

Ceryse Vinicius



Universe: Elder Scrolls

Name: Ceryse Vinicius

Description:

- **Height:** 177cm or (5'8)
- **Weight** 59 kg or 130 pounds
- **Eye Color:** Reddish Amber (Do not glow and have normal pupils). When under an Illusion her eye colour appears closer to a Purplish-Maroon colour.
- **Hair:** Long flowing Black hair with intricate braids and plaits.

- **Physique:** Pale complexion, wears makeup, Slender of build. Typical vampiric features are masked by Illusions. **When not affected by an Illusion** - Vampirism is only subtly noticeable. Fangs are noticeable but not as pronounced as most vampires. **When Blood starved** - she will adopt the features of typical vampiric Bloodlust, Gaunt, Pallid, veiny complexion. More pronounced fangs and her eyes glow an intense red-orange.

Alias/Titles: The Lady in Black, Lady Vinicius

Race/Racial Power: Imperial Vampire - Voice of the Emperor (1 a day)

Sex: Female

Age: 1331 (Appears in her early 30's)

Born: 2E 224

Birth Sign: The Mage

Class: Mage/Warlock

Place of Birth: Anvil, Cyrodiil

Place of Residence: Imperial City

Languages: Common tongue, Daedric, Ayleid and Ta'agra

Moral Alignment: True/Chaotic Neutral with some Evil alignment tendencies.

Attributes: Ceryse's stats are as follows. She has an extremely robust constitution/Health pool, a moderate to strong Magicka pool and a very minimal Stamina pool.

Armour/Clothing: (Hair is worn down with Outfits 1 and 2, as depicted in the section above)

Outfit 1 (Vampyrum Black) - Long black leather boots with black iron buckles and small heels. Long black stockings, Black Corseted linen and leather robe with feathered shoulders, that falls to just above knee height. Long black leather gloves, Black rope necklace with an amethyst star inlaid around Ebony, on its reverse side the visage of Molag Bal is wrought into it. Wears a black Iron Circlet with jewelled Amethyst's and Diamonds. Wears a long dark sable travelling cloak with a hood during the day.

Outfit 2 (Blood of the Empire) - Long Dark Brown leather boots with Gold buckles and small heels. Long black stockings. Black corseted linen and Dark Brown leather, robes with Crimson Pelitine silk, and Empire gold ascents, that falls to knee height. Long black leather gloves. **Jewellery**; Gold and Ruby necklace, earrings, Rings and Circlet (Circlet is adorned with a Ruby that depicts the Imperial Dragon). Wears a long Scarlet travelling cloak with a hood during the day.

Outfit 3 (Northern Noble) - Hooded, Icy-Grey fur gown/robes, adorned with Quicksilver buckles, buttons, and a wolf motif chain/belt with sapphire eyes. Knee-length charcoal leather fur-trimmed boots, with buckles and a subtle heel. **Jewellery**; Quicksilver/Sapphire ring, necklace and hairpin with Cyrodilic styled engravings. (Hair is worn up with this outfit).

Outfit 4 (Solstheim Squall) - Robes gifted to Ceryse during the Solstheim Expedition. They are made of fine linens sourced from across Morrowind. An elegant design that does not sacrifice the functionality of keeping the cold and ash at bay. They are a mix of blues and grays, accented with silver stitching. Ceryse has chosen to pair her quicksilver/sapphire wolveren chain with it. Along with the quicksilver/Sapphire ring, necklace and hairpin and boots from her **Northern Noble outfit**. Along with a pair of moleskin leather, fur-trimmed gloves and a peppered grey wolf fur-trimmed collar atop a blue Rivenspire linen hooded cloak.

Outfit 5 (Wrothgar Ranger) - Rough Orcish crafted furs and leathers, warm, practical, and mottled with browns and greys. Ceryse wears with them, her Moleskin gloves, boots, wolveren chain, and accompanying jewelry from her **Northern Noble Outfit**, her sable black travelling cloak from her **Vampyrum Black Outfit**, topped with the peppered grey wolf fur collar from the **Solstheim Squall outfit**.

Enchanted Fire Resist Ring - Golden Ruby ring engraved with Cyrodilic and Vampyrum Order motifs. Once said to have belonged to the 'Wolf Queen' Potema Septim. Newly Enchanted with Fire Resist from a Grand Soul Gem.

Additional loot

- Ahzidals, boots, gauntlets and helmet. (Stowed securely at Labyrinthian)
- A small bag of an assortment of soul gems (Ahzidals).

Weaponry:

- **Quicksilver dagger** (In the Cyrodiilic Style) with a moderate Absorb Health and Magicka enchantment. Holstered in a scabbard at her left side.
- **Quiver of 20 Orcish Arrows** - Crafted at Morkul Stronghold, the heads are barbed and they have seabird feather flights. Quiver is hung from her right hip.
- **Vampyrum Glaive (Pending delivery)** Ebony, Quicksilver and Dark Walnut of make. It is an intricately crafted, unique piece of Vampire workmanship. Sporting Vampyrum, Cyrodiilic and daedric motifs, it is topped with a Garnet Jewel and its end boasts a quicksilver mid length blade. It has a sturdy leather strap which allows it to be slung over the back. **(Ceryse can use the Glaive to focus her spells through, like mages of old. It is also an effective weapon at keeping enemies at a distance.)**

Satchel: A pouch of several blood vials are always carried, “wineskins”, a small case containing a few Healing and Magicka potions, and a couple of Magicka regen, Destruction and Alteration potions. Any used potions are restocked between expeditions. A Notebook with a wrapped and sharpened piece of charcoal and a few bandages.

Mount: White female Palfrey called “Winter”

Profession: Spying and subterfuge by use of Illusions, guile and wit rather than sneaking about. She is adept at hiding in plain sight

Faction Involvement: Cyrodiilic Vampyrum Order, Elder Council, Imperial Legion, College of Whispers, Mages Guild (Prior to its dissolution).

Religions: Clavicus Vile. Ceryse has deep respect for the Daedric prince of bargains and his role in making her and The Order beings to be feared. Recently she has become somewhat disillusioned with **Molag Bal**, as she has begun to once again let the teachings of the **Blood Matron** guide her. She holds significant reverence to **Lamae Bal**, not only as the first vampire, but as her Progenitor. **Dibella** and **Julianos** of the Nine Divines are also respected. Though **Arkay**, in keeping with the teachings of Lamae Bal is hated and despised, for his abandonment of her in her hour of need.

Ceryse’s Pavilion:

- A scarlet rug with intricate patterns and golden tassels lays across much of the floor.

- A finely carved armoire, full of all her clothing and finery. (Contains several alternate outfits, One such is much the cut as her “Iconic” outfit, except it has Red and Gold accents that contrast the black to evoke the empire).
- A mahogany chest of drawers with a gold-trimmed mirror full of much of her trinkets, jewellery and perfumes.
- A desk and chair, that match the finery of the rest of her belongings. Used for study and writing at.
- A secure Oak chest sat next to the drawers. Holding more secretive items
- A small dining table made from Rosewood (Imported from Hammerfell)
- A moderate sized lounge, upholstered with scarlet velvet, and lavishly carved Dark Walnut wood.
- Her bed is an immaculate dark walnut four-post. embossed with intricate carvings, depicting twisting vines and birds in flight. An assortment of fine pillows and deep maroon Pelletine silks are draped over the bed topped with the jet black furs of a great bear.

Personality/Background:

During her mortal life, she was a courtesan who worked the Anvil docks, entertaining sailors, merchants and nobles. At the age of seventeen she had a daughter who she named Lucilla. Lucilla’s father was a Redguard sailor, she inherited her fathers blue eyes, though her complexion was darker than Ceryses’, it was not quite so much as her fathers was. The girl had Chestnut/Auburn brown hair and a light dusting of freckles on her cheeks.

Ceryse became a vampire after a certain vampire (A vampire who would go on to found the Vampyrum Order alongside herself and a few others.) found her on the brink of death. Battered, broken and violated, she had been left to die in the sand beneath the docks. She, however, died in another sense and was reborn as a vampire. The vampire who found her healed her and set her into a state of transition, before bringing her before Lamae Bal so that she might be ordained and turned into a progeny of The Blood Matrons vampiric bloodline.

Ceryse is a calculated, manipulative socialite and provocateur. What others observe as a “warm and playful” personality is but a façade to hide her true self. She will reliably work with others, so long as it furthers her own agenda or that of the Cyrodiilic Vampyrum Order. Foes she can’t manipulate through her allure or Illusions are met with the torturous and crushing pain of telekinetic and Blood magics.

The Order has sent her out to make contact with The Lamp Order, in order to gain intelligence and also keep track of any powerful artefacts and magics they come across in their journey. Knowing where such artefacts are is beneficial to the Order, this way they know rival clans are less likely to be a problem if such an artefact was to be stumbled upon.

Recent events concerning Molag Bal, have made Lady Vinicius consider seceding from The Vampyrum Order. And her role as vampire in general. She finds herself being pulled to an older way of life before The Order's founding.

Spells/Magic Used:

Restoration: (Adept) - *(Ceryse's Healing spells take on the hue of Blood Magic, though retain the same functionality as the contemporary spells.)*

- *Close Wounds (Adept Self)*
- *Heal Other (Adept ST)*
- *Heal Undead (Adept ST)*
- *Greater Ward (Adept Concentration)*

Alteration: (Master)

- *Equilibrium (Novice Concentration)*
- *Telekinesis (Adept Concentration)*
- *Telekinetic Orb (Adept ST spell. Self-taught spell. The spell tracks targets, can be thrown in an arc and can knock down small to medium sized foes - larger enemies are staggered e.g giants, dragons etc)*
- *Paralyze (Expert ST)*
- *Ebony Flesh with Mage Armour (Expert Self)*
- *Detect Life/Dead (Expert Concentration)*
- *Mass Paralysis (Master AOE)*

Illusion: (Expert) When master skill is reached all illusions can affect the undead and Daedra. Not Dwemer however. I know it can in the game, but they are machines and machines should not be able to be affected by illusions in my opinion.

- **Courage (Novice ST)**
- **Fury (Novice ST)**
- **Calm (Apprentice ST)**
- **Fear (Apprentice ST)**
- **Rally (Adept AOE)**
- **Frenzy Rune (Adept AOE)**
- **Rout (Expert AOE)**
- **Pacify (Expert AOE)**
- **Compulsion (Adept Concentration)** - Allows the caster to influence the thoughts and actions of others.
- **Dominate Mind (Expert ST)** - NPC (Humanoid or animal) is forced to serve the caster. Particularly resilient NPC's have a chance to resist but are more susceptible if they are weakened (Success rate left to GM's discretion).

Destruction/Blood Magic: (Expert)

- **Frostbite (Novice Concentration)**
- **Blood Seed (Apprentice ST DOT)**
- **Ice Spike (Apprentice ST)**
- **Frost Rune (Apprentice Location)**
- **Ice Storm (Adept AOE)**
- **Icy Spear (Expert ST)**
- **Haemorrhage (Expert ST DOT)**
- **Wall of Frost (Expert Concentration)**
- **Whirlwind Cloak (Adept Self)**

Vampiric spells and Powers (In theory most of these should fall under Destruction or Alteration)

- **Vampiric Drain (Novice Concentrate)**
- **Drain Life (Adept AOE)**
- **Vampiric Grip (Expert Concentration)**
- **Mist Form (1 a day Power)**
- **Bats (1 a day Power)**
- **Super Natural Reflexes (1 day Power)**
- **Vampire Scion (1 a day power)** Uses Vampire Lord powers.

- *And Innate Vampiric powers/Passives*

Spells Pending Research/Ideas (Subject to change)

- **Iron Will** - (Master Alteration) Combines Iron Flesh spell and the effects of Rally. Affects friendly targets in x area for x amount of time.
- **Shockwave** - (Expert AOE Alteration) Powerful shockwave that emits a radial telekinetic shockwave in x area surrounding caster. (Similar effect to Telekinetic Orb spell except it is an AOE spell. The nature of this spell will require it to be cast with two hands despite it's skill tier).
- **Blood Boil** - (Expert Concentration - Destruction/Blood Magic) Caster creates a sustained pool of Blood Magic around self in x area. Harms the caster but damages the target more and slows them. Weakened/lower health foes have a chance to become paralysed the lower their health gets below x threshold.

Additional Skills

Speech (Master)

- *A shrewd and Charismatic Manipulator. She uses her charm and wit often.*

One-handed (Apprentice)

- *Really seldomly used.*

Order of the Lamp relations and acquaintances (Those Ceryse has spent enough time with to make an informed decision on how she feels about them).

- **Favnir Silver-Tongue** - The Nordic Scholar is dedicated to his craft, and very protective of his research, but also takes great pride in it. Has an ego, but also respects a quick mind. Our first interactions were tense, but after the Solstheim expedition we seem to have found a common interest in intellectual pursuits. It is refreshing to have someone who can keep up with me.

- **The Blackened Rose (Rose)** - I did not think to come across another vampire here, least of all, one as mysterious as Rose. I enjoy his company, though he has a melancholy about him at times. He is a rare soul to find among our kind, still in touch with much of his compassion.
- **Aurelius Everlund** - The battlemage has a keen distrust of me, in no small part because of our polarising personalities. There seems little that we can see eye to eye on. Our relations, if indeed there are any at all, are strained. The man has a good heart, perhaps too good. He shows clear dedication to those he considers friends, which when in conflict, can make him take undue risks. My personal feelings aside, he is no doubt one of the most stalwart warriors I've come across in many, many years.

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