

ARKHAM: CITY OF SECRETS

MISSY "GOTHICA" STRABERHAUSEN; HOUSE OF MONTIGUE

Mother & Father:

Birth Date: ?

Apparent Age: Mid 20s

Master: Lord Byron

Missy Straberhausen, better known as Gothica in the club scene, was the child of one of the wealthy blue blood families of Boston. She was never denied anything by her parents, which by the time she reached her teens turned her into an absolute bitch, and a hell child to deal with...basically a parent's worst nightmare.

In her late teens she turned to paganism initially as yet another attempt to rebel against the iron rule of her parents. After that it was the goth scene, at which time her parents decided it was time to take action and had her committed in to a rehab center believing that their daughter was a drug addict or mentally unbalanced.

While in the rehab center, the doctors attempted to use electro-shock therapy in a futile attempt to "modify" Missy's aberrant behavior into something more acceptable of a young woman from high society. Because of her incarceration in the rehab center, lets just be honest here, it was the mental ward of Boston General Hospital; Missy turned to religion as an escape from the torments of her parents and the doctors.

During her stay in the hospital, she was raped once by one of the orderlies; which the hospital was quick to cover up. After the incident, which was about a 17 months from the day that she was admitted, she was released from the hospital. Her parents were told that Missy wouldn't be a problem anymore, but at that point the hospital just wanted Missy as far away from it as the administrators could get her. After Missy was released, Boston General was quick to remove any record that she had ever been there.

Because of her stay at the hospital, Missy was late graduating from High School. Once out of the hospital, Missy really had an axe to grind with her parents...she hated them for what they put her through in that abomination of a hospital mental ward. Missy let religion and the gothic lifestyle take over her life after graduating from high school.

She eventually went off to college at Miskatonic University, and attempted to get a degree. But that's when she met the man that would end her life. Lord Byron was a regular in the Boston and Arkham gothic club scenes. At first he swept Gothica off her feet, he was charming and seemed to know all the best parties and the most connected people. For the first time in her life, Missy, better known as Gothica had someone that seemed to be catering to her every whim. That was until the night that Lord Byron decided to show his true colors.



In a moment of terror he attacked Gothica with his fangs; in mere moments she was lying on her apartment floor dying with Lord Byron standing over her with blood all over his face and clothing.

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He told her that if she didn't willingly give her soul to him, he would let her die and fade into the oblivion that waits beyond. Desperate to live, Gothica begged him to take her soul and stop her from dying. It was on that night that Lord Byron transformed Gothica into one of his Thralls.

After being brought across, Lord Byron made a point of abusing Gothica anytime he could. She was the dog to be kicked when he became angry; she was the slave that was sent out to run all of his errands. And because he of his blood running through her veins, she had no will to resist his commands. Lord Byron became her Master, and no pretense was made about her future. She would be used and abused until it no longer amused him.

Eventually Lord Byron did start to tire of Gothica, and when that happened he kicked her out of their apartment with nothing but the money that she had in her savings account. With no home, she lived on the streets for a time as a prostitute. It was the only way that she had to earn a living given her quasi-undead state. For almost a year she lived in an abandoned apartment building in the Arkham area while she saved away enough money to get her own place again.

Once she found a new apartment to live in, she was able to get a job as the night manager at the Arkham dance club; The Inferno Club. Life or unlife was finally starting to look up for her. She was attempting to restart her life with a walking disability. And for a time life was good, she was able to go to work and to live an almost normal life. And then Lord Byron came back into her life. Through violence he again forced her to carry out his will again. This time he had a mission for Missy, but by this time in her life she had all but abandoned her birth name for the name Gothica...he wanted her to steal all of the money from the safe at the club that she worked at. All in all, Lord Byron made off with over 50,000 dollars because of Gothica's theft.

It turned out that the dance club was owned by a group of investors from the Arkham area and other places in New England. When they found out about the theft, they sent a child-like woman to deal with Gothica; her name was Lady Kristina Sabian DeLyones. Lady Kristina has every intention to get to the bottom of the theft and she has no problem killing Gothica in the process. Gothica knows that Lord Byron is somewhere in the Arkham area, but to give up Lord Byron would be to throw a huge spotlight on the Revenant and Thrall population of Arkham. And from what little dealings that Gothica has had with the Revenant House of Montigue, if she were to turn the eyes of humanity or something worse on the Revenants...she would be in for a painful death indeed. She as a handful of friends within the Revenants and Thralls that meet at the Metal Church of Asmodeus

Even now Gothica walks the floors of the Inferno Club dreading the next visit of Lady DeLyones. Something has got to give, and soon...

Template: Thrall

Occupation: Socialite

Personality Traits: Curious, Passionate, Laid Back

Attributes: Agility 3, Appearance 5, Brawn 3 (Stun 3), Intellect 3, Psyche 3, Vitality 3

Derived Attributes: Charm 4, Mental Stability 90, Psionics 3, Toughness 2, Life Force 12

Combat Skills: Dodge 3 (+6), Grapple 2 (+5), Strike 3 (+6), Throw 1 (+4)

Occupation Skills: Academics 3 (+8), Persuasion 4 (+8), Seduction 5 (+10), Social Grace 4 (+8), Style 4 (+9)

Personal Skills: Climbing 2 (+8), Drive 1 (+4), Investigation 2 (+5), Larceny 2 (+5), Mythos: Atlanteans 1 (+4), Mythos: Revenants 2 (+5)

Psionic Skills: Control 4 (+7)

Advantages: Balance of the Black Cat, Fearless 1 Rank, Higher Education 1 Rank (Bachelors Degree), Thrall, Wealth 3 Ranks, Willing Consort 1 Rank

Disadvantages: Addiction: Cigarettes 1 Rank, Curiosity, Outsider

Actions: 2, **Initiative:** +1, **Max Lift:** 250 lbs., **Fate Points:** 5, **Reaction Rating:** +6

Movement: Walk 6, Run 12, Short Sprint 24, Flight 30

Resist Fear & Madness: 3 (+5)

Resist Magic: 3 (+3)

Resist Psionics Attacks: 3 (+3)

Psionic Talents: Mesmerism

Supernatural Powers: See Thrall listing in Dark Aeons: The Atlantean Chronicles Role-Playing Game.