

Vix Quintus

*The Swashbuckling Vampire
Medic*

Top-Down Fantasy RPG
Party Member



Age: 20

Gender: Female

Ethnicity: Coastal Extus (Vampire)

Personality: Peppy, caring, adventurous, confrontational

Alignment: Chaotic Good

Important Visuals: White hair, bandana, bandolier of darts, a scar up her right arm and a bandage on her back.

Inspirations: Isabella (DA:2) and Xoti (PoE:2)

Sample Dialogue: *"I'm pretty sure I breathed in like two ounces of my Dad when I staked him, so I'm good on family heirlooms, thanks."*

Motivations/Desires: Travel the world, live a life of rich, beautiful experiences, keep her identity a secret and stay as far away from other still living Extus clans as she can.

Voice Notes: Vix is peppy, ever-excited, proud, and boisterous, but is young and does not handle conflict well, especially if you start questioning her past decisions. She has a zest for life and a penchant for colourful metaphors when she's happy.

Audio Notes: She should sound young but confident, but petulant when criticized.

Biography

Vix was born into an Extus clan hidden in the hinterlands of a series of coastal villages. Like many Extus living in exile since the collapse of their ancient empire, this clan was ruled by still-living members of the old royal families who have drawn out their life expectancy through the overconsumption of blood. They rule by using their compulsion powers on their young to have them stalk the nearby villages by night and drain the blood of as many unwitting victims as they could, then returning and having the elders feed on them.

Vix was one of these blood mules. It was a miserable, taxing, hollow existence, but when she was 16 a rebellion of the young overthrew the old lords and killed them. Vix staked her father and relished it; she had never felt so free.

But soon after the reverie died down, a discomfort of what she'd done began to well inside her. She decided to go see the world she'd heard so little about and stowed away on a ship headed to the big city. She enlisted as a medic in the war there, finding pride and purpose in using her vampiric powers to heal.

Once the fighting died down, she chanced upon a performance by the Deathwalkers, a travelling troupe of daredevils who performed dangerous stunts for entertainment. She offered her medical services to them, and they were astounded by how well she could bring a performer back from the brink. She proved so useful they had no scruples upon discovering she was a vampire, considering many in the troupe were outcasts and former criminals looking for a better life themselves. They keep her secret; she keeps them alive, all the while travelling to new and exciting locales, drinking, going on adventures, and never having to sit in one place too long and think about the past.

Abilities and Weapons

Through their bites, Extus can load any number of venoms into their target. Some paralyze, some poison, some erase memories and others heal. In close quarters, Vix can administer any of these to allies and enemies alike by biting them. At range, she has extracted these venoms and loaded them into throwing darts, which she's become quite proficient with as an assistant in the Red Devil's performances.

Additional Information

Vix needs to feed regularly, but not so much that it poses any risk to the target. Injecting a blend of venoms through her teeth, she can make the whole affair painless for a willing participant.

The bandage on her back covers the brand of her clan on her shoulder. When asked, she tells people it's for a wound from the war.

The scar up her arm was caused by a splinter from the stake she used to kill her father. As it was imbued with magic specifically designed to kill vampires, the wound could never heal cleanly.

She loves strawberries and any other particularly rich, luxurious fruits, despite the fact she can't get any nutritional value from them.