

# ARKHAM: CITY OF SECRETS

## MAXWELL HOLLUND

**Station:** First Citizen of Arkham, Centurion

**Father/Mother:** Lord William & Lady Tabitha Hollund

**Dark Rebirth:** 1601

**Apparent Age:** Mid to late 30s

Maxwell was born to Lord William Hollund and Lady Tabitha Hollund in England in 1566. His father, Lord William Hollund was an Atlantean of high stature in the British Isles. Lord Hollund owned a small fleet of sailing vessels that he used to trade goods with the Kingdoms that were not currently at war with England. Maxwell was given the best of things, taught from an early age the time honored traditions of the Atlantean people, of House Ramius and of his own family.

Throughout his childhood, Maxwell learned to read and he loved the tales of old. The stories of great and virtuous knights and of the evil men that they fought and defeated. When Maxwell turned 10 years old, his father hired him a teacher to teach young Maxwell how to defend himself with the sword, and more importantly how to fight his enemies. Maxwell was taught to out think his opponents, to use their own weaknesses against them.

In 1590, Maxwell's father became embroiled in a feud with another Atlantean family of House Ramius; the Sullivan family and that feud ended with his father being killed in a duel. That one incident changed Maxwell's life dramatically. Before the death of his father, Maxwell had been a happy young man that sought to honor his family and to eventually settle down in the years to come. When Lord William was killed by Darius of the Sullivan Family, Maxwell vowed that he would avenge his father's death, even if it meant that Maxwell would be punished for it.

By 1596, Maxwell had tracked Darius down to the streets of Paris in France. Maxwell was angry, and had no wish for a fair fight in regards to Darius. So one evening Maxwell found Darius stumbling out of a bar in Paris, without warning Maxwell came up behind the man and stabbed him through the heart with his fathers own dagger. To his horror, Darius backhanded Maxwell against the alleyway wall and simply smiled at him. A very toothy smile that clearly showed a pair of fangs.

Darius advanced on Maxwell and with an inhuman strength he grabbed him by the throat. Darius told Maxwell that it amused him that Maxwell would have even attempted to kill him. As punishment Darius told Maxwell that he was going to bring him across into the darkness. That Maxwell would serve him for 100 years as his personal bodyguard, and if after 100 years he had proved his worth, he would allow Maxwell go out on his own.



And so for 100 years, Maxwell was forced to act as the servant and bodyguard for a man he despised and hate. As a Lilan, Maxwell was trapped in darkness, never again to see the light of the sun without fear and panic. During this time in his life, Maxwell followed Darius all over the world, and in that time Maxwell was able to see the true nature of Atlantean society, the darkness that now controlled it from the deep places of the world.

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After 100 years of servitude, Maxwell was finally freed from this master and creator. But every time that he thought about going back and killing the man...thing...for the death of his father, something inside of his held him back. Not long after being released from his servitude to Darius, he was approached by a member of the Antiquarians Guild; Edward DeLyones. Edward told him that for a favor, he would speak to some of his allies in the Centurion Order and get Maxwell into the order. Edward could tell from the very beginning that Maxwell was an incredible warrior, and that he would make an excellent addition to the Centurion Order. But Edward being the opportunist wanted to make sure that he had a marker to use later in the great game, hence the favor he extracted from Maxwell.

From the moment Maxwell entered the Centurion Order, his betters and peers saw great potential in him. He was a natural when it came to learning the fighting arts and arcane secrets of the order. During the Imperiums re-conquest of the Ireland from the forces of the Renegade House; Clan MacKlintoc, Maxwell made a name for himself as a leader of men. But the battles in Ireland were for naught, because eventually the Atlanteans of Clan MacKlintoc retaliated by taking their fight into England. The battles would eventually end when Imperium forces were finally pushed out of the British Isles in 1939, leaving their only foothold in northern Ireland. All throughout this time of war Maxwell was traveling back and forth between the Americas, the British Isles and Europe.

It was during a moment of calm that Maxwell met his wife; Elizabeth Prescott of House Ramius. She was a cold woman, but very intelligent and capable of bearing him a child. In 1895, his son Dante was born (named after Maxwell's beloved great grandfather). Unfortunately the Imperium's war in the British Isles kept Maxwell from truly knowing his son, something that Maxwell will forever be atoning for.

Because of the hard life that he has lived, Maxwell understands that the world is a dark place. Through the teachings of his own father, Maxwell is a man that seeks greatness, and that seems to be the only thing that he acknowledges in himself and others. There is a small part of him that still wants to fight those epic battles for a truly just cause. But now that his years of war in Britain are over, he knows that war was not for the right reasons. The only ones to be hurt in that war were the innocents.

During the 1920s, Maxwell was able to get himself transferred back to New York, and in that time he set about to rebuild his relationship with his estranged son. Elizabeth had driven him soon away from their home through her cold and compassionless relations with him. It took him several months to find William, but when he did Maxwell set about to educate him in the ways of the Atlantean people, his House and his family. For the longest time William remained at arms length from Maxwell, through fear of Maxwell leaving again and through the anger that Maxwell had not been there to protect him from his mother. Being that divorce among Atlanteans is almost unheard of, Maxwell simply settled back and dealt with building bridges between himself and his son.

Thankfully Maxwell was able to avoid returning back to the war in Britain, and because of this he has been able to strengthen his relationship with his son.

In 1947, Edward DeLyones finally decided to call in his marker. It was in this year that Edward saw the need for a true warrior in the dominion that he resided; Arkham. Only years before, the dominion had come out of a terrifying intra-house feud that resulted in multiple deaths in Arkham, and Edward was going to make sure that history would not repeat itself. That is why he called Maxwell to him in Arkham; he needed a strong arm to help uphold the dominion and its inhabitants.

In 1969 to 1996, the dominion of Arkham was under the control of House Draconis. House Draconis under the leadership of Victor Trulaine dominated the Atlantean political scene. Over the next 26 years, Trulaine turned what had been more or less friendly disagreements into full-blown feuds as the Houses of Arkham attempted to curry the favor of its First Citizen. It was during these years that Maxwell decided that he could do a better job governing the city.

By the time 1996 came about, Maxwell and his allies in Houses Ramius and Lionnes were ready to make their move. In 1996, Maxwell led a full out revolt against Draconis rule, and from 1996 to 2000, the dominion of Arkham was at war with itself. Only in 2001 was Maxwell able to get the upper hand. Maxwell Hollund, leading a handful of followers was able to corner Victor Trulaine in his family estate to the south of Arkham. Not willing to fight Victor Trulaine without an advantage, Maxwell ordered his followers to set Trulaine's home on fire. The home burned to the ground and Victor Trulaine was never heard from again; many believe that Victor being the coward that he was allowed himself to be consumed by the flames rather than face justice by his peers. With the Death of Victor Trulaine, Maxwell assumed the mantle of First Citizen. Just in time to explain the situation to Centurions that had been sent by the Prefect of North America.

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From 2001 to 2007, Maxwell and his allies did everything in their power to drive out the last remaining Draconis holdouts that had been hiding out in Maxwell's dominion.

It is now 2008, and Maxwell seems to have achieved the peace that he sought out originally when he started his war to rid Arkham of House Draconis. But even now there are deaths in Arkham that greatly worry him, it seems their may be a quest for vendetta occurring, but the person that everyone fears could be behind it is known to be dead. So who could be killing the members of House Ramius and House Lionnes?

**Image:** Maxwell is an aristocrat at heart. He dresses in the finest suits, typically wearing a suit with a turtle neck sweater instead of a shirt and tie. He tends to dress in the darker colors. Maxwell has streaks of grey going from his temples back into his hair. His stare, when angered is that of a demon from the pits of hell looking back at you. Maxwell speaks with a refined voice; some would say that it almost sounds British in origin.

**Roleplaying Tips:** You are a man of many secrets, your creator as a Lilan is the one that you will not speak of to anyone. You are the type of man who plans most of the things you do, rarely will you deviate from this method of ordering the chaos around you. You know that the other Houses dislike you, especially the Draconis. You tend to treat the Draconis far more harshly than you treat the other Houses, after all, they have rightly earned a bad reputation among the Houses. Treat your friends well, treat your enemies with the respect they have earned for themselves.

**Sanctuary:** Hollund Family Estate, North of Arkham

**Sway:** Maxwell Hollund is a man with his hands in many pies, if something is happening within his city that he doesn't want happening, he generally sends his Son, Dante Hollund to them to convince them of his point of view.

**Template:** True Blooded Atlantean, Lilan

**Occupation:** Soldier

**Personality Traits:** Controlling

**Attributes:** Agility 4, Appearance 5, Brawn 7 (7 Wound), Intellect 4, Psyche 4, Vitality 8

**Derived Attributes:** Charm 4, Mental Stability 70, Psionics 4, Toughness 5, Life Force 23

**Combat Skill:** Dodge 5 (+9), Grapple 3 (+7), Parry 3 (+7), Strike 5 (+9), Throw 3 (+7)

**Occupation Skills:** Climb 3 (+7), Drive 2 (+6), Firearms 3 (+7), Heavy Weapons 2 (+6), Melee Weapons 6 (+10)

**Personal Skills:** Academics 3 (+7), Computer 1 (+5), Intimidation 5 (+9), Investigation 4 (+8), Linguistics: French 5 (+9), Linguistics: German 3 (+7), Linguistics: Latin 2 (+6), Linguistics: Russian 2 (+6), Law 2 (+6), Mythos: Atlantean 5 (+9), Mythos: Demons 1 (+5), Mythos: Imperium 3 (+7), Mythos: Lilan 3 (+7), Mythos: Occult 4 (+8), Mythos: Renegade House; Clan MacKlintoc 2 (+6), Mythos: Spirits 1 (+5), Social Grace 3 (+7), Stealth 3 (+7), Subterfuge 4 (+8)

**Psionic Skills:** Broadcasting 3 (+7), Control 3 (+7), Scanning 3 (+7), Shielding 3 (+7)

**Advantages:** Centurion Order (2 Ranks), Endurance (1 Rank), True Blooded, Imperium Renown (4 Ranks), Informants (Underworld) (3 Ranks), Lilan, Sway: Human Society (Mafia) (3 Ranks), Sway: Human Society (Police) (3 Ranks), Sway: Human Society (Political) (3 Ranks), Servitors (5 Ranks), Station (First Citizen) (5 Ranks), Wealth (7 Ranks), Wisdom of Age (4 Ranks)

**Disadvantages:** Anacronism, Enemy: Lilan (Horatio Blackthorne, Reaver of Arkham (1 Rank)

**Imperium Renown:** 16, **House Prestige:** 14

**Actions:** 3, **Initiative:** 2, **Max Lift:** 1 Ton, **Fate Points:** 5, **Reaction Rating:** +6

**Movement:** Walk 8, Run 12, Short Sprint 16, Fly 40

**Resist Fear & Madness:** 4 (+4)

**Resist Magic:** 4 (+4)

**Resist Psionics Attacks:** 4 (+4)