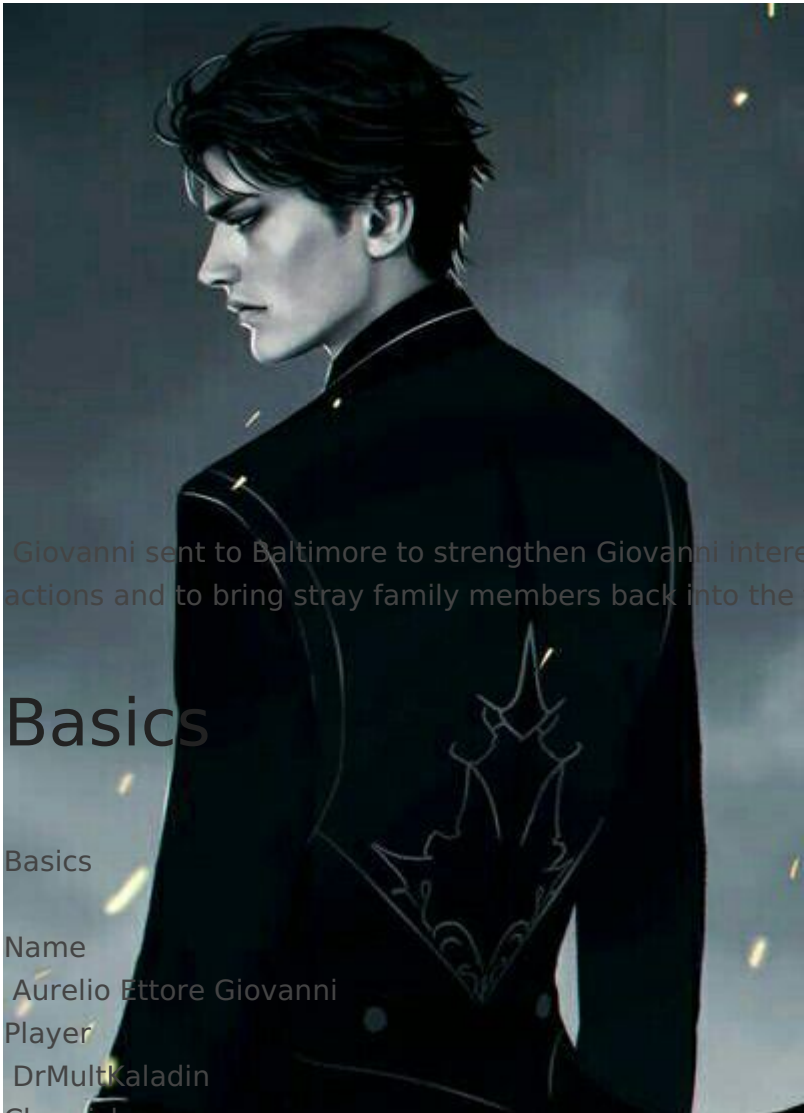


# Aurelio Ettore Giovanni

## 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

Resources 4

Memento de Morte 3

Flaws 7

XP Expenditure:

Potence 1 10XP

Decay 1+2 7XP+4XP

Wits 2 4XP

Domain 1

Cult 2

Merits 8

Dominate 1 10XP

New Path: Grave's

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)

numerous 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 prestigious 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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