

## Fempiror Physiology

The vampire myth is based upon a race called Fempiror. The word Fempiror comes from the Felletterusk language meaning “new warrior,” for they were warriors in the Felletterusk army until their physiology was modified.

The modification was intended to improve the speed and strength of the warriors, but it ended creating other changes as well. The serum created by Voivode Draculya made the following changes to human physiology:

- Enhanced speed - Fempiror can move fast enough to dodge or block bullets
- Enhanced strength - Tests conducted indicate that a lone Fempiror has been able to lift up to 1500 pounds - this fact may not hold true for every Fempiror as bodies and individual physiology differ.
- Deadly aversion to a spectrum of light prevalent in sunlight - specifically ultraviolet radiation - exposure to UV rays results in 1<sup>st</sup> degree burns on exposed skin - prolonged exposure will result in death
- lowered body temperature from 98.6 degrees Fahrenheit (37 degrees Celsius) to approximately 48 degrees Fahrenheit (8.8 degrees Celsius). The near frozen central body temp increases the life span of the Fempiror like cryogenic freezing. As a result, a Fempiror will only age one year physically for every ten that pass.
- The ability to change anyone into a Fempiror using their own blood - the original Fempiror serum developed by Voivode attacks the physiology and makes the blood of the subject into that of a Fempiror. Therefore, the mixing of Fempiror blood with human blood will cause the human to become a Fempiror.
- Sterility - due primarily to the cold body temperature, the biological processes necessary for reproduction in women is not possible. As a result, the Fempiror cannot reproduce. For a ray of hope, however, it is useful to note that as Fempiror, women also do not ovulate. Tests on Fempiror women have revealed the ovaries in a cryogenic state complete with all the eggs a woman would have had at the time of transmutation. So if at some point in the future, a cure is found for the Fempiror condition, reproduction may (and only tentatively may) be possible.
- Aversion to garlic, citrus, and white oak - Voivode theorized that the aversion to these substances actually indicates their potential curative properties to the Fempiror condition, however, any combination thereof has failed to produce any kind of cure.

Due to the slower aging process Fempiror go through, they appear much younger than their actual age. Fempiror apparent ages are calculated using three years:

- Year of birth
- Year of transmutation
- Current year

For example: Kaltesh was born in 1575, transmuted in 1595, and the current year is 1775.

1. Figure age at transmutation:  $1595 - 1575 = 20$
2. Figure difference between current year and year transmuted:  $1775 - 1595 = 180$
3. Divide previous result by 10:  $180 / 10 = 18$
4. If result is a decimal number, round to nearest whole number. (i.e. 18.1-4 would round to 18; 18.5-9 would round to 19)
5. Add divided result to age at transmutation:  $20 + 18 = 38$

Kaltesh was 200, but appeared to be 38 during *The Initiation of David*.

### Mutation (aka Vampire) Physiology

In 1785, the Tepish perfected a mutation of the Fempiror serum that further exemplified the resemblance of a strain of Fempiror to the traditional Vampire myth. The intention of this mutation was to create warriors that would follow the Tepish philosophies more blindly than simple converts to the Tepish order. While some have referred to the Mutation as “Vampire,” Mutation is the accepted term used by the Fempiror.

The mutation caused many changes to the Fempiror physiology. The serum also affects humans and Fempiror in different ways. The mutation has the following characteristics:

- The same speed, strength, and body temperature characteristics of traditional Fempiror
- Same aversion to garlic, citrus, and white oak as well.
- No aversion to sunlight - unlike their Fempiror creators, the mutation can function in full sunlight making them especially dangerous to unsuspecting humanity who can rarely be protected by the Rastem.
- Able to cling to surfaces - the palms of the hands and soles of the feet of mutation can affix themselves to walls and ceilings allowing them to easily get into the highest unprotected window or other opening with ease.
- Aversion to water - for reasons unknown, the skin of the mutation cannot handle water - water causes the skin to melt away, subsequently causing the mutation to bleed to death
- Able to change both Fempiror and humans into themselves. The same rules for transmutation apply: the serum must be injected into the bloodstream or reach the bloodstream - the Fempiror serum has no effect on a mutation, but the mutation’s blood can affect a Fempiror. When changing into a mutation, two stages are followed: draining and coma. Each vary depending on whether human or Fempiror is the victim.
  - The draining period for humans is approximately 10 days. This time frame can be extended, as discovered in 1889, by transfusing the victim with healthy blood. In Fempiror victims, the draining period is only 10 seconds. This period cannot be extended.
  - The comatose period in humans is approximately 3 days. In Fempiror, the period is 30 minutes. This comatose state is almost indistinguishable from death, and some victims have been buried alive during this time. Most modern victims, thanks to technological medical advancements, do not have this problem.

- Elongated canines - one of the side effects of the mutation causes the canine teeth of the victim to elongate and sharpen. One of the aims of the Tepish for the mutation was to further resemble the mythical vampire of the people which included these elongated teeth.
- A need for blood - for some reason, the blood draining that occurs in the first phase of change never ceases. Because of this, the mutation requires a supplementation of blood. This is usually accomplished by blood being ingested by the mutation through holes in a human or Fempiror neck (although other body parts have been bitten) created by puncture wounds from the canine teeth.
- Reversion to animalistic nature - the mutation serum destroys the minds of the victim causing their actions to revert to a more animalistic mentality - i.e. I want blood; I will get it without fear or thought of consequence. Morality is destroyed, and consequences to a mutation are inconsequential. This change is not all inclusive and some Mutations retain their sanity, but they are a rare variety.

Mutation apparent ages are figured using the same method as regular Fempiror.