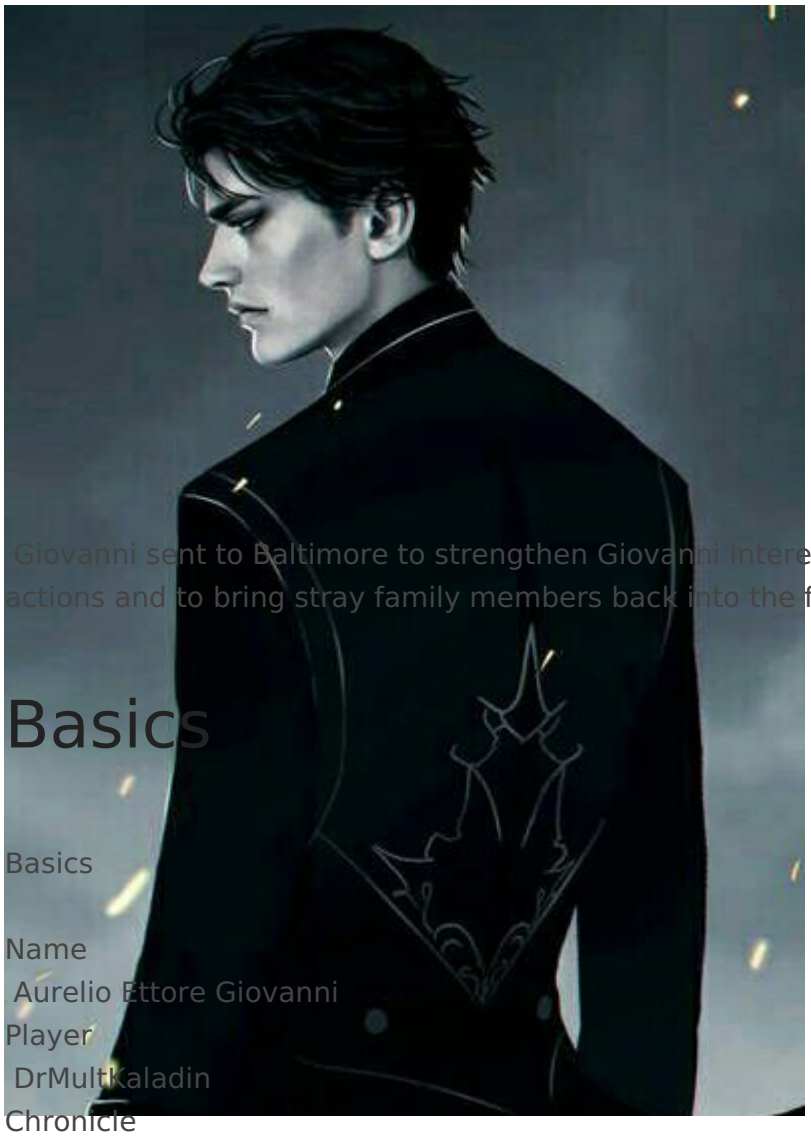
Aurelio Ettore Giovanni

Overview

Overview



Giovanni sent to Baltimore to strengthen Giovanni interests and territory due to dastardly Sabbat actions and to bring stray family members back into the fold.

Basics

Basics

Name
Aurelio Ettore Giovanni
Player
DrMultKaladin
Chronicle
Baltimore After Dark
Nature
Visionary

Demeanor
Director
Concept
Family Uniter
Clan
Giovanni
Generation
10
Sire
Pietro Giovanni

Attributes

Attributes

Physical
T
Strength

11000
Dexterity

11000
Stamina

11000
Social
P
Charisma
Skmooth Talker
11110
Manipulation
Persuasive
11110
Appearance

11000
Mental
S
Perception

11100
Intelligence
Analytical
11110
Wits

11000

Abilities

Abilities

Talents
S
Alertness

10000
Athletics

00000
Awareness

11000
Brawl

00000
Empathy

10000
Expression

10000
Intimidation

10000
Leadership

10000
Streetwise

00000
Subterfuge

11000

00000
Skills
T
Animal Ken

00000
Crafts

00000
Drive

10000
Etiquette

11000
Firearms

10000
Larceny

00000
Melee

10000
Performance

00000
Stealth

00000
Survival

00000

00000
Knowledge
P
Academics

00000
Computers

10000
Finance

10000
Investigation

10000
Law

00000
Medicine

11100
Occult

11100
Politics

11000
Science

10000
Technology

10000

00000

Advantages

Advantages

Disciplines

*Potence
10000

*Dominate
10000

*Necromancy
11100

00000

00000

00000
Backgrounds

Cult
11110

Generation
11100

Resources
11111

Domain
10000

Memento de Morte
11100

Spirit Slaves
00000

00000
Virtues
~~Conscience~~/Conviction

11100
Self-Control/~~Instinct~~

11100
Courage

11110

~~Humanity~~/Path
11111 10000
Path
 Bones
Bearing

Willpower
11111 11100
00000 00000
Blood Pool
11111 11111
11100 00000
Blood/Turn
 1

Merits & Flaws

Merits & Flaws

Merit
Type
Cost
 Cannibal
 Clan Specific
1
 Spectral Sepulchre
 Supernatural
5
 Eidetic Memory
 Mental
 2

Languages: English, Latin, German, Greek, French, Spanish, Arabic, Slavic, Hebrew, Italian, Portuguese, Russian, Hungarian, Mandarin

Flaw
Type
Bonus
Permanent Fangs
Physical
3
New Arrival
Social
1
Rival Sires
Social
2
Prey Exclusion: Minors
Mental
1

Rituals & Paths

Rituals & Paths

Ritual
Level
Knowing Stone
1

Path

 Sepulchre
11100
 Grave's Decay
11000

00000

00000

00000

00000

00000

00000

Experience & Derangements

Experience

Total
 45
Spent
 35

Notes
Freebies:
WP 4 Domain 1
Resources 4 Cult 2
Memento de Morte 3 Merits 8
Flaws 7
XP Expenditure: Dominate 1 10XP
Potence 1 10XP New Path: Grave's
Decay 1+2 7XP+4XP Wits 2 4XP

Derangements

Expanded Backgrounds

Expanded Backgrounds

Allies
Cult
Contacts
Cult
Fame

Herd
Cult
Influence
Cult
Mentor

Resources
Owns shares of various medical corps
Retainers
Cult
Status

Other

Rights & Possessions

Rights & Possessions

Gear (Carried)
 Stake, small notepad, decorative gold ring (necro relic), dagger, wallet (credit cards, cash, ID) keyring, stilleto, encrypted smartphone, very fancy suit (class I armor)



Feeding Grounds
 Domain of la famiglia
Havens
 Wouldnt you like to know
Equipment (Owned)

numberous books, tomes and notes about the occult in various languages and ages; sword, pistol, medical equipment
Vehicles
Mercedes-Maybach S-Klasse
Other

Blood Bonds/Vinculi

Blood Bonds/Vinculi

Bound To
Rating

Bound To
Rating

Description

Description

Age
99

Apparent Age
26
D.O.B.
1925
R.I.P.

Hair
Black
Eyes
Ice Blue
Race
European
Nationality
Venetian
Height
1,81 m
Build
Athletic
Gender
Male
Face Claim
HP: The Last Death Eater Trial (OC son of Bellatrix)

History

History

In his mortal days Aurelio was quickly noticed by the vampiric part of the family as he showed that he was a multi-talented prodigy. Even during his childhood his charm, intelligence and ability to manipulate those around him was far beyond what normal children would exhibit. That separation from his peers continued on over the years and grew.
When he entered a prestiguous private school, his eidetic memory, combined with his mental and social faculties, allowed him to breeze through classes. The family noticed and supported his thirst for knowledge as much as possible, even ending up figuratively throwing language teachers at him as he devoured the various tongues.
But he was not satisfied. As a teenager he finished school and set his eyes on the family's main business: money. It turned out that he was gifted in capitalism and the intricacies of finances, or the networking. It was then that he was indirectly approached by two vampiric necromancers, who gifted

him notes, books and tomes about the occult in ever greater depths.
His bright mind immediately noticed how he was nudged towards necromancy. Taking the hint he delved into it, not only due to the nudging, but also because it was a new and unusual challenge.
One event led to another and he also caught the attention of an old wraith of the family who took a shine to him. That was the spark that lit a short feud between his two prospective sires, which Pietro eventually won. The usual rites were observed and his tutelage into the depths of the occult and necromancy truly began.
To the joy of his sire, Aurelio easily and swiftly (for vampiric measures) shed his Humanity, embracing his new form so deeply that his fangs became a permanent fixture.
Now, several decades later, he was given his first great task: To go to Baltimore and bring the lost family member back home into the folds of la famiglia.

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