

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

Vendetta

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

00000

00000

00000

00000

00000

00000

00000

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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