

ARKHAM: CITY OF SECRETS

SILAS GRIMWOOD; DARIAH

Father and Mother: Walter and Ingrid Grimwood

Birth Date: 1981

Apparent Age: Late 20s

Silas is the son of Walter and Ingrid Grimwood. Silas and his father come from a long line of Sorcerers within House Draconis. Walter Grimwood never wants that life for himself, and because of that he turned to practicing psychiatric medicine in Arkham.

All throughout Silas' childhood his father attempted to beat into his son's head his belief that their family had to leave a good and wholesome life, giving to humanity at every chance to were presented. Walter and Ingrid were Redemptionists in religious belief, and because of it Silas was forced to deal with the laughter and scorn of the other Atlantean children within Arkham. Walter early on had forbidden Silas from learning the secrets of Sorcery, telling his son that hell awaited all those that delved into the darkness of that world. Silas had no want or wish to believe in the mentally deranged beliefs of his father and mother and the Redemptionists. Living in that household was the equivalent to living in Hell itself.

Because of his family situation, Silas turned to the other House Draconis families within Arkham in order to learn the secrets of Sorcery that he wanted to learn. To cover the fact that he had willingly disobeyed his fathers wishes, Silas excelled in all of his studies in High School and later when he went to Miskatonic University.

Once he was out of his parent's home, Silas began openly learning Sorcery from Victor Trulaine in an attempt to catch up on all of the years of study that he missed because of the alienating views of his father. If anything, by the time that he graduated from Miskatonic University, he was closer to Victor Trulaine and his son Hugh than he was to his own father. Silas had a good life with friends in all of the families of House Draconis

Eventually the rein of Victor Trulaine as the First Citizen came crashing down on all those within House Draconis. Victor and his allies were openly attacking the members of Houses Ramius and Lionnes, and because of Silas' ties to Victor, he willingly assisted in attempting to stop the other Houses from succeeding in their uprising.

Walter and Ingrid Grimwood decided it was safest to side with Maxwell Hollund in order to protect everything that their family had accomplished in Arkham, this decision enraged Silas. In a fit of rage, Silas stormed into his parents home hoping to find his father, but only his mother was there. She attempted to reason with Silas, telling him that in siding with Maxwell they were protecting the human community of Arkham from further harm from Victor and the other families of House Draconis. Silas lost control and threw his mother down the basement stairs, killing her as her head hit the basement floor.



Realizing that he had just murdered his mother, Silas fled back to Victor Trulaine and his allies. For the next 6 years Silas fought along side of the rest of House Draconis as they futilely attempted to retain control of the city. Finally in 1999, Silas was able to see the writing on the wall. House Draconis had lost its battle to control Arkham. That was when Silas made the decision to switch sides, but by this point it was too late, his father had already disowned him for the murder of his mother. Maxwell was not about to allow a man that had willingly committed atrocities against himself and the rest of his allies, to stand at his side in the final moments of Victor's regency of Arkham.

ARKHAM: CITY OF SECRETS

With Maxwell's refusal to accept Silas' aide, and his father disowning him, Silas was left in the worst possible situation. He had betrayed the trust of his mentor, Victor. He had turned himself into a Pariah and no one was willing to trust him. He was truly alone.

When Maxwell along with Houses Ramius and Lionnes finally cornered Victor at his mansion in Arkham, all hope that Silas had in living a normal life was over. Hopelessness washed over him, and then hate. Everyone around him was responsible for his current situation, nothing that he did was his fault, and it was their entire fault. He hated them with all that he was, revenge was the only answer there was to his plight.

From 2001 to 2008, Silas began making connections with Horatio and Nova Rosa Blackthorne, both of them had become Pariah years before, and both of them had a score to settle with both Houses Ramius and Draconis. Eventually they came to trust Silas and with their friendship he began plotting his revenge.

With the upcoming Grand Collegium, Silas has the perfect opportunity to gain revenge against his father and everyone that led to his downfall.

Image: Silas is a grim looking man, he shaves his head regularly, leaving only a mustache and beard on his face. He seems to constantly have his jaw clenched as if he is holding back some venomous remark. Since losing his allies within House Draconis, Silas has taken to wearing dark to black Victorian styled suits and a top hat with dark sun glasses.

Roleplaying Tips: You hate ever that you have become. You despise the fact that no one in Arkham, except for the Blackthornes will speak to you. Since the day that Victor died, you mind has been on gaining revenge against everyone that you feel had a hand in destroying your life. You accept no responsibility in the events that led to your fall from grace.

Sanctuary: An Apartment on the East side of Arkham.

Template: Faux Blooded Atlantean, Sorcerer

Occupation: Criminal

Attributes: Agility 4, Appearance 2, Brawn 4 (Stun 4), Intellect 3, Psyche 3, Vitality 3

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

Combat Skills: Dodge 4 (+8), Grapple 1 (+5), Strike 3 (+7), Throw 1 (+5)

Occupation Skills: Firearms 4 (+8), Intimidation 3 (+5), Larceny 4 (+8), Persuasion 3 (+5), Subterfuge 4 (+6)

Personal Skills: Academics 1 (+4), Investigation 1 (+4), Linguistics: Atlantean 3 (+6), Linguistics: English 5 (+8), Mythos: Atlanteans 3 (+6), Mythos: House Draconis 3 (+6), Mythos: Occult 3 (+6), Ritualcraft 3 (+6), Spellcraft 3 (+6)

Advantages: Faux Blooded, House Prestige 0 Ranks, Wealth 3 Ranks, Sway: Human Society (Underworld) 1 Rank, Sorcerer (Spirit, Earth)

Disadvantages: Infamous: Atlantean Society, Pariah, Greed, Addiction: Cigarettes

Imperium Renown: 0, **House Prestige:** 0

Actions: 3, **Initiative:** +1, **Max Lift:** 500 lbs., **Fate Points:** 5, **Reaction Rating:** +1

Movement: Walk 8, Run 16, Short Sprint 32

Resist Fear & Madness: 3 (+3)

Resist Magic: 3 (+3)

Resist Psionics Attacks: 3 (+3)

Spells: Key of Pluto (Rank 1), Hear No Evil: Lesser (Rank 2), Gift of Tongues (Rank 2), Glamour (Rank 1)

Rituals: Sanctuary (Rank 1), Sorcerer's Stone (Rank 1)