

# Cassius Magnus

## Overview

Overview





With a regal posture the direct descendant of the Hardestad, Cassius, is known to navigate the camarilla with grace and success. Now in Baltimore, he seems to be looking to create roots in the city, possibly with ulterior motives.

## Basics

### Basics

Name

Cassius Magnus

Player

Lakaster

Chronicle

Baltimore After Dark

Nature

Competitor

Demeanor

Traditionalist

Concept

General Diplomat

Clan

Venue

Generation

8th

Sire

Jan Pieterzoon

# Attributes

## Attributes

Physical  
T  
Strength

10000  
Dexterity

11000  
Stamina  
Tough as Nails

11110  
Social  
P

Charisma  
Graceful

11110  
Manipulation  
Persuasive  
11110  
Appearance

11100  
Mental  
S  
Perception

11000  
Intelligence

11100  
Wits  
Getting the Jump on Others  
11110

# Abilities

Abilities

Talents

p

Alertness

00000

Athletics

00000

Awareness

10000

Brawl

00000

Empathy

00000

Expression

11000

Intimidation

11111

Leadership

11111

Streetwise

11000

Subterfuge

11111

00000

Skills

T

Animal Ken

00000

Crafts

00000

Drive

10000

Etiquette

11100

Firearms

00000

Larceny

00000

Melee

00000

Performance

Viola

11000

Stealth

00000

Survival

00000

00000

Knowledge

S

Academics

11100

Computers

00000

Finance

11000

Investigation

00000

Law

11000

Medicine

00000

Occult

11000

Politics

11111

Science

00000

Technology

00000

Expert Knowledge

Military Science

11100

# Advantages

Advantages

Disciplines

Dominate

Denial of Aphrodite's Kiss

11100

Presence

11111

Fortitude

Retaliatory Terror

10000

00000

00000

00000  
Backgrounds  
Generation

11111  
Herd

11100  
Resources

111111

00000

00000

00000  
Virtues  
Conscience/Conviction

10000  
Self-Control/Instinct

11110  
Courage

11111

Humanity/Path  
11111 00000  
Path  
Humanity  
Bearing



Willpower  
11111 11111  
00000 00000  
Blood Pool  
11111 11111  
11111 00000  
Blood/Turn  
3 bp/t

# Merits & Flaws

## Merits & Flaws

Merit  
Type  
Cost  
Prestigious Sire  
Social  
+1  
Rep  
Social  
+1  
Paragon (Resources)  
Social  
+7  
Eat Food  
Physical  
+1

Flaw  
Type  
Bonus  
New Arrival  
Social

-1  
Former Prince  
Social  
-3  
Lame  
Physical  
-3

# Rituals & Paths

Rituals & Paths  
  
Ritual  
Level

Path

00000

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# Experience & Derangements

## Experience

- Total
- 160
- Spent
- 156
- Notes
- Politics x4- 6xp
  - Politics x5 - 8xp
  - Subterfuge x4 -6xp
  - Subterfuge x5 -8xp
  - Leadership x4 -6xp
  - Leadership x5 -8xp
  - Intimidation x4- 6xp
  - Intimidation x5- 8xp
  - Expert Knowledge x1- 3xp
  - Expert Know x2- 2xp
  - Expert Know x3 - 4xp
  - Law x1- 3xp
  - Law x2- 2xp

Dominate x2 - 5xp  
Dominate x3 10xp  
Fortitude x1 - 10xp  
Fortitude x2 - 5xp  
Fortitude x3 - 10xp  
Retaliatory Terror 9xp  
Presence x4 15xp  
Presence x5 20xp

Derangements

## Expanded Backgrounds

Expanded Backgrounds

Allies

Contacts

Fame

Herd  
Workers from Red Wing  
Influence

Mentor

Resources  
All of Magnus's resources come from his position as CEO of a private military company called Red Wing  
Retainers

Status

Other

# Rights & Possessions

Rights & Possessions

Gear (Carried)

Cellphone

Feeding Grounds

His house

Havens

A big mansion in a wealthy part of Baltimore

Equipment (Owned)

A cane

Vehicles

Limousine and some fancy cars

Other

# Blood Bonds/Vinculi

Blood Bonds/Vinculi

Bound To

Rating

Bound To

Rating

# Description

## Description

Age  
377  
Apparent Age  
25 y.o.  
D.O.B.  
1743  
R.I.P.  
1768  
Hair  
Black  
Eyes  
Brown  
Race  
White  
Nationality  
Italian  
Height  
6'2"  
Build  
Slim  
Gender  
Male  
Face Claim

# History

## History

Cassius was born in an old wealthy family in Florence Italy, his care for the family state brought the family to new heights almost making him the Prince of the Florence Principality, this brought the attention to Jan Pieterzoon, yet at his training, that saw potential in the young head of the family. After his embrace, Cassius continued his family business, mainly trade and mercenary work, for centuries now he has been in the mercenary work field, with his enterprise 'Red Wing' being one of the leading Private Military Companies in the world.

He was a active player in the court of Florence, eventually he became the prince of the city, being one for decades, but a the Giovanni were a threat to him and the court, he chose to leave the city after a Giovanni take over, focusing on his enterprise for some years. Eventually he was contacted by his clan elders that asked him to go to Baltimore to reclaim what was taken by the Tremere.

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