

Vampire Powers, Abilities, and Weaknesses

Sustenance

Vampires require the fresh blood of living beings, preferably the blood of humans, in order to sustain their physical existence and usually obtain it by biting their victims on their necks and draining their blood.

Vampires that drink the blood of superpowered individuals, including mutants/metahumans and races like the Asgardians, can gain some of their victims' powers or enhance their own abilities. However, they are required to constantly drink this type of blood to maintain their new properties, or else they will soon lose them.

While vampires may consume human food, it will not satisfy them in the slightest. Some vampires choose to consume human foods or beverages simply for the taste.

Creating Vampires

There are two methods of creating vampires.

The first is the most common one: changing a human into a vampire. To do this, a vampire must feed a human a substantial amount of their blood. Once the human is Turned, they become subservient to the one who turned them. Some vampires have been known to gain a will strong enough to disobey their Creators though.

The second method is to create Pureblood/Born vampires. This process is fairly uncommon, because it is not an easy feat, and requires use of a magic ritual. This process requires a vampire splitting their own lifeforce, similarly to mitosis. Since the vampire creating the children will be passing on a portion of their own power and lifeforce, it weakens them immensely, and is very painful. Hibernation is required to complete the process. This process will permanently weaken the vampire who does it as well.

Vampire Power Levels

The level of a vampire's power can differ depending on their will power, age, etc. The older the vampire, the more likely they are to be stronger.

Pureblood are also more likely to be naturally gifted with power, though this also depends on the power of their parent.

Will Power

The overall extent of a vampire's abilities depends upon the strength of the vampire's will. Will power can determine the extent to which he or she can master their craving for blood and retain the same personality that they had in life. However, most people that become vampires quickly find themselves unable to resist the all-consuming craving for blood. They quickly degenerate into cruel and animalistic hunters of ordinary human beings, even if these new vampires had been kind and sensitive people in their mortal lives.

The strength of their wills may also determine their resistance to their Creator's commands, or to things such as psychic influence.

Health

Vampires are rendered immune to the ravages of disease and of aging. However, if deprived of blood for a lengthy period of time, a vampire will begin to show distinct signs of aging, such as his or her hair turning gray or white. Upon ingesting fresh blood, however, the vampire will revert back to the age in which he or she had died as a human.

In most cases, vampires are able to heal themselves from minor injuries within a very brief period of time. Some very powerful vampires such as Dracula can heal from severe burns or broken bones within the span of a few hours, whereas most other vampires might require several days to heal from the exact same injuries. Vampires are not able to regenerate missing organs or severed portions of their anatomy, with the exception of hair. Apart from periodic inconveniences, injuries like these will not critically impair a vampire's effectiveness.

Because ichor is similar in function to blood, poisons and other toxic substances that were circulated in its bloodstream will adversely affect a vampire, although no dosage is large enough to cause death.

Summoning and Shapeshifting

Depending on their power level, vampires can summon and control certain creatures such as bats, wolves, Hell hounds, dogs, rats, and mice. Vampires can also transform themselves into bats and, in the case of some of them, wolves while retaining their human intelligence and speech in these forms. Some vampires can even become human-sized beast-like bat creatures. Vampires can also transform themselves into mist

at will, either completely or partially, while still retaining their normal consciousnesses in that form.

Vampires can also summon specific traits from their other forms, such as wings or claws.

Hypnosis

Some vampires can make most human beings into its temporary slaves if they can catch their gaze for a sufficient amount of time, usually only in at least three seconds; more time will be needed to hypnotize especially strong human minds. The exact length of time needed to mesmerize the victim depends on both the strength of will of the vampire and that of the victim.

Telepathy

Some vampires can project their voices directly into the minds of people or vampires in their vicinity. They use this as a form of communication sometimes, since others can often speak back to them in their minds.

The vampire, depending on their power level, may also be able to project illusions into the minds of others.

This ability is enhanced if the vampire has drunk the individual's blood, or if they have Turned that individual. The more powerful the vampire, the further their reach.

Strength, Speed, Agility

Most vampires possess superhuman physical strength anywhere from 10 to 20 times greater than they possessed in their mortal lives. The vast majority of known and recorded vampires are capable of lifting from 1,000 lbs to 4,000 lbs.

Vampire Speed and agility follow similar guidelines.

Enhanced Senses

Vampires have greatly enhanced senses of sound, smell, taste, and sight. They can see in the dark without difficulty.

Levitation and Flight

Some vampires have the ability to levitate or fly, depending on the level of their power.

Reflections

Vampires don't have reflections, which is said to happen because they "have no souls". They also don't show up on camera, video or photograph. Their clothes don't show up either as long as they're wearing them.

Saliva

A vampire's saliva does not contain any sort of venom, and will not change a human into a vampire. Their saliva does have some minor healing abilities though, and helps to seal up the wounds inflicted by their fangs.

Weaknesses

Blood Consumption

Vampires are regularly required to consume a few pints (liters) of blood every other night. Failing to do so will cause the vampire to weaken. The first thing to go will be their willpower, and their most animalistic instincts may take over to take the blood they need by any means necessary. Next, they will physically weaken, fall comatose and, after an extended period without blood, seemingly perish. Vampires' ability to metabolize blood and their frequency of feeding usually varies, however, depending on a number of factors: the length of time between feedings, damage or injury to the body, resurrection from a near-death state, and excessive use of their supernatural abilities and strength. Some vampires of great power, like Dracula, are able to withstand their bloodlust for up to one week before their hunger becomes completely unbearable.

Contaminated Blood

Much like humans consuming bad food, vampires can get sick from consuming blood that's been contaminated.

Sunlight

Vampires are unable to withstand direct sunlight. It burns their skin as if being set directly on fire. Artificial sunlight can also hurt vampires, although not as effectively.

In rare cases, vampires are able to walk in the sunlight. They can do this by killing/overcoming their Creator.

Religious Symbols

Vampires have an aversion to any religious symbol (such as a crucifix / cross), a Star of David, or holy water) wielded or placed by anyone who truly believes in the religious significance of the symbol. A cross held by a Jew or a non-believer would have no effect, but a believing Christian holding a small cross or can keep a vampire at bay and even sear the vampire's flesh simply by touching him or her with it.

However, the deity must be one that was believed in at the time of the vampire's original death.

Another consideration is if the vampire in question worshiped the faith whose religious symbol is being used against them. For example, when David Eshocl used the Star of David against Dracula, Dracula was weakened by its sight, but stated that because he followed Christianity and not Judaism before becoming a vampire, the Star had a lesser effect on him. A cross wielded by Blade against a Jewish vampire was completely ineffective.

Pureblood vampires are immune to religious symbols since they were never human.

Invitations Only

Vampires have a mystical aversion to entering any human dwelling place to which they were not verbally invited. This appears to only be the case with personal dwellings, as vampires have been seen entering public buildings without the need of being invited inside.

Impaling the Heart with Wood

Another weakness of vampires is to impale them through the heart with wood, which will cause them to eventually decompose into a skeleton. Originally, it was thought that a wooden stake would be the only means of doing so; however, advancement in vampire hunting techniques have indicated that any wooden object that can break through a

vampire's chest and pierce the heart is sufficient in killing a vampire (i.e. wooden arrow or wooden bullets).

However, very powerful vampires such as Dracula can reanimate if the stake (or other object) is removed, so long as their skeleton is not destroyed.

Silver

Silver is highly harmful to vampires to the point that even Dracula himself can be killed even if impaled through the heart with a silver wheelchair spoke, as Quincy Harker did before his death. Silver weapons can kill vampires in a similar fashion to wooden ones, though very powerful vampires such as Dracula are resistant enough that they cannot be killed by such weapons.

Garlic

Garlic is not lethal to vampires, but the smell and taste are very repulsive and nauseating to them.