

ARKHAM: CITY OF SECRETS

GEORGE "LORD BYRON" QUINCY; HOUSE OF MONTIGUE

Mother & Father: Thomas & Elaine Quincy

Birth Date: 1974

Dark Rebirth: 2006

Apparent Age: Mid 20s

Mistress: Georgina

George has always been the proverbial spoiled rich kid. Throughout his misspent youth, George spent his time thumbing his nose at the rules of polite society; he absolutely hates being told what to do. His only care is for himself; his personal needs are paramount at all times. George is truly an arrogant bastard that very much believes that he is superior in intellect to everyone around him.

His greedy nature led him to embezzling over \$350,000 dollars from his father's investment company; the Quincy Investment Group of Boston Massachusetts. In the end, George was caught by his father and subsequently disowned for the theft and for disgracing the Quincy family name. Before throwing George out, Thomas Quincy forced him to return \$300,000 dollars of the stolen funds under the threat of prosecution. The rest of the stolen funds disappeared into an untouchable offshore bank account in the Grand Cayman Islands, with only George able to access it.

After being kicked out of his parents Boston home, George made the move to Arkham and bought a house on the south side of the city. Shortly after arriving in Arkham, George started going under the alias of "Lord Byron".

For several years, Lord Byron spent his time ingratiating himself on the rich and powerful youth of Arkham. In that time, he became deeply involved in the Gothic Subculture in the Arkham and later the Boston area. It was through the Inferno Club that Lord Byron descended into a life of decadence and vice.

In 1999, Lord Byron was introduced to Georgina of the Revenant House of Montigue. It wasn't long after this that Lord Byron found himself turned into the willing Thrall of Georgina, she had seduced him so much so that he was willing to do anything for her. A year later, Georgina rewarded Lord Byron for all of his loyalty by bringing him across into the undead state of being a full Revenant.

After receiving the Dark Gift from Georgina, he set about to create his own coven of Thralls in an attempt to build his own power base. That led to Lord Byron turning his Inferno Club friends; Gothica, Domina, and Larcen into his Thralls. In 2006, in a moment of drug hazed madness Lord Byron killed Domina and dumped her body in the sewers under Boston. When Domina awakened the next evening as a Revenant, she made it her undead life's goal to make her former Master miserable for eternity.

Since his indiscretion with Domina, Lord Byron has been careful to destroy the bodies of all those that he plans to kill, and to make sure that none of his Thralls get any thoughts of betraying him as he thinks Domina has.



Template: Revenant

Occupation: Socialite

Personality Traits: Controlling

Attributes: Agility 4, Appearance 4, Brawn 3 (Stun 3), Intellect 4, Psyche 4, Vitality 4

Derived Attributes: Charm 4, Mental Stability 90, Psionics 4, Toughness 2, Life Force 14

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Combat Skills: Dodge 3 (+7), Grapple 2 (+6), Strike 3 (+7), Throw 1 (+5), Firearms 2 (+6)

Occupation Skills: Academics 3 (+9), Persuasion 3 (+7), Seduction 4 (+8), Social Grace 3 (+7), Style 3 (+7)

Personal Skills: Linguistics: English 5 (+9), Mythos: Atlanteans 1 (+5), Mythos: Revenants 3 (+7), Streetwise 2 (+6)

Psionic Skills: Control 4 (+8)

Advantages: Higher Education 1 Rank (Bachelors Degree), Hunting Grounds (Arkham), Wealth 2 Ranks

Disadvantages: Infamous: Human Society, Outsider, Sadist

Actions: 2, **Initiative:** +2, **Max Lift:** 250 lbs., **Fate Points:** 5, **Reaction Rating:** +4

Movement: Walk 8, Run 16, Short Sprint 32, Flight 40

Resist Fear & Madness: 4 (+4)

Resist Magic: 4 (+4)

Resist Psionics Attacks: 4 (+4)

Psionic Talents: Mesmerism

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