, and using his powers to lift it.

The third thing, and the one that really sold me on the game, was that it was going to be a hardcore world. Death was permanent. If you died, you had to start over, though you would get some bonuses to your new character. And the world wasn’t all Star Trek-y. All the problems you saw today, with prejudice and hate and corrupt politicians and the like, were all in CCO, but with super-powers added. There were people who got pissed at certain types of supers, and there was definite discrimination against ‘nonhuman’ characters, especially the ones that weren’t ‘pretty’. A cute catgirl would be fine (mostly), but someone who looked like a werealligator? They were fucked.

This was a living world of superheroes, like in the comics. There was good, bad, and ugly, just like the real world, but it wasn’t so fragging NORMAL and boring like the world I knew. Naturally, I bought the game, locking in some pre-order bonuses while I was at it. What can I say? Getting some bonuses for buying something you were already going to buy ahead of time just makes sense.

Finally, finally, FINALLY the months of waiting were over! Oh, I wasn’t just working and waiting, of course. I was enjoying a fantasy game that came out a few years ago called Age of Anarchy Online for a while, and even got to be a level 100 Monk/Monk. Yeah, kindof silly to double up on monk, but I went with two different specialties, and it made my unarmed damage truly insane. I was one-punching people out there! Especially after I got that race change to an Iron Golem.

Anyways, I was ready to start my new life, in a superhero world. I was already lying in my dive pod, ready and waiting for the servers to go live. Ok, so most people didn’t use the pods, but I went for long term immersion. For most things, I was able to send in my design work and so on from the virtual office, which meant I could work in the time dilated space, and look like a bloody miracle worker instead of a lazy bitch that spent half her ‘work’ time gaming. I just needed to hop out every week or so and refill the nutrient packs. The pod did the rest.

Now I was in the ‘Lobby’ of my VR space, the pod augmenting the Chip that everyone was implanted with at birth, giving me higher resolution and faster processing speed. Oh sure, it was supposedly for the whole ‘work’ thing, but most of it went towards my gaming. I wasn’t a streamer or pro gamer or anything. I just liked having the best tools to play with.

<Servers open in 00:01:04>

Quickly, I went over my thoughts on what kind of character I wanted to create. I’d played tanks and damage dealers for my last few characters, so I wanted to do something different here. And one archetype you rarely saw in superhero comics for some reason was healers. So I’d be making someone who could heal wounds and regrow limbs. With this being a hardcore world, I’d be very popular.

<Servers open in 00:00:32>

I was on the balls of my virtual feet in anticipation. Of course, the time dilation made everything go by slower, but who can remember details like that when there are new games waiting to be played? A whole new, completely unexplored world that is completely NOT normal! There was no way I wouldn’t be excited as hell about the prospect of finding a chance to be my inner superhero.

<Servers open in 00:00:04>

Come on! Come on! Come on! COME ON!

<Servers Open>

“Enter City of Champions Online!”

Everything went black, and then I heard a voice. *“Greetings, traveler. The world you are about to enter is very different from the one you live in. It is a world of heroes and villains, a world where magic lives, and mad scientists create devices that warp the rules of reality. A world where anything is possible.”*

*“In this world, the dawn of June 30, 1908 marked the birth of the Neo-Heroic Age, though few realized it at the time. Two alien races fought in the skies above Earth, invisible to our technology at the time. One of the ships attempted to make a crash landing in the region of Russia known as Siberia. However, it was destroyed in the lower atmosphere, in what has since been called the Tunguska event.”*

*“Unknown to any at that time, the destruction of the alien vessel caused certain exotic particles to spread throughout the Earth’s atmosphere, giving rise to the first Mutants. Barely six months later, the first confirmed Mutant, Karanlik, was instrumental in putting down a group of loyalists to the old Ottoman Empire regime, who were attempting a coup to return to power.”*

*“With the world sliding towards war, all the major powers rushed to identify, recruit, and train these Mutants, hoping that they would give them an edge in the war. During this time, Magic users and supernaturals stepped out of the proverbial shadows, revealing their existence as well. When war came after a Serbian nationalist assassinated Archduke Franz Ferdinand of the Austro-Hungarian Empire, what followed was a war unlike any the world had ever seen.”*

*“In the end, the death toll was the highest of any single war humanity had yet waged. Eighteen million souls laid to rest, whether through artillery and machine gun fire, or through mutants and mages unleashing their military-trained powers upon the trenches full of very mortal men. In some countries, the death toll was over 30% of the pre-war population, the majority of them the young men that formed the backbone of the economy.”*

*“The road after the War to End All Wars was neither straight nor smooth, however. For better or worse, the genie was out of the bottle (literally, in the case of Lahab Almawt, the Flame of Death). There was no way we could go back to what had been, all the ‘super-humans’ had been too visible to sweep under the carpet.”*

*“But fear and prejudice are deeply ingrained traits within humanity. Tensions grew as some governments attempted to ‘control’ the superhuman population, while in other places superhumans led coups and took over governments by force. As the Great Depression caused more suffering around the world, the flames of war were fanned again. This time, superhumans would be on the front lines, as much propaganda pieces as weapons of war.”*

*“The Kriegsherren, the pride of the Nazi war machine, clashed against the superhuman forces of the Soviet Protektory in the East, and the Verteidiger Kader stood against the American-led Avengers in the West. All while the Madman of Berlin led the Thule Society in the ritual that had required the deaths of millions to fuel.”*

*“As Berlin fell, and the armies of the Allies closed in on the final bunkers, the ritual was completed, and a gateway to another dimension was forcibly opened. Demons poured out of the rift, consuming all in their path, even those that had released them. The Battle of Berlin became a battle for the fate of the world. The Avengers, Protektory, and even the remains of the Nazi teams joined forces to seal the rift, sacrificing Nachtdämon by using his body and life energy to form the seal.”*

*“The year is now 2017, seventy years after the last World War ended. There have been many conflicts since then, some involving supers, some not. The Cold War that raged between East and West also included supers. Technology has advanced remarkably from the time of the World Wars, resulting in both super-science and magitek coming into their own.”*

*“This is the world of City of Champions Online. Are you ready to join us?”*

# Character Sheet

|  |  |  |  |
| --- | --- | --- | --- |
| Name | Isoke Sandoval | Alias | Vampyra |
| Power Level | 10 | Power Points | 170 |
| Race | Human (Mutant/Vampire) | Sex | Female |
| Height | 5’6” | Weight | 120 lbs. |
| Age | 18 | Money | $3000 |
| Fame | 0 | Infamy | 0 |
|  | | | |
| Attributes (6 PP Spent) | | | |
| Attribute | Base | Enhanced | Mod |
| STR | 8 | 14 | +2 |
| DEX | 16 | 22 | +6 |
| CON | -- | -- | -- |
| INT | 10 | 14 | +2 |
| WIS | 14 |  | +2 |
| CHA | 18 | 24 | +7 |
|  | | | |
| Saves (10 PP) | | | |
| Name | Attribute | Bonus | Total |
| Toughness | -- | +10 | +10 |
| Fort | -- | Immune | Immune |
| Ref | +6 | +3(+9) | +9(+15) |
| Will | +2 | +7(+13) | +9(+15) |
|  | | | |
| Combat Stats (18 PP) | | | |
| Name | Base | Conditional | Total |
| Attack Bonus | +4 | +2 (Ranged) | +4 Melee  +6 Ranged |
| Grapple | +6 | +4 | +10 |
| Defense Bonus | +5 | +5 (Dodge) | +5 (Surprised)  +10 (Normal) |
| Knockback Resistance | -8 | Hero/Villain Points | 1 |
| Attacks: Melee +4, Ranged +6, Katana +6, Life Force Drain +8, Darkbolt +10, Lifebolt +10, Blood Drain +8  Save DCs: Melee (DC 17 Toughness), Heavy Pistol (DC 19 Toughness), Katana (DC 20 Toughness), Life Force Drain (DC 22 Fortitude/Reflex), Darkbolt (DC 20 Will), Lifebolt (DC 25 Toughness), Blood Drain (DC 22 Fortitude), Vampire Spawn (None), Vampiric Thrall (DC 20 Will), Vampiric Fear (DC 19 Will), Vampiric Glamour (DC 20 Will) | | | |
|  | | | |
| Additional Information | | | |
| Size | Medium | Initiative | +6/+14 |
| Carrying Capacity  (Effective STR 34) | Light Load: 932 lbs.  Medium Load: 1.9k lbs.  Heavy Load: 2.8k lbs.  Max Load: 2.8 tons  Push/Drag: 7 tons | | |
| Move Speed | Normal: 30ft  Mist Form: 88ft (Fly)  Vampire Speed: 220ft  Soul Flight: 4400ft (Fly) | | |
| Languages | English | | |
|  | | | |
| Feats (22 PP) | | | |
| Name | Description | | |
| Attack Focus (Ranged) 2 | +2 accuracy to Ranged attacks | | |
| Attack Specialization (Katana) | +2 accuracy to attacks with Katana. | | |
| Attractive | +4 to Bluff and Diplomacy to affect those who find you attractive | | |
| Cat’s Feet | Can operate completely silently when so choose | | |
| Cult Heroine 1 | With Vampire Groupies, +4 to all Charisma-based skills.  With religious groups, -2 to all Charisma-based skills. | | |
| Dodge Focus 5 | +5 Dodge bonus to defense | | |
| Elusive Target | Penalty for shooting into melee at her increased to -8 (was -4). | | |
| Improved Defense 2 | +8 increased Dodge bonus to Defense when take Full Defense action. | | |
| Move-by Action | Move during action, up to move speed. | | |
| Equipment 7 | Provides 35 Equipment points. | | |
| Evasion 2 | Take no damage on successful Ref save, half damage on unsuccessful save. | | |
| Improved Grab | When hit with unarmed attack, start grapple as free action if target is Medium or smaller. | | |
| Improved Grapple | Can grapple with one hand. | | |
| Improved Initiative 2 | +8 to Initiative | | |
| Improved Pin | Opponents -4 to escape grapple or pin. | | |
|  | | | |
| Skills (40 PP) | | | |
| Name | Attribute | Ranks | Total |
| Acrobatics (DEX) | +6 | 4 | +10 |
| Bluff (CHA) | +7 | 8 | +15 |
| Climb (STR) | +2 | 2 | +4 |
| Computers (INT) | +2 | 13 | +15 |
| Concentration (WIS) | +2 | 4 | +6 |
| Craft: Artistic (INT) | +2 | 12 | +14 |
| Diplomacy (CHA) | +7 | 4 | +11 |
| Disable Device (INT) | +2 | 13 | +15 |
| Disguise (CHA) | +7 | 3 | +10 |
| ~~Drive (DEX)~~ | +6 | 0 | Can only be used untrained in routine situations (i.e. driving to the grocery store, but not a car chase) |
| Escape Artist (DEX) | +6 | 13 | +19 |
| Gambling (WIS) | +2 | 0 | +2 (Games of pure luck or skill do not use this skill) |
| Gather Information (CHA) | +7 | 8 | +15 |
| Handle Animal (CHA) | +7 | 2 | +9 |
| Intimidate (CHA) | +7 | 4 | +11 |
| Investigate (INT) | +2 | 8 | +10 |
| Knowledge (Arcane) (INT) | +2 | 1 | +3 |
| Knowledge (Current Events) (INT) | +2 | 4 | +6 |
| Knowledge (Cyberculture) (INT) | +2 | 8 | +10 |
| Knowledge (Popular Culture) (INT) | +2 | 3 | +5 |
| Knowledge (Technology) (INT) | +2 | 1 | +3 |
| Language | -- | 0 | No extra languages spoken |
| ~~Medicine (WIS)~~ | +2 | 0 | Cannot be used untrained |
| Navigate (WIS) | +2 | 0 | +2 |
| Notice (WIS) | +2 | 8 | +10 |
| Perform (Dance) (CHA) | +7 | 6 | +13 |
| ~~Pilot (DEX)~~ | +6 | 0 | Can only be used untrained in routine situations (i.e. basic maneuvers, but not bad weather or chases) |
| Profession (Stripper) (WIS) | +2 | 8 | +10 |
| ~~Ride (DEX)~~ | +6 | 0 | Can only be used untrained in routine situations (i.e. normal movement, not while attacking) |
| Search (INT) | +2 | 8 | +10 |
| Sense Motive (WIS) | +2 | 4 | +6 |
| Sleight of Hand (DEX) | +6 | 4 | +10 |
| Stealth (DEX) | +6 | 15 | +21 |
| Survival (WIS) | +2 | 0 | +2 |
| Swim (STR) | +2 | 4 | +6 |
|  | | | |
| Powers and Devices (96 PP) | | | |
| **Mutant Powers**  Life Force Drain (Linked Power) – Action: Full, Range: Touch, Duration: Concentration  \*Feats: Alternate Power 4  \*Cost: 15 PP  >Linked Power  >Drain STR 12  >>Feats: Accurate 2  >>Extras: Duration (Concentration)  >>Flaws: Action (Full), Distracting, Limited (Only living creatures), Side-effect (Stun if power fails)  >>Drawbacks: Power Loss (Must have skin to skin contact)  >>Total: 4 PP  >Snare 12  >>Feats: Accurate 2  >>Extras: Engulf, Transparent  >>Flaws: Action (Full), Distracting, Limited (Only living creatures)  >>Drawbacks: Power Loss (Must have skin to skin contact)  >>Total: 7 PP  With a touch, Vampyra is able to forge a link between her life force and that of another creature, draining away their strength. This link also locks the target in place, connected to Vampyra. She must have skin-to-skin contact to initiate the link. Once ensnared, the victim is only released when they break themselves free, or Vampyra lets them go. STR drained in this manner returns at a rate of 1 PP per round once the drain is stopped.  >Alternate Powers (11 PP for powers)  >>Darkbolt (Paralyze 10) – Action: Full, Range: Ranged, Duration: Instant  >>>>Feats: Accurate 2  >>>>Extras: Range (Ranged)  >>>>Flaws: Action (Full), Limited (Only living creatures)  >>>>Drawbacks: Power Loss (Haven’t drained Life Force for 24 hours)  >>>>Total: 11 PP  By concentrating a mass of Life Force energy and purposefully twisting it to be on an inverse harmonic, Vampyra is able to create a paralytic feedback effect within a person’s body, overwhelming them temporarily and either slowing or paralyzing them. This attack only works on the living, for obvious reasons.  >>Lifebolt (Blast 10) – Action: Standard, Range: Ranged, Duration: Instant  >>>>Feats: Accurate 2, Incurable  >>>>Flaws: Limited (Only living creatures)  >>>>Drawbacks: Non-lethal Only, Power Loss (Haven’t drained Life Force for 24 hours)  >>>>Total: 11 PP  A more destructive version of Darkbolt, this attack is designed not to paralyze, but to hurt. It attacks the life force of a living creature directly, causing physical, if non-lethal, damage. It is ineffective against nonliving creatures.  >>Soul Flight (Flight 6) – Action: Move, Range: Personal, Duration: Sustained  >>>>Drawbacks: Power Loss (Haven’t drained Life Force for 24 hours)  >>>>Total: 11 PP  By forming Life Force energy into an aura, Vampyra is able to fly at high speeds, reaching speeds of 500 MPH. Of course, this method of travel is very distinctive, as she is surrounded in a golden glow equivalent to a torch while this happens.  >>Soul Healing (Healing 10) – Action: Full, Range: Touch, Duration: Instant  >>>>Feats: Persistent, Regrowth  >>>>Extras: Energizing  >>>>Flaws: Distracting, Limited (Only living creatures)  >>>>Drawbacks: Power Loss (Haven’t drained Life Force for 24 Hours)  >>>>Total: 11 PP  With a touch, Vampyra is able to infuse pure life force into a living creature, removing debilitating effects and healing damage, even causing people to regrow lost limbs!  Soul Sight (Super-Senses 15) – Action: None, Range: Personal, Duration: Continuous  \*Flaws: Limited – Only Detects Living Creatures, Side-Effects (Stun when mass casualties in sensed area)  \*Drawbacks: Noticeable, Power Loss (Haven’t drained life force for 24 hours)  \*Total: 3 PP  Vampyra is able to ‘see’ the life force of all living creatures for miles around her, from the lowest microbes to cosmic-level entities. This is a mental sense, which has a range increment of 2 miles. She is able to ‘see’ through Concealment and Illusion effects, but not Obscures and physical obstructions that block mental senses. She is able to target and analyze individuals, identifying them by their life force alone. Because of this, it is incredibly difficult for living creatures to surprise her. This is the Detect (Creatures) 2 Sense, with Accurate, Acute, Analytical, Counters Concealment, Counters Illusion, Extended 3 (-1 per 2 miles), Radius, and Uncanny Dodge (mental) senses.  **Vampire Powers**  Blood Drain (Drain CON 12) – Action: Full, Range: Touch, Duration: Instant  \*Feats: Accurate 2, Innate, Slow Fade 4 (1 point per hour)  \*Flaws: Action (Full), Distracting, Requires Grapple  \*Drawbacks: Part of Body (Bite), Power Loss (Holy Ground)  \*Total: 7 PP  Vampyra is a vampire. One thing vampires need is blood. If she can grapple an opponent and bite them, she can drain away their blood, feeding her and leaving them greatly weakened, if not dead. Naturally, this only works on creatures with a CON score, which discounts constructs and undead. Points of CON return at a rate of 1 per hour.  Vampire Spawn (Transform 12) – Action: 20 Min, Range: Touch, Duration: Continuous  \*Feats: Innate  \*Extras: Duration (Continuous), No Saving Throw  \*Flaws: Action (Full), Distracting, Limited (Does not work in direct sunlight), Limited (Target must be willing or helpless), Range (Touch), Side-Effect 2 (Always Stun when finished)  \*Drawbacks: Action 3 (20 Min), Power Loss (Holy Ground)  \*Total: 1 PP  Perhaps the most famous of a vampire’s abilities after draining blood is the creation of more vampires. This process is long, requiring twenty minutes while Vampyra feeds on the victim and feeds them her blood in turn. This process is draining to her, and may leave her stunned temporarily. Once changed, the new vampire is forever a creature of the night.  Vampiric Immunities (Immunity 45) – Action: None, Range: Personal, Duration: Permanent  \*Feats: Innate  \*Flaws: Limited (Does not work in direct sunlight)  \*Drawbacks: Power Loss (Holy Ground), Power Loss 2 (Haven’t drunk blood for 24 hours), Power Loss (Cannot resist Master’s mental powers)  \*Total: 20 PP  As undead creatures, Vampires are immune to many conditions mortals would otherwise have to deal with. First, they are immune to any effect requiring a fortitude save. This protects them from the majority of diseases, poisons, and environmental conditions, among other things. Vampires are also immune to aging, critical hits, mental effects, and have no need for sleep (though they find it draining to go too long without sleep). Oddly enough, they also gain an immunity to their own powers if they are turned against them, even those not vampiric in nature.  Vampiric Mist (Gaseous Form 4) – Action: Full, Range: Personal, Duration: Sustained  \*Flaws: Action 3 (Full), Limited (Does not work in direct sunlight)  \*Drawbacks: Power Loss (Holy Ground), Power Loss 2 (Haven’t drunk blood for 24 hours)  \*Total: 1 PP (20 PP for form)  >Form Powers  >Concealment 10  >Feats: Close Range  >Flaws: Blending, Passive  >Total: 6 PP  >Flight 1  >Total: 2 PP  >Insubstantial 2 (Air)  >Total: 10 PP  >Super-Senses 2  >Total: 2 PP  Vampyra is able to turn herself into a mist, gaining concealment from all senses save touch, so long as she does not move too quickly, or attack. In this form she is completely insubstantial, and is able to fly at speeds up to 10 MPH. Additionally, her vision expands, allowing her to see in all directions at once, as she has no true ‘front’ or ‘back’.  Vampiric Movement (Super-Movement 9) – Action: Move, Range: Personal, Duration: Sustained  \*Flaws: Limited (Does not work in direct sunlight)  \*Drawbacks: Power Loss (Holy Ground), Power Loss 2 (Haven’t drunk blood for 24 hours)  \*Total: 6 PP  Vampires are able to move in ways that most humans would only dream of being able to do. They can move at full speed across obstacles without losing their balance, being slowed by terrain, or leaving a trail. So long as they are capable of action, they can fall from any height without harm, and they are able to crawl up walls like a spider, moving at their full speed as they do so. They gain the Perfect Balance, Slow Fall, Sure-Footed 4, Trackless, and Wall-Crawling 2 abilities.  Vampiric Regeneration (Regeneration 45) – Action: None, Range: Personal, Duration: Permanent  \*Feats: Diehard, Persistent, Regrowth  \*Flaws: Limited (Does not work in direct sunlight), Limited (Does not work against Holy damage)  \*Drawbacks: Power Loss (Holy Ground), Power Loss 2 (Haven’t drunk blood for 24 hours)  \*Total: 16 PP  Vampires recover from injury at a rate that would, frankly, astound any human doctor. This also marks them as different from other constructs or undead, which cannot regenerate when wounded. A Vampire gains the following regeneration effects: Recovery Bonus +18, Ability Damage 5 (1 per minute of rest), Bruised 3 (1 per round without rest), Disabled 4 (1 per 5 minutes of rest), Injured 4 (1 per round of rest), Staggered 4 (1 per round of rest), Unconscious 3 (1 per round without rest), and Resurrection 4 (1 hour, stopped by wooden stake to the heart).  Vampiric Resilience (Enhanced Trait 39) – Action: None, Range: Personal, Duration: Permanent  \*Flaws: Limited (Does not work in direct sunlight), Permanent  \*Drawbacks: Power Loss (Holy Ground), Power Loss 2 (Haven’t drunk blood for 24 hours)  \*Total: 10 PP  Vampires are not weak creatures. They gain +6 CHA, +6 DEX, +6 STR, +4 INT, +6 Will Saves, +6 Reflex Saves, Evasion 2, Improved Grab, Improved Grapple, and Improved Pin. These abilities may improve as the vampire ages and gains power.  Vampiric Senses (Super-Senses 8) – Action: None, Range: Personal, Duration: Continuous  \*Flaws: Limited (Does not work in direct sunlight)  \*Drawbacks: Power Loss (Holy Ground), Power Loss 2 (Haven’t drunk blood for 24 hours)  \*Total: 1 PP  Vampires are hunters by nature. Their senses are, therefore, more acute than a normal person’s. As creatures of the night, they gain Darkvision. They are also keen-eared, with Ultra-Hearing to hear ultrasonic signals like a dog whistle or a bat’s cry. But most improved is their sense of smell. They gain the Scent ability, and it Counters Concealment and Illusions, making them deadly hunters.  Vampiric Speed (Super-Speed 2) – Action: Move, Range: Personal, Duration: Sustained  \*Flaws: Limited (Does not work in direct sunlight)  \*Drawbacks: Power Loss (Holy Ground), Power Loss 2 (Haven’t drunk blood for 24 hours)  \*Total: 5 PP  Vampires are quickened by the magic that fuels their unlife. They perform all routine tasks 5x faster than a normal person, move at speeds up to 25 MPH, and react more quickly to battle, gaining Improved Initiative 2. Older vampires are even faster.  Vampiric Strength (Super-Strength 4) – Action: None, Range: Personal, Duration: Continuous  \*Flaws: Limited (Does not work in direct sunlight)  \*Drawbacks: Power Loss (Holy Ground), Power Loss 2 (Haven’t drunk blood for 24 hours)  \*Total: 1 PP  Vampires possess magically enhanced strength beyond normal limits. They gain +20 to their effective STR to determine carrying capacity, and a +4 to certain strength-based checks. This may improve as the vampire ages.  Vampiric Thrall (Mental Transform 10) – Action: 5 Min, Range: Perception, Duration: Continuous  \*Feats: Subtle 2 (Undetectable), Alternate Power 2  \*Extras: Duration (Continuous), Range (Perception)  \*Flaws: Action (Full), Distracting, Feedback, Limited (Does not work in direct sunlight), Limited (Only works on living creatures or Vampires), Sense-Dependent (Vision)  \*Drawbacks: Power Loss (Holy Ground), Power Loss 2 (Haven’t drunk blood for 24 hours)  \*Total: 4 PP (2 PP for powers)  The most powerful of a vampire’s mental abilities is their ability to create Thralls of living creatures or the vampires they create, capable of remaking their mind entirely. They can alter memories, warp the thrall’s personality to make them slavishly loyal, and even rearrange their mental ability scores, so long as the point total remains the same. One reason vampires are hesitant to create thralls, besides any moral concerns they may have, is that thralls are linked to the master, and when the thrall is damaged, the master knows it, and feels it. This kind of vulnerability is distasteful to most vampires, keeping the number of thralls to a minimum.  >Alternate Powers  >Vampiric Fear (Emotion Control 9) – Action: Full, Range: Touch (Area), Duration: Sustained  >>Feats: Mind Blank, Progression (Increase Area)  >>Extras: Area (Burst), Selective Attack  >>Flaws: Action (Full), Limited (Fear Only), Limited (Does not work in direct sunlight), Range (Touch)  >>Drawbacks: Power Loss (Holy Ground), Power Loss 2 (Haven’t drunk blood for 24 hours)  >>Total: 2 PP  Vampires can project an aura of terror and dread, causing those they wish to feel the fear of Death itself coming for them. Vampyra can affect creatures she chooses within 90ft of her. Older vampires are more powerful, and can cover a wider area with more palpable dread.  >Vampiric Glamour (Mental Transform 10) – Action: Full, Range: Perception, Duration: Continuous  >>Extras: Duration (Continuous), Range (Perception)  >>Flaws: Action (Full), Distracting, Limited (Does not work in direct sunlight), Sense-Dependent (Sight)  >>Drawbacks: Power Loss (Holy Ground), Power Loss 2 (Haven’t drunk blood for 24 hours)  >>Total: 2 PP  A lighter version of their ability to create thralls, a Vampire may alter the memories of creatures by looking them in the eye. They use this primarily to make their meals pliant and willing, and to remove the memory of their feeding from witnesses, but there are other uses for such an ability.  Vampiric Toughness (Protection 10) – Action: None, Range: Personal, Duration: Permanent  \*Feats: Innate  \*Extras: Impervious (Partial, 6 ranks only)  \*Flaws: Limited (Does not work in direct sunlight)  \*Drawbacks: Power Loss (Holy Ground), Power Loss 2 (Haven’t drunk blood for 24 hours)  \*Total: 6 PP  Vampires have a legendary resilience to harm. Indeed, effects below a certain level cannot even reach them, including many small arms. Older vampires are tougher, and even harder to damage.  **Devices**  Bloodstone (Device 1)  \*Feats: Restricted to Group (Vampires)  \*Flaws: Easy to Lose, Mystic Knowledge  \*Drawbacks: Normal Appearance  \*Total: 2 PP (5 PP for powers)  In its normal form, this device appears to be a simple leather choker with a glass stone over the throat. When one with knowledge of the Arcane succeeds on a DC 19 Knowledge (Arcane Lore) check, and says the words of power, it transforms into a golden necklace with a blood red stone over the wearer’s throat which radiates power. Though any can unlock this form, only a Vampire may use the abilities it holds.  >Heal the Unclean (Healing 9) – Action: Full, Range: Personal, Duration: Instant  >>Feats: Persistent, Regrowth, Alternate Power (Teleport)  >>Flaws: Personal, Distracting, Fades (Bathe in blood for 1 hour)  >>Drawbacks: Power Loss (Unable to Speak)  >>Total: 5 PP (4 PP for alternate power)  The primary purpose of the Bloodstone is to heal Vampires of wounds that would otherwise never heal, such as those from attacks backed by holy power. Each use causes this power to lose 1 PP of effectiveness until the Bloodstone has been immersed in human blood for 1 hour to regain its power.  >>Alternate Power  >>>>Bloody Recall (Teleport 8) – Action: Full, Range: Personal, Duration: Instant  >>>>>>Feats: Change Direction, Change Velocity, Progression: Mass 2 (250 lbs)  >>>>>>Flaws: Anchor (Blood Glyph in lair), Long-Range, Medium (Blood), Limited (Once per Day)  >>>>>>Drawbacks: Power Loss (Holy Ground), Power Loss (Unable to Speak)  >>>>>>Total: 4 PP  Blood calls to blood. With an incantation, the Vampire wearing the Bloodstone can take herself, and up to 250 lbs of gear out of danger once per day, teleporting through any fresh blood upon the ground or walls to a sigil painted in blood inside a place she designates as her lair. | | | |
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| Equipment, Vehicles, Bases (35 EP) | | | |
| **Equipment**  Cell Phone – 1 EP  Laptop Computer – 1 EP  Multi-tool – 1 EP  Heavy Pistol – 8 EP (+4 Damage, Range 40ft)  Katana – 6 EP (+5 Damage, 19-20 Crit, Extra Damage interval for (Strike) Flurry Feat reduced by 1.)  Smoke Grenade – 4 EP (10ft radius, Concealment to all visual senses except X-ray Vision)  **Base**  Basement Lair – 14 EP (Toughness +20, Size: Small. Communications, Concealed 4, Fire Prevention System, Living Space, Power System, Security System 3)  Vampyra maintains a small lair in a hidden basement of a parking garage in Downtown Atlanta. Though modest (only the size of a small house), it is reinforced to take abuse from super-powered battles, and is very well concealed. It also possesses an independent power supply, an effective security system, fire suppression systems, and a communication suite allowing her access to the internet as well as police scanners, among other things. | | | |
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| Drawbacks and Complications (+27 PP) | | | |
| **Complications** – Gain 1 Hero Point when they come into play  Prejudice – Mutant  Prejudice – Vampire  Reputation – Vigilante  Reputation – Stripper  Responsibility – Job  **Drawbacks**  Cursed 3 – Must be invited in to homes and private residences  Cursed – Cannot cross running water  Cursed – Cursed Holy Symbols give opposed CHA check to keep her back.  Hunger 2 – Blood  Hunger – Life Force  Vulnerable 3 – (Uncommon, Major – Holy Powers)  Vulnerable 2 – (Uncommon, Moderate – Silver)  Vulnerable 5 – (Very Common, Major – Fire)  Weakness 4 – (Very Common, Major – Direct Sunlight) | | | |

# Dramatis Personae

Isoke Sandoval – AKA: Vampyra. Real world name: Jacquelyn ‘Jackie’ Jones. A former art student who is bored with using her art degree for designing marketing campaigns for office products. Tired with her normal life, and not quite satisfied with her experiences in other VRMMMOs, she decides to try City of Champions Online.