

ARKHAM: CITY OF SECRETS

REVENANTS OF ARKHAM

MAXIMILIAN SCHMIDT, LT. COLONEL; OBSIDIAN GROUP

Mother & Father: Edgar and Elisa Schmidt

Birth Date: July 17th, 1890

Apparent Age: Late 20s

Maximilian Schmidt was born to German immigrants; Edgar and Elisa Schmidt on July 17th in 1890 in the town of Arkham in Massachusetts. Throughout his childhood he was given the best of everything. One of Max's favorite activities was riding his father's horse in the fields and pastures around Arkham.

In 1910, Max went on to attend Miskatonic University, and for the next 4 years he would study hard in order to gain a Bachelors Degree in Linguistics. Throughout his college years, all he did was study and dream about the world outside of his sleepy hometown of Arkham.

In 1914, World War I began with the assassination of Archduke Franz Ferdinand of Austria. Back in the United States, during the opening years of the war the government decided to keep to its isolationist policies and not to intervene on behalf of the French and the English. This stance inflamed the sensibilities of many Americans; one among them was Maximilian Schmidt.

For two years all Max heard in the news of how the powers of Europe were tearing themselves to pieces and how this would be the war to end all wars. Max's parents were against the isolationist policy of the United States, but when Max told his father that he wanted to enlist in the Canadian Army and go over to Europe to fight in the war, his father forbade him. Against his father's wishes, in 1916, Maximilian made the trip across the US-Canadian Border and enlisted in the Canadian Army.

From July of 1916 to November of 1916, Max was trained as a Cavalry Officer due to his proficient abilities with horseback riding. Finally in December of 1916, the Canadian Army sent his Regiment over to fight in the war.

It would be in 1917 that he and his Cavalry unit were charged with scouting out a German position that was believed to be hidden deep within the Black Forest. During this reconnaissance mission he and his Cavalry unit were attacked by a lone figure that was dressed in a Prussian Officer's uniform.

Within the span of less than a minute, Schmidt's unit fired off a volley of gun fire at the Prussian, so many bullets that should have been enough to put down a charging elephant. The Prussian ignored the rain of gunfire and single-handedly killed everyone in Schmidt's Cavalry unit, leaving a cowering and terrified Schmidt with his back up against a tree.



In desperation, Max lashed out at the Prussian, stabbing the man with his Cavalry saber; cutting so deeply that it would be immediately killed any normal man. As if the wound was nothing but a bee sting, the Prussian pushed his way down the length of the saber and grabbed Max by both his arms with a strength that could only be of supernatural origin.

With Max's arms pinned, the Prussian lunged at his throat with a pair of inhuman looking fang in his mouth.

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Before Max could react, the Prussian buried his fangs into his throat and within moments the life within Schmidt was bled away.

When he finally awakened, Max found himself covered with soil with what seemed like a great weight pressing in upon him from all sides...he had been buried alive! Panicking, Schmidt began to claw his way free of the oppressive soil that was his earthen grave. Finally he was able to free himself; Max found that he was surrounded by the rotting corpses of his men and their horses.

Above him in one of the trees, Max could hear a German voice speaking to him. From his years studying linguistics, Schmidt was able to understand some of what the man was saying to him "...Now of the House of Montigue...free of deaths cold grip...the sun is your only enemy now...heed the thirst lest it destroy you...Farewell".

Then, without warning the Prussian disappeared, almost as if he had grown wings and flown away in to the night.

It did not take long for Schmidt to figure out that he had been attacked and killed by a vampire, and that he himself was now a vampire. He had read the Bram Stoker novel, Dracula, years before and understood that his life would never be the same again.

For the rest of the war, Schmidt determined that he would continue to do his duty to the Allies by attacking the German forces on the battlefields one the cover of night had fallen, in doing this it allowed Max to feed his newfound hunger of the blood of the living and it allowed him to learn what new supernatural abilities that he had and his limitations.

Years later in 1929, he finally found his way back in to the United States, and that is when Schmidt learned of the formation of an agency called the Office of Paranormal Research and Applications (OPRA). Apparently the whole point of the agency was to investigate instances of the paranormal in an attempt to find new ways of defending the citizens of the United States against the supernatural horrors that come from the Mirror World and the Abyss. Realizing that this agency could possibly assist him with the problems that seemed unique to his condition as a Revenant, Max gave the founders of OPRA a full briefing of everything that he had learned about Revenants through his own experiences and what information that he was able to learn from other Revenants and Thralls, all of it in return for safe haven and protection within the new organization. His primary concern was protection from those that hunted Revenants...namely the Slayers of the Order of Saint Lazarus.

For the next 40 years, Schmidt would be a domestic operative for the Office of Paranormal Research and Applications, covertly working against the Nazis' during World War II, then the North Koreans during the Korean War, and finally the Vietnam War. Over the course of those 40 years he would make many new friends within the Intelligence Community, and outliving most of them.

In 1970, the Office of the President had OPRA formally disbanded; mostly due to the odd questions that many members of the Congressional Oversight Committees were asking about OPRA and its budget appropriations. Not long after Max officially retired from the spy business, he was contacted by the CEO of the Obsidian Group, a man that Max knew well from World War II; Julian Bishop. Apparently Bishop had been charged by the President with reforming OPRA as a civilian run organization with the same purpose, but with little to no official ties to the government. Most of the Obsidian Group's initial starting budget came from the Black Budget of the President.

Once Max was sure of what he would be getting into, Bishop brought him in as a Lt. Colonel within the organization. This time around Schmidt made it clear to his new boss that he wanted a longer leash and more free time to himself, Bishop agreed if only to have a senior operative working within the new organization. Most of Max's duties consisted of being a Case Officer to a handful of investigative (Beta) teams that Beta Section had in the field. The rest of Schmidt's time would be spent working as a private investigator based out of the city of Arkham in MA.

Since 1970, Schmidt has devoted much of his time to his own interests and in helping the Obsidian Group whenever called upon.

Template: Revenant, Sorcerer

Occupation: Investigator

Personality Traits:

Attributes: Agility 4, Appearance 3, Brawn 4 (Stun 4), Intellect 4, Psyche 5, Vitality 4

Derived Attributes: Charm 3, Mental Stability 135, Psionics 4, Toughness 2, Life Force 15

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

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Occupation Skills: Academics 3 (+8), Firearms 4 (+8), Investigation 4 (+8), Persuasion 3 (+6), Subterfuge 4 (+7)

Personal Skills: Computers 2 (+6), Drive 2 (+6), Linguistics: English 5 (+9), Linguistics: French 3 (+7), Linguistics: German 2 (+6), Linguistics: Church Latin 2 (+6), Mythos: Occult 3 (+7), Mythos: The Old Ones 3 (+7), Research 2 (+6), Ritualcraft 3 (+7), Spellcraft 3 (+7), Stealth 2 (+6)

Psionic Skills: Control 2 (+6)

Advantages: Abyssal Attunement, Elemental Attunement (Air), Government Sanction: Obsidian Group 5 Ranks (Lt. Col), Government Sanction: Security Clearance (Beta), Higher Education 1 Rank (Bachelors Degree), Hunting Grounds, Revenant, Servitor (Marcy Amell; Secretary) 1 Rank, Sorcerer (Spirit, Earth), Wealth 5 Ranks

Disadvantages: Curiosity, Outsider, Phobia: Major (Silver), Weirdness Magnet

Actions: 3, **Initiative:** +2, **Max Lift:** 500 lbs., **Fate Points:** 5, **Reaction Rating:** +3

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

Resist Fear & Madness: 5 (+5)

Resist Magic: 5 (+5)

Resist Psionics Attacks: 5 (+5)

Psionic Talents: Mesmerism

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

Spells: Key of Pluto (Rank 1), Grip of the Damned (Rank 2), Breath of Hermes (Rank 1)

Rituals: Elder Sign (Rank 3), Eye of Anubis (Rank 2), Sorcerer's Stone (Rank 1)