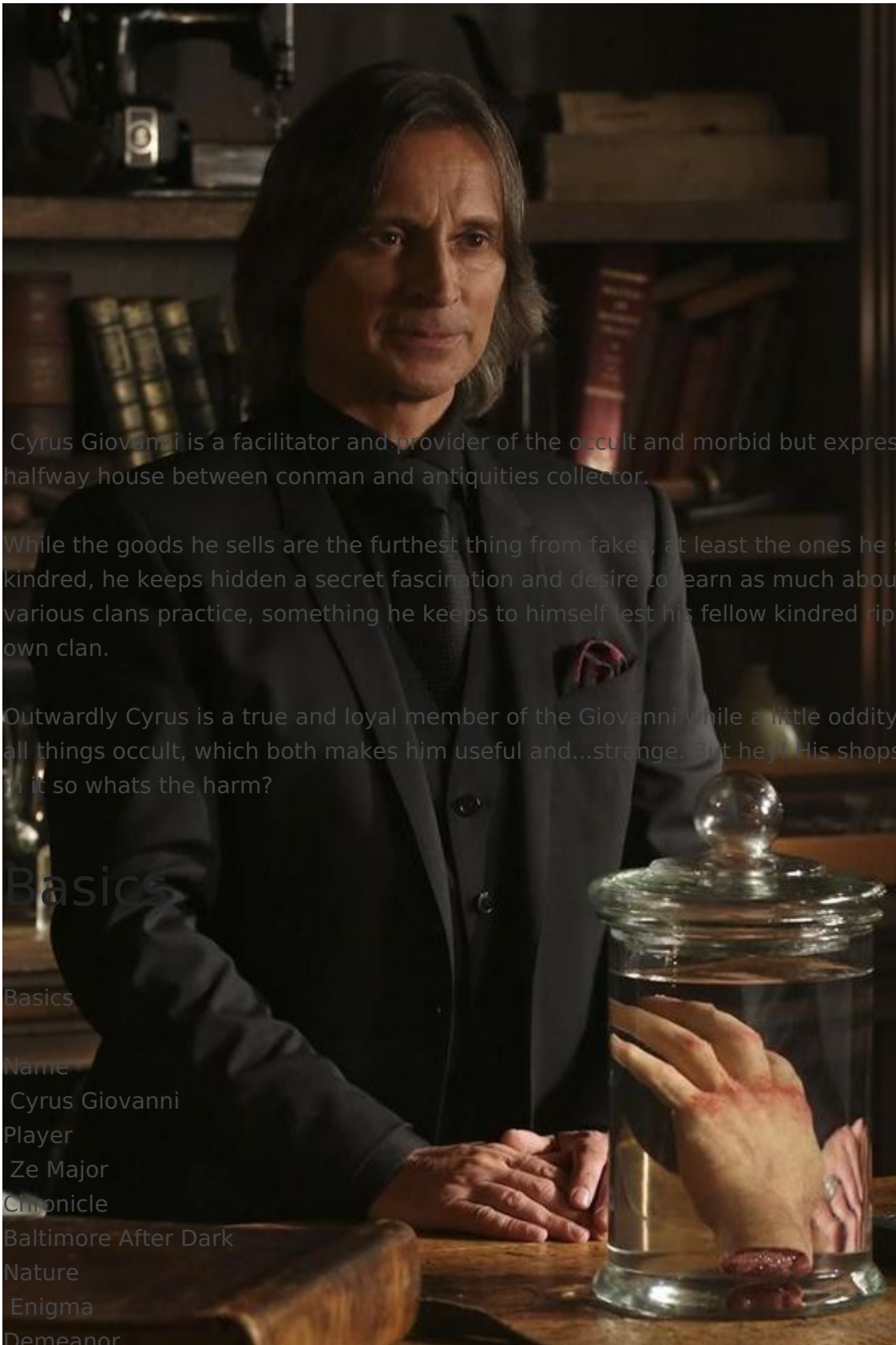


Cyrus Giovanni

Overview

Overview



Cyrus Giovanni is a facilitator and provider of the occult and morbid but expresses outwardly as a halfway house between conman and antiques collector.

While the goods he sells are the furthest thing from fakes, at least the ones he sells to his fellow kindred, he keeps hidden a secret fascination and desire to learn as much about the dark arts that the various clans practice, something he keeps to himself lest his fellow kindred rip him apart, even his own clan.

Outwardly Cyrus is a true and loyal member of the Giovanni while a little oddity due to his expertise in all things occult, which both makes him useful and...strange. But hey! His shops got some good stuff in it so whats the harm?

Basics

Basics

Name

Cyrus Giovanni

Player

Ze Major

Chronicle

Baltimore After Dark

Nature

Enigma

Demeanor

Capitalist

Concept

Coporate Occultist

Clan
Giovanni
Generation
8th
Sire
Alois Giovanni

Attributes

Attributes

Physical
T
Strength
Specialization
11100
Dexterity

11000
Stamina

11000
Social
s
Charisma

11100
Manipulation
Persuasive
11110
Appearance

11000
Mental
P
Perception

11100
Intelligence
Problem Solver

11110

Wits

Changes in Strategy

11110

Abilities

Abilities

Talents

S

Alertness

Specialization

10000

Athletics

00000

Awareness

Mystical Objects, S.I.M.H

11110

Brawl

00000

Empathy

11000

Expression

11000

Intimidation

00000

Leadership

00000

Streetwise

10000

Subterfuge

10000

00000

Skills

T

Animal Ken

Specialization

00000

Crafts

Appraisal

11110

Drive

00000

Etiquette

11000

Firearms

00000

Larceny

10000

Melee

00000

Performance

00000

Stealth

00000

Survival

00000

00000

Knowledge

P

Academics

Specialization

00000

Computers

00000

Finance

11100

Investigation

11000

Law

11000

Medicine

00000

Occult

Rituals,

11111

Politics

11000

Science

00000

Technology

11000

00000

Advantages

Advantages

Disciplines

Necromancy

11111

Potence

11100

00000

00000

00000

00000

Backgrounds
Generation

11111
Contacts

11110
Resources

11110
Memento de Morte

11111
Retainers
Ghosts

11111
Haven

11100
Virtues
Conscience

11000
Self-Control

11100
Courage

11111

Humanity/Path

11111 00000

Path

Humanity

Bearing

Willpower

11111 11111

00000 00000

Blood Pool

11111 11111

11111 00000

Blood/Turn

3 Points

Merits & Flaws

Merits & Flaws

Merit

Type

Cost

Iron Will

Mental

3

Natural Linguist

Mental

2

Eidetic Memory

Mental

2

Language: Latin, German, Ancient Greek, Russian

Mental

2

Spectral Sepulcher

Supernatural

5

Flaw
Type
Bonus
Kiss of Death
Supernatural
2
Beacon of the Unholy
Supernatural
2
Touch of Frost
Supernatural
1
Prey Exclusion (No Kids)
Mental
1
Dark Secret (Ghost's Vessel)
Social
1

Rituals & Paths

Rituals & Paths

Ritual
Level
Insight
1

Path

Sepulcher

11111

Vitreous

11100

00000

00000

00000

00000

00000

00000

Experience & Derangements

Experience

Total

163

Spent

160

Notes

Backgrounds: Contacts: 15, Retainers 23, Resources 15, Haven 9 Total: 62

Disciplines: Necromancy: Sepulchre Path 35, Vitreous Path: 19 Total: 54

Potence: 15 Total: 15

Abilities: Occult 14, Awareness 6, Crafts 6, Total: 26

Specialties: Someone's in my head 3, Total: 3

Sum Total: 160

Freebie Points: 14 in Merits, 5 in willpower, 3 in backgrounds

Derangements

Expanded Backgrounds

Expanded Backgrounds

Allies

Bertram Crowe

Contacts

Vik (City rat and informant), Dominik (Smuggler/Acquirer of Antiquities), Professor Zarovich (Western and Eastern Occult Expert), Norman Valiant (Private Investigator)

Fame

TBD by ST

Herd

None

Influence

TBD by ST

Mentor

Bertram Crowe

Resources

"Ageless" (Antiques and Occultism shop), Illegal fencing trade of strange and rare items, apartment buildings across the city, Sizeable Bank Account

Retainers

1. Xui Yen: Recently Deceased Stat Block (Core book), attached to an ancient gong from the Feudal Japanese Era that was a family heirloom, honourable but wrathful.

2. Falk: Recently Deceased Stat Block (Core book). A Broadsword from Scandenavia is his fetter, blood thirsty.

3. Christoph: Old Soul Stat Block (Core Book), Cyrus pay the tuition of his descendants as an anonymous charity which keeps him in his service.

Status

TBD by ST

Other

Memento de Morte: A ceremonial dagger with a dead language inscription on the blade

Rights & Possessions

Rights & Possessions

Gear (Carried)

Car Keys, Lockpick kit, Research Journal, 2x Cell Phone (Burner and Normal), Wallet, Keys to his shop and buildings

Feeding Grounds

Little Italy

Havens

Ageless, his antiques shop and the building that houses it, four stories, two of which are the main shop with the top two floors acting as his main residence and research center, the basement acts as a secondary ritual space.

The Haven is watched by a group of men trusted by Cyrus either through money or through the Giovanni family however they are only mortals, not ghouls they effectively act as watchmen.

The interior of the haven is guarded by his three Spirit Slaves unless he takes them elsewhere.

The Haven has two entrances at the front and back and a secret entrance in the basement through a hidden door accessed by a false brick in the wall that acts as a switch, one firm press and the door opens leading to a tunnel to an abandoned apartment building that Cyrus owns "scheduled for demolition". The top two floors are locked behind a combination pad reinforced door.

His main study lies behind a hidden door in his home library accessed by turning small floral pattern on the bookcase which has been specially separated. The basement contains ritualistic material, altars and candles, all the basics required for his occult hobbies.

Equipment (Owned)

Memento de Morte, various antique weapons, research materials/books, Various occult and antique items.

Vehicles

Mercedes 600 Grosser (Black out tint windows)

Other

Bertram Crowe: A former dark ages Charlatan who inadvertently became attached to Cyrus, in effect becoming the ghosts' fetter. This means that they are inexorably linked and must work together though they do sometimes come to odds.

Blood Bonds/Vinculi

Blood Bonds/Vinculi

Bound To
Rating

Bound To
Rating

Description

Description

Age

232

Apparent Age

Late 40's to Early 50's

D.O.B.

2nd June, 1790

R.I.P.

5th October, 1840

Hair

Greying Dark Brown

Eyes

Green

Race

Caucasian

Nationality

American Italian

Height

6'4"

Build

Ectomorph

Gender

Male

Face Claim

Robert Carlisle (Mr. Gold, Once Upon A Time)

A tall and lithe man with a slightly gaunt yet determined expression. He often wears dark suits to present himself as a business man most of the time but also to fit into the higher societies of Kindred.

History

History

Cyrus Giovanni was born in 1790 to the Giovanni clan in the city of Venice. He was raised by two mortal members of the Giovanni clan, neither of which were considered worthy of the oh-so-desired embrace of their family. Cyrus however displayed a certain fascination and talent with the trademark discipline of the Clan at a young age and seemed to have an intense hunger for the knowledge of the ancient and the esoteric.

Over the decades he proved his dedication to the clan and the "family business" acting as a fixer, fence and world class researcher, operating as an apprentice for Alois Giovanni who would later become his Sire, Alois is a masterful Necromancer who took a shine to Cyrus and when he had arranged a very profitable transfer of an ancient coffin to the ownership of Alois, he made the young Cyrus into his Childe.

A century passed with Cyrus working dutifully for his clan but slowly devouring more and more knowledge and becoming more and more obsessed with other magic, especially the Tremere's vaunted Blood Sorcery. Eventually Cyrus struck out on his own with the contacts and resources he had

acquired under Alois traveling to the US to join his bretheren there. Soon he established his shop "Ageless" in 1950, he accounted for the lack of change in store managers through the use of technology to alter old photo's and long periods of absence at times so people wouldn't necessarily remember how he looked exactly.

Now in the modern day he operates out of this same shop slowly growing his knowledge and influence in Baltimore and the surrounding area, acting as an advisor and expert on all things occult for the kindred of Baltimore, not for free of course...He is a businessman after all.

Who knows what this strange Occultist wants, maybe he's just an academic or maybe he has a greater design for his growing mastery of these dark magics...Care to find out?

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