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. New to 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
Ventrue
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

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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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